

ABOUT THE GRAPHENE CHALLENGE

The Graphene Challenge is a global innovation challenge, or competition, to find the best graphene solutions that would revolutionize the modern home.

Participants are asked to answer the following questions:

- 1) What *sustainable innovation* would you create/design for your home if you had access to graphene? (A sustainable innovation in this context is an innovative idea for an application or object that has a low impact on the environment, e.g., energy efficiency, reuse of materials, lowering CO₂ emissions, or similar.)
- 2) What functionality, application area and design would it have?
- 3) In what way would it revolutionize your home?

The entries should describe the idea in text, with images as an option. The participant does not need to create any physical object or application.

The challenge runs between **April 7 and May 26, 2016**. For more details, see terms and conditions section.

LEGAL TERMS AND CONDITIONS

By entering the Graphene Challenge, the participant has agreed to the following terms and conditions:

§1 GENERAL CONDITIONS

These terms and conditions apply to the “Graphene Challenge,” referred to as “the competition” below. By participating in the competition, the participant declares explicitly to have read and agreed to these conditions of participation.

Sandvik Coromant, as the organizer, reserves the right, if justified by circumstances, to cancel, change or postpone the competition without giving any reason and without notice. This includes the right to change prizes and/or conditions of participation. When adjusting these conditions of participation, the updated version will be published as soon as possible on the www.sandvik.coromant.com website.

Sandvik Coromant has the right to exclude one or more participants from participation without giving any reason and without notice. By exclusion from participation, the participant will no longer in any way be eligible for the prize and the participant hereby expressly waives any right with respect to a prize. Participants who act in violation of the terms and conditions of participation will be disqualified. Only entries that comply with these terms and conditions may compete for the prize. The prize is not redeemable for cash and may not be exchanged or transferred to third parties.

§2 WHO CAN ENTER THE CHALLENGE?

- Entries are individual, which means that only natural persons (no legal entities or teams) are allowed to participate. Entries that fail to meet this criterion will be deemed ineligible.

- The competition is open to participants worldwide. Entrants must be aged 18 years or over.
- Participants must be able to travel outside their country of residence and possess a valid passport.
- The following people may *not* enter the competition:
 - Employees of Sandvik or any of its divisions, or their immediate family.
 - Individuals who have been involved in organizing the competition, and their immediate family.
- No purchase or payment is necessary to enter in the competition.

§3 YOUR ENTRY

The ideas submitted must meet the following criteria and technical constraints to be considered eligible for the competition. Any entries that fail to meet these criteria will automatically be ineligible, null and void:

- Entries will only be accepted in English
- Entries must be submitted via email to: contactcoromant@sandvik.com
- Entries must describe the solution in 500 words maximum. Images are optional.
- Entries can be submitted as attached Microsoft Word or PDF files.
- Entry files must be titled with the following criteria:
firstname_surname_YearMonthDay.pdf (or .doc)
- Entries must contain the participant's full name, contact information and country of origin.
- Sandvik Coromant shall under no circumstances be held liable for any forwarding problems, loss of submissions or mail, any delays due to response times for transferring information or other technical issues when applying for the challenge.
- Entries submitted before the official start of the competition or after the deadline will automatically be ineligible, null and void.

Start of the challenge: April 7, 2016, 8:00 AM GMT

End of challenge: May 26, 2016, 5:00 PM GMT

§4 CRITERIA AND JURY PROCESS

The criteria:

- Innovation (70%): An idea with a high level of creativity and uniqueness, and which is environmentally-friendly.
- Feasibility (20%): Given unlimited access to graphene, could the submitted idea be turned into an actual object or application that could be manufactured?
- Design (10%): The practical, technical and aesthetic use of the material in the object or application.

The jury:

The competition is not a sweepstakes or prize drawing, but a judged competition. The winner is selected by an expert jury, including Sandvik Coromant experts as well as external experts. The jury's decision is final.

§5 THE PRIZE

The prize* includes an expenses-paid visit to Sandvik Coromant's corporate headquarters in Sandviken, Sweden. The stay will include a guided tour, a meeting with top researchers and other activities to be disclosed when the winner is announced.

The winner will be notified by email and will have two weeks to respond and officially accept the prize. If no response is given during the allotted time, the jury will choose a substitute winner. The winner cannot request substitutions for the prize. The prize is non-transferable, and no cash alternative will be offered.

The following expenses will be paid for:

- One (1) round-trip airfare ticket from your country of origin.
- Two (2) night's stay in a hotel, including breakfast.
- Transfers to/from airport, train station or similar, and to/from the Sandvik Coromant headquarters.
- Meals (lunch/dinner) during the entire stay.

** The prize is not subject to any profit tax requirement*

§6 INTELLECTUAL PROPERTY AND IMAGE RIGHTS

The participant, should he or she win, owns the full rights to the submitted idea, to any patents that could follow on the idea, to any products developed from this idea and to photos or illustrations with which he or she submits in the competition. Any material entered into the competition cannot infringe any copyright, trademark, property rights or rights of privacy.

Sandvik Coromant has the right to use, edit, display, transmit, modify, publish or communicate the ideas submitted to the competition, and the winner of the competition. This communication can be in the form of a written article, photograph or film, and can be distributed as a press release, or in digital channels. The winner expressly agrees to the free use and publication of this data on any media and for any advertising or promotional campaign related to this competition, during a period of 2 years from entering the competition.

§7 LIMITATION OF LIABILITY

Injuries during travel or stay:

Sandvik Coromant, as the organizer, is not responsible or liable for any injuries that occur during the prize travel or stay, or for consequences of delays during travel.

§8 APPLICABLE LAW

These regulations are subject to Swedish law.

§9 CONTACTS

Candidates may send in questions at any time to the following address:
contactcoromant@sandvik.com

§10 ORGANIZER OF THE GRAPHENE CHALLENGE

Sandvik Coromant is the organizer of the Graphene Challenge.