DOCUMENT

RULES OF THE SMARTSNG: GENESIS WINTER 2027 INTELLECTUAL COMPETITION

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1. GENERAL PROVISIONS

1.1. These Rules define the goals, objectives, and the procedure for organizing and running the annual SMARTSNG: GENESIS WINTER 2027 online intellectual competition (hereinafter — the Hackathon).

1.2. The Hackathon is run by the International Association of Software Developers (hereinafter — the Organizer) with the participation of partners.

1.3. The Hackathon is held annually. These Rules apply to the Genesis Winter 2027 edition.

1.4. The goal of the Hackathon is to identify the strongest practitioners of digital professions on real-world challenges and to give participants, partners, and judges a venue for professional exchange.

1.5. Participation in the Hackathon is free. The Hackathon is held fully online; participants are admitted from any country.

1.6. The current version of the Rules is published on the Hackathon website. By registering, a participant confirms that they have read the Rules and agree to their terms.

2. TERMS AND DEFINITIONS

- **Organizer** — the International Association of Software Developers, which runs the Hackathon.
- **Partner** — an organization providing the Hackathon's tasks and/or prizes.
- **Participant** — an individual registered in the Hackathon dashboard, either solo or as part of a Team.
- **Team** — 1 to 5 Participants registered to jointly complete a task within one track (a team of 1 is solo participation).
- **Dashboard** — the section of the Hackathon website used for registration, task release, result upload, and communication with the Organizer.
- **Track** — a thematic direction of the Hackathon within which a Participant or Team completes a task.
- **Task** — a track's challenge, formed on the basis of the Partners' interests and released through the dashboard.
- **Solution (result)** — the materials a Participant or Team uploads to the dashboard in response to a Task.
- **Judge (Jury)** — an expert engaged by the Organizer who evaluates Solutions against the criteria of these Rules.

3. ORGANIZER AND THE PARTNERS' ROLE

3.1. The Organizer is responsible for running the Hackathon: dates and stages, the dashboard, assembling the judging panel, tallying the results, and announcing the winners.

3.2. Partners form the Tasks based on their real interests and problems from their field, and provide the prizes. All Hackathon prizes are provided by the Partners, not by the Organizer.

3.3. Genesis Winter 2027 partners: IT Park, SVETLOST, Apexs, PlanningDeck. The list of partners may grow; the current list is published on the website.

4. DATES AND STAGES

All times are given in the UTC+3 time zone.

STAGE	DATES
Applications (registration)	05.08.2026 — 02.01.2027, 12:00
Task release in the dashboard	03.01.2027, 11:00
Solving the tasks	03.01.2027 — 07.01.2027, until 18:00
Result upload deadline	07.01.2027, 18:00
Judging	08.01.2027 — 12.01.2027, until 18:00
Results announcement (live stream)	12.01.2027, 18:00

4.1. Tasks start on 03.01.2027; the competition period is 03.01.2027 — 12.01.2027.

4.2. The Organizer may change the dates in exceptional cases (see section 14), notifying participants through the dashboard and the website.

5. TRACKS

5.1. The Organizer approves the list of tracks and publishes it on the Hackathon website. As of publication of these Rules, the Hackathon runs across the following tracks:

- **Development & Engineering** — developers (backend, frontend, mobile, fullstack), DevOps, SRE, information security specialists.
- **Product & Design** — product managers, UX/UI designers.
- **Data & AI** — data engineers, analysts, machine learning and artificial intelligence specialists.
- **Entrepreneurship & Innovation** — IT entrepreneurs, startup founders, cryptocurrency and blockchain specialists.

5.2. Each Participant or Team competes in one track and completes that track's task.

5.3. The Organizer may add, merge, rename and remove tracks until tasks are released (03.01.2027, 11:00). Changes are published on the website and communicated to participants through the dashboard.

5.4. If a track is removed or merged with another, the Participant or Team tells the Organizer (see section 16) which track they will continue in before tasks are released. Without such notice, the Organizer moves the Participant or Team to the closest track by profile.

6. PARTICIPATION TERMS

6.1. Individuals with experience in one of the tracks are admitted, from any country.

6.2. Participation is possible as part of a Team of 1–5 people (a team of 1 is solo participation). One person may not be a member of more than one Team at the same time.

6.3. To participate, you must register in the Hackathon dashboard within the application period and consent to the processing of personal data.

6.4. By registering, a participant confirms the accuracy of the provided data and their agreement with these Rules.

7. TASK RELEASE

7.1. The tasks are published in the dashboard on 03.01.2027 at 11:00 and are available only to registered participants.

7.2. Each track has its own task, formed on the basis of the Partners' interests.

7.3. Together with the task, the requirements for the result format and the upload procedure are published.

8. SUBMISSION REQUIREMENTS AND DEADLINES

8.1. The Solution is uploaded through the dashboard by 18:00 on 07.01.2027. Results uploaded after the deadline are not accepted for evaluation.

8.2. The result format is defined by the track's task (for example: a repository link, prototype, document, presentation, or pitch).

8.3. The Solution must be produced by the participants themselves during the Hackathon period. Open-source libraries, tools, and AI assistants may be used unless the task states otherwise; borrowed materials must be properly attributed.

8.4. The participant is responsible for the availability and working order of the uploaded materials (links, repositories) at the time of evaluation.

9. EVALUATION CRITERIA AND JUDGING

9.1. Solutions are evaluated by the Jury — industry experts and partner representatives engaged by the Organizer.

9.2. Each judge scores a solution against four criteria. Each criterion is scored on a **0–10** scale:

- **Fit to the task** — how fully the solution addresses the challenge. High score (8–10): the solution covers the task and its constraints; medium (4–7): the core is covered, parts are missing; low (0–3): the solution drifts away from the task.
- **Quality and depth** — technical and substantive maturity. High: a mature, clean solution without glaring holes; medium: works, but with rough edges; low: raw, with many gaps.
- **Applicability** — practical value and viability. High: usable in practice almost as is; medium: usable after rework; low: a demo without practical value.
- **Presentation** — clarity of delivery and reasoning. High: clear, structured, well-argued; medium: understandable, loose in places; low: hard to tell what was done and why.

9.3. Each criterion's weight depends on the track (a track's weights sum to 100); weights for a track added after publication of these Rules are published together with its task. The track's final score is computed with these weights:

CRITERION	DEVELOPMENT	PRODUCT	DATA & AI	ENTREPR.
Fit to the task	30	25	30	25
Quality and depth	35	25	30	20

CRITERION	DEVELOPMENT	PRODUCT	DATA & AI	ENTREPR.
Applicability	20	25	25	30
Presentation	15	25	15	25

9.4. A work's score from one judge = the sum of (criterion score × criterion weight) divided by 10; the maximum is 100. A work's final score is the arithmetic mean of all judges' scores.

9.5. In the event of a tie, priority goes to the work with the higher score for “Fit to the task”, then “Quality and depth”, then “Applicability”. If still tied, the decision is made by the Organizer together with the Jury.

9.6. Judging runs until 18:00 on 12.01.2027. The Jury's decisions are final and not subject to review, except where violations of the Rules are found.

10. PRIZE FUND, AWARDING AND DOCUMENTS

10.1. The Hackathon's total prize fund is the sum of the track prize funds; as of publication of these Rules it is **$4,000**. All prizes are provided by the Partners.

10.2. The cash prize distribution for each track, unless otherwise published for that track:

- **1st place** — $800.
- **2nd place** — $100.
- **3rd place** — $100.

10.3. All prize winners (1st–3rd place in each track) additionally receive hoodies and merch from the Partners. The list of non-cash prizes may be extended by the Partners.

10.4. The winners are announced during the live stream on 12.01.2027 at 18:00 UTC+3.

10.5. To receive a prize, a winner provides the Organizer with the necessary details. The procedure and timing for delivering cash prizes and merch are agreed individually with the Partner providing the prize. Any taxes and fees related to receiving a prize are the participant's own responsibility under the laws of their country.

10.6. The Organizer may withhold a prize or redistribute it within a track if the track has too few admitted works or no work reaches the minimum acceptable score. The threshold is set by the Organizer together with the Jury before the results are announced.

10.7. Following the Hackathon, the Organizer issues the following documents to prize winners, participants and judges:

RECIPIENT	DOCUMENT	DEADLINE
Prize winner (1st–3rd place in a track)	Prize winner diploma Full name, team, track, place, edition, number, signature, verification QR code	by 26.01.2027
Prize winner (1st–3rd place in a track)	Letter of results Description of the Hackathon and the evaluation procedure, the criteria and their weights in the track, the track's Jury, the number of admitted works in the track, the final score and place	by 26.01.2027
Participant who submitted a Solution	Certificate of participation Full name, team, track, edition, number, verification QR code	by 26.01.2027
Judge	Decision on appointment to the Jury Edition, track(s), evaluation period	by 08.01.2027
Judge	Letter confirming judging Edition, track(s), evaluation period, number of works evaluated, the criteria and their weights	by 26.01.2027
Judge	Letter of appreciation Thanks for serving on the Jury	by 26.01.2027

10.8. A certificate of participation is issued to a participant who submitted a Solution on time (section 8), did not become a prize winner and was not disqualified (section 13).

10.9. Each team member receives documents in their own name; the documents state the team name.

10.10. Documents are issued electronically (PDF) in Russian and English. They are sent to participants at the email address in the dashboard, and to judges at the address they gave when agreeing to serve on the Jury.

10.11. Documents are signed by Ilya Popov, member of the Council of the International Association of Software Developers.

10.12. Each document has a unique number. A document's authenticity can be checked by its number or QR code on the verification page linked in the document.

10.13. The Jury is published on the Hackathon website: full name, track, company and position, and, with the judge's consent, a photo.

10.14. If a participant is disqualified after the documents are issued, the documents are deemed revoked and the verification page shows the status «annulled».

11. RIGHTS TO THE RESULTS (INTELLECTUAL PROPERTY)

11.1. Exclusive rights to the Solutions created during the Hackathon remain with their authors (Participants, Teams).

11.2. By registering, a participant grants the Organizer and Partners the right to use the Solution's materials and attribution free of charge for non-commercial purposes related to the Hackathon (publishing the results, media and social coverage, showing during the stream).

11.3. Any other use of a Solution by a Partner (including commercial use) is possible only under a separate agreement with the authors.

12. PERSONAL DATA

12.1. By registering, a participant consents to the processing of personal data. Processing is carried out in accordance with the Privacy Policy.

13. DISQUALIFICATION

13.1. The Organizer may remove a participant or Team from the Hackathon in case of:

- violation of these Rules;
- plagiarism or presenting someone else's solution as their own;
- providing false data at registration;
- actions that disrupt the dashboard or interfere with other participants;
- unacceptable behavior towards participants, judges, or the Organizer.

13.2. Disqualification voids the result and forfeits the right to a prize.

14. FORCE MAJEURE

14.1. The Organizer is not liable for failure to perform its obligations due to circumstances beyond its control (natural disasters, infrastructure and communication failures, acts of public authorities, and other events beyond the Organizer's control).

14.2. Should such circumstances arise, the Organizer may change the dates or format of the Hackathon, notifying participants through the dashboard and the website.

15. CHANGES TO THE RULES

15.1. The Organizer may amend the Rules. The current version is published on the Hackathon website; material changes are additionally communicated to participants through the dashboard.

15.2. Until 28 October 2026 the Russian version of these Rules was titled «Регламент» and was published at genesis.smartsng.dev/reglament. The change of title does not change the terms of participation.

16. CONTACTS

16.1. All Hackathon questions — through the dashboard, by email events@smartsng.dev or in the participants' Telegram community (join via the bot @SmartSngBot).