



# NextGen Youth Pitch Competition

## Rules, Terms and Conditions

Updated: 28/2/2024

Participation in the NextGen Youth Pitch Competition offers high school students the opportunity to explore new ideas by creating, submitting, and presenting original business and social venture concepts. The NextGen Pitch Competition leadership team reserves the right to interpret, modify, or eliminate any rules, terms, and conditions at their discretion, at any time, and without prior notice.

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### **Entry Guidelines and Requirements**

#### **Eligibility and Team Composition:**

The submission deadline is April 14th

- Eligible participants are grades 9-12 high school students at the submission deadline.
- Teams must consist of 1-6 students.
- Each student is limited to participation on one team and one concept submission per competition year.

#### **Concept and Submission Guidelines:**

Three judges will evaluate the creativity and innovation of the pitches, focusing not on the current development stage of the business but on its innovative potential. Businesses at any stage, from ideation to MVP or beta phase, are welcome.

- Submissions must be original work created by the team. If non-participants have contributed, their full legal names must be disclosed.
- Businesses presented must not have received over \$10,000 in total seed funding before the submission deadline.
- Avoid disclosing school names unless it's a critical concept element.

#### **Submission Requirements:**

##### 1. Written Concept Narrative:

- Limit of 1-3 pages, double-spaced, in a 12-point font, excluding cover

pages. Submissions must be in English and in PDF format.

- The narrative should detail the problem, target customers, solution, unique value proposition, economic model, team capabilities, and evidence of progress.

## **2. Introductory Video:**

- A 60-second video introducing the team and concept. Must be submitted as a publicly accessible URL. Over-time or inaccessible videos will be disqualified.

- Incomplete submissions or failure to comply with the competition's rules and criteria may result in disqualification.

- All submitted materials are considered final upon submission.

## **Pitch Event Guidelines:**

- Presentation will be requested after your application is accepted.

- Presentations are limited to 5 minutes using a pitch deck of no more than 10 slides. Creativity is encouraged.

- The format for pitch deck submissions is PDF, Video, Website, Canva Link, or Google Slides

- A 3-minute Q&A session will follow the pitch, with only presenting team members eligible to respond.

- Embedded audio or video is allowed, but be prepared for potential technical issues as technology support (sound amplification, internet access) is not guaranteed.

All entrants agree to abide by these rules, terms, and conditions by participating. The leadership team's decisions are final on all matters relating to the competition.



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### **Acceptance Process and Competition Structure:**

#### **Selection of Participants:**

- A total of six applications will be accepted to compete in the NextGen Youth Pitch Competition.
- The selection process is highly competitive, with a focus on innovation, creativity, and potential impact. Only the most innovative applications will be chosen to proceed to the pitch round.

#### **Criteria for Acceptance:**

- Applications will be evaluated based on originality, feasibility, clarity, and the potential for real-world application and impact.
- The evaluation committee will prioritize concepts that demonstrate a clear understanding of the target market, a well-defined problem statement, and a compelling solution.

#### **Competition Limitations:**

- Given the limited number of spots (six), applicants are encouraged to ensure their submissions are thorough, well-researched, and innovative.
- The competition aims to foster a spirit of entrepreneurship and innovation among high school students; thus, the bar for selection is set high to identify truly exceptional ideas.

#### **Award Structure:**

- Only one will emerge as the \$1000 cash prize winner among the six teams selected to compete.
- This structure is designed to intensify the competition and encourage participants to deliver their best pitches.
- The winning team will be determined based on the criteria of innovation, presentation quality, viability, and potential impact of the venture.

#### **Guidelines for Applicants:**

- Applicants should focus on differentiating their concept from existing solutions in the market.
- Emphasis should be placed on the innovative aspects of the venture, including but not limited to the business model, technology used, or approach to solving the problem.
- Teams are encouraged to use their application as an opportunity to showcase their passion, creativity, and entrepreneurial spirit.

**Notification of Acceptance:**

- All applicants will be notified of their acceptance status by April 21st by email.
- Selected teams will receive further instructions on preparing for the pitch competition, including details on the pitch event format, presentation guidelines, and any additional requirements.

For queries or clarifications regarding the application status:

[contact@nextgensummit.info](mailto:contact@nextgensummit.info)

By applying to the NextGen Youth Pitch Competition, participants acknowledge the competitive nature of the selection process and agree to the terms and conditions set forth by the competition organizers. The selection committee's decision is final, and application feedback will not be provided.



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### **Intellectual Property Rights and Usage:**

#### **Ownership and Protection of Ideas:**

Participants retain ownership of the ideas and concepts they submit to the NextGen Youth Pitch Competition. The NextGen Summit respects the intellectual property rights of all participants and does not claim ownership over any submission provided during the competition.

#### **Use of Submissions for Promotional Purposes:**

- By participating in the competition, entrants grant the NextGen Summit a non-exclusive, royalty-free license to use, display, and reproduce the submissions (in whole or in part) for promotional, marketing, or educational purposes. This includes, but is not limited to, showcasing the ideas on the NextGen Summit website, social media platforms, press releases, and in promotional materials related to the competition and future events.

#### **Confidentiality and Disclosure:**

- Participants are advised to consider the public nature of the competition when disclosing sensitive information about their concepts. While the NextGen Summit aims to promote innovation and entrepreneurship, it is the responsibility of each participant to protect any confidential aspects of their idea or business model. Participants may choose to provide a general overview of their concept without disclosing proprietary information that could jeopardize their intellectual property rights.

#### **Acknowledgement of Public Disclosure:**

- Entrants acknowledge that by submitting their ideas and participating in the competition, they may be publicly disclosing information that could impact their rights to seek patent or other intellectual property protection. Participants are encouraged to consult with legal counsel regarding intellectual property rights before submitting their ideas if they have concerns about public disclosure.

**Use of Name and Likeness:**

- Participants also grant the NextGen Summit the right to use their names, images, and biographical information to promote the competition and future events. This includes but is not limited to, the acknowledgment of participants and their ideas in materials promoting the successes and outcomes of the competition.

By applying for the NextGen Youth Pitch Competition, participants agree to these terms regarding intellectual property rights and the use of their submissions. The NextGen Summit aims to foster a respectful and supportive environment for young entrepreneurs to showcase their innovations. At the same time, ensuring participants understand the implications of their participation in terms of intellectual property and publicity.