



General Terms & Conditions For GridGame Participation

Gamified educational initiative by **am.co.za**



These General Terms and Conditions ("Terms") govern participation in any **GRIDGAME** event organised by **am.co.za**®. They apply alongside the specific Rules for each game (e.g., A3 DTF Printer Rules). **Participation constitutes full acceptance of these Terms.**

Eligibility

- Must be **18 years or older** (or accompanied by a legal guardian).
- Teams: 1–5 natural persons.
- **Exclusions:** Organiser employees, contractors, immediate family, or anyone prohibited by law.
- Organiser reserves the right to refuse entry without reason.
- **No external assistance** - players not allowed to bring any components out of defined areas before end of the game, no external person in game zone.
- **Multimedia & video calls etc, are all allowed.**

Registration, Payment & Fees

- Entry fee (if applicable) must be paid in full before the game starts.
- Fees are non-refundable except as explicitly stated.
- Fees cover facility access, machine provision, training, and basic consumables. Additional purchases (parts, consumables) are at the participant's expense.
- Payment in South African Rand via approved methods.

Game Duration & Access

- Standard duration: 10 working days (Mon–Fri, 07:30–16:00).
- Non-working days (weekends, public holidays) are excluded unless bonus access is granted.
- Access strictly during operating hours. Late arrivals or early departures may impact progress.
- Organiser may adjust schedules for operational reasons.

Definition of a Component

For the purpose of the Grid Game, a component is the smallest practical serviceable or replaceable unit of the machine.

Participants must disassemble the machine down to component level. A part or sub-assembly may remain as one component if further disassembly would require damage, destruction, or unreasonable force.

A component may include two or more parts joined by permanent or semi-permanent methods, including but not limited to:

- Rivets, blind rivets, one-way screws, tamper-proof fasteners, or other non-removable fasteners.
- Permanent adhesives, epoxy, structural glue, or bonding agents.
- Internal soldering within a single printed circuit board or sealed electronic assembly.

The following are generally not considered permanent and should be separated where practical:

- Plug-and-socket connections. Crimped or removable terminals.
- Cables or wires joining separate boards or assemblies.
- Hot-melt glue used only to hold wires or parts in place for transport or neatness.
- Screws, bolts, clips, brackets, belts, gears, covers, and panels that can be removed without damage.

Safety & Conduct

- Participants must complete all safety training and follow instructions.
- Required PPE must be worn. Failure = disqualification.
- No alcohol, drugs, or disruptive behaviour.
- Respect facility, equipment, and other participants. Damage caused by negligence = financial liability.
- Organiser may disqualify any participant/team for safety violations, misconduct, or rule breaches. **Decisions are final.**

Intellectual Property & Media Rights

- By participating, you grant the Organiser irrevocable, worldwide, royalty-free rights to record, photograph, and use your likeness, voice, performance, and any content created during the game for marketing, promotion, social media, and commercial purposes.
- All videos, images, and materials produced by the Organiser remain the Organiser's property.
- Participant-created materials, including prints, may be used for promotional, marketing, or educational purposes.

Prizes & Winning Criteria

- Prizes (e.g., keeping the machine) are as specified in game-specific Rules.
- Winning is based on objective criteria (functionality, quality standards) judged solely by the Organiser.
- Prizes are non-transferable and subject to verification. Taxes or additional costs are the winner's responsibility.
- No cash alternative unless stated.

Prize Warranty

- Prizes are awarded as part of the Grid Game challenge and are not normal sales items. All prize machines and components are provided as-is, with no warranty, guarantee, return, exchange, or after-sales obligation unless confirmed in writing by the Organiser.

Liability & Risk

- Participation is at your own risk. The Organiser is not liable for injury, loss, or damage except where caused by gross negligence.
- Participants release the Organiser, affiliates, and staff from all claims related to participation.
- We are not responsible for lost, stolen, or damaged personal property.

Data Protection & Privacy

- Personal info is processed per applicable South African law (POPIA).
- Data may be used for game administration, marketing (with consent where required), and legal compliance.

Force Majeure

- We are not liable for delays or failure due to events beyond reasonable control (e.g., acts of God, strikes, facility closure).

Amendments & Termination

- Organiser may amend Rules or Terms with notice. Continued participation constitutes acceptance.
- We reserve the right to cancel, postpone, or modify any game for operational, safety, or legal reasons. In such cases, fees may be refunded at our discretion or carried over.

Disputes & Governing Law

- These Terms are governed by the laws of South Africa.
- Any disputes shall first attempt amicable resolution; failing that, submitted to the courts of [Your Jurisdiction].
- Organiser decisions on all game matters are final and binding.

Entire Agreement

- These Terms, together with game-specific Rules and any additional briefings, form the entire agreement. No oral modifications.



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Learn. Beat the Clock & WIN!

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Team Details

Team Name

Team Captain No (User # Number below)

Official Use / Players Don't Fill This

Team Number

Official

Start Date

Official Cell

#	Full Name	Surname	ID / Passport No.	Cell No.	Signature	Date (DD/MM/YY)
1						
2						
3						
4						
5						

By signing above, each participant confirms that they have read, understood, & agree to be bound by **this document**, the applicable game rules, all safety instructions, and **A3 DTF Printer Challenge Document** any briefing notes issued by the **am.co.za**®.



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