

Regulation

Article 1

Objet

This Regulation establishes the rules and criteria for participation and for awarding prizes to the projects or ideas that win the bootcamp named “Bootscamp III”, organised by INOVAGAIA, on 1 and 2 June 2026.

Article 2

Scope and Objectives

1. The bootcamp aims to stimulate innovative ideas and/or projects, providing them with the necessary tools to refine and develop business ideas and innovation and entrepreneurship skills.
2. The bootcamp therefore seeks to strengthen projects and business ideas, aligning the initiative with one of INOVAGAIA’s core missions.

Article 3

Applicants

1. The following may apply:
 - a. Natural persons aged 18 or over, individually or in groups;
 - b. Startups or companies already incorporated for less than 10 years.
2. Projects or companies that are physically or virtually incubated at INOVAGAIA may apply.
3. Individuals/projects/companies that have participated in previous editions may also apply; however, priority will be given to newly registered projects for the available places, provided they meet the selection requirements.
4. Applications must be submitted by **27 May 2026** by completing the form available on INOVAGAIA’s website or social media. Applications received after this date are subject to prior acceptance by INOVAGAIA.

Article 4

Elegibilidade

All registered participants with full participation in the event are eligible for the award of prizes.

Article 5

Selection Process for Participation

1. The selection criteria for participation and for awarding prizes are as follows:
 - a. Problem/Solution Fit – assessing whether the solution proposed by the early-stage company effectively addresses the problem it intends to solve. This stage ensures that the company's idea is indeed necessary and will serve its target audience;
 - b. Business Model – the business model must be reliable, scalable, innovative, transparent, and grounded. It must demonstrate the company's understanding of its market, customer, competition, and its ability to execute its strategy effectively;
 - c. Team – focuses on the individuals leading the startup, examining their skills and experience to determine their potential for success. Considerations include the team's dedication and enthusiasm for the project, as well as its ability to face the challenges inherent in building and scaling an early-stage company.
2. Each criterion will be scored from 1 (one) to 4 (four) points, and the final score is obtained by summing the points awarded for each.
3. Projects will be ranked in descending order of score, and the 15 (fifteen) eligible projects with the highest classification may be selected, without prejudice to the jury selecting other projects, considering the maximum room capacity and their degree of innovation.
4. In the event of a tie, the project with the highest score in criterion (a) of paragraph 1 of this article will prevail. As a second tie-breaking criterion, the project already with an active registration with the Tax Authority will be selected. If a tie persists, the decision will rest with the jury members.
5. The jury may request additional documents or clarifications if deemed necessary.

Article 6

Decision-Making Process and Jury

1. The selection decision, as provided for in the previous article, is the responsibility of a jury composed of at least 3 (three) members, from INOVAGAIA's team or others, regardless of whether they belong to it, freely appointed by INOVAGAIA.
2. The jury deliberates by simple majority of its members, and minutes of the final decision must be drawn up.
3. The jury's decisions are not subject to complaint or appeal.

Article 7

Awarding of Prizes

1. The awarding of the prizes provided for in this Regulation is formalised by INOVAGAIA after the jury's final deliberation, through written communication to the selected projects and subsequent signing of the respective incubation contract, namely under the "Virtually" modality, which runs from June to September 2026.
2. Participants and/or winners who are proven to be involved in any activity considered illegal, fraudulent, and/or that may harm INOVAGAIA, the Municipality of Vila Nova de Gaia, its partners, or its good name and reputation, will be disqualified.

Article 8

Prizes

1. The prizes to be awarded are as follows:
 - a. **Prize No. 1:** 4 (four) months of free incubation, from June to September 2026, under INOVAGAIA's "Virtually" modality. Projects already incubated, regardless of the modality, are not eligible for this prize.
 - b. **Prize No. 2:** Award of €500.00 (five hundred euros) to each of the selected projects, to be granted upon signing the incubation contract under the "Virtually" modality referred to in the previous paragraph.

2. At the end of the “Virtually” incubation period (September 2026), the projects distinguished with the prizes referred to in points (a) and (b) above, which wish to remain incubated at INOVAGAIA, will be entitled to an additional prize of €500.00 (five hundred euros), if they choose the “Community” or “Privacy” modalities. The award of this additional prize is conditional upon a minimum stay of 1 (one) year in the chosen modality.
3. If the selected projects are already incubated under the “Community” or “Privacy” modalities, the additional €500.00 (five hundred euros) support is likewise subject to a further 1 (one) year stay.
4. INOVAGAIA reserves the right, exceptionally, not to award the prizes referred to, if the participating projects/companies do not represent a minimum level of innovation and impact considered acceptable by the jury.
5. INOVAGAIA further reserves the right to award other prizes to subsequent ranked participants, if the jury decides, considering the relevance of the projects/ideas.
6. Prizes are awarded to projects/companies that fully comply with the conditions set out in this Regulation, always in accordance with the principles of equality, transparency, and publicity.
7. If the winners of the prizes described in this article waive them, the prizes may be awarded to the next-ranked participants, always considering the final score obtained.

Article 9

Conditions for Awarding Monetary Prizes

1. The monetary prize referred to in point (b) of paragraph 1 of the previous article is awarded upon signing the incubation contract under the “Virtually” modality and must be used exclusively for the development of the selected projects.
2. The transfer of the amount referred to above will only take place after submission and validation, by INOVAGAIA, of the supporting documents identifying and proving the expenditure or investment made, up to the maximum amount awarded.
3. The monetary prize must preferably be used during the “Virtually” incubation period, between June and September 2026. After this period, selected projects must justify any non-use of the full

amount awarded. Upon approval of this justification by INOVAGAIA, the usage period may be extended until, at most, May 2027.

4. If the registered projects consist of more than one member, a representative must be appointed for the purposes of team representation and receipt and management of any monetary prize(s) awarded, in accordance with a declaration to be submitted.

5. No caso de empresas já constituídas, desde que associadas ao(s) projeto(s)/ideia(s) participante(s), a transferência prémio monetário será efetuada para a conta bancária respetiva.

Article 10

Revocation of the Prize Award Decision

The verification of any irregularity or illegality committed by participants that led to the awarding of prizes, or non-compliance with this Regulation, shall result in the revocation of the prize award decision and the obligation to reimburse, where applicable, the amounts received, as well as the cancellation of all awarded prizes.

Article 11

Disclosure of Prize(s) and Winner(s)

INOVAGAIA reserves the right to publicise and disseminate, through its various communication channels, the winners awarded under this initiative.

Article 12

Other Provisions

1. Participants authorise the disclosure of a summary of their business ideas before, during, and after the bootcamp, which will be available to the entire team of mentors, trainers, potential investors, and all others involved in the event.

2. All participants are required to sign and comply with a Non-Disclosure Agreement (NDA).

3. INOVAGAIA is not responsible for any violations or claims relating to industrial or intellectual property that may arise before, during, or after the bootcamp, with participants being responsible for such matters.
4. Any unethical and/or abusive behavior is expressly prohibited.
5. INOVAGAIA may alter or cancel the event at any time, duly notifying all registered participants. Cancellation does not entitle participants to any compensation.
6. The collection and processing of personal data provided under this initiative is intended to confirm attendance, publicise the initiative and its participants/winners, and issue participation certificates and monetary prizes. The data collected will be retained only for the period strictly necessary to fulfil these purposes.
7. Participation in this initiative implies acceptance of the capture and collection of images and photographs of the event, which will be used exclusively for publicity and dissemination of the event and its participants/winners through INOVAGAIA's communication channels.
8. Participation in the bootcamp implies reading and accepting this Regulation.

Article 13

Entry into Force

1. This Regulation enters into force on the date of its approval by the Board.
2. This Regulation may be reviewed or amended by INOVAGAIA at any time, upon communication to all participants.

Article 14

Additional Clarifications

1. Requests for clarification may be sent to the email: inova@inovagaia.pt.
2. Situations not covered by this Regulation will be duly defined by INOVAGAIA.

Glossary

Bootcamp: practical, intensive, short-term learning;

Business model: the way in which a startup/company generates and delivers value to its customers/users;

Problem/Solution Fit: identifying and reflecting on an existing problem (problem), creating a solution intended to solve that problem (solution), and ensuring that this value proposition meets the needs of the target audience, who must be willing to pay for the solution.