Rules & Regulations

SensUs Student Competition 2027

1. Definitions

1.1. SensUs, SensUs 2027, and the SensUs Student Competition are defined as the SensUs project as a whole.

1.2. The SensUs Organization is defined as the group of students responsible for organizing the SensUs Student Competition.

1.3. A SensUs Team or team is defined as a group of students participating in the SensUs Student Competition.

1.4. The SensUs Innovation Days are defined as the period when all teams gather in Eindhoven (The Netherlands) to conclude the SensUs Student Competition.

1.5. The SensUs Event is defined as the period of the SensUs Innovation Days open to the public.

1.6. The Eindhoven Testing Event (ETE) or Testing Event is defined as the event during the SensUs Innovation Days where the teams compete with each other by testing their biosensor prototypes.

1.7. The Distributed Testing Event (DTE) is defined as the event before the SensUs Innovation Days where the teams compete with each other by testing their (preliminary) biosensor prototypes to practice for the Eindhoven Testing Event.

1.8. A team supervisor is defined as a university professor (full, associate, or assistant) who holds final responsibility for the activities and supervision of a SensUs team.

1.9. A team coach is defined as a person with a coaching or guiding role toward a SensUs Team.

1.10. A team captain is defined as a student in a team who acts as the first point of contact with the SensUs Organization.

1.11. The SensUs website is defined as the main website of SensUs: https://www.sensus.org

1.12. The SensUs Canvas page is a central platform used as a primary mode of communication between the SensUs Organization and the teams.

1.13. The Team Results Document (TRD) is a document written by a team to report their SensUs results, including descriptions of their prototype biosensor system, technological feasibility, innovation concepts, translation potential, team composition, persons who have given support, AI statement, etc.

1.14. The Team Information Document (TID) is a document used by the SensUs Organization to collect and maintain administrative and organizational information about participating teams, including team composition, contact details, and other relevant information. Access to this document is restricted to the SensUs Organization.

2. Teams

2.1. A maximum size of 15 students is allowed for participating teams. The minimum team size is 6 students.

2.1.1. Students can participate in a team when they are enrolled in a Bachelor's or Master's program during the SensUs Student Competition.

2.1.2. Students enrolled in a Master's program cannot participate in SensUs 2027 if they graduate before June 1st, 2027.

2.1.3. Ph.D. students cannot participate in a team, with one exception: Ph.D. students can participate in a team if they are enrolled in a Ph.D. program and obtained their Bachelor's degree no more than 12 months before the SensUs Innovation Days.

2.1.4. Students who have participated in a previous edition of SensUs are allowed to participate in SensUs 2027, provided they meet the above-mentioned requirements.

2.2. For each university team, a university professor acts as the team supervisor as defined in Section 1. The supervisor is responsible for the participating team's formation, supervision, and guidance. Note: The SensUs Organization advises that team supervisors involve multiple staff members in the guidance and coaching of the team (e.g., another professor, a postdoc, and/or a Ph.D. student).

2.3. Multiple teams from the same university are allowed to participate in the SensUs Student Competition, provided the following conditions are met:

2.3.1. Each team must have a separate team supervisor as defined in article 1.8. A single supervisor cannot oversee more than one participating team.

2.3.2. Each team must have its own distinct team coach(es) as defined in article 1.9. Coaches cannot be shared between teams from the same university.

2.3.3. Teams from the same university must operate independently. Sharing of biosensor designs, experimental data, assay protocols, or other team-specific competition-related work between teams from the same university is not permitted.

2.3.4. Teams from the same university may share university facilities and generally available equipment, provided that each team conducts its competition-related work independently.

2.3.5. A student may be a member of only one team. Students cannot participate in or contribute to multiple teams simultaneously.

2.3.6. Each team from the same university must register separately, choose a distinct team name, and pay the Registration Fee independently.

2.4. In each participating team, one student acts as the primary contact person for the SensUs Organization, and one student acts as a contact backup.

2.5. By joining a team, every team member consents to be shown on the SensUs website, including first name, surname, and pictures. If a team member would like to object to being

shown on the website, the person is responsible for communicating this information to the SensUs Organization.

2.6. Each team is responsible for choosing a team name. This name will publicly represent the team, e.g., on the SensUs website and during the SensUs Innovation Days.

2.6.1. Team names will be proposed by the team and accepted or rejected by the SensUs Organization.

2.6.2. The proposed team name can be rejected if there is insufficient distinction between the names of different teams, or if SensUs Organization deems the name to conflict with the vision and mission of the SensUs Student Competition. For example, the proposed team name cannot refer to a non-academic sponsor directly; however, it is allowed to reference a non-academic sponsor indirectly.

2.6.3. The final judgment about the proposed team name is at the discretion of the SensUs Organization.

2.7. Teams and SensUs Organization should try to avoid conflicting or confusing approaches toward the same sponsoring partners. In case it appears that a sponsoring partner is being approached by multiple parties (i.e. Teams and/or SensUs Organization), then the involved parties should immediately meet to find a solution that avoids conflicts and that avoids confusion for the sponsoring partner.

2.8. By joining as a SensUs team, every team member accepts the Rules & Regulations of SensUs.

3. The Competition and Testing Event

3.1. For every edition of SensUs, SensUs Organization defines a healthcare theme and corresponding challenges. During the competition, teams produce results relating to biosensors and healthcare, such as biosensor designs, measurement results, innovation concepts, entrepreneurship concepts, etc.

3.2. Every team designs and builds a prototype biosensor system for measuring a given biomarker in a given matrix. A biosensor system must meet the requirements described in the Biosensor Specifications section of the Information Package.

3.3. Teams develop their biosensors themselves, while they are encouraged to make use of existing knowledge and technologies. This may include results from previous SensUs editions, scientific literature, university resources, and commercially available components.

3.4. Teams need to have detailed information about and understand the components that they use in their biosensors. Teams are not allowed to use complex components without knowing any details. For example, teams are not allowed to use complex reagents from third parties with unknown compositions, such as a complete assay kit with proprietary composition.

3.5. During the SensUs Innovation Days, Team results are judged based on measurement data from their biosensors, prototype demonstrations, written documents, posters,

presentations, Q&As, etc. The Testing Event includes the testing of prototype biosensor systems and presentations for an audience.

3.6. The jury is composed by SensUs Organization and includes e.g., university professors, representatives from companies, and healthcare professionals.

3.7. Teams must provide information transparently and truthfully. Fraudulent or misleading behavior can lead to the disqualification of the team, at the discretion of SensUs Organization and the jury.

3.8. Teams should be transparent and truthful about the support that they have received, including the people who have given support to them, and about the contents of the support they received.

3.9. Teams should be transparent and truthful about the use of Artificial Intelligence and about contents generated by Artificial Intelligence. Teams remain fully responsible for the accuracy, originality and scientific validity of their work.

3.10. In many countries, animal tests are not allowed as part of a student project. Therefore, animal testing is outside the scope of the SensUs Student Competition.

3.11. Teams are required to pay a Registration Fee to join an edition of the SensUs Competition. The fees are non-refundable. The fees and their payment deadlines are stated in the Information Package.

3.12. Travel and accommodation costs should be arranged and paid for by the participating teams.

4. Safety

4.1. The participating teams must follow all safety and insurance rules of their institution and their respective countries. Failure to do so can result in disqualification from the competition at the discretion of the SensUs Organization.

4.2. For every team, the team supervisor is responsible for ensuring that all the team members follow all required safety training and are covered by insurance necessary for their SensUs activities.

4.3. Teams are required to build their biosensing systems so that these can function safely in a public setting.

4.4. Teams should transparently communicate about potential safety issues in their SensUs works and their sensor prototypes.

4.5. Every team must inform the SensUs Organization about potential safety risks of their biosensor system, no later than four weeks before the Testing Event.

4.6. For safety topics and uses of materials, EU regulations are leading. This applies to EU regulations for R&D (e.g. biosensor prototypes, SensUs Testing Event) and EU regulations for commercial products (e.g. Translation Potential).

4.7. During their stay in the Netherlands for the SensUs Event, teams are required to follow all safety rules set by the SensUs Organization and by the location of the SensUs Innovation

Days.

4.8. During the SensUs Innovation Days, all teams, jury members, partners, and the public consent to conform to the safety regulations by the Dutch government and the Eindhoven University of Technology. Any violation of the regulations may result in disqualification or removal from the SensUs Student Competition.

5. Intellectual property

5.1. The SensUs Student Competition occurs in the public domain. Therefore, information disclosed through team presentations, demonstrations, reports, and other publicly accessible competition materials may become available to the public.

5.2. If a participating team or its university wants to secure patent rights, it is the team's responsibility to do so well before the SensUs Innovation Days.

5.3. The SensUs Organization is not involved in securing patent rights and does not cover any IP-related costs of the teams.

5.4. The Team Results Documents are posted on the SensUs website, just before the SensUs Innovation Days or thereafter.

6. Deadlines, changes, cancellation

6.1. The SensUs Organization reserves the right to impose consequences on a team when it misses a deadline or fails to follow the rules.

6.2. The SensUs Organization reserves the right to cancel or change the SensUs Innovation Days in circumstances that would strongly affect the competition.

6.3. The Rules and Regulations may be subject to change at the discretion of the SensUs Organization. The participating teams will be informed about these changes. The latest version of the Rules and Regulations is available on the SensUs website.

6.4. The SensUs Organization cannot guarantee an equal experience for online participants and participants who are present in Eindhoven.

7. Responsibility

7.1. The SensUs Organization is not liable for any loss or damage caused by participants, visitors or other people who are not part of the SensUs Organization. This includes material as well as non-material losses and damages. Examples of materials are materials used during the SensUs Innovation Days, personal belongings, chemicals, and biosensor systems.

7.2. During the SensUs Innovation Days, the SensUs Organization is not liable for losses or damages that occur outside the formal program activities of the SensUs Innovation Days, i.e. outside in place or outside in time. This includes for example activities in free time and activities outside the campus of Eindhoven University of Technology. It also includes

activities that are not organized by the SensUs Organization and activities that are not controlled by the SensUs Organization.

7.3. The maximum liability of SensUs Organization toward a single team is equal to the Registration Fee paid by the team. The maximum liability of SensUs Organization toward a single participant is equal to the Registration Fee paid by the team divided by the number of participants in that team.

7.4. Team members are responsible for their belongings during their stay in the Netherlands.

7.5. Participants have to arrange all necessary insurance themselves. The SensUs Organization recommends that the team members have suitable travel, health, and liability insurance during their stay in the Netherlands.

8. Promotion / Social media

8.1. Please contact the SensUs Organization for the use of any component of the SensUs identity, including but not limited to: the SensUs logo, photos or video recordings of the SensUs Innovation Days, logos, and images of partners.

8.2. Teams are encouraged to share content with the SensUs Organization for cross-promotion.