

REGULATION

Circular InNOVA(tion) 2.0

Preamble

Circular InNOVA(tion) 2.0 (the “Program”) is an initiative promoted by Sociedade Ponto Verde (SPV), in partnership with NOVA University Lisbon (NOVA). The Program aims to promote entrepreneurship through the development of innovative ideas originating from the university ecosystem and addressing challenges identified by SPV. The Program is open to members, or alumni, of any EU based university, who may apply either individually or as part of a team.

The Program is organized by NOVA University Lisbon, represented by NOVA Impact office, hereinafter referred to as “Organization” and it is sponsored and fully funded by SPV.

Title I – Scope

Article 1

Object

The present Regulation is intended to define the terms and rules of participation in the Program, which is organized by the Organization and financed by SPV. The Program aims to respond to specific environmental and packaging waste-management challenges that will be defined in agreement with SPV and published as part of the Program’s material on the Organization’s website and social media pages.

Article 2

Goals

The main objectives of this Program are:

- Stimulate an entrepreneurial culture within the NOVA University ecosystem;
- Support the development of high-impact solutions to relevant challenges, placing knowledge and innovation at the service of society;
- Promote awareness, sustainability, and social responsibility through ideas and initiatives with a measurable impact on the community;
- Contribute to the achievement of the United Nations Sustainable Development Goals (SDGs), in particular SDG 9 (Industry, Innovation and Infrastructure), SDG 11 (Sustainable Cities and Communities), SDG 12 (Responsible Consumption and Production), and SDG 13 (Climate Action);
- Reinforce NOVA’s role as a promoter of entrepreneurship, innovation, and knowledge transfer for the benefit of the community;
- Reinforce the role of Sociedade Ponto Verde (SPV) in contributing to and investing in the continuous development of innovative solutions addressing the key challenges faced by the entity.

Article 3

Challenges definition

and SPV involvement

3.1 The (SPV) is responsible for defining the challenges that participants will address during the Program. The challenges shall be related to the SPV's daily work and formulated in a manner that enables multidisciplinary teams to work effectively on their development.

3.2 The SPV shall provide a clear and comprehensive description of the challenges (a minimum of two and a maximum of four), including the expected outcomes and deliverables. This information shall be made available during the first block of the Hackathon phase, as described in Article 5.

3.3 The SPV shall appoint at least one representative to participate as a member of the jury for the first pitch presentation (end of Phase 2) and for the Demo Day.

3.4 The SPV shall remain available throughout the duration of the Program for check-in meetings and feedback sessions with the teams. All communications and interactions between the SPV and the participants shall be coordinated, filtered, and facilitated by the Organization.

Article 4

Eligibility and conditions to participation

4.1. Participation in this Program is free of charge for all participants.

4.2. All the participants must read this Regulation, and fully accept their terms in their entirety without reservation before its registration and participation in the Program.

4.3. Participants can apply individually or in teams of 2 to 5 members.

Individual applications will be matched with other individuals that are looking for projects to integrate. It is allowed to incorporate other team members after the application, prior communication and agreement with the program manager.

Are eligible to apply:

- Students, or alumni, of legal age (18+) from all fields and levels (Undergraduate, Master, Ph.D., etc.) enrolled in any EU based University.
- Researchers from any EU based University.
- Each team must have at least one member belonging to the NOVA ecosystem (students, alumni, researcher, staff).

4.4. All the registered participants guarantee that will abide by the rules mentioned above. The delivery of the prizes/budget support will be conditional upon the capacity of the participants to meet the conditions stated.

4.5. Any team who does not abide by the terms of the Regulations during its registration and at any time during the Program will be automatically and without previous notification, disqualified

from the Program and shall not be awarded any financial support. In the case where a prize or financial support would have been given to a Team who does not or didn't comply with the Regulation at the time of its registration or during the Program, the Organization has the discretionary right to demand the return of the prize or financial support received.

4.6. To participate, candidates must:

- Be available to collaborate, share knowledge, and innovate.
- Ensure availability and commitment to regular participation during the course of the Program.
- Be present in all group sessions defined by the Organization.
- Have a positive attitude towards the challenges and difficulties that may arise during the event.

Title II – Phases of the Program

Article 5

Phases and calendar

The program involves four sequential phases, in terms and with respect to the proposed:

1. The first phase of the Program is the submission of the application through the form published by the Organization on its website and social media pages. This phase will begin 23th of February, 2026, and will end at 11:59pm of March 26th, 2026. The promoter will verify the eligibility of the applications, select the most promising teams and / individual application and definite the initial cohort by 31th of March 2026.
2. The second phase of the program will consist of Hackathon phase, composed of 4 blocks:
 - 2a) Multidisciplinary teams are created, participants are presented with the challenges and familiarize with them and with the industry partner (SPV).
 - 2b) Matchmaking between teams and challenges, and Ideation Bootcamp with Design thinking workshop.
 - 2c) Teams received guidance on pitching strategy and go through a one pitching practice with feedback.
 - 2d) Pitch competition between the teams, 3-5 teams are selected (as described in Article 7) to pass to the following phase.
3. The third phase is a MVP development period, the selected teams will receive 5 thematic workshops, at the beginning of each week from the 4th of May to the 1st of June 2026.

At the beginning of this phase each team is matched with a mentor, who will offer guidance though this building phase, at least two check in meetings are to be expected.

During this whole period teams will be closely supervised and support by the Organization team.

This phase ends with a DEMO DAY, on the 16th of June 2026, where the best team is identified according to Article 10 and awarded with a monetary prize.

The Organization reserved the right to identify, in agreement with the SPV, more than

one winner of this final phase in case of particular interest and / or merit.

4. The fourth phase of the Program consists of the opportunity for the winning team of previous phase to move further with the development of the solutions identified, in a closer contact with SPV and potentially to a testing / pilot phase in the installation of the SPV. This phase ends with a results hand in, final presentation and conclusion ceremony to be held on the 12th of October 2026.

Article 6

Phase 1 – Applications and selection of initial cohort

- 6.1. Applying to the Program is free of charge, the application must be formalized through the form available in the Organization's website and social media pages. Applications open on the 23th of February 2026 and close on the 26th of March 2026. The Organization may decide to extend the application period, if so, are announced on the Website.
- 6.2. Eligible and Selected teams or individuals will be invited to participate in phase 2 of the Program as described in the Article 5. The Organization reserves the right to decide the number of selected Teams and individuals, based on the pertinence and quality of the applications.
- 6.3. The selection process takes into account the following criteria:
 - a) Background of the team members and proven ability to develop a solution addressing specific challenge(s).
 - b) Multidisciplinary of the teams members;
- 6.4. Background of individuals and their motivation to integrate a teams of to find a team to develop his/her project forward
- 6.5. Willingness and commitment to carry all the phases of the Program and to achieve the objectives of the Program;
 - a) The ideas are expected to be innovative and respond to the challenges identified, and its execution should be viable in the timeframe of the project, with the presentation of a prototype or proof-of-concept during this initiative;
 - b) The ideas shall correspond to a new product, a new application to an existing product, a new service or a new business model, with relevance and impact on the challenges presented by SPV;
 - c) The ideas in the contest must be original, and the proposers are responsible for ensuring their originality, without any legal or contractual impediment, to divulge them to the Circular InNOVA(tion) 2.0 Jury and the Organization.
- 6.6. Within the scope of the selection process, selection interviews may be held whenever the Organization deems it necessary.
- 6.7. Applicants may specify in their application which challenge they are interested in working on, or they may leave it open for definition, in which case it will be established during the first block of the Hackathon phase, in conjunction with team matchmaking and formation.

Article 7

Phase 2 – Hackathon & Ideation phase

7.1 The selected teams shall be admitted to this phase, which shall be divided into four (4) consecutive blocks.

7.1.1 During the first block, teams shall be finalised through the matching of individual applicants into multidisciplinary teams, and team-building activities shall be carried out. Teams shall be introduced to the challenges, including their rationale and origin, and shall be familiarised with Sociedade Ponto Verde and its operational context.

7.1.2 The second block shall consist of an Ideation Bootcamp, comprising one and a half (1.5) intensive days of Design Thinking workshops, during which participants shall be guided through an in-depth analysis of the challenges presented and the exploration of potential solutions.

7.1.3 The third block shall consist of training in pitching and storytelling. Teams shall receive a tailored workshop on how to develop clear, persuasive, and well-structured narratives for their projects and shall engage in practical pitching exercises, receiving real-time feedback on their presentations.

7.1.4 The fourth block shall consist of a Pitch Competition, during which all teams shall present the concepts developed to a jury. The jury shall evaluate the proposals and select between three and five teams to advance to the subsequent phase of the Program.

7.2 Each of the selected teams shall receive up to 1000,00EUR to support the further development of the MVP and or prototype over the course of the next phase of the program.

Article 8

Phase 3 – MVP Development

8.1. The phase consists of a period of further development and validation of the selected projects.

8.2. Each team is expected to present by the end of this phase a Business plan and possibly an MVP or prototype, which can be developed using any kind of support such as: video, photos, landing page, diagrams, apps, 3D printing and others.

8.3. Each selected team will receive, initially, up to EUR 1000,00 (One thousand Euros) to be able to develop the prototype during this phase of the Program.

To this end, each team must present, in the first 3 (three) days of this phase the expenditure plan provided to the “Monitoring Commission” (described in Article 11), which will be responsible for the allocation of funds during this and the following phases.

8.4 The teams will receive 5 thematic workshops, at the beginning of each week from the 4th of May to the 1st of June 2026. The workshops will focus on relevant themes for the development of the project such as:

a) Workshop 1: Business Models

b) Workshop 2: Marketing principles

- c) Workshop 3: IP protection
- d) Workshop 4: Digital and physical prototyping
- e) Workshop 5: Financing strategies

8.5 Each team will be matched with a mentor/facilitator who will provide guidance during the Program in developing the project and facilitating access to the industry of interest, further guidance and / or to NOVA's infrastructure.

8.6 During approximately 2.5 months of the MVP development phase, there will be made checkpoint meetings with the Organization to monitor progress, identify and address eventual roadblocks and support in the development of projects.

One intermediate report and presentation is expected from each team halfway through this phase.

Contact and feedback with SPV will be organized according to the needs of each specific team.

- 8.4. The end of the MVP development phase is the DEMO DAY, as described below in Article 10.
- 8.5. The best project is awarded with a monetary prize, according to Article 11 and moves on to the fourth and final stage.
- 8.6. The Organization, in agreement with SPV, reserves the right to select more than one project in case of particular interest and merit of the proposed solution.

Article 9

Phase 4 – Pilot

- 9.1 The selected team receives, initially, up to EUR 5000,00 (five thousand Euros) to be able to develop the prototype during this phase of the Program.
- 9.2 This phase focuses on the implementation of a pilot of the developed solution directly in the installations of Sociedade Ponto Verde, here the connection with the SPV becomes closer and the selected team will work directly with the company to carry out a testing and evaluation of the proposed solution.
- 9.3 This phase kicks off on the 22th of June 2026 and it concludes on the 12th of October 2026 with a final presentation of results and closing ceremony. This final deadline may be extended in case of need, subjected to the joint evaluation of the Organization and the SPV.

Title III – Jury Evaluation and Awards

Article 10

DEMO DAY – definition of the program winner

- 10.1 The third phase ends with a DEMO DAY, to take place on June 16th 2026, public event organized in the locations of NOVA university, where teams will present their projects in front of a jury. Each team will have to previously hand in a report (business plan) on their solution.
- 10.2 The jury is composed of at least three members, one representing the Organization, at least one representing the SPV and potentially one more member relevant to the context industry.

The Jury shall be chaired by one of the members, to be defined at the beginning of the session.

10.3 The Jury decision and the announcement of the winners will be communicated at the conclusion of the event. In case of a tie, the final decision will be up to the President of the jury. The Jury's decisions are final and not subject to appeal.

10.4 The Jury shall evaluate the Projects and the DEMO DAY based on the following criteria:

- (a) The scale and significance of the environmental impact generated by the Project;
- (b) The overall quality of the Project, as demonstrated by the team's ability to clearly articulate its relevance to identified market needs and/or its potential positive impact on society, including the specific problem addressed by the proposed solution, product, service, or technology;
- (c) The quality, maturity, and functionality of the prototype developed within the framework of the Programme;
- (d) The degree of innovation and originality of the proposed Project;
- (e) The soundness, feasibility, and clarity of the proposed business strategy;
- (f) The quality, complementarity, and adequacy of the team, including the members' skills and competencies relevant to the development and implementation of the Project;
- (g) The adequacy, coherence, and sustainability of the proposed financing structure;
- (h) The level of alignment with the United Nations Sustainable Development Goals (SDGs).

Article 11

Monitoring Committee and Awards

11.1 The Organization sets up a "Monitoring Committee" and designate its members, assigning them the task of monitoring the projects throughout the entire Program. Such committee is responsible for verifying and guaranteeing the eligibility of participants and projects, for the allocation of funds, in agreement with this regulation and to constant oversight of the performance of each team.

11.2 If a team does not justify the need to obtain funds for the MVP development phase, the Organization reserves the right not to allocate any funds for this phase of the initiative.

11.3 Failure to comply with conditions set by the "Monitoring Committee" may imply the repayment of the amount allocated for the implementation of the proof-of-concept.

11.4 Monetary prizes are foreseen as described in the chart below. All allocations are subject to Monitoring Committee approval.

Phase	Amount	N. teams awarded
2	1000,00EUR	3-5
3	5000,00EUR	1-2

- 11.5 The winning team must sign a declaration of honor that funds will be used for the development of the project. The team is required to provide a report (max 10 pages) on the ongoing progress and potentially on the first results of the pilot, with 1.5 month from the beginning of phase 4. The team is expected to present the results of the last phase of the project in the conclusion presentation and hand in a full report within a month from such date.
- 11.6 The monitoring committee will draft and present an impact report about the overall course of the project withing 3 months after its conclusion.
- 11.7 Should any project that arises or is developed within the scope of this Program evolve to the creation of a juridical entity (e.g. a start-up, an association, etc.), the promoters are committed to apply to the NOVA Spin-off [®] seal, according to the rules provided in Regulation n.º 157/2018, published in Diário da República, 2nd series, on March 14th.

Article 12

Communication and announcement of winners

- 12.1 All communication with participants will be carried out by e-mail: novaimpact@unl.pt and / or through the institutional email of the member of the Monitoring committee.
- 12.2 The open call regarding the application for this Program, the results of each phase and the final winner, will be published on the Organization's website and social media pages.

Article 13

Image Rights

- 13.1 By signing up to participate in the Program and in accordance with this Regulation, the participants automatically authorize the free and open use, without any payment involved of their name and image in photos, files and / or digital media and content as well as in posters, films and /or spots, in any type of media and /or promotional pieces, including television, radio, newspapers, magazines, posters, banners, billboards and the Internet, for the wide dissemination of the Program results.
- 13.2 The authorization provided for in the preceding number does not imply or result in any obligation of disclosure or payment.

Article 14

Confidentiality and intellectual property

- 14.1 The Jury of the Program and the Organization undertake to not disclose any confidential information whenever requested by the applicants.
- 14.2 For the purposes of the preceding number, the applicants must clearly distinguish, in all

the information they provide to the Organization and Jury of the Program, information that is CONFIDENTIAL.

- 14.3 The Organization is prohibited from taking any measures, except as provided for in number 1 of this article, with a view to protecting or ensuring the confidentiality, intellectual property, and other rights of competitors, so the protection of such rights is the exclusive responsibility of the participants themselves.
- 14.4 Whenever applicable, the intellectual property regulation of NOVA University Lisbon (Regulation n.º 1104/2020, published in Diário da República, 2nd series, on December 22nd) is in force.

Title IV – Final and Transitional Provisions

Article 15

Data identity and disclosure

- 15.1 The Organisation guarantees the confidentiality of the process, as well as the anonymity of the applicants not selected for the proof-of-concept or the DEMO DAY.
- 15.2 By signing up to participate in the Program in accordance with this Regulation, participants will automatically recognize and to explicitly accept that the NOVA University Lisbon is not responsible or to be liable for any damage or loss arising from participation in the Program or eventual acceptance of the prizes.

Article 16

Withdrawal

16.1 If there is any withdrawal from competing teams, the Jury may reinstate other competitors in replacement of the withdrawals.

Article 17

Competition Rules

- 17.1 The participation in the Program and the awarding of the prizes requires the acceptance purely and simply and the full respect for the Regulation in all its terms. The Organization reserve the right to disqualify, immediately and without compensation, every Team not satisfying in full with the present Regulation.
- 17.2 The Organization reserve the right to modify at any time the terms of the Regulation, and during the Program without the requirement of notification to the applicants, concerning the application and the validity of these modifications. The applicants are invited to consult regularly the Regulation. The participants give up expressly any complaint or contesting linked to any modification brought to the Regulation by the Organization.

Article 18

Liability for damages

- 18.1 Participants in the Program, exempt the Organization and the NOVA University Lisbon from any liability for property and / or moral damage, or any incidents caused to them resulting from participation in the Program.
- 18.2 The Organization cannot, in any case, be held responsible for any damage caused by the defect or the delay of delivery of the projects, in particular for the refusal to consider late submissions, or for any damage caused by the impossibility to connect to the relevant websites or to upload/download correctly any delivery, the defect or the delivery time of any email sent during the Program, or for any damage caused by any hurdle preventing the participants attending or participating in the whole or part of the Program
- 18.3 The Organization cannot be held responsible in case of total or partial modification, suspension, interruption, adjournment or cancellation of the whole or part of the Program for reasons beyond their control. In such case, the Organization will inform as soon as possible the participants via e-mail or by any means it sees fit.
- 18.4 The Organization cannot be held responsible for the consequences of a disqualification of an Innovator, and/or a Team, due to a violation of the Rules, and/or in case of rejection of a Team due to noncompliance with the Rules.
- 18.5 In any case, the Organization will not be held responsible for the delivery of the prizes nor in case of impossibility for a winner to benefit from the respective Prize for circumstances beyond the Organization control. The responsibility of the Organization cannot be engaged in case of loss and/or deterioration of the Prize by post or any third similar service provider and more generally, if the Winning teams(s) do not receive its Prize. The responsibility of the Organization cannot be engaged in case of incidents or of damages of all kinds, which could arise because of the enjoyment of the awarded Prize and/or because of its use.

Article 19

Interpretation and Application

- 19.1 Any doubts regarding the interpretation and application of these Regulations will be exclusively clarified by the Organization through the e-mail novaimpact@unl.pt.
- 19.2 The Organization and the jury guarantee confidentiality throughout the application and evaluation process of the projects submitted to the competition.
- 19.3 The Organization reserves the right to modify the Regulation when justified, and commits to informing participants whenever such modifications materially affect their participation

Lisbon,
January 22nd, 2026