



## News

### DARPA CLIQR Quest Ends

March 16, 2012

3 of 7 valid codes submitted

The dynamics of social networks have provided a platform for communication research for years. The introduction of social media channels has added an element of hyper-connectedness to that research, resulting in efforts to better understand how to leverage social media as a communication channel for timely mass information, rapid mobilization of groups, and wide-area team building.

As part of DARPA's research in this area, at 11:00 AM (EST) on Thursday, February 23, posters bearing the DARPA logo and a quick response (QR) code appeared in US cities. It was the launch of the Cash for Locating and Identifying Quick Response Codes (CLIQR) Quest—a prize-based challenge that sought to advance knowledge of social media and the Internet. After 18 hours, the winner had leveraged social media to find three of the seven possible codes.

The challenge ended on March 8 with the task unmet. While all seven valid codes were found, no one entity submitted all seven.

"Previous DARPA efforts in this research area—for example, the DARPA Network Challenge, which everyone seems to know as the Red Balloon Challenge—drove participation in the experiment," said DARPA Deputy Director, Kaigham J. Gabriel. "That challenge began with the Agency purposefully launching a communication outreach campaign to draw attention to the experiment. With CLIQR Quest, we sought to test the opposite end of the spectrum—zero excitation through public Agency announcements."

"Although not all seven QR codes were submitted by a single source, analysis from the experiment should provide a baseline for further research into how information spreads through social media," said Jay Schnitzer, office director, Defense Sciences Office, DARPA. "One thing that may be proven from the CLIQR Quest is that new and traditional media are not as separate as some believe them to be. In fact, they may be mutually supportive."

This leads to questions: How can explosive exponential growth in communication activities be predicted? How can network communication nodes best be identified (those nodes without which a hyper-connected communication network would not form)? How can individuals be mobilized and teams be formed to respond to disaster relief initiatives—as the CLIQR Quest attempted to do?

“Through previous DARPA challenges, the Agency has shown the value of social media for rapid collaboration and solving difficult problems,” explained Gabriel. “And, there’s still much more to learn about the dynamics of social networks.”

The winner of the CLIQR Quest will receive a prorated amount of the \$40,000 prize for being the first to find and submit three of the seven valid challenge codes.

Preliminary results from the DARPA CLIQR Quest are available at <http://archive.darpa.mil/CLIQRQuest/> (<http://archive.darpa.mil/CLIQRQuest/>) .

## Media Queries

Please direct all media queries to [Outreach@darpa.mil](mailto:Outreach@darpa.mil)

## Images



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## Additional Information

- [DARPA CLIQR Quest Challenge](http://archive.darpa.mil/CLIQRQuest/) (<http://archive.darpa.mil/CLIQRQuest/>)

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## DARPA CLIQR Quest Challenge

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### Welcome to DARPA's CLIQR Quest Challenge!

The Defense Advanced Research Projects Agency (DARPA) is conducting the DARPA **CLIQR Quest** (*Cash for Locating and Identifying Quick Response codes (CLIQR) Quest*), a prize-based challenge that seeks to advance the understanding of social media and the Internet, and explore the role the Internet and social networking plays in the timely communication, wide area team-building and urgent mobilization required to solve broad scope, time-critical problems.

In time of crises, we must ensure that the *right* resources make it to the *right* area in the *right* time. Delays in finding those resources cost more than time and money, delays cost lives. Finding the most efficient method of resource identification and delivery is paramount. It is a capability with clear relevance and importance to the military when it is called upon for assistance and existing data sources and social network analysis are not sufficient for accomplishing this task.

The *CLIQR Quest* has been crafted to simulate public mobilization for the identification of essential assets to assist in mobilizing and delivering aid efficiently. The event, like an actual crisis or disaster, is unannounced prior to the start date. The humanitarian crisis relief assets (e.g. water, food, gas, etc.) needed to quickly respond to a disaster are represented by appropriately named "Quick Response (QR) codes. QR codes have been distributed throughout the continental United States to represent the dispersion of resource concentrations throughout the country. *CLIQR Quest* participants will be challenged to locate other participants who have key assets that are represented by the QR codes. The event will only last for two weeks – the notional assets must be identified and coordinated quickly to ensure they make it to those in need.

The *CLIQR Quest* begins at 11:00 AM (EST) on Thursday, February 23, 2012 and ends at 12:00 PM (EST) on Thursday, March 8, 2012. Entries are accepted until noon, 12:00 PM (EST) on Thursday, March 8, 2012.

A cash prize of up to US \$40,000 cash prize will be awarded to the first contest entrant to find and submit all of the available QR codes.

The winner will be announced and some results will be posted on the *CLIQR Quest* website during the week of March 12, 2012.

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## DARPA CLIQR Quest Challenge

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### Results

Preliminary results from the DARPA CLIQR Quest are available below. You may also view the [DARPA Press Release](#).

#### Three of Seven Codes Submitted

Place	User ID	Key Code Submitted	Date Submitted
1	5	FUEL-BE3A0519-7A81-4ABC-8F89-A8EE69B95B9B	2/24/2012 12:07
	5	GENERATOR-0022CB5A-F63B-4415-8E8E-C5CCB4D1DCE2	2/24/2012 15:45
	5	WATER-712A4369-EFFD-4639-ADFF-740B966150DF	2/24/2012 16:33
2	10	GENERATOR-0022CB5A-F63B-4415-8E8E-C5CCB4D1DCE2	2/24/2012 15:54
	10	WATER-712A4369-EFFD-4639-ADFF-740B966150DF	2/24/2012 16:04
	10	FUEL-BE3A0519-7A81-4ABC-8F89-A8EE69B95B9B	2/24/2012 16:35
3	2	WATER-0221F202-208D-410A-87A2-5B82B3B8864C	2/23/2012 18:20
	2	GENERATOR-0022CB5A-F63B-4415-8E8E-C5CCB4D1DCE2	2/24/2012 17:01
	2	FUEL-BE3A0519-7A81-4ABC-8F89-A8EE69B95B9B	2/24/2012 17:02

#### Two of Seven Codes Submitted

Place	User ID	Key Code Submitted	Date Submitted
4	7	FUEL-5D92AF94-E01A-4E42-BAE6-499EB2EDB0FF	2/24/2012 13:36
	7	GENERATOR-0022CB5A-F63B-4415-8E8E-C5CCB4D1DCE2	2/24/2012 15:45
5	4	GENERATOR-0022CB5A-F63B-4415-8E8E-C5CCB4D1DCE2	2/25/2012 10:59
	14	VEHICLE-5C0B5553-24D6-4518-9766-596233485BA0	2/25/2012 11:46
6	3	FUEL-1B7E9242-95DD-4B6B-855B-7B14B2AB68FC	2/27/2012 7:51
	3	GENERATOR-0022CB5A-F63B-4415-8E8E-C5CCB4D1DCE2	2/27/2012 7:52
7	172	GENERATOR-0022CB5A-F63B-4415-8E8E-C5CCB4D1DCE2	3/3/2012 13:01
	172	FUEL-BE3A0519-7A81-4ABC-8F89-A8EE69B95B9B	3/3/2012 16:41
8	99	GENERATOR-0022CB5A-F63B-4415-8E8E-C5CCB4D1DCE2	3/2/2012 2:44
	99	FUEL-BE3A0519-7A81-4ABC-8F89-A8EE69B95B9B	3/3/2012 20:49

#### Resource Locations

Fuel	Atlanta, GA
Generator	Washington DC
Water	Orlando, FL
Vehicle	Ft. Worth, TX
Food	Tucson, AZ
Radio	Columbus, OH
Batteries	Monterey, CA

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## DARPA CLIQR Quest Challenge

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### CLIQR Quest Rules

#### 1. Introduction

The Defense Advanced Research Projects Agency (DARPA) is conducting the DARPA **CLIQR Quest** (*Cash for Locating and Identifying Quick Response codes (CLIQR) Quest*), a prize-based challenge that seeks to advance the understanding of social media and the Internet, and explore the role the Internet and social networking plays in the timely communication, wide area team-building and urgent mobilization required to solve broad scope, time-critical problems.

The rules apply to all participants in the *CLIQR Quest*.

These rules may be modified and updated at any time without notice during the course of the event; all participants should monitor the event website, [archive.darpa.mil/cliqrquest](http://archive.darpa.mil/cliqrquest), for the latest information. DARPA reserves the right to cancel this event at any time. The DARPA Director or a delegated DARPA official will be the final arbiter on all aspects of this event. Decisions of the DARPA Director or delegated DARPA official are final.

Nothing in these rules, to include information on the event website, may be interpreted as authorizing the incurrence of any costs, or modifying the statement of work or authorizing work outside the terms and conditions of any existing agreements or contracts with DARPA.

#### 2. Purpose

Social media continues to increase the interconnectedness of the globe. This connectivity can be leveraged to provide humanitarian assistance to an area in need. Events such as a tsunami in Japan, an earthquake in Haiti, or a hurricane on the Gulf Coast, require people to motivate and mobilize a network of people to hasten recovery efforts.

An understanding of how to effectively employ the utility of social media could be the key to transforming a spontaneous crisis event into an effort that unites people around a common goal to assist in getting aid mobilized and in place efficiently.

#### Background - Enhancing First Responder Capabilities

In 2009, the DARPA Network Challenge sought innovative solutions from non-traditional Department of Defense sources to determine the speed and self-organizational potential of social networks. That challenge, in which participants were asked to locate balloons geographically dispersed around the continental United States, was a clear demonstration of the efficacy of crowd-sourcing to solve some of today's challenges and provided a benchmark for our understanding of how the internet and social media have evolved. Having established the capability to use social media to self-organize in an unstructured, pre-announced challenge, DARPA now seeks to elevate that nascent concept and use it in a revolutionary application.

The DoD Domestic Preparedness Support Initiative <http://policy.defense.gov/domesticprep>, in the Office of the Assistant Secretary of Defense for Homeland Defense and Americas' Security Affairs, coordinates Department of Defense (DoD) efforts to identify, evaluate, deploy, and transfer technology, items, and equipment to Federal, State, and local first responders.

Through the DoD Domestic Preparedness Support Initiative, the DoD fulfills Congress' intent to support public safety and homeland security by leveraging taxpayer investments in defense technology and equipment. Partnerships with the Department of Homeland Security (DHS) and the Department of Justice (DOJ), and communications with first responders, are critical for success in this important mission! Working closely with DHS and DOJ, the DoD Domestic Preparedness Support Initiative promotes the advancement, commercialization, and transition of high priority DoD projects that can result in first responder capability improvements.

The DoD Office of Humanitarian Assistance, Disaster Relief, and Mine Action <http://www.dsca.mil/programs/HA/HA.htm>, in the Defense Security Cooperation Agency, provides program management for DoD humanitarian assistance programs funded with the Overseas Humanitarian Disaster and Civic Aid (OHDACA) appropriation across all regional Combatant Commands (COCOMs). This includes steady state humanitarian assistance projects, transportation of DoD and privately donated humanitarian material, humanitarian mine action train-the-trainer programs, and foreign disaster relief. HDM works closely with its counterparts in the Office

of the Under Secretary of Defense (Policy), as well as congressional staffs, to ensure the COCOMs are appropriately resourced, and that they execute in accordance with policy, fiscal, and legal guidelines.

In support of the DoD Domestic Preparedness Support Initiative and the Office of Humanitarian Assistance, Disaster Relief, and Mine Action for overseas humanitarian assistance, the *CLIQR Quest* will increase our understanding of advancements in social network theory, by providing a structured, time-constrained, real-world contingency scenario with the goal of establishing potential protocols for the Department of Defense to effectively engage the public to assist in humanitarian assistance both at home and abroad.

In time of crises, we must ensure that the *right* resources make it to the *right* area in the *right* time. Delays in finding those resources cost more than time and money, delays cost lives. Finding the most efficient method of resource identification and delivery is paramount and is a capability with clear relevance and importance to the military when it is called upon for assistance; existing data sources and social network analysis are not sufficient for accomplishing this task.

### Concept

The *CLIQR Quest* is crafted to simulate public mobilization for the identification of essential assets to assist in mobilizing and delivering aid efficiently. The event, like an actual crisis or disaster, will be unannounced prior to the start date. The humanitarian crisis relief assets (e.g. water, food, gas, etc.) are critical components required to aid in a disaster and are represented by specific Quick Response (QR) codes.

QR codes have been distributed throughout the continental United States to represent the dispersion of resource concentrations throughout the country. *CLIQR Quest* participants will attempt to locate other participants who have key assets that are represented by the QR codes. The event will only last for two weeks – the notional assets must be identified and coordinated quickly to ensure they make it to those in need. This representative scenario has real-world implications: Is there a company in Detroit that has a fleet of all-terrain cycles that it is willing to donate to the local authorities in an area devastated by an earthquake? How does it know the need exists? How does it inform the disaster response authorities? Understanding how social media can contribute to answering these questions may assist the military to get those assets to local relief workers efficiently

### 3. Overview

Your objective is to be the first contestant to find and submit all of the available *CLIQR Quest* quick response (QR) codes within the allotted time.

A cash prize of up to U.S. \$40,000 will be awarded to the first eligible contestant to find and submit all of the *CLIQR Quest* QR codes.

Unique QR codes will be conspicuously displayed in easily visible and readily accessible public locations throughout the continental United States.

The *CLIQR Quest* begins at 11:00 AM (EST) on Thursday, February 23, 2012 and ends at 12:00 PM (EST) on Thursday, March 8, 2012.

Entries are accepted until noon, 12:00 PM (EST) on Thursday, March 8, 2012.

The winner will be announced and some results will be posted on the *CLIQR Quest* website during the week of March 12, 2012.

### 4. Eligibility

The *CLIQR Quest* is open to individuals and teams of all ages except as indicated. Entries may only be submitted by a registered participant, who must be a permanent resident or citizen of the United States and 18 years of age or older at the time of registration. Proof of citizenship or residency and proof of age will be required from the winner before prizes are awarded.

Employees of the U.S. Government, including spouses and dependents for tax year 2012, are not eligible to participate. DARPA employees and DARPA support contractors and their immediate families are not eligible to participate. Students employed or funded by the United States Government, for example students at the federal service academies, ROTC students and students funded by United States Government grants, fellowships and scholarships, may participate.

An individual is not eligible to participate in the *CLIQR Quest* if he or she is on the Specially Designated nationals list promulgated and amended by the Office of Foreign Assets Control of the United States Department of Treasury.

Participants must have legal access to the Internet and to social media services used during participation in the *CLIQR Quest*. Violation of the rules or intentional or consistent activity that undermines the spirit of the *CLIQR Quest* may result in disqualification. The *CLIQR Quest* is void wherever restricted or prohibited by law.

Entries may be submitted by individuals only, and only individuals are eligible to win the prize. Corporations or other organizations may not submit entries. Formations of teams are permitted to solve the *CLIQR Quest*, however, payout of the cash prize will only be given to an individual participant; i.e. the prize would be awarded to the individual on a team who is registered on the website and provides the winning submission – that team member would then be responsible for further distribution of funds to his fellow team members.

All individuals and teams should use the Twitter hash tag #CLIQRquest or #cliqrquest whilst participating in the quest.

DARPA reserves the right to disqualify participants whose actions are deemed to violate the spirit of the challenge for any reason, including but not limited to, the violation of laws or regulations in the course of participation.

Questions regarding eligibility should be directed via email to [CLIQRquest@darpa.mil](mailto:CLIQRquest@darpa.mil).

## 5. Participation

The *CLIQR Quest* is remitted by section 2374a of title 10 of the United States Code, 10 U.S.C. Â§ 2374a, which authorizes the Secretary of Defense to award prizes in recognition of outstanding achievements in basic, advanced, and applied research, technology development, and prototype development that have the potential for application to the performance of military missions of the Department of Defense.

By submitting an entry, a participant gives permission for his or her name and home town to be released to the media if they win the prize. DARPA claims no rights to intellectual property developed as a result of participation in this event.

DARPA will retain no permanent record of individual entries after the event is complete, but will compute aggregate statistics. DARPA may contact individuals to discuss the means and methods used in solving the quest.

Questions regarding participation should be directed via email to [CLIQRquest@darpa.mil](mailto:CLIQRquest@darpa.mil).

## 6. The Quest

Your objective is to be the first contestant to find and submit all of the available *CLIQR Quest* quick response (QR) codes within the allotted time.

Specifically, unique QR codes are accessible at multiple public locations throughout the continental United States. QR codes are conspicuously displayed in easily visible and readily accessible public locations and are accessible to users with smart phones or other devices that are able to dynamically link to the QR code or are able to capture a picture of the code for subsequent online access.

*CLIQR Quest* QR codes are identifiable by the DARPA logo and the *CLIQR Quest* name as shown here:



QR codes are also made available on business cards co-located with the code display for those who do not have electronic devices to link or capture the code at the time of viewing.

All individuals and teams should use the Twitter hash tag #CLIQRquest or #cliqrquest whilst participating in the quest.

All QR codes will go on display at all locations at 11:00 AM (EST) on Thursday, February 23, 2012. The *CLIQR Quest* ends at noon, 12:00 PM (EST) on Thursday, March 8, 2012. Entries are accepted until noon, 12:00 PM (EST) on Thursday, March 8, 2012.

Questions regarding the quest should be directed via email to [CLIQRquest@darpa.mil](mailto:CLIQRquest@darpa.mil).

## 7. ID assignment

You are not required to register to participate in the *CLIQR Quest*. Upon clicking on a QR code, contest participants will be taken to the

event website [archive.darpa.mil/cliqrquest](http://archive.darpa.mil/cliqrquest) and receive a unique alpha-numeric contest identification (ID) code. Contestants are not required to enter any personally identifiable information to receive a contest ID code.

The alpha-numeric ID indicates which of the QR codes you have found. The word portion of the ID identifies the notional resource located. The alpha-numeric portion identifies the unique instance of the QR scan for your particular resource – this is your token for contest participation.

All individuals and teams should use the Twitter hash tag #CLIQRquest or #cliqrquest whilst participating in the quest.

ID Assignment Example:

Participant	ID	Meaning
Randy	Water984	Randy has found QR code "Water" and the contest identifier is 984
Ricky	Food0H5	Ricky has found QR code "Food" and the contest identifier is 0H5
Ryan	Water498	Ryan has found QR code "Water" and the contest identifier is 498

In this ID assignment example, Randy and Ryan have found the same QR code – the QR code that represents the notional resource "Water" – and would each want to distribute the word portion of their code more than the other to increase their likelihood of being the code that is part of the winning submission.

Questions regarding registration should be directed via email to [CLIQRquest@darpa.mil](mailto:CLIQRquest@darpa.mil).

## 8. Registration and Submission

You are not required to register to participate in the *CLIQR Quest*. However, to compete and win, individuals or teams (participants) are required to register their contest ID code and create a username (your email address) and user-generated password on the event website [archive.darpa.mil/cliqrquest](http://archive.darpa.mil/cliqrquest). Contestants are not required to enter personally identifiable information during registration; only the username and password are required. The email address (username) provided will be used to contact the winner.

Each participant is permitted only one registration. Teams are permitted one registration. Registrations may be withdrawn at any time by emailing the *CLIQR Quest* mailbox at [CLIQRquest@darpa.mil](mailto:CLIQRquest@darpa.mil).

Registered participants may submit additional contest ID codes (collected by scanning QR codes or via their social network) via the "Submit Code" tab on the *CLIQR Quest* website. Registered participants are allowed to enter contest ID codes as often as they desire; submissions are cumulative so only the new codes need to be entered. Contest ID codes are allowed to be updated incrementally, as they are found (i.e. the codes may be submitted in any order, and at any time prior to the deadline).

Entries are accepted until noon, 12:00 PM (EST) on Thursday, March 8, 2012. The *CLIQR Quest* ends at 12:00 PM (EST) on Thursday, March 8, 2012.

Submission Example:

Participant	ID	Date/Time	Submission
Randy	Water984	23Feb/7:23PM	Water984
Randy	Water984	27Feb/9:03PM	Food0H5, Gas658
Randy	Water984	3Mar/11:23PM	Vehicle8T7, Generator9B7, Batteries3ET, Radio278
Randy	Water984	5Mar/10:58AM	LightsP9X, Medicine7YT

In this submission example, Randy found QR code "Water", registered on the website, and was assigned ID Water984 on 23 February. On the 27th he received two more QR codes from his social network and submitted Food0H5 and Gas658. His total number of QR codes is now **three** – he has found and submitted codes Water984, Food0H5, and Gas658. On 3 March, he received four more QR codes from his social network and submitted Vehicle8T7, Generator9B7, Batteries3ET, and Radio278. His total number of QR codes is now **seven** – he found and submitted codes Water984, Food0H5, Gas658, Vehicle8T7, Generator9B7, Batteries3ET, and Radio278. On the 5th, he received two more QR codes from his social network and submitted LightsP9X and Medicine7YT. His total number of QR codes is now **nine** – he found and submitted codes Water984, Food0H5, Gas658, Vehicle8T7, Generator9B7, Batteries3ET, Radio278, LightsP9X and Medicine7YT.

Problems with submitting QR codes should be directed via email to [CLIQRquest@darpa.mil](mailto:CLIQRquest@darpa.mil).

## 9. Prizes

A single lump sum cash prize of U.S. \$40,000 will be awarded to the first contestant to find and submit all of the available QR codes within the allotted time to the quest website at [archive.darpa.mil/cliqrquest](http://archive.darpa.mil/cliqrquest). If all the available QR codes are not submitted by a single entrant, the first entrant who submitted the most available codes will receive a prorated amount of the full prize.

The winner will be announced and some results will be posted on the *CLIQR Quest* website during the week of March 12, 2012.

Winner Example 1:

Participant	ID	Submission
Randy	Water984	Water984, Food0H5, Gas658, Vehicle8T7, Generator9B7, Batteries3ET Radio278, LightsP9X, Medicine7YT
Ricky	Food0H5	Water984, Food0H5, Vehicle424, Batteries87W, Medicine3GS
Ryan	Water498	Water498, Food781, Gas1X9, Generator9B7, Batteries4M4, Radio3QT

In winner example 1, at noon, 12:00 PM (EST) on Thursday, March 8, 2012, no participant has found all of the available QR codes. Randy found the most available codes and will receive a prorated amount of the full prize.

In the event of multiple submissions of all the available codes, the first contestant to submit all of their codes to the website is awarded the prize. Registered participants are allowed to enter contest ID codes as often as they desire; submissions are cumulative so only the new codes need to be entered. Contest ID codes are allowed to be updated incrementally, as they are found; (i.e. the codes may be submitted in any order, and at any time prior to the deadline).

Winner Example 2:

Participant	ID	Submission
Randy	Water984	Water984, Food0H5, Gas658, Vehicle8T7, Generator9B7, Batteries3ET Radio278, LightsP9X, Clothing386, Medicine7YT
Ricky	Food0H5	Water984, Food0H5, Vehicle424, Batteries87W, Medicine3GS
Ryan	Water498	Water498, Food781, Gas1X9, Vehicle543, Generator9B7, Batteries4M4 Radio3QT, Lights694, Clothing72D, Medicine3GS

In winner example 2, at noon, 12:00 PM (EST) on Thursday, March 8, 2012, Randy and Ryan have both found all of the available QR codes. Randy submitted his ten IDs **before** Ryan submitted his ten IDs. **Randy (ID T984) is the winner.** He found QR codes Water Food Gas Vehicle Generator Batteries Radio Lights Clothing and Medicine. He also appears to have shared his ID Water984 that contained QR code "Water" with Ricky, who in exchange provided his ID Food0H5 that contained QR code "Food". Ryan also found QR codes "Water" and "Food", but received the "Food" code from the entrant with ID Food781, not from Ricky. Ryan and Ricky both appear to have received QR code "Medicine" from the entrant with ID Medicine3GS. Randy and Ryan both appear to have received QR code "Generator" from the entrant with ID Generator9B7.

## 10. Payment

The prize money will be transmitted by electronic funds transfer (EFT) to the bank account of the person identified as the individual registered on the event website (the entrant associated with the winning ID) who is determined by DARPA to be the eligible winner. If the winner is the leader or member of a team of participants, it is the responsibility of the winner, not DARPA, to determine the subsequent division and distribution of any prize money.

Prize money will be awarded only to the winner: the winner is the person identified as the individual registered on the event website (the entrant associated with the winning ID); the winner must meet the eligibility requirements; the winner cannot designate another to receive the award.

Tax treatment of prizes will be handled in accordance with U.S. Internal Revenue Service guidelines. The winner must provide a U.S. taxpayer identification number (e.g. a social security number or employer identification number) for the individual holding the bank

account in which the prize is deposited. The recipient should consult a tax advisor to ensure that winnings are handled properly and reported accurately for tax purposes.

DARPA reserves the right to disqualify any participant from receiving the prize that DARPA determines is delinquent in paying taxes, fines other monies owed to the United States Government; that is suspended or debarred from contracting with the United States; that is under investigation or indictment by a federal or state law enforcement entity; or that is associated with any prohibited source listed in Federal Acquisition Regulation Subpart 25.7; or that DARPA determines is hostile to the interests of the United States or to its allies. The winner may be asked to submit in writing to a criminal and public records check.

If DARPA is unable to contact the winning participant within 48 hours after the announcement of the winner, DARPA reserves the right to award the prize to the runner-up.

## 11. Contacts

Email: [CLIQRquest@darpa.mil](mailto:CLIQRquest@darpa.mil)

Twitter: @DARPA\_News

Facebook: <http://www.facebook.com/DARPA>

Google+: <https://plus.google.com/106895702434703841845>

Twitter hash tag: #CLIQRquest or #cliqrquest

Keyword: CLIQRquest or cliqrquest

## 12. Additional Information

The rules apply to all participants in the DARPA *CLIQR Quest* and may be changed without prior notice. Participants should monitor the quest website [archive.darpa.mil/cliqrquest](http://archive.darpa.mil/cliqrquest) for the latest information.

Registration information collected by DARPA is used solely for the purpose of administering the *CLIQR Quest*. Registration information will not be distributed to any parties outside of DARPA nor released for any other purpose except as noted in this document.

Individual participants' display name may be listed on the *CLIQR Quest* website to enable the event to be tracked by interested members of the public. The name and photographs of the winner may be posted on the DARPA website and released to the media.

DARPA may contact registered participants to discuss the means and methods used in solving the quest. DARPA will retain no record of individual entries after the event is complete, but may compute and release to the public aggregate data and statistics from the submitted solutions.

Nothing in these rules, to include information on the *CLIQR Quest* website and communications by DARPA officials, may be interpreted as authorizing the incurrence of any costs or modifying the statement of work or authorizing work outside the terms and conditions of any existing agreements or contracts with DARPA. .

DARPA claims no rights to intellectual property developed as a result of participation in the *CLIQR Quest*.

DARPA reserves the right to disqualify a participant whose actions are deemed to violate the spirit of the challenge for any reason, including but not limited to, the violation of laws or regulations in the course of participation in the *CLIQR Quest*. DARPA does not authorize or consent to participants infringing on any U.S. patent or copyright while participating in the *CLIQR Quest*.

DARPA may cancel or modify the *CLIQR Quest* without notice.

The Director, DARPA is the final decision authority for all matters concerning the *CLIQR Quest*.

By registering and/or participating in the quest, participants agree to follow these *CLIQR Quest* Rules and to hold harmless and release the U.S. Government from any and all liability and costs arising from the participant's participation in the *CLIQR Quest*.

The appearance and reference to any person, name, place, film, artwork or any other images that are used in connection with the *CLIQR Quest* does not constitute or imply endorsement by the Department of Defense, U.S. Government or DARPA.

Questions regarding the rules, privacy advisory, or other aspects of the *CLIQR Quest* may be directed via email to [CLIQRquest@darpa.mil](mailto:CLIQRquest@darpa.mil).

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