

# THE GOOD VILLAGE



## ATHLETE VILLAGE DESIGN COMPETITION GUIDE

GET READY TO REVAMP YOUR HEALTH AND PHYSICAL EDUCATION LESSONS WITH THE GOOD VILLAGE COMPETITION.

BROUGHT TO YOU BY NESTLÉ FOR HEALTHIER KIDS AND THE AUSTRALIAN INSTITUTE OF SPORT (AIS)!

### THE CHALLENGE

**DESIGN** a brand new athlete village for athletes to train, eat, rest, connect and play in, as they prepare for the next big worldwide sporting event. Consider the needs of the athletes as well as how to ensure your village is as sustainable and planet friendly as possible.

**BUILD** the skills and understanding needed for this challenge by completing all the activities in each area of The Good Village: AIS Sports Oval (physical exercise), Canteen (nutrition), Games Room (relationships and culture), and Community Garden (sustainability).

**DESIGN** your new village with pen and paper, paints, recycled materials or clay, or choose a digital platform such as Minecraft or TinkerCAD to build a virtual version. Your design should reflect what you've learnt from The Good Village activities.

We know that kids need a purpose for learning and The Good Village design competition is the perfect challenge to complement your teaching and learning across the Health and Physical Education curriculum this year. Students will be immersed in the themes of health and nutrition, community connections and sustainability, all linked by a deep understanding of the needs of professional athletes.

This year we want to challenge you by completing the Main Challenge of The Good Village and submitting your new athlete village designs to us, to be in to win some great prizes for your school!

Firstly, engage your students in this project, complete each activity in The Good Village, and ensure they have enough time to research, learn and create everything they need. We'd love to see your in-class learning along the way so tag any photos on your school's social feeds with #thegoodvillage.

The judging will commence in Term 3 of 2021 so ensure that you submit any designs before the end of Term 2 (Friday 2nd July 2021). Read on to see the details of the competition, how to enter and the amazing prizes on offer.

**GOOD LUCK!**

# THE GOOD VILLAGE

## PRIZES

The Good Village competition is open to all teachers or registered home-schooling families of primary students, from Kindergarten to Year 6.

Kindergarten - Year 2

Year 3 - Year 4

Year 5 - Year 6

For each age group prizes will be awarded for the following:



OVERALL  
WINNER

### FOR THE DESIGN WHICH DEMONSTRATES EXCELLENT UNDERSTANDING AND INNOVATION ACROSS ALL AREAS

- \$2,000 VISA gift card towards updating your school's sports facilities
- Winning design featured on The Good Village / N4HK social channels
- PE lesson (face to face or virtual) with an Australian Institute of Sport ambassador for the winner's class
- Certificate for winner signed by our Ambassadors



GOOD PLANET  
AWARD

### FOR THE DESIGN WHICH EMBODIES EXCELLENT SUSTAINABILITY OUTCOMES

- \$500 VISA gift card towards creating a school veggie patch
- Winning design featured on The Good Village / N4HK social channels
- Certificate for entrant signed by our Australian Institute of Sport Ambassadors



GOOD FOOD  
AWARD

### FOR THE DESIGN WHICH EMBODIES EXCEPTIONAL THINKING AROUND NUTRITION

- \$500 VISA gift card towards updating school cafeteria
- Winning design featured on The Good Village / N4HK social channels
- Certificate for entrant signed by our Australian Institute of Sport Ambassadors



GOOD  
COMMUNITY  
AWARD

### FOR THE DESIGN WITH EXCELLENT INNOVATION AROUND COMMUNITY AND CONNECTION

- \$500 VISA gift card towards updating school playground
- Winning design featured on The Good Village / N4HK social channels
- Certificate for entrant signed by our Australian Institute of Sport Ambassadors



GOOD HEALTH  
AWARD

### FOR THE DESIGN THAT DEMONSTRATES CREATIVITY AROUND HEALTH AND FITNESS

- \$500 VISA gift card towards new PE or sports equipment
- Winning design featured on The Good Village / N4HK social channels
- Certificate for entrant signed by our Australian Institute of Sport Ambassadors

# THE GOOD VILLAGE

## COMPETITION DETAILS

The Good Village competition invites primary school students in Australia to design a brand new athlete village for our Athlete Ambassadors to rest, eat, connect and train in, as they prepare for their next big sporting event.

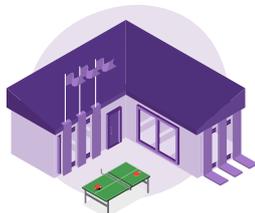
Explore the four areas of the village (AIS Sports Oval, Canteen, Games Room and Community Garden) to build up student understanding of the things an athlete village needs in order to meet the needs of modern athletes. All our featured activities can be completed either in class as part of your Health and Physical Education program, or independently during remote learning.

### HEALTH & FITNESS



AIS Sports Oval

### RELATIONSHIPS



Games Room

### NUTRITION



Canteen

### SUSTAINABILITY



Community Garden

When students have built up their skills and have a good understanding of nutrition, exercise, sustainability and relationships and mental health in sport, we invite them to design their own brand new athlete village! This can be a class project or an individual challenge, depending on what is appropriate to your students' age and ability.

Submitted designs should:

- Address the four areas of The Good Village; fitness, nutrition, connection and relationships and sustainability
- Show any included features or equipment clearly
- Ensure there is space for athletes to train, eat, play and rest
- Ensure that sustainability and caring for the planet is a top priority
- Include an explanation of the design choices and features (either as labels or a separate document)

Students can:

- Draw or paint a design
- Build a 3D model with recyclable materials
- Use CAD software to create a virtual model
- Create a Minecraft village

To submit their designs, a photo or screenshot of their work must be attached to their submission and include labelled features and explanations for their design decisions.

Submit student designs by filing out the entry form on our website. To enter, you can upload up to 3 x documents including photos; presentations; word documents; annotated screenshots; photos of 3D models; screenshots of digital designs; photos of written or drawn work.

Then submit before **Friday July 2nd 2021**.

# THE GOOD VILLAGE

## COMPETITION GUIDELINES

- Entry is open to primary schools or registered home-schooling families in Australia. Teachers who enter on behalf of their school should obtain permission from their school prior to entering the competition.
- All entries must be individual students' own work OR the collaborative work of one class.
- Schools may only submit one entry per student OR one entry per class if this is a class project.
- Submissions may include up to 3 documents such as: photos; presentations; word documents; annotated screenshots; photos of 3D models; screenshots of digital designs; photos of written or drawn work.
- All overall winners and Good Village category awards are to create a 1 minute video explaining their designs. This is to be used on The Good Village social channels.
- Parents and / or caregivers of any winning entries submitted on behalf of students must give their written consent to be determined as winners.
- Prizes, if awarded, will be given to the school not the individual student.
- Competition key dates:
  - Promotion starts at 12:00 AEDT on 9 March 2021;
  - Competition ends closes at 23:59 AEST on 2 July 2021 (end of Term 2);
  - Judging from 12:00 AEST on 5 July 2021;
  - Prize Winners will be notified at 17:00 AEST on 20 July 2021.
- All prizes must be claimed by 30 August 2021 at 17:00 AEST (consent form must signed by winner parent or guardian) otherwise a new winner will be announced.
- [Full Terms & Conditions](#)

## JUDGING

The entrants for each age group will be judged by a panel of Nestlé Australia representatives, AIS Representatives and teachers to identify the winners, runners up and honourable mentions for each age group. Judging will take place on 5 July at 12:00 AEST. All judges' decisions are final. Winners will be notified by 20th July 2021.



## HOW TO ENTER

### STEP 1

Explore the four areas in The Good Village and complete the activities in each to build the skills needed to understand what athletes need from a new village.

### STEP 2

Design a brand new athlete village for our athletes to stay and train in. Draw it, make it or create it and then photograph it or screenshot it. Explain your design choices and the features of your village to show your learning.

### STEP 3

Submit your design on The Good Village website submission page!



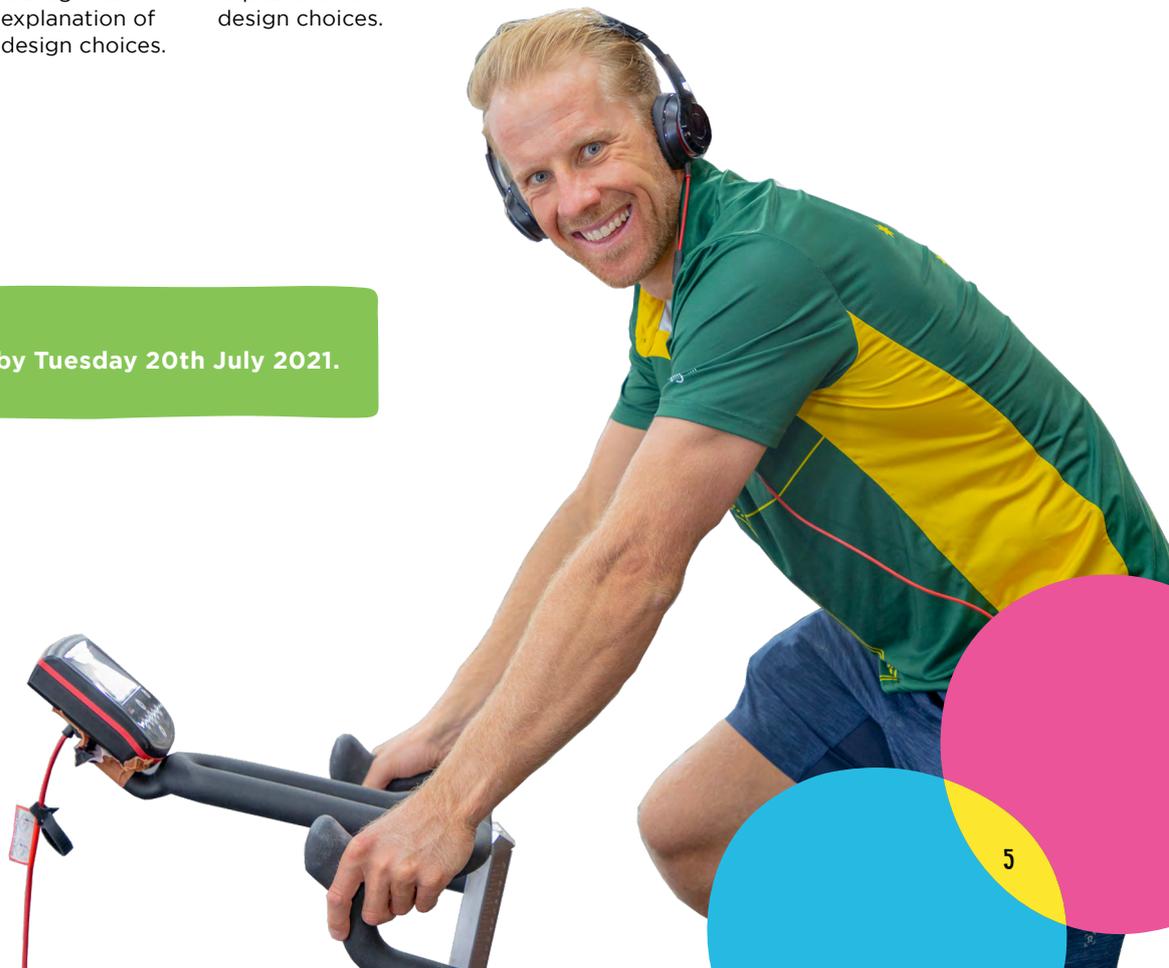
# THE GOOD VILLAGE

## COMPETITION MARKING GUIDELINES (ASSESSMENT RUBRIC)

	9-10 POINTS	7-8 POINTS	5-6 POINTS	3-4 POINTS	1-2 POINTS
<p><b>CREATIVITY</b> To what extent are the design solutions creative and original?</p>	Demonstrates a unique approach, 'out of the box' thinking, and evidence of creative risk taking.	Excellent creative and original thinking in response to the design challenge.	Sound creative and original thinking in response to the design challenge.	Some creative thinking in response to the design challenge.	Limited creative thinking in response to the design challenge.
<p><b>CRAFTSMANSHIP</b> To what extent is the design logically planned &amp; well-constructed?</p>	A carefully considered, methodically planned design which has been meticulously constructed.	Excellent, logical planning & accomplished construction.	Sound planning & construction.	Some planning & adequate construction.	Limited planning & forethought, construction incomplete.
<p><b>CONTENT</b> (1) How well does the design represent the four aspects* of The Good Village? <small>*i.e. Nutrition, Physical Activity, Relationships, and Culture &amp; Sustainability</small></p> <p>(2) How thorough &amp; coherent is the entrant's explanation of their design choices?</p>	<p>Exemplary representation and examination of the four key themes.</p> <p>Comprehensive, sophisticated &amp; insightful explanation of design choices.</p>	<p>Excellent representation and examination of the four key themes.</p> <p>Detailed &amp; thoughtful explanation of design choices.</p>	<p>Sound representation of the four key themes.</p> <p>Sound explanation of design choices.</p>	<p>An attempt to discuss the four key themes.</p> <p>Some explanation of design choices.</p>	<p>Basic explanation of design.</p>

## WINNERS

Winners to be notified by Tuesday 20th July 2021.



## Nestlé – TRADE PROMOTION TERMS AND CONDITIONS

<b><u>Schedule to Conditions of Entry</u></b>	
<b>Promotion Name</b>	Nestlé for Healthier Kids <i>The Good Village</i> Athlete Village Design Competition (“The Promotion”)
<b>Promoter</b>	The Promoter is Nestlé Australia Ltd. ABN 77 000 011 316 of 1 Homebush Bay Drive, Rhodes NSW 2138.
<b>Website</b>	<a href="http://www.n4hk.com.au">www.n4hk.com.au</a>
<b>Promotional Period</b>	The Promotion starts at 9.00am AEDT on 9 March 2021 and closes at 11:59 AEDT on 2 July 2021.
<b>Entry Restrictions</b>	<p>Entry is open to primary schools or registered home-schooling families in Australia (“Eligible Entrant”).</p> <p>A representative who enters the Promotion on behalf of a primary school, must be aged 18 years or over and must be a registered primary school teacher who has the authority to enter on behalf of the Eligible Entrant. Note: For the avoidance of doubt, a prize in this promotion is to be awarded to the Eligible Entrant (i.e. the primary school) and not to the individual representative who entered on the Eligible Entrant’s behalf.</p>
<b>Entry Method</b>	<p>To enter, Eligible Entrants must during the Promotional Period:</p> <ul style="list-style-type: none"><li>(i) Go to the Website and explore the four areas on the Good Village (i.e. AIS Sports Oval, Canteen, Games Room and Community Garden) to build up student understanding of an athlete village;</li><li>(ii) Have their students design their athlete village addressing the four areas of The Good Village. Students can design this in any format such as draw or paint a design, using CAD software to create a virtual model etc. (for full details on entry requirements please see the Athlete Design Village Competition Guide which can be found on the Website);</li><li>(iii) Submit their design Good Village website submission page. Submissions may include up to three documents such as: photos; presentations; word documents; annotated screenshots; photos of 3D models; screenshots of digital designs; photos of written or drawn work and (optional) up to 100 word description of their Good Village. Note: Retain original artwork. See ‘Special Conditions’ for more information.</li></ul> <p>The Promoter will judge all entries to determine winners.</p>
<b>Maximum entries permitted</b>	Eligible Entrants may only submit one (1) entry per student OR one (1) entry per class (if it was a class project).
<b>Judging Details</b>	Judging will take place at the offices of the Promoter at 12pm AEST on 5 July 2021. The Judging Panel will consist of representatives of Nestlé Australia Ltd, AIS representatives and teachers. The final vote will be at the discretion of the Nestlé Australia Ltd judging panel. Judging will be based on creativity,

	<p>craftsmanship and content. For the full competition marking guides (assessment rubric) please see the Athlete Design Village Competition Guide which can be found on the Website:</p> <p>Winning Entries will be awarded in the following categories.</p> <ol style="list-style-type: none"> <li>1. Overall Winner Prize (3 prizes available: 1 per age group);</li> <li>2. Good Planet Award Prize (3 prizes available: 1 per age group);</li> <li>3. Good Food Award Winner (3 prizes available: 1 per age group);</li> <li>4. Good Community Award Winner (3 prizes available: 1 per age group);</li> <li>5. Good Heath Award Winner (3 prizes available: 1 per age group).</li> </ol> <p>Age groups:</p> <ol style="list-style-type: none"> <li>1. Kindergarten to Year 2;</li> <li>2. Year 3 to Year 4;</li> <li>3. Year 5 to Year 6.</li> </ol>			
<p><b>Prize</b></p>	<p><b>Type</b></p>	<p><b>No. Available</b></p>	<p><b>Details</b></p>	<p><b>Value</b></p>
	<p>Overall Winner Prize</p>	<p>Three (one per age group)</p>	<p>The Overall Winner Prize will consist of:</p> <ul style="list-style-type: none"> <li>• \$2,000 VISA Load and Go Gift Card for the school towards updating their school's sports facilities</li> <li>• PE lesson (face to face or virtual) with an Australian Institute of Sport ambassador for the winner's class. The PE session will be for 1 hour and is to occur at a time and date to be mutually agreed by the parties. PE session to occur within 2 months of the winner being notified;</li> <li>• Certificate for winner signed by our Ambassadors</li> </ul>	<p>\$2,000 + money can't buy experience.</p>
	<p>Good Planet Award Prize</p>	<p>Three (one per age group)</p>	<p>The Good Planet Award Prize will consist of:</p> <ul style="list-style-type: none"> <li>• \$500 VISA Load and Go Gift Card for the school towards creating a school veggie patch</li> <li>• Certificate for entrant signed by our Australian Institute of Sport Ambassadors</li> </ul>	<p>Up to \$500.</p>
	<p>Good Food Award Winner</p>	<p>Three (one per age group)</p>	<p>The Good Food Award Prize will consist of:</p> <ul style="list-style-type: none"> <li>• \$500 VISA Load and Go Gift Card for the school towards updating school cafeteria</li> <li>• Certificate for entrant signed by our Australian</li> </ul>	<p>Up to \$500.</p>

			Institute of Sport Ambassadors	
	Good Community Award Winner	Three (one per age group)	The Good Community Award Prize will consist of: <ul style="list-style-type: none"> <li>• \$500 VISA Load and Go Gift Card for the school towards updating school playground</li> <li>• Certificate for entrant signed by our Australian Institute of Sport Ambassadors</li> </ul>	Up to \$500.
	Good Health Award Winner	Three (one per age group)	The Good Health Award Prize will consist of: <ul style="list-style-type: none"> <li>• \$500 VISA Load and Go Gift Card for the school towards PE or sports equipment</li> <li>• Certificate for entrant signed by our Australian Institute of Sport Ambassadors</li> </ul>	Up to \$500.
	See 'Special Conditions' for more information.			
<b>Value of Prize Pool</b>	Up to \$12,000			
<b>Conditions of prize</b>	<p>As per conditions of entry. Prizes are not transferable &amp; cannot be converted to cash.</p> <p>VISA Load and Go Gift cards are is not transferable and cannot be converted to cash. VISA Gift Card should be treated like cash and cannot be replaced if lost, stolen or destroyed and is subject to issuer's terms and conditions which can be found via link on back of card.</p>			
<b>Special Conditions</b>	<p>The following Special Conditions apply for winning entries:</p> <ul style="list-style-type: none"> <li>• A prize in this Promotion is to be awarded to the Eligible Entrant i.e., the school and not to the individual representative who entered the Promotion on behalf of the Eligible Entrant;</li> <li>• All winners' artwork will be featured on The Good Village / N4HK social channels;</li> <li>• All winners are to create a 1 minute video explaining their designs. This is to be used on The Good Village social channels. Talent release forms will be required to be signed.</li> <li>• Parents and / or caregivers of all winning entries must provide their written consent for their child's winning entry to be used as stated in these Terms and Conditions.</li> </ul>			
<b>Prize Winner Notification</b>	Prize Winners will be notified by either telephone or email by 20 July 2021 at 5pm AEST.			
<b>Prize Winner Publication Details</b>	The first name, school name and suburb of the Major and Minor Prize Winners will be published on <a href="http://www.nestle.com.au/productnews/winners">www.nestle.com.au/productnews/winners</a> by 3 August 2021 at 5pm AEST			

<b>Prize Claim Date</b>	All prizes must be claimed by 30 August 2021 at 5pm AEST by responding to the Prize Winner Notification. If the prize is not claimed by the Prize Claim Date, the prize will be forfeited and the Promoter may determine an alternative winner.
<b>Re-Judging and Prize Winner Notification and Publication Details</b>	In the event that the prize is not claimed by the Prize Claim date, or an entry is deemed invalid, or otherwise forfeited, the Promoter will re-judge entries to determine prize winners on 1 September 2021 at the offices of the Promoter. The winner will be notified by via phone or email and their details published on <a href="http://www.nestle.com.au/productnews/winners">www.nestle.com.au/productnews/winners</a> on the same date

### Conditions of Entry

1. These Conditions of Entry are to be read in conjunction with the Schedule to Conditions of Entry. To the extent that there is any inconsistency between the Conditions of Entry and the Schedule to Conditions of Entry, the Schedule to Condition of Entry prevails.
2. Information on how to enter & prizes form part of these terms & conditions. Any entry not complying with these Conditions of Entry and Schedule to Conditions of Entry is invalid.
3. **Standard entry restriction:** Employees of the Promoter, the Promoter's associated companies, the Promoter's agencies associated with the Promotion and their immediate families are ineligible to enter.
4. **Promotional Period:** The Promotion will take place during the Promotional Period. Any entry that occurs outside this period is invalid.
5. **Entry by SMS:** Should the Promotion require an SMS entry, the cost of sending a text entry is the responsibility of the entrant and will vary depending on the mobile network used. Total cost of text entry made within Australia will not exceed 60 cents including GST, whether sent during the Promotional Period or not. Entrants may need to consult their mobile phone provider prior to entering the Promotion.
6. **Receipt of entries for electronic entries:** Entries are deemed to be received at the time of receipt into the Promoter's database. The Promoter is not responsible for incorrect, inaccurate, incomplete, late, lost or misdirected information caused by an entrant or occurring during transmission.
7. **Games of Chance:** If more than one prize is offered for that draw, the prize with the highest value will be awarded first. If other prizes are available to be won in the Promotion, they will be awarded in descending value. The name of any prize winner will be published on the internet at [www.nestle.com.au/productnews/winners](http://www.nestle.com.au/productnews/winners)
8. **Games of skill:** All decisions are at the discretion of the Promoter and no correspondence will be entered into in this regard.
9. **Verification Requirements:** The Promoter may require the entrant to provide proof of identity, age, and residency. Where the Promotion requires the purchase of a product(s), the Promoter reserves the absolute discretion to require any prize winner to produce the original purchase receipt/s for every entry they or their household made during the Promotion period in order to claim a prize. If an entry cannot be verified to the Promoter's satisfaction, the entry will be invalid.
10. **Monetary Prizes:** If money is offered as a prize, the prize may be awarded in a cheque form or by eftpos transfer to a nominated bank account. If the prize is to be delivered by eftpos, the winner will be required to advise the Promoter of their nominated bank account details for their prize money to be deposited. Eftpos transfers may take up to 30 days to process.
11. **Tickets to an Event or an Experience:** If tickets to an event or an experience are offered as a prize, the prize will be subject to the organiser's terms. The Promoter is not liable for any cancellation or re-scheduling that

may prevent prize fulfilment. The tickets to the event cannot be converted to cash nor replaced if lost, stolen or defaced. Tickets can only be used on the date(s) specified on the ticket.

12. **Trip Prize:** If travel is offered as a prize, flights and accommodation are subject to availability at time of booking. Additional spending money, meals, taxes, valid passports, visas, transport to & from departure point additional transfers, insurance & all other ancillary costs not specifically stated in the Schedule to Conditions of Entry are the responsibility of the winner. It is a condition of accepting the prize that all components of the prize be taken during the trip and all persons taking the trip depart from & return to the winner's nearest capital city at the same time unless otherwise agreed by the Promoter & that all persons taking the trip sign a waiver of liability & an indemnity in the form determined by the Promoter in its absolute discretion.
13. **Vouchers:** If a voucher is offered as a prize, the prize will be subject to the issuer's terms of use and are valid until the voucher expiry date stated on the voucher itself. The card cannot be converted to cash nor replaced if lost, stolen or defaced.
14. **Vehicle:** If a vehicle is offered as a prize, the vehicle includes registration, 3rd party insurance, a full tank of petrol and all on-road costs. Any additional costs including comprehensive insurance and additional optional extras are the responsibility of the winner.
15. **Standard Prize Restriction:** All prizes unless stated to the contrary are not transferable & cannot be converted to cash.
16. **Prize Value:** Prize value is correct at time of printing but no responsibility is accepted for any variation in the value of any prize.
17. **Prize Delivery:** Prizes will only be delivered in Australia and each winner should allow 28 days from prize winner determination for delivery of their prize, or (if required) the date they advise the Promoter of their nominated Australian bank account details for their prize money to be deposited.
18. **If a prize winner or participant is under the age of 18 years of age:** The prize will be awarded to the winner's parent/guardian on their behalf. The Promoter may require a winner under the age of 18 years to be accompanied by their parent or legal guardian throughout prize fulfilment.
19. **If the prize becomes unavailable:** The Promoter may substitute a different prize item of equal or greater value in the event that any prize item is unavailable despite the Promoter's reasonable endeavours to procure within Australia. This substitution may be subject to any approval process required by any relevant gaming or lotteries authority if the Promotion is a game of chance.
20. **Australian Consumer Law:** The winner should look to the manufacturer of products and provider of services awarded as prizes for all warranties. These terms and conditions do not exclude or limit the application of any statutory provision (including a provision of the Competition and Consumer Act 2010) where to do so would contravene that statute or cause any part of these terms and conditions to be void.
21. **Tampering:** The Promoter reserves the right to disqualify any individual entrant or group of entrants for tampering with the entry process. Tampering includes but is not limited to the utilisation of techniques designed to avoid payment of call costs or the making of multiple entries that are not associated with a separate eligible purchase, or submitting an entry which is not otherwise in accordance with these Conditions of Entry and Schedule to Conditions of Entry. Should the Promoter find evidence of tampering by an individual, in addition to declaring any or all entries made by that individual invalid, the Promoter may also preclude that entrant from participation future promotions of the Promoter.
22. **Risks:** The entrant acknowledges that participation in the Promotion and prize fulfilment may involve risk. The Promoter may require a winner (and their companions) to sign an indemnity and release prior to participation in the prize fulfilment or participation in the Promotion.
23. **Technical Malfunction:** If for any reason this Promotion is not capable of running as planned, whether caused by computer virus, mobile phone failure, line drop out, bugs, tampering, unauthorised intervention, fraud,

technical failures or any other cause beyond the control of the Promoter which corrupt or affect the administration, security, fairness or integrity of the Promotion, the Promoter reserves the right in its sole discretion, (subject to any written direction given by a relevant Regulatory Authority), to cancel, terminate, modify or suspend the Promotion. The Promoter is not responsible for any problems or technical malfunction of any telephone, telephone or computer network, or lines, servers, or telephone or internet providers, traffic congestion on any phone or computer network, or any combination thereof, including any injury or damage to participants or any other person's handset or computer related to or resulting from participation or sending or receiving of any communication or of any materials in this Promotion.

24. **Publicity:** Winners may be required to participate in a follow-up interviews and publicity. By entering the Promotion and claiming a prize, the winner agrees that the Promoter may use their name, image and photograph/s for publicity and Promotion purposes, without compensation, and agrees that the Promoter will own copyright in any such images and photograph/s and in all material incorporating the photograph/s.
25. **Entry Content:** The Promoter may use their entry content, name, likeness, images, photograph/s, film and sound recordings and any other material created during their participation in the Promotion for publicity and promotion purposes for an unlimited time throughout the world without compensation in any media, social media, advertising and/or promoting any goods or services of the Promoter.
26. **Copyright:** It is a condition of participating in the Promotion that the entrant warrants that their entry is original and does not infringe the intellectual property of any third parties. The entrant assigns all rights, title and interest in their entry to the Promoter without compensation. The entrant further agrees not to object to the Promoters use of the entry material on the basis of any moral right. The Promoter may, if required request that an entrant complete any documentation necessary to give effect to this assignment of right, title and interest.
27. **Liability:** The Promoter is not liable for any loss or damage whatsoever which is suffered, including but not limited to indirect or consequential loss, or for personal injury suffered or sustained during the course of accepting or using the prize, except for any liability which cannot be excluded by law.
28. **Disruptive, abusive, unsuitable entries:** The Promoter may determine all entries invalid and/or preclude participation by an entrant if an entrant disrupts, annoys, abuses, acts contrary to law or engages in fraudulent misleading and deceptive conduct.
29. **Tax:** Winners should obtain their own independent financial advice in relation to any tax liability that may arise as a result of their participation in the Promotion.
30. **Promoters Decisions:** All decisions of the Promoter are at their complete discretions and are final. No correspondence will be entered into.
31. **Social Media:** The Promotion is in no way sponsored, endorsed or administered by or associated with Facebook, Instagram or Twitter. Entrants completely release Facebook, Instagram or Twitter from any and all liability relating to the Promotion.
32. **Privacy:** Each entry becomes the property of the Promoter. All details will be held in accordance with the Nestlé Privacy Policy which can be accessed by visiting [www.nestle.com.au](http://www.nestle.com.au) or calling 1800 025 361.