

OFFICIAL RULES
“CLINTON GLOBAL INITIATIVE UNIVERSITY COMMITMENTS CHALLENGE” 2016

NO PURCHASE, PAYMENT OR DONATION OF ANY KIND IS REQUIRED BY PARTICIPANTS TO APPLY FOR, ENTER OR WIN “THE CLINTON GLOBAL INITIATIVE UNIVERSITY COMMITMENTS CHALLENGE” LOCATED ON CROWDRISE.COM HERE: <https://www.crowdrise.com/CGIUCommitmentsChallenge2016> (THE “WEBSITE”). VOID WHERE PROHIBITED.

Introduction: The Clinton Global Initiative University Challenge (“CGI U Challenge” and “Challenge”) is a fundraising promotion sponsored by Clinton Global Initiative University (“Sponsor”) for eligible students to raise money for their Commitment to Action. A Commitment to Action is a unique feature of the Clinton Global Initiative, translate practical goals into meaningful and measurable results. CGI U commitments address specific challenges across CGI U's give areas (“CGI U Commitment to Action” or “Commitment”). Commitments are new, specific, and measurable initiatives that can be small or large, local or global, financial or nonmonetary in nature. and compete in a fundraising competition scheduled in five consecutive Rounds. CrowdRise, Inc. is the administrator of the Challenge and hosts the Website. The Challenge is open to students invited by Clinton Global Initiative University with a Commitment. Students compete as individuals and/or as teams. One student per team is the Team Organizer who is the registered account owner on CrowdRise.com. Students must be eligible to raise and receive funds on CrowdRise. By participating in the Challenge, Students must agree to these Official Rules and the CrowdRise Terms and Conditions. Additional eligibility restrictions apply.

The CGI U Challenge starts on March 1, 2016 at 12:00:00 PM Eastern Standard Time (ET) and the last Round ends on April 2, 2016 at 11:59:59 AM ET (the “Challenge Period”). There are five Rounds during the Challenge, outlined in Section 3 below. The students that raise the most online to their CGI U Challenge fundraising page during the Challenge Period proceed to the next Round and win per these Official Rules. No prizes are awarded for winning the Challenge, or any Challenge Period.

These Official Rules govern the operation of the Challenge and anyone that participates in the Challenge, including each entrant, student, team, fundraiser, team member, donor, potential winner, winner and any other user (entities and individuals) of the CrowdRise platform that are involved in the Challenge in any manner (collectively, “Participants” and “you”). By participating, you must comply with all facets of the Official Rules and you unconditionally agree to these Official Rules and all decisions by Sponsor and CrowdRise, each of which are final and binding in all matters related to this Challenge. The Challenge is further governed by the CrowdRise Terms and Conditions located at www.crowdrise.com/about/terms. In the event of a conflict between these Official Rules and the CrowdRise Terms and Conditions, the Official Rules govern and control only to the extent of such conflict. All federal, state, provincial, municipal and local laws, rules and regulations apply. Void where prohibited by law.

1. Eligibility: The Challenge is open to students who received an invitation from Clinton Global Initiative University (“CGI U”) to participate in the Challenge and that meet the following qualifications (“Students”): (a) 18 years of age or the age of majority in your jurisdiction, whichever is greater, at the time of entry, who reside in the United States or Canada (excluding Quebec) and have a US or Canadian Bank Account and Routing Number; or, otherwise, their participation is at the sole discretion of CGI U).

To participate in the Challenge, all Students must have: (a) a registered fundraising page on CrowdRise at <https://www.crowdrise.com/CGIUCommitmentsChallenge2016> (the “Website”), (b)

a fundraising page available for donation(s) via the CrowdRise website without any customization of the CrowdRise platform or donation process, (c) a fundraising page, including but not limited to, set up, functionality; (d) and Student and Student Team pages (hereinafter used interchangeably), if any. All of the above must be in current and ongoing good standing under all applicable federal, state, provincial, municipal, territorial and local laws throughout the duration of the Challenge Period. CrowdRise and CGI U each reserve the right, in their respective absolute discretion, to exclude any Student, Student Team (defined as a group of one or more Students who have solely (in the case of a single-person team), or jointly (in the case of a multi-person team) developed a CGI U Commitment to Action, who have received an invitation from CGI U to participate in this Challenge, and who meet the above qualifications), fundraiser or Participant they determine is inappropriate for any reason, ineligible, or in violation of the Challenge Rules.

To participate in this Challenge, Students and Student Teams must fully and unconditionally agree to and accept these Official Rules, the CrowdRise Terms and Conditions and the decisions of Sponsor and CGI U related to the Challenge Rules and this Challenge, all of which are final and binding. Without limiting the foregoing, CGI U and CrowdRise reserve the right, in each of their respective and absolute discretion, to exclude any Student or Student Team and any participant they determine is inappropriate for any reason, or with or without cause, at any time. All donations made in connection with the Challenge are governed by the Official Rules. All fundraising pages must display on the leaderboard and link to the Website.

2. Restrictions: The following restrictions govern the Challenge:

- a. "Offline donations" are not eligible and will not be counted for the Challenge. Offline donations are donations recorded on the Website, including, but not limited to, donations by cash, check and/or money order, but not processed on the Website via credit card.
- b. Donations must be successfully processed during the Challenge Period to count and to a Student's fundraising page online. Donations made untimely, that is before or after the Challenge Period or on the incorrect fundraising page will not count.
- c. The limit on any one donation is fifty USD (\$50). Any donation during the Challenge Period (defined in Section 3) over \$50 will not count towards the total used to determine the winners of any Round (Defined in Section 3) of the Challenge.
- d. The limit on the number of donations a Student Team may receive per Round for purposes of the Challenge is one donation per unique donor. A "unique donor" is defined as any donor that has billing information (first name, last name, address and/or email address) distinct from any other donor who makes a donation to the same Student Team. Multiple donations from a unique donor can be made and will show on Students and/or Student Teams' fundraising pages and their total funds raised on the leaderboard. However, these multiple donations will not count towards a Student Team's total money raised in any Round to determine the winner of the Challenge. If a unique donor makes more than one donation in any Round to a Student Team, that donor's largest eligible donation will be counted toward the Challenge. For example, if a unique donor makes three donations to Student Team A in Round Two (\$10, \$20 and \$25) a total of \$55 will show on Student Team A's fundraising page and leaderboard. However, when Sponsor is determining the winners of Round Two, the only donation that Sponsor will count is the \$25 donation.
- e. A Student's donations to his/her own team either directly or via a proxy will not count toward the Challenge. Donations added by the Students themselves may process online and appear on a Student's fundraising page and leaderboard but will not count for purposes of

determining the Challenge winner(s). The intention of this rule is to prohibit Students from taking money from their own account(s) and donating to their Challenge fundraising page to advance their own standing in the Challenge.

- f. Donations made in any Round of the Challenge do not carry over to a subsequent Round of the Challenge.
- g. Student or Fundraising Partner (defined below) fundraising pages created in one Round of the Challenge do not carry over to a subsequent Round of the Challenge.
- h. If a donation is mistakenly made to a Student's fundraising page other than his/her CGI U Commitments Challenge fundraising page on CrowdRise (for example, a Student may have another fundraiser on CrowdRise such as a birthday fundraiser or marathon fundraiser), Sponsor cannot transfer the donor's donation to that Student's Challenge fundraising page. There will be no exceptions.

3. Challenge Period, Rounds One through Championship and Donations: The first Round of the Challenge begins on March 1, 2016 at 12:00 PM Eastern Standard Time (ET) and the last Round ends on April 2, 2016 at 11:59:59am ET (the "Challenge Period"). The Challenge Period consists of five individual Rounds. The Rounds are separate and unique in that donations do not carry over from Round to Round. For example, a donation made in Round One will not contribute to a Student or Student Team's total raised in Round Two.

The Rounds are scheduled as follows:

Round One:

Start: March 1, 2016 at 12:00pm ET

End: March 14, 2016 at 11:59:59am ET

Round Two ("Top Sixteen"):

Start: March 15, 2016 at 12:00pm ET

End: March 21, 2016 at 11:59:59am ET

Round Three ("Top Eight"):

Start: March 22, 2016 at 12:00pm ET

End: March 28, 2016 at 11:59:59am ET

Round Four ("Top Four"):

Start: March 29, 2016 at 12:00pm ET

End: March 31, 2016 at 11:59:59am ET

Round Five ("Championship"):

Start: April 1, 2016 at 12:00pm ET

End: April 2, 2016 at 11:59:59am ET

Donors may donate to a Student's fundraising page at any time during the Rounds. Administrator's computer is the official time-keeping device for this Challenge. Donations are counted towards the Challenge after such donation has been successfully processed as determined by Sponsor in its sole discretion. Donations can take time to process and the only donations that count toward the Challenge are donations that are successfully processed before the end of the Round as determined by Sponsor in its sole discretion. The amount of donations listed on the Challenge leaderboard or on the scrolling list of donations on any particular Student's Challenge fundraising page do not constitute the official donation results or results of the Challenge winners. The official results are subject to confirmation by Sponsor.

3. Leaderboard and Donation Scroll Box: During the Challenge, CrowdRise will provide a leaderboard on its website's Challenge page here: <https://www.crowdrise.com/CGIUCCommitmentsChallenge2016>. The leaderboard will track the amount of donations made to teams online via the CrowdRise platform during the Challenge Period. The leaderboard is provided to provide Challenge participants with a general idea of how much money they have raised online compared to other participants during the Challenge Period. CrowdRise also provides a donation scroll box on each fundraising page that provides the names of donors (or an anonymous notation) and the amounts donated. CrowdRise will make reasonable efforts to update and maintain the accuracy of the leaderboard and donation scroll box as a convenience to Challenge participants; Sponsor makes no representations, warranties or promises of any kind that the leaderboard or donation scroll boxes on CrowdRise.com or elsewhere will be updated on a real-time basis; will always be accurate; or represent the official standings, results or leaders of the Challenge at any time before, during or after the Promotion Period. The leaderboard, donation scroll lists and any similar lists tallying donations are unofficial tallies of the amounts of donations in a campaign and may not accurately reflect the donations made based on a variety of factors. All Challenge participants expressly acknowledge and agree to these limitations; agree that they have no claim whatsoever against the Sponsor or CrowdRise based upon information in either the leaderboard or donation scroll boxes; and that neither the leaderboard or the donation scroll represents official results of the Challenge until Sponsor verifies the winners and expressly announces the final results and winners.

4. Determination of Winners: There are five Rounds in the Challenge.

Round One: In Round One, all eligible Student Teams will compete. The sixteen (16) participating Student Teams that raise the greatest amounts of money online on a Challenge fundraising page during the Round and are in compliance with the Challenge Rules will be considered the winners of Round One and proceed to the next round of the Challenge. Winning Student Teams' totals are reset to zero dollars at the start of each new Round.

Round Two: In Round Two, the "Top Sixteen" Student Teams are paired by Sponsor, at Sponsor's sole discretion, and compete against one another. So, for example, Student Team A competes against Student Team B. Student Team C competes against Student Team D, etc. If Student Team A raises a greater amount of money online than Student Team B, Student Team A will proceed to Round Three. If Student Team C raises a greater amount of money than Student Team D, Student Team C will proceed to the next round. There will be eight winners who will proceed to the next Round of the Challenge. Winning Student Teams' totals are reset to zero dollars at the start of each new Round.

Round Three: In Round Three, the "Top Eight" Student Teams are paired by Sponsor, at Sponsor's sole discretion, and compete against one another in the same format as the "Top Sixteen". The four winners will proceed to the next Round of the Challenge. Winning Students teams' totals are reset to zero dollars at the start of each new Round.

Round Four: In Round Four, the "Top Four" Student teams are paired by Sponsor, at Sponsor's sole discretion, and compete against one another. The two winners proceed to the Championship Round of the Challenge where a winner of the overall Challenge will be declared. Winning Student Teams' totals are reset to zero dollars at the start of each new Round.

Round Five: Round Five is the "Championship". The top two Student Teams compete against one another for the greatest amount of dollars raised online. The Student Team that raises the greatest amount of money online on his/her Challenge fundraising page and is in compliance

with the Challenge Rules will be considered the 1st place champion of the Challenge.

The ability to win will depend on the Student Teams' skill in fundraising. NO PRIZES WILL BE AWARDED. Bragging rights only.

In the event of a tie for the greatest amount of money raised online in the final Round five, there will be two 1st place winners. This is the only Round in which, in the event of a tie, there may be two 1st place winners.

In the event of a tie in Rounds One, Two, Three or Four, the winners will be determined as follows: (a) The Student Team(s) to get the greatest number of individual donations (not dollars) will be the winner amongst the Student Teams that tied; (b) If the Student Teams are still tied because they received the exact same number of donations (not dollars), there will be a coin flip, held by Sponsor, in a manner determined by Sponsor. The Challenge Rounds will never exceed the number of Student Teams permitted in each Round. Round Two has a maximum of 16 student teams. Round Three has a maximum of 8 Student Teams. Round Four has a maximum of 4 Student Teams and the final Round Five has a maximum of 2 Student Teams. Changes may be made at the sole discretion of CGI U.

Student Teams may ask friends, family and others to join their fundraising team and help them raise money (i.e. friend to friend fundraising). These are a Student Team's "Fundraising Partners". Fundraising Partner totals roll up into a Student Team's overall total. Fundraising Partners' fundraising pages will not carry over into any subsequent Round. Fundraising Partners may join a Student Team again in a subsequent Round, giving them a new fundraising page with a total of zero dollars.

The amount raised by a Student Team is equal to the gross amount of bona fide donations generated online on its Challenge fundraising page during the Challenge Period. For example, if Student Team A raises \$10,000 online and Student Team B (A & B are a pair) raises less than that, Student Team A would win, provided that Student Team A is in compliance with the Challenge Rules.

All amounts and donations are subject to verification by Sponsor, who has absolute discretion to determine whether a donation qualifies under the Challenge Rules. The decisions of Sponsor are final and binding. Any donations made outside the Challenge fundraising page or made outside of the Challenge Period are not included. If a Student or Student Team, including any single member of a Student Team, is ineligible, is not in compliance with any part of the Challenge Rules, cannot be contacted, or declines to participate, they may automatically exclude them from the Challenge. If there are not enough Student Teams participating, Sponsor determines the Student Teams that advance to the next Round, in its sole discretion. The pairing of the Student Teams is in Sponsor's sole discretion. The number of Rounds, dates and times may change, at the sole discretion of the Sponsor.

5. Announcement of Winners Rounds One - Four: Potential winners will be notified at the end of each Round at the email address provided upon registering on CrowdRise for the Challenge. Email addresses can be updated by notifying CGIU@CrowdRise.com.

6. Announcement of Winner of Round Five: The Potential Winner of Round Five, when verified, is the 1st place champion of Challenge. The 1st place champion will be announced onstage at CGI U 2016.

7. Pricing: There are no upfront costs to join the Challenge. The per transaction fee is 5.9% plus credit card fees and at the time of the donation, the donor will have the option to cover the transaction fees on behalf of the beneficiary. If a donor does not cover the transaction and credit card fees it will be absorbed by the beneficiary. CrowdRise guarantees that the overall effective pricing absorbed by a beneficiary on donations processed by Wepay and during the Challenge Period will be no more than three percent (3%). In the event that a beneficiary's effective rate is greater than three percent (3%) CrowdRise will notify the beneficiary in post-Challenge communication of its potential Guarantee Payment which shall be calculated by the difference between the fees absorbed by the beneficiary on donations under one thousand dollars and three percent (3%) of the sum total of donations under one thousand dollars. This post-Challenge communication will also contain an address request and notification of when the Guarantee Payments are scheduled to be paid. If a beneficiary does not reply to the initial to this address request communication within twenty (20) days or a beneficiary or team encourages its donors to not cover the beneficiary transaction and credit card fees, the beneficiary or team will be exempt from receiving the Guarantee Payment. CrowdRise may, in its sole discretion make the determination on any exemption from receiving the Guarantee Payment.

8. Privacy and Publicity: By entering the Challenge, you consent to the collection, use and disclosure of your personal information by Sponsor, Administrator, and their authorized agents for the purpose of administering the Challenge. You may also have the opportunity to sign up to receive promotional emails from parties associated with the Challenge; your choice to consent to such emails or to opt out of such emails in future does not impact your chances of winning. To the full extent permitted by law, the name, address (city and state/province), image and biographical information of winners may be used by Sponsor in a published winners list and for advertising, promotional, and other purposes in any manner, in any and all media, now known or hereinafter devised, worldwide, in perpetuity, without further payment or consideration, notification, or permission. You may be required to sign a document to this effect. Information collected from entrants is subject to these Official Rules as well as Sponsor's Privacy Policy: <https://www.crowdrise.com/about/privacy>.

By participating in the Challenge, you grant to CrowdRise and Sponsor the nonexclusive royalty-free right to use, reuse, copy, publish, republish, broadcast or re-broadcast, in whole or in part, edit, modify, rearrange, or otherwise exploit any materials and information based on your participation in the Challenge for any lawful purpose whatsoever in any medium (whether now or hereafter known) throughout the world, in perpetuity, without further permission, consideration, or payment of any kind, unless prohibited by law. You may be required to sign a document to this effect.

Each winner also agrees to participate in and cooperate with any promotional activity and/or publicity relating to the Challenge as CrowdRise shall reasonably request from time to time, including without limitation permission to post winners' names on CrowdRise websites and to use winners' name and/or likeness for purposes of advertising and promotion without further compensation unless prohibited by law.

9. General Conditions. This Challenge is void outside the United States and Canada, in Quebec, and where prohibited or restricted by law and subject to all applicable federal, state, provincial, territorial and local laws, rules and regulations.

Sponsor reserves the right to disqualify any Participant if, in its sole discretion, such Participant's conduct during the Challenge Period is not in alignment with Sponsor's values, has acted fraudulently in any way, prior, during or after the Challenge, or the Student or Student Team's participation could result in public disrepute, contempt, scandal or ridicule or could reflect

unfavorably on Sponsor. Sponsor will not recognize any student or team that has engaged in any abusive behavior. Fraudulent, abusive and any behavior in the realm of fraudulent or abusive are determined solely by the Sponsor and is not up to interpretation by any other party.

Sponsor reserves the right, in their sole discretion, to prohibit any person, entity or organization from becoming or remaining a Participant for any reason, including without limitation: (i) any attempt by a Participant to undermine the legitimate operation of the Challenge by cheating, hacking, deception, or any other unfair practices; (ii) any Participant violation of the Challenge Rules; or (iii) any Participant acting in a disruptive manner, or with intent to annoy, abuse, threaten or harass any other person or organization. Without limiting the foregoing, the use of automated software or computer programs to register or to enter the Challenge is prohibited and any individual who uses or attempts to use such methods to register or to enter will be disqualified.

Sponsor and CrowdRise reserve the right, at their sole discretion, to modify, cancel, terminate or suspend this Challenge should any virus, bug, technical failures, unauthorized human intervention or other causes beyond Sponsor's control corrupt or affect the administration, security, fairness, integrity or proper conduct of the Challenge. Students agree that any modification shall be final and binding. These Official Rules and any changes will be posted on the Challenge and student or team fundraising pages here: <https://www.crowdrise.com/CGIUCommitmentsChallenge2016>. If the Challenge, or any round thereof, is terminated before the designated end date, Sponsor will (if possible) select winner(s) based on eligible, non-suspect results received as of the date of the event giving rise to the termination.

CAUTION. ANY ATTEMPT BY ANY ENTRANT TO DELIBERATELY DAMAGE ANY WEBSITE OR UNDERMINE THE LEGITIMATE OPERATION OF THIS CHALLENGE IS A VIOLATION OF CRIMINAL AND CIVIL LAWS. SHOULD SUCH AN ATTEMPT BE MADE, SPONSOR RESERVES THE RIGHT TO SEEK DAMAGES FROM ANY SUCH INDIVIDUAL TO THE FULLEST EXTENT PERMITTED BY LAW.

All Students acknowledge and agree that normal Internet access, phone and usage charges imposed by their online, phone or similar providers may apply.

Sponsor's failure to enforce any term of these rules shall not constitute a waiver of that provision. The invalidity or unenforceability of any provision of these rules shall not affect the validity or enforceability of any other provision. If any provision of the rules is determined to be invalid or otherwise unenforceable, then the rules shall be construed in accordance with their terms as if the invalid or unenforceable provision was not contained therein.

10. **General Release and Limitation of Liability:** Participants expressly agree to release and hold harmless Sponsors and CrowdRise and their respective subsidiaries, affiliates, suppliers, distributors, and advertising/promotion agencies and each of their respective parent companies and each such company's officers, directors, employees and agents (collectively, the "Released Parties") from any and all liability for any claim cause of action, loss, harm, damages, costs or expenses, including without limitation property damages, personal injury or death arising out of participation in the Challenge, and claims based on publicity rights, defamation or invasion of privacy and merchandise delivery. Participants acknowledge and agree that the Released Parties are not responsible or liable in any way for: (i) late, lost, delayed, damaged, incomplete, illegible, unintelligible, misdirected or otherwise undeliverable donations or other communications; (ii) telephone, electronic, hardware or software program, network, Internet or computer malfunctions, failures, or difficulties of any kind, including without limitation any damage to any computer system resulting from participation in, or accessing or downloading information in connection with, this Challenge (iii) any condition caused by events beyond the control of the Sponsor that

may cause the Challenge or any results in the Challenge to be disrupted or corrupted; (iv) any printing, human, typographical or other errors or ambiguities in (or involving) any materials associated with the Challenge; (v) any and all losses, damages, rights, claims and action of any kind in connection with or resulting from participation in the Challenge; (vi) claims based on publicity rights, defamation, or invasion of privacy relating to participation in the Challenge; (vii) for electronic communications that are undeliverable as a result of any form of active or passive filtering of any kind, or insufficient space in Entrant's email account to receive email messages or insufficient space on Entrant's computer, and (viii) any alleged violation by Participants of any law, regulation, or right held by a third party. Released Parties reserve the right to correct clerical or typographical errors in promotional materials.

Any offer of points, rewards, prizes, or other benefits to Participants from any celebrity or any other person with a fundraising page is from the fundraiser, not from Sponsor or CrowdRise and neither have any responsibility for any such offer(s). Winner agrees to release Released Parties and their directors, employees, officers and agents, including without limitation, its advertising and promotion agencies, from any and all liability, loss or damages arising from or in connection with participation in any Round or Promotional activity.

11. Governing Law and Disputes: Except where prohibited, Participants agree that: (1) any and all disputes, claims and causes of action arising out of or connected with this Challenge shall be resolved individually, without resort to any form of class action, and exclusively by the United States District Court for the Eastern District of Michigan (Southern Division) or the appropriate Michigan State Court located in Oakland County, Michigan; (2) any and all claims, judgments and awards shall be limited to actual out-of-pocket costs incurred, including costs associated with entering this Challenge, and in no event will Entrant be entitled to receive attorneys' fees or other legal costs; and (3) under no circumstances will Participants be permitted to obtain awards for, and Participants hereby waive all rights to claim, indirect, punitive, incidental and consequential damages and any other damages, other than for actual out-of-pocket expenses, and any and all rights to have damages multiplied or otherwise increased. All issues and questions concerning the construction, validity, interpretation and enforceability of these Official Rules, or the rights and obligations of the Entrant and Sponsor in connection with the Challenge, shall be governed by, and construed in accordance with, the laws of the State of Michigan, without giving effect to any choice of law or conflict of law rules (whether of the State of Michigan or any other jurisdiction), which would cause the application of the laws of any jurisdiction other than the State of Michigan.

12. Winners List: To obtain list of winners, send an email to CGIU@CrowdRise.com with the following subject line: "Please send the winners list for the CGIU Commitments Challenge." A request for the winners list must be received by April 3, 2016. The list will be sent to requesting parties after selection and verification of winners.

13. Sponsor: The Challenge is sponsored by Clinton Global Initiative University, 1271 Avenue of Americas, New York, NY 10020 (the "Sponsor"). The Challenge is administered by CrowdRise, Inc., located at 130 West 5th Street, Royal Oak, MI 48067.

14. QUESTIONS REGARDING THE CHALLENGE? Send an email to: CGIU@CrowdRise.com.

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