



2024

**City of Moreton Bay's
Telstra Innovation Awards**

Student Handbook



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Introducing the 2024 City of Moreton Bay's Telstra Innovation Awards

City of Moreton Bay is proud to partner with Telstra to deliver the City of Moreton Bay's Telstra Innovation Awards for students in Year's 9, 10, 11 and 12 at high schools within the City of Moreton Bay Local Government Area.

1. About the City of Moreton Bay's Telstra Innovation Awards 2024

1.1 Awards purpose

The Awards purpose is to encourage innovation and entrepreneurship, by helping students in the City of Moreton Bay Local Government Area unlock their problem-solving potential and take their big technology ideas to the next level.

The competition helps bring creative ideas to life. It connects students with industry mentors to develop enterprise skills and entrepreneurial thinking.

The Awards focus on business or social enterprise ideas that utilise innovation principles, creative uses of technology or scalable concepts - this could be a new app, design and engineering, gaming technology or robotics. It could be a smarter phone, watch or digital camera. It could even be a revolutionary new idea for transport, health, agriculture, cyber security, conservation, construction, energy, or recreation. It could be the application of existing technology in a novel way to solve a community, environmental or business challenge.

The possibilities are endless and that is what makes these Awards so exciting.

The aims of the City of Moreton Bay's Telstra Innovation Awards are to:

- Nurture the knowledge base that exists among young people in our region.
- Encourage students to be innovative and collaborative by:
 - encouraging teamwork between students;
 - giving students an opportunity to present their ideas and concepts to a wider community audience; and recognising the efforts and achievements of students.
- Highlight the importance of study in STEM (Science, Technology, Engineering, Maths) fields for the future of the Moreton Bay region – building a knowledge-based economy.
- Foster a culture of entrepreneurship amongst young people in the region through:
 - connecting students with opportunities such as access to mentors in the business community and other support channels;
 - providing students with valuable experience and knowledge regarding entrepreneurship at a local level; and incentivising students to take risks by making their own decisions to explore different opportunities.

1.2 The Role of City of Moreton Bay

City of Moreton Bay's Economic Development Department is managing these Awards. This project directly aligns with the Regional Economic Development Strategy (REDS) 2020-2041; namely, "Knowledge, Innovation and Entrepreneurship", which is both a priority industry and key pillar of the REDS and highlights the commitment from Council to drive innovative and entrepreneurial spirit in the region.

One of the initiatives in the REDS is to develop a targeted program to develop and support the entrepreneurial capabilities of the region, especially in young people, as they have the potential to start early and develop multiple ventures over their lifetime.

By facilitating projects such as the City of Moreton Bay Telstra Innovation Awards, City of Moreton Bay is helping to ignite the entrepreneurial spirit of the next generation, further propelling the region to reach the REDS goal of becoming a national leader in innovation and entrepreneurship and a top 10 regional innovation hub in Australia.

City of Moreton Bay is committed to achieving the goals detailed in the REDS, and this project will be another step towards achieving a Bigger, Bolder, Brighter future for the Moreton Bay Region.



1.3 Award sponsors and partners

Major sponsor - Telstra

As a technology and innovation company, Telstra is proud to partner with City of Moreton Bay to make a difference to high school students in the region with these awards. Telstra is a world class technology company and Australia's largest mobile network, providing users with mobile phones, internet plans and packages, home phones & more.

These Awards build on City of Moreton Bay and Telstra's ambitions for the future and encourages students in our region to start thinking today about the possibilities of tomorrow.

Telstra heavily invests in our regional areas and there's no better investment than in our future leaders. Telstra believes this competition will give high school students a taste of what creating and developing technology is all about in the real world. It's their hope as a company that after taking part in this competition, participating students aspire to a career in the technology industries.



1.4 The judging panel

The evaluation panel for the entire judging process will consist of representatives from the following organisations:

- City of Moreton Bay Representative
- Telstra Representatives
- Industry Representative

2. Awards overview

2.1 Competition details

Entry:

- Entry is open to students from Years 9 to 12 who attend school within the City of Moreton Bay Local Government Area.
- Students can participate individually or can form teams of up to three individuals.
- There is no limit to the number of teams that can enter from each school, however team members must be from the same school.
- Each participating school is required to assign a School Coordinator as a central point of contact. Please read the requirements of the School Coordinator at 2.5.

Phase 1:

- Phase 1 of the Awards commences Monday 22 January 2024 (Term 1, Week 1).
- Entries are to be submitted in PowerPoint format by following the online entry link on the Awards website: mbrc.qld.gov.au/mtia
- Entries close at 11:59pm on Monday 18 March 2024 (Term 1, Week 9).
- The Evaluation Panel will review the entries and allocate scores based on the Phase 1 Judging criteria set out in this handbook.
- Judging for Phase 1 will take place from 19 March 2024 and School Coordinators will be notified on Wednesday 27 March 2024, which teams are to progress to Phase 2 of the competition.
- All teams progressing to Phase 2 will receive a certificate at the end of the program.

Phase 2:

- In Phase 2, Teams will further develop their original idea or concept through four face-to-face mentoring sessions.
- During the mentoring sessions, student teams will be coached and assisted by an experienced facilitator and educator, industry mentors and representatives from Innovate Moreton Bay and City of Moreton Bay.
- These mentoring sessions will take place from 4pm - 6pm, on the following dates:
 - Wednesday 17 April, 2024 (Term 2, Week 1)
 - Monday 22 April, 2024 (Term 2, Week 2)
 - Wednesday 8 May, 2024 (Term 2, Week 4)
 - Wednesday 15 May, 2024 (Term 2, Week 5)
- Teams will be advised, through their School Coordinator, of any changes to scheduled mentoring sessions or Awards events.
- At the completion of mentoring, students are required to submit a 2-3 minute pitch video, along with a detailed outline of their idea including photos or drawings of a prototype and any other relevant supporting documents.
- Entries must be submitted by 11:59pm on Monday 3 June 2024.
- The Evaluation Panel will review the Phase 2 entries and allocate scores based on the Phase 2 Judging criteria set out in this handbook.
- Judging for Phase 2 will take place from 4 June 2024 and the 10 teams with the highest combined scores from Phase 1 and Phase 2, will be selected as finalists for the Live Pitch Event.
- Teams will be advised on Monday 10 June, 2024 of the outcome of Phase 2 judging.

Live Pitch:

- The Live Pitch and Awards Ceremony will be held on Thursday 20 June 2024 at 6.00pm.
- Students will be asked to arrive from approximately 4:30pm for rehearsals.
- The selected Teams will present their ideas or concepts in a 3 minute 'Live Pitch' to the Evaluation Panel, with a PowerPoint presentation to accompany.
- The 'Live Pitch' can be any medium including video, photos, proto-types or speech. Students are encouraged to be dynamic. Following the 'Live Pitch' students will have a 2-minute question and answer session with the Evaluation Panel.
- The PowerPoint presentation must contain no more than 6 slides.
- The Evaluation Panel will allocate scores based on the presentation judging criteria set out in this handbook.
- The team with the highest score on the night wins, followed by second place and third place. Prizes will be awarded for all three places.
- At this ceremony the Mayor and Telstra will also announce the winner of the Emerging Entrepreneur Award.

2.2 Prizes and awards structure

Awards will be given for 1st, 2nd, 3rd places, as well as an Emerging Entrepreneur. Thanks to Telstra, award winners will share in \$10,000 worth of prizes including JB Hi Fi Vouchers for students and professional development or incursion experiences for schools. All students will receive a certificate of participation. Schools with place-getting students will receive a trophy.

2.3 Emerging Entrepreneur Award

The Emerging Entrepreneur Award is awarded to the person (or team) who showed themselves to be a promising new talent, who is solutions focused and developed their skills throughout the program.

The following criteria will be used as a general guide for selecting the winning person (or team) for this award:

- The person (or team) were adaptable, open to feedback and incorporated advice and guidance from the mentors;
- The person (or team) were not recipients of the first, second or third prize;
- The person (or team) had an inquisitive and positive mindset and asked relevant questions of their mentors;
- The person (or team) had an innovative idea or concept that would benefit from further mentoring and development.

2.4 Important dates 2024

Phase 1	
Monday 22 January 2024 (Term 1, Week 1)	Entries open
Monday 18 March 2024 (11:59pm)	Phase 1 entries close
Wednesday 27 March 2024	Teams through to Phase 2 announced
Thursday 28 March 2024	Final day of Term 1
Phase 2	
Monday 15 April 2024	First day of Term 2
Wednesday 17 April 2024 (4pm – 6pm)	Mentoring session 1
Monday 22 April 2024 (4pm – 6pm)	Mentoring session 2
Wednesday 8 May 2024 (4pm – 6pm)	Mentoring session 3
Wednesday 15 May 2024 (4pm – 6pm)	Mentoring session 4
Monday 3 June 2024, 11:59pm	Phase 2 entries close
Monday 10 June 2024	Pitch night finalists announced
Final Pitch	
Thursday 20 June 2024 (6pm)	Live Pitch and Awards Ceremony
Friday 21 June 2024	Final day of Term 2

2.5 About the school coordinator's role

Each school that enters the Awards is required to appoint a School Coordinator. This person will be the contact for all correspondence relating to their Teams' participation in the Awards and is responsible for the following:

- Promoting the Awards in their school and ensuring students and parents and guardians are given the relevant information concerning the phases of the Awards competition;
- Addressing queries from students and other staff members about the Awards;
- Ensuring that the students and school are fully aware of the Awards competition terms and conditions;
- Ensuring that students have obtained parent or guardian consent to participate in the competition and attend related events;
- Assisting teams to enter correctly and provide all required information and entry details on the online entry form for the Awards, thereby ensuring all teams fulfil all entry submission requirements for Phase 1 of the Awards competition;
- Communicating the announcement of Finalist Teams within their schools;
- Registering and coordinating the attendance of each Team at the scheduled mentoring sessions during Phase 2 of the Awards competition and at the Live Pitch and Awards ceremony (if selected);
- Ensuring all Teams' entries are the students' own ideas and that Teams do not submit any content that is unlawful or fraudulent, or which without authorisation, infringes upon any intellectual property, privacy, or other rights of any person or entity;
- Encouraging the students to think broadly about technology and innovation and its application, to think about the creation and use of applications but even more importantly to think beyond applications and to the creation or use of technology of all sorts to solve real world problems;
- Encouraging the students to see opportunities by participating in the awards including the accomplishment of working alongside classmates to take an idea and turn it into a commercial reality.

A School Coordinator is required to be appointed for each team and the preference is for them to only coordinate a maximum of **three teams**. Additional teams should have an additional school coordinator. If you would like to discuss further, or this is challenging for your school please get in touch.

2.6 Mentoring sessions

Students will have the opportunity to attend mentoring and coaching sessions and a pitching practice session as listed in the mentor schedule. These sessions will provide the finalist teams with access to specialist and technical experience to assist in the development of their ideas.

Students will be responsible for getting to and from the mentoring sessions (School Coordinators are encouraged to make these arrangements with their students).

Teams will be advised, through their Team Coordinator, of any changes to scheduled mentoring sessions or Awards events.

Mentoring session venues will be shared with School Coordinators when Phase 2 teams are announced on 27 March, 2024.

Program	Session date and time
Mentor Session 1	Wednesday 17 April 2024 (4pm - 6pm) <i>“Customer validation “</i>
Mentor Session 2	Monday 22 April 2024 (4pm - 6pm) <i>“Prototype”</i>
Mentor Session 3	Wednesday 8 May 2024 (4pm - 6pm) <i>“Business Model”</i>
Mentor Session 4	Wednesday 15 May 2024 (4pm-6pm) <i>“Pitching and Pitching Practice”</i>

2.7 Frequently Asked Questions

1. What high school grades are the awards open to?

The awards program is open to students in years 9, 10, 11 and 12.

2. What are the start/due dates for technology submissions?

Entries open on Monday 22 January 2024 (Term 1, Week 1) and close at 11:59pm on Monday 18 March 2024 (Term 1, Week 9).

3. What constitutes a technological idea?

'Technological ideas' include but are not limited to products/services categorised by being designed through the application of scientific knowledge for practical purposes.

The submissions must fall under at least one of the STEM (science, technology, engineering and mathematics) knowledge areas and align with the judging criteria detailed in the School Handbook. Essentially your idea solves a problem in society through a creative process that is either original or builds on an existing idea.

4. How or when will I know if I have been successful or unsuccessful in my submission?

School coordinators will be informed which teams are progressing to Phase 2 and later to the Final Pitch Night. School coordinators will advise students.

5. How many people can I have in my team?

Students are to form teams between one and three individuals.

6. I am not good at science/computers, but I have a creative technological idea. Should I still enter?

Absolutely! You don't need specialised knowledge or expertise in computers/technology to participate, all you need is a simple idea/solution that is original and creative.

Your coordinator and other students will greatly assist you in realising your idea, and furthermore if you pass round 1 of the awards, experienced business entrepreneurs will further assist you in bringing your idea to life.

7. In Phase 1 of submissions does my idea actually have to functionally work or can I just submit an idea with background logic and reasoning?

Please do your best to demonstrate the background logic behind your idea, you don't need to have tested your idea or built a prototype at this stage.

Check the judging criteria and if in doubt, submit your idea and the judging panel can provide feedback after the process.

3. Competition - Phase 1

3.1 Requirements

Phase 1 is about student teams coming up with an innovative idea or concept, or further developing an existing idea or concept.

Phase 1 Entries open **Monday 22 January 2024 (Term 1, Week 1)**.

Phase 1 Entries close **Monday 18 March 2024, 11:59pm (Term 1, Week 9)**.

Teams progressing to Phase 2 will be announced on Wednesday 27 March 2024 via an email to School Coordinators. This information will be forwarded to students by their School Coordinator.

3.2 How to enter

1. Head to the Awards [website](#)
2. Download and complete the:
 - a. Team Entry Form
 - b. Parental/ Guardian Consent Form
 - c. Media Consent Form
 - d. Application form (PowerPoint)
3. Apply via the **Smarty Grants link** on the awards [website](#) (link will go live on 22 January 2024) - complete the online form (via the link) and upload all of the above documents.
4. Entries must be submitted by **11:59pm on Monday 18 March 2023**.

Am I ready to submit my Phase 1 entry?
<ul style="list-style-type: none">✓ Team entry form✓ Parent / Guardian consent form✓ Media consent form✓ Application form (PowerPoint)
Yes! I'm ready! Head to website and click on the APPLY NOW button



The entry should address the following:

- What is the innovative idea or concept?
- What is the problem/challenge you are solving?
- What technology or innovation will the idea or concept use?
- How does the idea impact business, the environment or the community?

Optional extras:

- Photos, graphics, 3D printed prototypes, drawings etc to support the idea.
- An optional 60 second video describing the concept/idea. The video must be on YouTube or Vimeo format that is easily shared on mainstream and social media.

(Electronic versions of this documentation can be found at the Awards website mbrc.qld.gov.au/mtia)

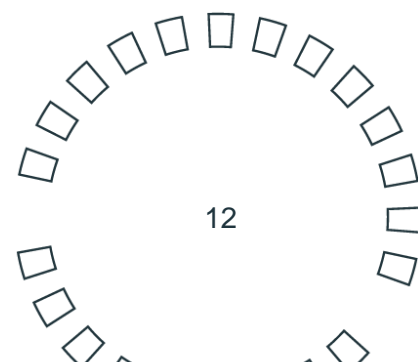
The organiser reserves the right to accept or reject incomplete or late entries.

NOTE: By submitting an entry in the Awards, each Team, student, respective parent or guardian, school coordinator and school agrees to be bound by the rules of the Awards in this Handbook and the terms and conditions in Annexure B.

3.3 Judging criteria for Phase 1

Weighting toward pitch night selection score: 30%

- The entry is original, innovative and inventive? **0/20**
- The concept uses new technology or innovation, or acknowledges that it is inspired by existing technology, using it in a new way **0/20**
- The entry demonstrates a sound understanding of the technology of innovation used? **0/20**
- The entry solves a real problem and has positive benefits to business, environment or the community? **0/20**
- Any supporting material such as photos, graphic and drawing included complements the idea e.g. graphics, drawing, links, video's **0/20**



4. Competition - Phase 2

Finalist teams for Phase 2 will be chosen based on the top scores from Phase 1. Phase 2 is about the Finalist teams developing their idea or concept.

Four mentoring sessions will be held during Phase 2. Attendance is optional, but highly recommended and is where the key learnings are delivered in this program. The mentoring sessions will follow the same methodology used to coach new companies through their start-up phase. These sessions will be run by a range of industry experts and entrepreneurs. The purpose of these sessions will be to provide finalist teams with specialised guidance on how to further develop their ideas. The topics to be covered during the mentoring and coaching are:

- **Customer validation:** Finding product market fit using design thinking;
- **Prototype:** Using lean principles in product development to build, measure and learn;
- **Business Model:** Reaching your customers using social media marketing and growth hacking;
- **Pitching and Pitching practice:** Pitching your idea with the right structure, substance and practice, practice, practice.

Also see the [Important Dates](#) and [Mentoring Sessions](#) sections for more information about the Mentoring Sessions.

4.1 Requirements

Finalists must create a video pitch, no longer than 3 minutes using either YouTube or Vimeo and submit via their school coordinator. The submission must include a link for the evaluation panel to view the video. Submissions close at **11:59pm on Monday 3 June 2024**.

School coordinators will receive an email explaining how to upload Phase 2 submissions (as the original application button will no longer be active on the awards website).

The organiser reserves the right to accept or reject incomplete or late entries.

The Phase 2 entry should demonstrate the following:

- The initial idea or concept submitted in Phase 1 has been developed and/or enhanced to further address the phase 1 judging criteria.
- Understanding of the knowledge gained in the mentoring sessions during Phase 2 and the application of that knowledge e.g. entrepreneurial skills, teamwork, and development of a business model.
- That the idea is now closer to realising the anticipated positive benefits.

4.2 Judging criteria for Phase 2

Weighting toward pitch night selection score: 70%

Judges will review the video submitted by Finalists during Phase 2 and assess the entries on the following criteria:

- Does the concept show significant development of the initial entry submitted in Phase 1? **0/20**
- Has the Team demonstrated learnings from mentoring sessions and incorporated aspects into their idea or concept? **0/20**
- Has the Team provided/demonstrated entrepreneurial skills including the development of a business model e.g. marketing channels, customer feedback. **0/20**
- The Team has demonstrated an understanding of who their potential customers are. **0/20**
- Has a prototype been developed? **0/20**

5. Competition - Live pitch and awards ceremony

5.1 Requirements

The top 10 teams will be selected to move through to the Final Pitch Night event, based upon their combined scores from Phases 1 and 2.

The Final Pitch Night event will be held on Thursday 20 June 2024 where the Finalist Teams are given the opportunity to make a 'Live Pitch' of their innovative or technological idea or concept to the Evaluation Panel.

Each Team will have three minutes and a maximum 6 PowerPoint slides to present their 'pitch' to the Evaluation Panel.

Teams will have up to two minutes for the Judges to conduct a question-and-answer session at the conclusion of their pitch.



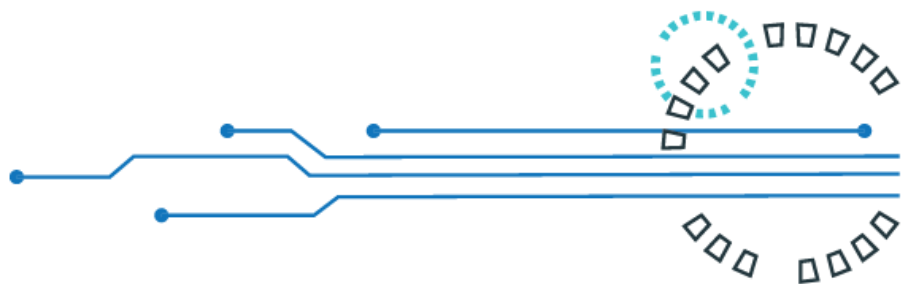
Some things to consider:

- This is each Team's final opportunity to convince the Evaluation Panel that their idea is the best and worthy of further development.
- Presentations must be structured, rehearsed, and keep to the three-minute time allocation – each presentation will be timed.
- Setup time will be limited, so whilst use of prototypes is encouraged, teams should avoid a pitch that requires significant set-up at presentation time.
- Judges will be given the opportunity to ask questions about the idea or concept (2 mins).
- Students must include a PowerPoint presentation to accompany their pitch. The PowerPoint presentations will need to be emailed to mtia@moretonbay.qld.gov.au no later than Tuesday 18 June and can only contain a **maximum of 6 slides**.

5.2 Judging criteria for the live pitch

Weighting toward final score: 100%

- | | |
|--|-------------|
| • The presentation kept to the three minute allocation? | 0/5 |
| • The pitch tells a story, sharing the Team's vision for their concept? | 0/20 |
| • The Team was able to communicate their idea and/or concept effectively and confidently to the audience? | 0/30 |
| • The Team demonstrated a good understanding of their audience and the Evaluation Panel's fields of expertise? | 0/10 |
| • The Team's final pitch was unique and creative, using a variety of mediums e.g. PPT, video, graphics, posters etc. | 0/30 |
| • Team member/s answered the judge's question satisfactorily in a confident and articulate manner. | |



6. Annexures

6.1 Annexure A - Phase 1 online application checklist

The following is the minimum identifying information required to be supplied by entrants when submitting their entry:

- Team Entry Form, which includes details of the:
 - Team Name (Mandatory)
 - School name (Mandatory)
 - Team member name/s (Mandatory)
 - Year Level of each student (Mandatory)
 - School Coordinator Name, Email and Phone number (Mandatory)
- Parental/Guardian Consent Form for each team member (Mandatory)
- Student PowerPoint Submission (Mandatory)
- Media Consent Form for each team member (Mandatory)

Teams must visit mbrc.qld.gov.au/mtia to:

- Download the submission template documents (listed above);
- And access the 'Smarty Grants' link to upload their final documents.

Please note: this submission link will be accessible via the awards website from **9am on 22 January 2024** until **11:59pm on 18 March 2024**.

Phase 1 entries close at **11:59pm on Monday 18 March 2024**.

6.2 Annexure B - Competition terms and conditions

The following are the Terms and Conditions for the City of Moreton Bay Telstra Innovation Awards program (the "Program"). These Terms and Conditions apply to all parties participating in the City of Moreton Bay Telstra Innovation Awards 2024.

By entering and participating in this Program, you agree to be bound by these Terms and Conditions. If you disagree with any of the Terms and Conditions, you can not participate in the Program. Any change or departure from these Terms and Conditions is at the sole discretion of City of Moreton Bay.

For any questions or concerns regarding these Terms and Conditions, please contact the Program team via email at mtia@moretonbay.qld.gov.au

General

1. The following definitions apply to these Terms and Conditions:
 - a) “The Program” means the City of Moreton Bay’s Telstra Innovation Awards Program 2024.
 - b) “Council”, “we”, “us” or “our” means City of Moreton Bay
 - c) “Student Teams” means the teams of students participating in the Program.
 - d) “Program Team” means the officers from the City of Moreton Bay, Economic Development Department who are responsible for delivering the Program, and any relevant Program Partners.
 - e) “Program Partners” means partners of City of Moreton Bay, as detailed within the Student Handbook and including, but not limited to, Telstra, Steering Committee members, and mentors engaged for this Program.
 - f) “Eligible Entrants” are the Student Teams who submit a complying entry, from an eligible school.
 - g) A “complying entry” is an entry that is submitted according to the details as described within the Student Handbook.
 - h) An “eligible school” is a school or educational institution based in the City of Moreton Bay - moretonbay.qld.gov.au/Council/Our-Region
 - i) The “Judging Panel” consists of representatives from City of Moreton Bay, Telstra, and local industry, as detailed within the Student Handbook. Any changes to the Judging Panel are at Council’s absolute discretion.
2. This is a City of Moreton Bay Program, in collaboration with the Program Partners detailed within the Student Handbook.
3. The entire duration of the Program will be from **9am, 22 January 2024** and will end at the conclusion of the Live Pitch and Awards Ceremony on **20 June 2024**.
 - a) Phase 1 will begin at **9am, 22 January 2024** and end when Phase 2 finalists are announced on **27 March 2024**.
 - b) Phase 2 will begin when Phase 2 finalists are announced on **27 March, 2024**, and ends when the Live Pitch finalists are announced on **10 June 2024**.
 - c) The entire program ends following the conclusion of the Live Pitch and Awards Ceremony on **20 June 2024**.
 - d) All times listed are in Australian Eastern Standard Time (‘AEST’).
4. The information provided by Student Teams and School Coordinators to enter this Program will only be used for the purposes of the Program. Any questions, comments or complaints regarding the Program should be directed to Council’s Program Team by email to mtia@moretonbay.qld.gov.au

5. By entering into the Program, Student Teams and their respective parents, guardians and schools:
 - a) Completion of the Media Consent form, agreeing to provide consent to Council, its employees or agents and partners/sponsors, photographing and/or filming student participants and using the name, image and/or voice of such participants, in any media for an unlimited period without remuneration to promote the Program.
 - b) Acknowledge that all rights, title and interest in, or relating to any image or recording taken for, or on behalf of, the Program belongs to Council for its own use.
 - c) Release Council and the partners and sponsors of the Program from any claim arising out of the use of any photograph/film by Council, partners, third parties and sponsors of the Program.
6. Personal information of participants will be handled in accordance with the Information Privacy Act 2009 (Qld) and Moreton Bay Regional Council's Information Privacy Plan which is available at: moretonbay.qld.gov.au/privacy
7. Any changes to mentoring sessions or other events due to public health orders will be communicated by the organisers to School Coordinators.
8. If, for any reason, the Program is not capable of running as planned, for any reason that is beyond the control of Council, Council reserves the right in its sole discretion to take any action that may be available, subject to State and Territory regulations.
9. Any entry from a person who, in the opinion of Council, tampers, interferes with or does not properly comply with the entry process, will be ineligible.
10. Council reserves the right to disqualify entries in the event of non-compliance with these Terms and Conditions. In the event there is a dispute concerning the conduct of a Student Team or at any time throughout the Program, the decision of Council is final.
11. The Student Team agrees that Council may continue to contact them after this Program ends unless consent is withdrawn by email sent to Council's Project Team at mtia@moretonbay.qld.gov.au
12. To the extent permitted by law, Council, and its Program Partners, shall not be liable for any loss or damage whatsoever (including but not limited to direct or consequential loss, personal or property damage) or personal injury suffered or sustained in connection with this Program.
13. The program is free of charge to Student Teams. There is no fee to participate.
14. The Judging Panel will assess the Student Teams according to the Judging Criteria as defined in the Student Handbook.
15. This is a game of skill only. There is no element of chance in determining the winners.
16. Incomplete, illegible and incorrect entries or entries containing offensive or defamatory comments, or which breach any law or infringe any third-party rights, are not eligible to win.
17. The judges' decision is final.

Program - Phase 1

18. The Judging Panel will not enter into correspondence regarding the result once the decision has been made.
19. Each Phase 1 Entry must be submitted with the appropriate Phase 1 Entry forms, as detailed within the Student Handbook. Each Phase 1 Entry must be submitted separately and in accordance with the Phase 1 Entry requirements.
20. During Phase 1, Student Teams may enter multiple entries of separate ideas, however a single idea may not be submitted by a Student Team more than once. Successful Student Teams who progress to Phase 2 are only allowed to progress with one idea, so must decide which idea they will progress.
21. Entries must be Student Teams' own ideas, and must not contain any content that is unlawful or fraudulent, or which without authorisation, infringes upon any intellectual property, privacy, or other rights of any person or entity.
22. Entries must be submitted by **11:59pm, 18 March 2024** to the Program webpage, available from moretonbay.qld.gov.au/mtia
23. Council reserves the right to accept or reject entries received after the Phase 1 closing date.

Eligibility

24. Student Teams must comply with the following requirements to be eligible for entry into and continued participations in the Program:
 - a) Eligible Entrants may consist of 1, 2, or 3 student members from any of grades 9, 10, 11 or 12. Members of the Student Teams may be all from a single grade or from different grades.
 - b) Student Teams must have a nominated School Coordinator for each Student Team. School Coordinators are able to supervise a maximum of three (3) student teams. Details of the role of a school coordinator can be found in the Student Handbook.
25. Student Teams are required to notify the Program Team of any details of Student Teams, Student Team Members or School Coordinators that may change during the course of the Program by email to mtia@moretonbay.qld.gov.au as soon as possible.
26. Student Teams must ensure that all forms and information held by Council for the Student Teams and constituent members are accurate and up to date, including replacing the forms as required for new replacement Student Team Members or School Coordinator.
27. Schools may enter multiple independent Student Teams.

Judging criteria and decisions

28. Phase 1 entries will be assessed by the Judging Panel against the Judging Criteria as detailed within the Student Handbook. Successful teams become "Finalists" in the Program and will be notified by email to the Student Teams' School Coordinator on **27 March 2024**.
29. Phase 2 Finalist teams will be chosen from the eligible entries and will continue in the program to Phase 2.

Program - Phase 2

30. Unsuccessful teams will be notified by email to the Student Teams' School Coordinator and will not continue to Phase 2 of the Program.
31. During Phase 2, all Finalist Student Teams may attend all 4 mentoring sessions. School Coordinators also may attend. Should a Student Team not be able to attend a mentoring session, they must advise the Program Team by email to mtia@moretonbay.qld.gov.au as soon as possible.
32. The decision to allow for alternative arrangements to be made, such as participating online, such as Microsoft Teams, is at the discretion of Council and Student Teams.
33. While the program is free to participate, Student Teams must arrange for their own transport to and from the mentoring sessions and to and from the Live Pitch and Awards Ceremony event.
34. Each Phase 2 Entry must be submitted according to the details described within the Student Handbook.
35. Phase 2 Entries must be submitted by **11:59pm, Monday 3 June 2024** via a private weblink, which will be provided to all Phase 2 finalists during the Program.
36. Council reserves the right to refuse entries received after the Phase 2 closing date.
37. Phase 2 entries will be assessed by the Judging Panel against the Judging Criteria as detailed within the Student Handbook and scores from this Phase will be combined with the scores from Phase 1 to determine the finalists for the Live Pitch night event on **20 June 2024**.

Program - Live Pitch

38. The Student Team with the highest score according to the Judging Criteria and best performance in the Live Pitch, as determined by the Judging Panel, wins. In the event of equal winners, the Judging Panel will decide the winner from the two Student Teams.
39. The winning Student Team will be announced at the Live Pitch and Awards Ceremony event on **Thursday 20 June 2024** as well as on Telstra and City Of Moreton Bay's social media channels and Program webpage at moretonbay.qld.gov.au/mtia after the event has concluded.
40. Prizes will be awarded to the winning (1st place) Student Team, and to the Student Teams in 2nd place, and 3rd place, as well as an "Emerging Entrepreneur" award.
41. All Finalist Student Teams will be awarded a certificate. There is no prize for non-placing Finalist Student Teams other than the satisfaction of providing encouragement to the students who enter the Program.
42. The Prizes are not transferable or exchangeable and are not redeemable for cash.
43. In the event that any prize has not been claimed by **5pm AEST on 27 June 2024**, it will be either cancelled or re-distributed at Council's absolute discretion.
44. Council shall not be liable for any prize that may be lost, stolen, forged, damaged or tampered with in any way after it is accepted by the Student Team.

45. If Council is unable to provide the nominated Prize, Council reserves the right to supply an alternative prize.
46. If a winning Student Team chooses not to take their Prize (or is unable to), they forfeit the prize and Council is not obliged to substitute the Prize.
47. Council accepts no responsibility for any tax liabilities that may arise from winning the Prize and winners are encouraged to seek their own independent advice on any implications to them.

