

Freshman of the Year – Official Game Rules

(the “Game”)

Organizer:

University of Debrecen – yoUDay Organizing Committee, in cooperation with DE HÖK and the UniPass Card Center (hereinafter: the “Organizer”).

Tax Number: 19308667-4-09

Registered Office: 4032 Debrecen, Egyetem tér 1.

The Game is not affiliated with or supported by Facebook, Instagram, or any other social media platforms.

1. Purpose of the Game

The purpose of the Freshman of the Year Game is to make the yoUDay event more interactive, exciting, and community-driven, while also increasing the number of first-year students registered for the UniPass card and encouraging them to collect their cards quickly.

2. Eligibility

2.1 All students who officially start their first year at the University of Debrecen in 2025 (BSc, BA, MSc, MA, undivided programs, doctoral students) are eligible to participate (“Freshman”).

2.2 Participation is open to both Hungarian and international students.

2.3 Employees of the Organizer, officials of DE HÖK, and their immediate family members are not eligible to participate in the Game.

3. Game Period

- Registration period: **August 25, 2025 – September 14, 2025, 12:00 (noon)**
- On-site activation: exclusively on **September 17, 2025, between 14:00 and 18:00** during the yoUDay Matinee.
- Draw and announcement of winners: **September 17, 2025**, during the yoUDay evening show, in several stages.

4. Participation Process

4.1 Registration

Freshmen may register at **youday.hu/evgolyaja** using their own devices.

4.2 Activation

Registration alone does not entitle a participant to take part in the final draw. On September 17, 2025, during the yoUDay Matinee, participants must appear in person and confirm their presence with the hostesses (activation).

Activation deadline: September 17, 2025, 18:00

4.3 Data Transfer and Draw List

At 18:02, in the presence of lawyers, the Organizer will draw 4 male and 4 female freshmen from among the registered and activated participants. The draw will only include participants who have registered and activated by the deadline.

5. Draw and Winner Selection

5.1 The eight participants (4 male and 4 female) will be drawn on September 17, 2025, at 18:02 in the presence of lawyers. Their photos and UniPass ID numbers will be displayed on LED screens during the yoUDay evening show.

5.2 The selected Freshmen must appear at the “Freshman of the Year” Desk (located under the rear central “A” sector of the arena) to re-register. They must do so within 10 minutes of their name being announced.

5.3 The photos and short introductions of the selected participants will be uploaded to an online platform, where the on-site audience can vote for them throughout the yoUDay evening show. Hosts and screens will regularly encourage the audience to vote.

5.4 At the end of the show, the male and female participants with the most votes will each win the Gold UniPass Card. The results will be announced live on stage, and the winners will be escorted there by the hostesses.

5.5 The remaining 6 finalists will each receive a smaller gift package.



6. Prizes

2 exclusive Gold UniPass Cards (1 male, 1 female winner), valid until the next yoUDay, providing free entry to the following:

- Freshman Balls of the University of Debrecen
- Campus and Kazán Parties
- Faculty events
- DEAC sports matches
- oDEon theatre performances
- yoUDay
- VIP tickets to the Campus Festival in July 2026 for the winners titled "Freshman of the Year"

7. Data Protection

Personal data required for participation in the Game (name, email address, phone number, UniPass ID, photo, gender, short introduction) will be processed in accordance with the Organizer's data protection policy.

Data will be used until the selection of the winners and the delivery of the prizes, then deleted.

Detailed data protection rules and all current privacy notices are available here:

<https://youday.hu/adatkezelesi-tajekoztatok/>

8. Disclaimer

8.1 The Organizer accepts no responsibility for failed registrations caused by system errors or internet connectivity issues.

8.2 The prize is non-transferable and cannot be exchanged for cash.

8.3 The Organizer reserves the right to suspend or modify the Game for justified reasons.

9. Force Majeure

The Organizer is not liable if the Game or the awarding of prizes is partially or fully canceled due to force majeure (e.g., pandemic, cancellation of the event).

10. Disqualification

10.1 Participants will be automatically disqualified if they:

- are not physically present at the yoUDay evening show,



- fail to register at the “Freshman of the Year” Desk within the set time,
- are under the influence of alcohol, drugs, or any other substances during the program,
- interfere with or compromise the fairness of the Game or disrupt the event.

10.2 Disqualification will be decided by the Organizer and the official supervisors of the Game (lawyer, hostess coordinator). Their decision is final and cannot be contested.

11. Governing Law and Jurisdiction

11.1 The Game and these Rules are governed by Hungarian law, in particular the Civil Code (Act V of 2013), the Act on Commercial Advertising (Act XLVIII of 2008), the Act on the Prohibition of Unfair Commercial Practices against Consumers (Act XLVII of 2008), and applicable data protection laws (the GDPR and the Hungarian Data Protection Act, Act CXII of 2011).

11.2 The Game does not qualify as gambling, as participants are not required to provide money or any financial contribution. Previous rules on prize draws have been repealed; therefore, this Game is not subject to gambling supervision.

11.3 Parties will primarily seek to resolve disputes amicably. In the absence of agreement, general jurisdiction rules apply.

11.4 The parties designate the Debrecen District Court (Debreceni Járásbíróság) as the competent court; however, in consumer disputes, this designation does not exclude the consumer's right to initiate proceedings before the court competent at their place of residence in Hungary.

11.5 The Organizer commits to avoiding misleading or aggressive commercial practices during the communication and organization of the Game and ensures that the participation rules are published in a clear and understandable way.

