



The Cisco Networking Academy NetRiders United States and Canada 2012 High School/Secondary Competition Terms and Conditions

The Cisco Networking Academy NetRiders United States and Canada (available in Canada except the province of Quebec) 2012 High School/Secondary Competition (the “Competition”) begins February 27, 2012 at 8:00 am and ends May 4, 2012 at 5:00 pm (“Competition Period”). All times listed in these official rules are Eastern Time (Eastern Standard Time February 27-March 11, 2012 and Eastern Daylight Time March 12-May 4, 2012). The Competition is sponsored by Cisco Systems, Inc., located at 170 West Tasman Drive, San Jose, CA 95134 and Cisco Systems Canada CO/Les Systemes Cisco Canada CIE, located at 1959 Upper Water Street, Halifax, Nova Scotia, Canada B3J 2X2 (“Cisco” or “Sponsor”).

These Terms and Conditions govern participation in the Competition. Cisco may, in its sole but good faith discretion, amend or supplement these Terms and Conditions at any time, which change shall be effective as to Contestants three business days after posting notice of such change on the Competition Site.

The Competition will be in English only and consists of two periods: the “Registration Period” and the “Competition Exam Period” which consists of three rounds. Eligible entrants (“Contestants”) may register for the Competition beginning February 27, 2012 at 8:00 am EST and ending March 16, 2012 at 11:59 pm EDT (the “Registration Period”). Before registering, each Contestant must receive an enrolment key from their Networking Academy Instructor (each, an “Instructor”), and may be required to download certain software or take other steps in order to compete in the Competition as more fully described in the “How to Participate” Section 2 below.

The Competition Exam Period consists of three (3) rounds:

- Round One will be held March 12-23, 2012. Actual dates and times within that period will be decided by each Team’s Instructor depending on when Instructor is available to proctor during Round One. Exams will close at 10:00 pm EDT on March 23, 2012.
- Round Two will be held April 4-20, 2012. Actual dates and times within that period will be decided by each Team’s Instructor depending on when Instructor is available to proctor during Round Two. Exams will close at 10:00 pm EDT on April 20, 2012.
- Round Three will be held for all finalists on May 4, 2012 from 1:00 pm – 5:00 pm EDT. *All Round Three teams will compete at the same time regardless of time zone. It is up to each team and their proctoring instructor to know what time it is in their time zone.*

1. Eligibility. To be eligible to participate in the Competition, entrants must satisfy all of the following criteria: (a) must be a currently, validly enrolled high school/secondary student within a state, province, territory or district listed below (available in the USA including American Samoa and Guam and Canada except for the province of Quebec); (b) must be at least 13 years of age when registering; (c) must have a valid Academy Connection username and password when registering for the Competition; (d) must be currently enrolled in or have taken

within the last nine months any Cisco Networking Academy IT Essentials, CCNA Discovery or CCNA Exploration course at a Cisco Networking Academy for high school/secondary credit; (e) must complete the “Team Selection” task designating themselves as Team Captain or Team Member during the registration period; (f) must complete the “Instructor Proctor Information” task during the registration period (naming an actively teaching Cisco Networking Academy Instructor Proctor); (g) must have Internet access that supports participation; and (h) must be a resident of a state, province, territory or district listed below* (“Contestant”):

United States	Massachusetts	Vermont
Alabama	Michigan	Virginia
Alaska	Minnesota	Washington
American Samoa	Mississippi	West Virginia
Arizona	Missouri	Wisconsin
Arkansas	Montana	Wyoming
California	Nebraska	
Colorado	Nevada	Canada
Connecticut	New Hampshire	Alberta
Delaware	New Jersey	British Columbia
District of Columbia	New Mexico	Manitoba
Florida	New York	New Brunswick
Georgia	North Carolina	Newfoundland and Labrador
Guam	North Dakota	Northwest Territories
Hawaii	Ohio	Nova Scotia
Idaho	Oklahoma	Ontario
Illinois	Oregon	Prince Edward Island
Indiana	Pennsylvania	Saskatchewan
Iowa	Rhode Island	Yukon
Kansas	South Carolina	(available in Canada except the province of Quebec)
Kentucky	South Dakota	
Louisiana	Tennessee	
Maine	Texas	
Maryland	Utah	

*NOTE: Participants must register and compete for the state/province/territory/district under which their Academy is located, which may be different from the state/province/territory/district in which they reside. If located outside the U.S. or Canada (i.e. Department of Defense institution), participants must register to compete in the state/province/territory/district where the Cisco Academy Training Center (“CATC”) or Academy Support Center (“ASC”) is located.

In addition to those not meeting the criteria set forth above, the following are expressly excluded from participation in the Competition as a Contestant: (i) **Instructors****; (ii) employees and internally contracted vendors of Sponsor and their respective parents, subsidiaries, agents, promotion partners, and affiliates (collectively, the “Competition Entities”); (iii) employees and contractors of government-affiliated companies or organizations; (iv) immediate family and household members of any of the foregoing. Cisco reserves the right to modify in its sole discretion the list of eligible US states (including District of Columbia, and territories of American Samoa and Guam) and Canadian provinces.

****NOTE:** Instructors do register for the competition and are moved by the Sponsor into an Instructor-Observer role to allow them to proctor the competition.

2. How to Participate.

Each Contestant must individually register for the Competition, but the Competition is team-based. Each team must consist of two (2) Contestants meeting all of the Eligibility Criteria described in the preceding section (a “Team”)*******. To register for the Competition, each Contestant and proctoring Instructor (sometimes referred to below as “you” or “your”) must do all of the following:

- Obtain an enrolment key from your instructor. You must have an enrolment key to participate. (NOTE: Instructors can obtain the Enrollment Key from their ASC or CATC or submit a request to netriders_uscan@cisco.com)
- Go to www.academynetriders.com (“Competition Site”) and Login using your Academy Connection username and password. The login link is located on the upper right of the home page.
- If new to the site, create a new account by reviewing the pre-populated information and submitting all required information as instructed.
- If you already have a registered profile on the Competition Site, you will be directed back to the home page.
- On the home page, select NetRiders USA and Canada 2012 and then select the USA-Canada 2012 High School-Secondary NetRiders competition.
- Read and agree to these Terms and Conditions.
- Type in your enrolment key.
- You will now be enrolled in the Competition.
- Next, complete the Team Selection task by either selecting to be a Team Captain or by joining a Team by selecting the enroll button next to a designated Team Captain. **You must complete this task during the Registration period (February 27 – March 16, 2012) to participate.** Any person not enrolled in a Team will be disqualified.******* The Sponsor reserves the right to disqualify the entire Team if both parties (Team Captain and Team Member) do not complete this task. See Exhibit A for more details on this process.
- During the Registration period, complete the Instructor Proctor Information task. **You must complete this task during the Registration period (February 27 – March 16, 2012) to participate.** To complete this task your proctoring instructor will also need to have a registered profile in this competition and the Sponsors will move your registered Instructor into an Instructor-Observer role so his or her name will appear in the drop-down list for this task.
- The computer on which you are competing must have the most current version of Packet Tracer 5.3.3 installed. You can download Packet Tracer 5.3.3. by logging into the Academy Connection website at www.cisco.com/go/netacad.
- You will need to return to the Competition Site on your assigned date and time (“Assigned Exam Period”) and then take the Exam. Your instructor will determine the Assigned Exam Period within the Competition Period for Round One and Round Two.

***NOTE: Because Teams must consist of two people, in the event that there are an uneven number of students in a class, a single person from that class may participate in Round One as an Individual Contestant but they must complete the Select Your Team task and designate themselves as the Team Captain. In addition, they must send an email to netriders_uscan@cisco.com giving their name, academy, state/province/territory/district, and explaining that they are participating in Round One as an individual and not with a teammate. Failure to do the above may result in disqualification. If this individual's score in Round One qualifies him/her to advance to Round Two, then s/he must find a Participant from Round One who did not qualify to advance to Round Two to be his/her Team Member for the remainder of the Competition. An email must be sent to netriders_uscan@cisco.com notifying the Sponsor of this new Team configuration. Failure to find a Team Member for Round Two within the time allowed will be cause for disqualification.

Practice Site. During the Registration Period (between February 27, 2012 at 8:00 am EST and March 16, 2012 at 11:59 pm EDT), we strongly encourage each Team, working together, to complete the Practice Exams on the USA-Canada 2012 Practice Site which can be found on the NetRiders USA and Canada 2012 open competitions link on the home page or from a link on the actual competition page. To participate in the Practice Site, the Team should login into the Competition Site using the login credentials of the designated Team Captain. Team members should work together to answer the questions on the CCNA/CCENT Theoretical Exam and the CCNA/CCENT Packet Tracer Activity Exam to simulate how it will work in the actual Competition. Note: Practice Exam scores are not made visible to Contestants and are not included in Competition scoring. And, because the Practice Site exams can be taken multiple times, Contestants may also complete them individually. The purpose of this Practice Site is solely to familiarize Teams with the Competition site, access (including firewall, proxy settings, image loading, etc) and format prior to the Competition Exam Period.

3. Competition Exam Period

The Competition consists of three Rounds.

We strongly encourage students to participate in Rounds One and Two prior to the last date for each round in case they encounter any technical or weather-related issues. Once a Round closes, we are not able to make any accommodations.

Except as otherwise set forth in these Terms and Conditions, any costs incurred by Teams or Contestants in connection with the Competition (including but not limited to travel, food or accommodations) are the sole and exclusive responsibility of the Contestants and Cisco shall have no liability therefore. If Contestants or Teams are unable to travel to any location or are otherwise unable to participate in any Round for any reason, such Contestants or Teams will not be entitled to make-up exams or similar opportunities, and further, will not be eligible to remain in the Competition. Confirm that you can participate in all Rounds prior to registering for the Competition. All Competition tests or other submissions must occur at the times and locations indicated by Cisco to be eligible.

During the Competition Exam Period, Teams participate in up to three rounds of exams and practical activities (each, a “Round”) as described below.

A. Round One: All Round One Teams must report at the time and place (classroom, e.g.) determined and be proctored by your individual Instructor during March 12, 2012 at 6:00 am EDT through March 23, 2012 at 10:00 pm EDT. Round One will consist of the following:

- A 50 minute online exam (“Round One Exam”) that includes 50 theoretical exam questions and 10 questions based on a Packet Tracer activity (“Round One PT Activity”). The Round One PT Activity is embedded within the Round One Exam and Teams must complete both the PT Activity and all 60 questions within the 50 minute timeframe.

Round One Teams must sign into the Competition Site using only their Team Captain’s login credentials and work together to complete the Round One Exam in the allotted time. There will be an exam key provided within the instruction box on the Competition Site to open the actual exam. Each Round One Team then receives a single score for the Round One Exam. The Round One PT Activity score does not count toward the Performance Score. Once you open an exam, the time begins and you may not pause the exam timer. If you access the exam under both Team members login credentials, your team will be disqualified.

Subject to the requirements set forth in Section 4 (“Judging and Notification”), the top three validated scores from Round One Teams in each academy in each participating state, province, district or territory will be the Selected Round One Teams and entitled to advance to Round Two of the Competition (the “Round Two Teams”). Teams will represent and compete for the state, province, district or territory where their academy is located.

Round Two Contestants from Round Two Teams will be required to complete two tasks on the competition page:

- Confirm Round 2 Participation task
- Instructor Proctor Information task

The dates by which these tasks must be completed will be provided to Round Two Contestants via email when they are notified that they have been selected to advance to Round Two.

Contestants must have Packet Tracer 5.3.3 installed on the computer being used for all three Phases. You can download Packet Tracer 5.3.3 at no cost by logging into the Academy Connection website at www.cisco.com/go/netacad.

Substitution Procedure

If for any reason a Contestant of a Team selected to participate in Round Two is disqualified, unable or unwilling to participate, the other Team Contestant may (with the written consent of the withdrawing Contestant) select an alternate Team member from another Round One Team who did not qualify to advance to Round Two or from a Round One Team who did qualify to advance to Round Two but also has a Contestant who is disqualified or unable or unwilling to participate in Round Two. Once Cisco receives notice (sent to netriders_uscan@cisco.com) identifying the alternate Contestant with the consent of the withdrawing Contestant and/or the

Team's proctoring Instructor, the withdrawing Contestant shall be deemed disqualified from the Competition. Should both Contestants from a Team selected to advance to Round Two withdraw or become ineligible to remain in the Competition for any reason, both Contestants from such Team are disqualified from the Competition and a Round One Team otherwise eligible under these Terms and Conditions with the next highest score will be chosen to advance to Round Two.

B. Round Two: The Round Two Teams must report at the time and place (classroom, e.g.) determined and be proctored by your individual Instructor during April 4, 2012 at 6:00 am EDT through April 20, 2012 at 10:00 pm EDT. Round Two will consist of the following:

- An online exam featuring 80 questions to be completed in not more than 60 minutes ("Round Two Exam"), and
- A 30 minute practical skills PT Activity Exam ("Round Two PT Activity Exam") featuring 10 questions based on a Packet Tracer activity which the Round Two Teams must download from the Competition Site ("Round Two PT Activity") and complete. The Round Two PT Activity and the Round Two PT Activity Exam must both be completed in 30 minutes. The time will begin once you access the Round Two PT Activity Exam. The Round Two PT Activity will be embedded within the Round Two PT Activity Exam.

To complete the above, the Round Two Teams must sign in at the Competition Site using only their Team Captain's login credentials and work together to complete the Round Two Exam and the Round Two PT Activity Exam in the time allotted. The exam passwords for Round Two will be provided to the proctoring Instructors in an email notification on April 3, 2012. Teams may take a break between the two exams if approved by their Instructor; once you open an exam, the time begins and you may not pause the exam timer. Round Two Teams receive a single score on each of the Round Two Exam and the Round Two PT Activity Exam. If you access the exam under both Team members login credentials, your team will be disqualified.

Subject to the requirements set forth below in Section 4 ("Judging and Notification"), the Round Two Team having the highest combined Round Two score for its state, province, territory or district and will be selected to advance to Round Three (collectively, the "Final Teams").

Round Three Contestants from Round Three Teams will be required to complete two tasks on the competition page:

- Confirm Round 3 Participation task
- Instructor Proctor Information task

The dates by which these tasks must be completed will be provided to Round Three Contestants via email when they are notified that they have been selected to advance to Round Three.

C. Round Three: Round Three of the Competition shall take place during 1:00 pm – 5:00 pm EDT on May 4, 2012. Each Team will be required to log in to a free Cisco WebEx session

for the duration of this round. **All teams must participate in Round Three at the same time regardless of the time zone.** Round Three shall consist of the following:

- An online exam featuring 100 questions to be completed in not more than 60 minutes (“Round Three Exam”), and
- A practical skills PT Activity Exam (“Round Three PT Activity Exam”) featuring 20 questions based on a Packet Tracer activity which the Round Three Teams must download from the Competition Site (“Round Three PT Activity”) and complete. The Round Three PT Activity and the Round Three PT Activity Exam must both be completed in 60 minutes. The time will begin once you access the Round Three PT Activity Exam. The Round Three PT Activity will be embedded within the Round Three PT Activity Exam.

The Final Teams must sign in to the Competition Site, select the USA-Canada 2012 High School NetRiders Finale competition using only their Team Captain’s login credentials and **work together** to complete the Round Three Exam, the Round Three PT Activity, and the Round Three PT Activity Exam in the allotted times. Each Final Team will receive a score for the Round Three Exam and the Round Three PT Activity Exam. The two exam scores are then added together for a final score.

Each of the Final Teams will be required to login to a free Cisco WebEx session during Round Three to participate live with all other contestants.

Subject to the requirements set forth below in Section 4 (“Judging and Notification”), the scores of the Final Teams will be tallied. Prizes will be awarded to the top ten-scoring Final Teams as set forth in Section 5 below. Actual Scores will not be shared or posted. We only post rankings.

Online Access. In all Rounds of the Competition, Exams, PT Activities and PT Activity Exams are only available online. In the event online access is not available, for any reason, Contestants will not be eligible to complete the online exams or otherwise advance in the Competition. Notwithstanding anything to the contrary herein, Cisco cannot guarantee online access for all Contestants. Cisco is under no obligation to provide an offline substitute for any test or activity.

Disputes. In the event of a material dispute over the validity of a question or corresponding answer in an Exam or PT Activity Exam, and in Cisco’s sole discretion, all Teams may be credited with the full point value of such question, regardless of the answer provided. Contestants may submit any challenges, questions or comments to netriders_uscan@cisco.com. Challenges to any Round One or Round Two Competition question or activity **must be submitted within two hours of Exam/Activity completion to be considered. For Round Three, any challenges or questions must be submitted within 15 minutes of Exam/Activity completion to be considered. Cisco’s decisions regarding any challenges, disputes or other questions are final and non-appealable.**

4. Judging and Notification.

Round One Scoring

The Round One Exam is 60 questions. Fifty (50) theoretical questions are valued at 2 points for a total of 100 points. Ten (10) questions are based on the Round One PT Activity and each question is valued at 5 points for a total of 50 points. There are 150 total possible points for the Round One Exam. The Round One Exam will be automatically scored on the Competition Site and sent to the Competition judges for validation to determine the Round One Performance Score. This Round One Performance Score will determine whether a Team advances to Round Two. Scores only apply to Round One and are not added to future scores in Round Two or Round Three.

Only rankings will be posted. We will not post nor provide actual scores to Contestants or Instructors.

Provided that the requirements of these Terms and Conditions are otherwise satisfied, the Round One Teams in the top 3 scores with a score of 50% or higher will be deemed the Selected Round One Teams and selected to advance to Round Two.

If there are less than three (3) Teams in a participating academy who have scores of 50% or higher, then less than three (3) Teams from that academy will advance to Round Two. If there are not any Teams from a participating academy who have scores of 50% or higher, then no Teams from that academy will advance to Round Two.

Round Two Scoring

The Round Two Exam is 80 questions and each question is valued at 1 point for a total of 80 points. The Round Two PT Activity Exam is 10 questions and each question is valued at 5 points for a total of 50 points. There are 130 total possible points for the Round Two Exam. The Round Two Exam and the Round Two Packet Tracer Activity Exam will be automatically scored on the Competition Site. Round Two exam scores will be tallied on the Competition Site and sent to the Competition judges for validation.

The Round Two Exam score and Round Two PT Activity Exam score will be added together to reach a Performance Score for each Round Two Team. This Round Two Performance Score will determine whether a Round Two Team advances to Round Three. Scores only apply to Round Two and are not added to future scores in Round Three.

Provided the requirements of these Terms and Conditions are otherwise satisfied, the Round Two Team from each eligible state, province, district and territory with the highest Performance Score will be selected to compete in Round Three, the Final Round of the Competition.

Only rankings will be posted. We will not post nor provide actual scores to Contestants or Instructors.

Should either or both Contestants of any Team selected to advance to Round Three be unable or unwilling to participate in Round Three for any reason, or fail to confirm participation within the specified time allotted, such Team will be disqualified and a Team, otherwise eligible under these Terms and Conditions, with the next highest Round Two Performance Score in that same state, province, territory or district, will be identified as a replacement for Round Three. No substitution procedure will apply.

Round Three Scoring

The Round Three Exam is 100 questions and each question is valued at 1 point for a total of 100 points. The Round Three PT Activity Exam is 20 questions and each question is valued at 5 points for a total of 100 points. There are 200 total possible points for the Round Two Exam. The Round Three Exam and the Round Three PT Activity Exam will be automatically scored on the Competition Site. Exam scores will be tallied on the Competition Site and sent to the Competition judges for validation.

The Round Three Exam score and Round Three PT Activity Exam score will be added together to reach an overall Round Three Performance Score for each Team.

Only rankings will be posted. We will not post nor provide actual scores to Contestants or Instructors.

Provided that the requirements of these Terms and Conditions are otherwise satisfied, the Round Three Teams with the top ten (10) Performance Scores will be deemed the Competition winners and will be awarded prizes as outlined below in section 5, entitled “Prizes for Round Three.”

Tie-Breaker Procedure

In the event of a tie in Performance Scores between two or more Teams in any Round of the Competition, the following tie-breaking criteria shall apply:

1. The Team with the higher PT Activity Exam score or for Round One, the Team a higher score on the 10 questions based on the PT Activity, will be deemed the higher ranking Team as between tied Teams; then
2. The Team which completed the Round Exam in the faster time will be deemed the higher ranking Team as between tied Teams

Round One Winner Notification Process

Contestants of Teams selected to advance to Round Two will be notified via email on or before March 28, 2012 and must, within 72 hours (by March 31, 2012), complete the online tasks outlined in the email notification. Each selected Contestant will need to complete two tasks online on the competition page:

- Confirm Round 2 Participation task
- Instructor Proctor Information task

If either one or both Contestants or a Team fail to respond to such notification before the expiration of 72 hours, Cisco may, in its discretion, select the Team having the next highest Round One Performance Score in that academy to advance to Round Two.

Cisco is hereby entitled (but not required) to announce or post on any Cisco website the full name, academy name, ranking and state or province of each Contestant of a Team selected to advance to Round Two.

Round Two Winner Notification Procedure

Contestants Teams selected to advance to Round Three will be notified via email on or before April 24, 2012 and must, within 72 hours (by April 27, 2012), complete the online tasks outlined in the email notification. Each selected Contestant will need to complete two tasks online on the competition page:

- Confirm Round 3 Participation task
- Instructor Proctor Information task

If either one or both Contestants or a Team fail to respond to such notification before the expiration of 72 hours, Cisco may, in its discretion, select the Team having the next highest Round One Performance Score state, province, or district, to advance to Round Two.

Except as prohibited by applicable law, each Contestant of a Team selected to advance to Round Three agrees to sign and return to Cisco the following documents (“Documents”):

- Declaration of Eligibility, Publicity and Liability Release

This Document must be returned in electronic format no later than May 1, 2012, by all Round Three Contestants. Mailing instructions (both electronically and regular post) will be provided with the Documents.

Cisco is hereby entitled (but not required) to announce or post on any Cisco website the full name, academy name, ranking and state or province of each Contestant of a Team selected to advance to Round Three.

Round Three Winner Notification Procedure

Contestants of Round Three Teams having the ten highest Performance Scores (the “Selected Winners”) will be announced on May 4, 2012 at the end of the Competition period and will be notified via email on or before May 8, 2012 and must to respond as directed by such e-mail notification within 72 hours. The failure to respond timely to such notification may result, at Cisco’s sole option, in forfeiture of the applicable prize; and, in such case, Cisco will choose the Round Three Team with the next highest Performance Score from among the remaining eligible scores as a Selected Winner. Each Selected Winner who is under 18 years of age will be required to have their parent or legal guardian sign and return a hard copy of the following Document for receipt by Cisco within the time(s) prescribed:

- Declaration of Eligibility, Publicity and Liability Release

Hard copies of this document with parent or legal guardian signature must be mailed and received no later than May 24, 2012 for any Round Three winner who is under 18 years of age. Mailing instructions (both electronically and regular post) will be provided with the Documents.

Failure to return the above described documents within the times prescribed may result, in Cisco's sole option, in prize forfeiture, whereupon, Cisco shall have no further obligation with respect to such Contestant.

Cisco is hereby entitled (but not required) to announce or post on any Cisco website the full name, academy name, ranking and state or province of each Contestant of a Team who participated in Round Three.

5. Prizes for Round Three.

First through Fourth Place: Each Contestant from the First, Second, Third and Fourth Place Selected Winner Teams will receive an Apple iPad 2 Wi-Fi/3G Tablet 32GB (ARV: US \$729.00).

Fifth through Seventh Place: Each Contestant from the Fifth, Sixth and Seventh Place Selected Winner Teams will receive an Apple iPad 2 Wi-Fi/3G Tablet 16GB (ARV: US \$629.00).

Eighth through Tenth Place: Each Contestant from the Eighth, Ninth and Tenth Place Selected Winner Teams receive an Apple iPod touch 4th generation digital player 32GB (ARV: US \$299.00).

Prize winners are not entitled to any surplus between actual retail value of prize and stated ARV and any difference between stated ARV and actual value of the prize will not be awarded. Prize winners are not entitled to substitute prizes or receive cash equivalents; however, Cisco reserves the right to substitute a prize with another prize of equal or greater value should the advertised prize become unavailable for any reason. Prize may be awarded in the form of voucher(s), coupon(s) and/or gift card(s) in Sponsor's sole discretion. If any prize winner is unable to participate in or accept the prize or any portion of the prize for any reason, Cisco shall have no further obligation to such prize winner with respect to any prize. Neither Cisco nor any of its prize suppliers will replace any lost or stolen prizes or certificates. In no event will Cisco be required to award more than the stated number of prizes.

For the avoidance of doubt, Cisco has no liability for costs or expenses associated with the Competition or with any prize which are not expressly stated herein.

6. Reasons for Disqualification.

The Sponsor reserves the right to disqualify any Contestant or Team for any breach of the Terms and Conditions. In particular, Contestants should note the following reasons disqualification may occur:

- Failure to meet all eligibility requirements
- Failure to complete the “Team Selection” task during the Registration Period
- Failure to complete the “Instructor Proctor Information” task during the Registration Period
- Accessing any exam under both Team Members’ login credentials
- Failure to be proctored during Competition Periods
- More than one Contestant in a class participating in Round One as an individual
- Failure to find a qualified substitute, if needed, for Round Two if Contestant validly participated in Round One individually
- Failure to notify Sponsor of substitutions, if needed, for Round Two
- If a Team Member has been disqualified and the remaining Team Member cannot find an approved substitute
- Failure to notify Sponsor to complete the “Confirmation” and “Instructor Proctor Information” tasks within the 48 or 72 hours allotted confirming their agreement to advance to the next round and who their proctoring instructor will be for Rounds Two and Three, if qualified to advance

7. General Conditions.

This Competition is void where prohibited or otherwise restricted by law, and is subject to all applicable federal, state, and local laws.

By participating, Contestants agree: (i) to abide by these Official Rules (as they may be amended from time to time at Sponsor’s sole discretion) and all decisions of Cisco and any judges it appoints for purposes of the Competition, which shall be final and binding; and (ii) to waive any right to claim ambiguity in the Competition or these Official Rules, except where prohibited by law.

All submissions required to be made by Contestants hereunder must be received according to the deadlines set by Cisco. Cisco’s clock shall be the official time keeping device for the Competition. No mail, hand or similar deliveries will be accepted, except as expressly set forth in these Terms and Conditions.

Cisco and its agents or suppliers are not liable for late, lost, delayed, damaged, misdirected, incomplete, void, corrupted, garbled, illegible, and/or unintelligible entries, or for any problems, or malfunctions Contestants may encounter when submitting their entries or scores. Only complete, valid entries and score reports (collectively “submissions”) will be accepted. Cisco is not required to verify receipt of entries or scores. Incomplete, garbled, corrupted or otherwise illegible submissions are void and will not be accepted. Sponsor reserves the right to disqualify false submissions or submissions suspected of being false. All submissions submitted become

the sole property of Sponsor and will not be acknowledged or returned. In the event of a dispute as to the identity of a winner, the winner will be deemed to be the authorized account holder of the profile used to participate in the Competition.

Taxes, if any, are the sole responsibility of Contestants, and Contestants may be issued appropriate tax documentation for the ARV of any awarded prize.

Except as limited by applicable law, Contestants agree to release and hold harmless Cisco Systems, Inc. and its affiliates together with their respective directors, employees, internally contracted vendors, officers, licensees, licensors and agents, and respective advertising and promotion entities and any person or entity associated with the production, judging, or administration of the Competition, (collectively, the "Releasees") from and against any and all rights, claims and causes of action whatsoever that Contestant may have, or which may arise, against any of them for any liability for any matter, cause or thing whatsoever, including but not limited to any injury, loss, damage, whether direct, compensatory, incidental or consequential, to person, including death and property, arising in whole or in part, directly or indirectly, from their acceptance, possession, use or misuse of any prize associated with the Competition, or Contestant's participation in the Competition and/or in any Competition or prize related activity.

None of the Releasees are responsible for: (a) lost, late, misdirected, undeliverable, incomplete or indecipherable entries due to system errors or failures, or faulty transmissions or other telecommunications malfunctions and/or entries; (b) technical failures of any kinds; (c) failures of any of the equipment or programming associated with or utilized in the Competition; (d) unauthorized human and/or mechanical intervention in any part of the submission process or the Competition; or (e) technical or human error which may occur in the administration of the Competition or the processing of entries.

Releasees shall not be liable for failure to supply any prize or any part thereof, by reason of any acts of God, any action(s), regulation(s), order(s) or request(s) by any governmental or quasi-governmental entity (whether or not the action(s), regulations(s), order(s) or request(s) prove(s) to be invalid), equipment failure, threatened terrorist acts, terrorist acts, air raid, blackout, act of public enemy, earthquake, war (declared or undeclared), fire, flood, epidemic, explosion, unusually severe weather, hurricane, embargo, labor dispute or strike (whether legal or illegal), labor or material shortage, transportation interruption of any kind, work slow-down, civil disturbance, insurrection, riot, or any other similar or dissimilar cause beyond any of the Releasees' control.

Each Contestant acknowledges and agrees that Releasees have neither made, nor are in any manner responsible or liable for, any warranty, representation or guarantee, expressed or implied, in fact or in law, relative to any prize or the Competition. All warranties are hereby disclaimed, and any prize awarded is on an "as is" basis, with all faults, known or unknown.

Cisco reserves the right to disqualify any Contestant it suspects to be violating these Official Rules. Cisco reserves the right to cancel or suspend the Competition in whole or in part, in its sole discretion, should it receive fewer than 1000 entries or due to any other circumstances or event beyond its reasonable control, including but not limited to natural disasters.

Cisco may, in its sole discretion, cancel, modify or suspend the Competition should a virus, bug, computer problem, unauthorized intervention or other causes beyond Cisco's reasonable control, corrupt the administration, security or proper play of the Competition. Cisco may prohibit a Contestant from participating in the Competition or winning a prize if, in its sole discretion, it determines such Contestant is attempting to undermine the legitimate operation of the Competition by cheating, plagiarizing, engaging in any deception, or any other unfair playing practices of intending to annoy, abuse, threaten, undermine or harass any other Contestants or Sponsor representatives.

Disputes regarding these Official Rules and/or this Competition will be governed by the internal laws of California.

CAUTION: ANY ATTEMPT TO DELIBERATELY DAMAGE OR UNDERMINE THE LEGITIMATE OPERATION OF THE CONTEST MAY BE IN VIOLATION OF CRIMINAL AND CIVIL LAWS AND WILL RESULT IN DISQUALIFICATION FROM PARTICIPATION IN THE COMPETITION. SHOULD SUCH AN ATTEMPT BE MADE, SPONSOR RESERVES THE RIGHT TO SEEK REMEDIES AND DAMAGES (INCLUDING ATTORNEY FEES) TO THE FULLEST EXTENT OF THE LAW, INCLUDING, IF APPLICABLE, CRIMINAL PROSECUTION.

8. Publicity. Sponsor reserves the right to use all submissions and the Contestants' names, likenesses from photos or video, academy name, state, province, and country names for Team selection and publicity purposes in connection with the Competition. Each Contestant understands and agrees that all or part of Contestant's submissions may potentially be posted or published for purposes of selecting their Team and promoting the Competition, with or without credit to Contestant.

9. Rankings and Scores. Sponsor is hereby entitled (but not required) to announce or post on any Cisco website (including www.academynetriders.com) the full name, academy name, ranking and country of each Contestant who participated in the Competition. The number of rankings posted will vary per competition and per round if the Competition is held in more than one round. Only rankings will be posted. Sponsor will not post nor provide actual scores to Contestants or Instructors.

10. Privacy. Any personal information collected by Cisco may be used for administrative, marketing or promotion purposes in connection with the Competition and will be otherwise used, stored and handled in accordance with the Cisco Networking Academy Privacy Policy, found at the following URL: http://www.cisco.com/web/siteassets/legal/privacy_full.html.

11. Terms and Conditions and Winner's List. For a copy of these Terms and Conditions or the names of Competition winners, send your specific request by email to netriders_uscan@cisco.com for receipt on or before July 4, 2012. A list of all Competition winners may also be available at <https://www.academynetriders.com>.

EXHIBIT A

Team Selection Task

You must complete this task and be a part of a two-person Team to participate in this Competition. One person will self-designate as the Team Captain. The other person must designate themselves as a Team Member by enrolling in a Team with the Team Captain's name.

Team Captains:

1. Login to the Competition.
2. In the second block of copy, there is a link titled Team Selection Task. Click on that link.
3. Select the Make Me A Captain button.
4. You have created a team and are now a Team Captain.
5. Your team will appear in the list under your first and last name.
6. Your team will also be identified with a description that includes your academy name and state or province.
7. You may not enroll your team member as a team member; s/he must enroll themselves in a team once the Team is created.
8. You will not be notified once a Team Member enrolls in your Team. You will need to check the Team Selection page to see if you have a Team Member.
9. If you decide you cannot compete or if you decide to be a Team Member instead of a Team Captain, you may dissolve your Team.
10. If someone enrolls in your Team and you do not want to be their Team Captain, you may click to un-enroll the Team Member.
11. An email notification will be sent to a Team Member if you dissolve the Team or if you un-enroll the Team Member.
12. An email notification will be sent to you if a Team Member un-enrolls from your Team.
13. You must be enrolled in a Team before you compete in Round One, or as Team Captain if competing alone with NetRiders Sponsor permission as stated in these Terms and Conditions.
14. To be eligible to move forward in Rounds or to win in the Final Round Three, you must participate in Teams of two and have your Team in the Team list before you open each exam.
15. If a Team dissolves or is created after Round One, remaining eligible members must enroll as a team in order to compete in Round Two.

Team Members:

1. Login to the Competition.
2. In the second block of copy, there is a link titled Team Selection Task. Click on that link.
3. Look for the name of your Team Captain in the list. Team names are listed First Name _ Last Name. To help verify that you have the correct Team Captain, you will see the state or province name and the academy name for the Team Captain under Team Description.
4. If you find your Team Captain, then click the enrol link to enroll in that Team.
5. A new screen will pop up asking to verify that you want to enroll in this Team. Click the enrol button.
6. You will now be on a team as a Team Member and your name will appear in the list along with your Team Captain.
7. If you do not see your Team Captain in the list, you will need to contact your Team Captain to complete the task first.
8. You will then need to come back to the "Team Selection Task" page to enroll in a Team.
9. The Team Captain may not enroll you on a Team. You must complete this yourself.

10. If you decide you cannot compete or if you decide to be a Team Member under a different Team Captain, you may un-enroll from your selected Team.
11. An email notification will be sent to the Team Captain if you un-enroll from the Team.
12. An email notification will be sent to you if the Team Captain dissolves the Team or decides to un-enroll you from the Team.
13. If you decide to be a Team Captain, you need to un-enroll from the Team and go through the Team Captain steps above.
14. You must be enrolled in a Team before you compete in Round One or deemed eligible to compete singly and enroll as the Team Captain (see official rules outlined above). There are no exceptions. Failure to complete this task is cause for disqualification.
15. To be eligible to move forward in Rounds or to win in the Final Round Three, you must participate in Teams of two and have your Team in the Team list before you open each exam.

EXHIBIT B

The computer must have the following specifications:

PC Recommendations and Guidelines

Hardware Recommendations:

Processor: Intel Processor Pentium 4, equivalent or higher

Memory: 1.0GB or higher of installed RAM [Minimum 512 MB RAM]

Hard Drive: 80 GB or higher of available Hard drive space

Display Resolution: 1024 x768 or higher [Minimum 800x600]

Peripherals:

- Video Card
- Sound Card
- Network Card (for *Internet Access*)
 - 10/100/1000 Ethernet card **and/or**
 - Wireless Network Adapter
- CD/DVD drive

Software Recommendations:

Operating System: Microsoft Windows XP/Vista or higher or Linux kernel version 2.6 or higher

Supported Web Browsers

- Internet Explorer 8.0 or higher [Internet Explorer 6.0 minimum]
- Mozilla Firefox 3.0 (Windows and Linux) or higher [Firefox 2.0 minimum]

PDF Reader

Packet Tracer 5.3.3 (download from the Academy Connection website

www.cisco.com/go/netacad)

NOTE for Installing Packet Tracer 5.3.3:

The PT activities in the competition are created using all of the features of PT 5.3.3, so it is important that the competitor ensures that they have uninstalled all old versions of PT and install 5.3.3 and then reboot their machine prior to taking the competition exams. The uninstall, install and reboot process is really important for setting up the Windows system properly to allow the exam to communicate with the server and PT properly. If the competitor (or their instructor or academy's IT department) performs the Packet Tracer Skills Assessment Environment Check (located in the Course Catalog and on the Class Home Page), it should show that the Deployment Directory and PT version contains PT 5.3.3. If not, they need to install it.