



Revive Rules

1. All participants are required to be registered students at a recognized college or university or have graduated within the last year. Proof of enrollment may be required.
2. Participants may compete on their own or as a team of two. The two team members don't have to be affiliated with the same institution
3. The teams with the top three Performance indices at the end of year 5 in the simulation will win the top three prizes.
4. The prizes are : 1st Prize: \$1000, 2nd Prize: \$ 650, 3rd Prize: \$350. These are team prizes.
5. In the event of a tie for first place, the two teams will share the first and second prize amounts and there will be no second place team. In the event of a tie for second place, the two teams will share the prize for second and third place and there will be no third place team. In the event of a tie for third place, the two teams will share the third place prize. In the event that three or more teams are tied at the top, they will share the first, second and third place prizes and there will be no second or third place teams.
6. Winners will be announced at the LIVE event on the evening of March 1st and they will also be informed via email for coordination in receiving the prize.
7. Current members of the TMG executive are not eligible to compete.
8. All rules and parts of the competition are subject to the policies of the University of Toronto and the laws of Canada. The TMG executive reserves the right to make any adjustments required by the above.
9. The TMG executive reserves the right to disqualify contestants for breach of rules. No refunds or prizes will be awarded to disqualified participants.
10. It is the participants responsibility to monitor announcements via the email address they used to register. The organizers take no responsibility for issues arising from failure to do so.
11. Please make sure you use your full names for your registration.
12. Each team is expected to work on their own with no external help. Breach of this rule will result in disqualification.



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13. Once you reach the winner's circle (first, second, or third place), you become part of the exclusive 'Champions of Revive' group. As a champion, you'll be invited back as a guest and mentor, but you will not be eligible to compete again.