

<p style="text-align: center;"><b>STEF ADVENT CALENDAR COMPETITION RULES</b> <b>01/12/2024 - 24/12/2024</b></p>
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**ARTICLE 1 - ORGANISATION AND DURATION**

STEF S.A., whose registered office is located at 93 boulevard Malesherbes 75008 PARIS (hereinafter the "Organising Company"), registered with the Paris Trade and Companies Registry under number 999 990 005, is organising a free game with no obligation to buy entitled "STEF Advent Calendar", accessible from the website <https://playwith.stef.com>.

The competition begins on 1 December 2024 at 7 a.m. and ends on 24 December 2024 at 11:59 p.m. (date and time of connection in mainland France being taken as proof).

**ARTICLE 2 - CONDITIONS OF ACCESS TO THE GAME**

Participation in the Game is open to any natural person meeting the following cumulative conditions at the start of the Game (hereinafter the "Participant(s)"):

- be of legal age;
- be an employee of the STEF Group;
- have Internet access (fixed or mobile);
- have an electronic address (email) at which they can, if necessary, be contacted for the purposes of managing the Game;

Minors, persons who are not part of the Organising Company, the staff of companies advising the Organising Company in the development and management of this Game and members of their families (same name, same postal address) are excluded from participation in this Game.

Only entries that comply with all the provisions of these rules (hereinafter the "Rules") will be considered.

In this respect, the Organising Company reserves the right to carry out any checks it deems useful regarding the identity, age and contact details of each Participant, with a view to ensuring compliance with the stipulations of this article. Any information provided in the registration form referred to in Article 3 below that is incomplete, erroneous, falsified, does not enable a Participant or his/her contact details to be identified, or contravenes any of the stipulations of these Rules, will result in the Participant's participation being cancelled.

Participation in the Game implies unreserved acceptance of the Rules and their principles. Any fraud or attempted fraud, demonstrated by the beginning of its execution and committed with a view to improperly receiving a prize, failure to comply with the Rules, or any malicious intent to disrupt the running of the Game, may result in the disqualification of its author, with the Organising Company reserving the right to take legal action against the latter. Likewise, if it is proven that the running of the Game is disrupted by third parties, but that a Participant is complicit in these actions, his participation will also be considered null and void and the Organising Company may take legal action against him.

### **ARTICLE 3 - HOW TO ENTER AND REGISTER FOR THE GAME**

Participation in the Game is exclusively via the Internet, using the methods and accesses described below. Participation in any other form or by any other means, in particular by post, will not be taken into account.

To play, the Participant must:

1. go to the Site where the competition is available and click on the button to register;
2. complete the following compulsory fields in the Game registration form: Last name, First name, Email, Site on which the Participant works ;
3. click on a calendar box, which will then appear on the screen;
4. according to the experiment behind the open box :
  - a. Quiz experience: answer a question with 2 answer options
  - b. Instant Win Experience: find out if you've won a prize
  - c. Information experience: consulting information

The Participant may open a new box each day.

To do this, they must return to the Site and follow the steps listed above. If they have an active user session on their browser, they will not need to complete the registration form in step 2 again. Otherwise, they will be reconnected to their session after completing the form again. The link between the accounts will be made via the user's e-mail address.

The aim of the game is to open a calendar cell every day until the end of the operation. Each day, participants can play from 00:00 to 23:59 (CET).

Each time a box is opened, the Participant will earn points according to the experience of the day from among the 3 listed in step 4 above:

- Quiz Experience: 20 points if they answer correctly or 10 points if they give the wrong answer
- Instant Win Experience: 30 points
- Information experience: 15 points and an extra 10 points if they click on a bonus link displayed to them

These points will be taken into account in the final draw as specified in article 4 below.

### **ARTICLE 4 - DESCRIPTION OF PRIZES AND DESIGNATION OF WINNERS**

Any Participant who has correctly registered in accordance with the terms and conditions described in Article 3 above may be designated a winner:

- via a system of Instant Winners as specified in article 4.1 below
- via a draw as specified in article 4.2 below (hereinafter the "Final Draw").

(hereinafter the "Winner(s)").

#### **4.1 - Instant winners**

Throughout the game, instant winners will be designated (golden ticket or magic wheel).

A "winning moment" is the exact moment (date, hour, minute, seconds - server time being taken as proof) from which the prize will be put into play. The first entry, during or following this winning moment, wins the said prize. Consequently, the winning instant is said to be open since, if no participant has validated his/her entry at the very moment of the winning instant, the prize will be awarded to the participant who opens a calendar box at the moment closest to the winning instant. The prizes for the winning moments are defined beforehand at random by the computer programme.

The prizes to be won via the Instant Win system are :

- 5 J'aime l'hiver mugs, each worth €6 excluding VAT
- 5 pairs of STEF socks, each worth €11.30 excluding VAT
- 5 STEF PMT notebooks with a unit value of €6.50 excluding VAT
- 5 STEF multifunction scarves, each worth €3 excluding VAT
- 5 STEF mini trucks, each worth €5 excluding VAT
- 5 STEF hats, each worth €5 excluding VAT
- 5 STEF stainless steel cutlery and straw sets, each worth €6.50 excluding VAT
- 5 STEF power banks, each worth €9 excluding VAT

#### **4.2 - Final draw**

A random draw will be held on 27/12/2024 to select 60 Winners from among all the Participants in accordance with the following condition: each point won by Participants in step 4 of Article 3 gives them an additional chance of being drawn.

The prizes to be won in the Final Draw are :

- **10 Jackpot winners!**

Sweat - 16€ / Laptop bag 17€ / Mug J'aime l'hiver - 6€ / Multifunction scarf - 3€ / Cutlery set - 6,50€ / 1 mini truck scale 1:50 - 65€.

Total value = €114.5

- **20 Premium winners!**

1 STEF cap - €12 / 1 power bank - €9 / 1 STEF bicolor mug - €7.50 / 1 multifunction scarf - €3

Total value = €31.50 excluding VAT

- **30 Privilege winners!**

Mug PMT - €6.50 / 1 sticky pocket - €3 / 1 ribbon keyring - €3 / 1 pen - €1

Total value = €13.50 excluding VAT

Information on the awarding and recovery of prizes is set out in Article 5 below.

#### **ARTICLE 5 - ALLOCATION OF THE PRIZE**

Within a maximum period of 30 working days after the Final Draw, the Organising Company will contact, by e-mail, the Winners drawn at random as well as those of the Instant Winners in order to notify them of their prize and of the steps to follow to collect it.

The Winners must confirm acceptance of the prize by return e-mail to the Organising Company within a maximum of 10 working days from receipt of the e-mail from the Organising Company, it being specified that the Winners must specify their postal address in this confirmation e-mail.

In the event that the Winner confirms his/her acceptance of the Prize by return e-mail within the aforementioned period and conditions, the Prize will be sent to him/her in accordance with the terms and conditions below.

In the event that the winner does not respond or does not confirm his/her acceptance of the Prize by return e-mail and/or within the aforementioned period and conditions, the Winner will lose the right to the Prize, which may be put back into play, without any possible recourse on his/her part.

For all purposes, it is specified that Participants who are not drawn will not be informed.

#### **Prize-giving ceremony :**

The Organising Company will contact each Winner of the competition to inform them of the procedure to follow, which will be a postal delivery to their home address or to their STEF site.

**ARTICLE 6 - MODIFICATION OF THE LOT**

The prize may not be transferred or exchanged. The Organising Company reserves the right to replace the advertised prize with an equivalent prize of the same value.

## **ARTICLE 7 - PUBLICISING THE WINNER**

The Winners authorise the Organising Company in advance to use their names in any publicity or promotional event, without this use being the subject of any remuneration, right or advantage other than the award of the prize won. If the Winner objects to the use of his/her contact details, he/she must make this known to the Organising Company by sending an e-mail to the following address [charlotte.strehaiano@stef.com](mailto:charlotte.strehaiano@stef.com).

## **ARTICLE 8 - FORCE MAJEURE**

In the event of the temporary interruption of the Contest for an external reason beyond the control of the Organising Company, the latter may not be held liable in this respect. The same applies to any social unrest, strikes, events or cases of force majeure that may lead to postponement, modification or cancellation of the Contest and the prizes offered. In such circumstances, the Organising Company reserves the right to modify, supplement, postpone or cancel this Contest and the prizes offered. The Organising Company may not be held liable as a result of these modifications.

## **ARTICLE 9 - OBTAINING THE SETTLEMENT**

The rules can be consulted, downloaded and printed free of charge online from the home page of the game application for the duration of the Contest.

The rules are sent free of charge to anyone who requests them, to the following address: 93 boulevard Malesherbes 75008 PARIS.

The Organising Company undertakes to reimburse the postage costs associated with this request, on the basis of the slow rate in force (base: 20g), on simple written request to this effect accompanying the request to obtain the rules.

In all cases, any request that is incomplete, illegible, sent to an address other than that referred to above or sent after ten (10) working days after the end date of the Contest, as evidenced by the postmark, will be considered invalid. Reimbursement will be made by postage stamp(s) for a value equivalent to or immediately greater than the sum to be reimbursed within an indicative period of ninety (90) calendar days from receipt of the request.

In the event of any extension or postponement of the Contest, the deadline for sending requests to obtain the rules and for reimbursement of the related postage costs will be postponed accordingly.

## **ARTICLE 10 - REIMBURSEMENT OF PARTICIPATION AND CONNECTION COSTS**

Any Participant in the Game who has complied with the conditions of access and participation in the Game as set out in these rules may obtain reimbursement of the costs of participation in the Game by sending a written request to Charlotte Strehaiano, 93 boulevard Malesherbes before 31/12/2023 (date as postmark) or at the latest within ten (10) calendar days following the date shown on the relevant invoice from the Internet service provider if the Participant receives it after the aforementioned deadline.

He will be reimbursed on the basis of the documents attesting to his connection time to access the Game and the rate charged by his Internet service provider.

The cost of postage for the reimbursement request will be reimbursed, on simple written request to this effect accompanying the request for reimbursement of connection costs, at the slow rate in force (base: 20g). Reimbursement will be made by bank transfer within sixty calendar days of receipt of the request for reimbursement and after verification that the request is well-founded.

All requests for reimbursement of participation fees must legibly include the following information:

- the surname, first name and full postal address of the Participant;
- the name of the game ;
- date and time of connections ;
- a copy of the detailed invoice from the access provider to which the Participant subscribes, showing the date and time of connection clearly underlined ;
- RIB (bank details) or RIP (postal details) for mainland France.

Only one reimbursement request per Participant will be accepted (same surname, same first name, same postal address).

In this respect, it is understood that the organising company only undertakes to reimburse Participants who have accessed the Game from a fixed Internet connection and complied with the conditions for accessing and participating in the Game as set out in these rules.

The name of the Participant requesting reimbursement must be the same as the name on the telephone operator's bill and on the RIB/RIP.

Any request that is incomplete, illegible and/or sent to an address other than the Contest address, or sent after the aforementioned deadline (as evidenced by the postmark), will be considered invalid and will not be accepted.

However, insofar as for certain service offers, certain Internet access providers offer a free or flat-rate connection to Participants, it is expressly agreed that any access to the Game on a free or flat-rate basis (such as in particular connection by cable, ADSL or specialised connection) may not give rise to any reimbursement. In this case, the subscription to the services of the access provider is contracted by the Participant for his/her use of the Internet in general and the fact that the Participant connects and participates in the Game does not incur any additional costs.

Similarly, the computer or electronic equipment used to take part in the Game will not be reimbursed, with Participants acknowledging and declaring in this respect that they have access to such equipment for their own personal use.

## **ARTICLE 11 - INFORMATION TECHNOLOGY AND CIVIL LIBERTIES**

The personal data collected from each Participant, both at the time of participation in the Game and, where applicable, when a prize is awarded, are subject to the provisions of Law no. 78-17 of 6 January 1978 on information technology, files and freedoms, as amended (known as the "Information Technology and Freedoms Law") and are intended for the Organising Company, which is responsible for their processing, for the purposes of managing the Game and for marketing and advertising purposes.

Subject to the express prior consent of the Participants, the personal data collected from each Participant may be used by the Organising Company in order to better serve and inform the Participants of new products and services from the Organising Company that may be of interest to the Participants, and in particular, but not exclusively, for promotional campaigns, competitions, prize draws, loyalty programmes, the establishment of consumer profiles, commercial offers, co-marketing campaigns, invitations to events, market research, etc.

In accordance with the provisions of the French Data Protection Act (Loi Informatique et Libertés), Participants have the right to access, modify, rectify and delete any information concerning them, and may object at any time to such information being passed on to third parties by sending a written request to the address given in Article 1 or by email to: [charlotte.strehaiano@stef.com](mailto:charlotte.strehaiano@stef.com).

## **ARTICLE 12 - DISPUTES**

Participation in the Contest implies full and complete acceptance of these Rules. Any complaint regarding the Contest must be sent by mail to the Contest address, indicating in particular the Participant's contact information, and must reach the Organizing Body no later than one month after the Contest closes. Any challenge or dispute concerning the interpretation or application of these Rules shall be settled by the Organising Company. The decisions of the Organising Company shall be final and without appeal.

## **ARTICLE 13 - LIABILITY**

The Organiser may not be held liable for any incidents that may arise as a result of the use or benefit of the prize awarded, except in the event of application of the legal provisions of public order. The Organiser reserves the right, for any reason whatsoever, to shorten, extend, postpone or cancel the Contest or to modify the conditions of access and/or the operating procedures. Participants may not claim any compensation. Any changes will be notified in advance by any appropriate means. Changes to the rules may be published during the competition.

## **ARTICLE 14 - INTELLECTUAL PROPERTY**

All the names or brands mentioned in these rules or on the pages dedicated to the Game, as well as on any communication media relating to the Game, remain the exclusive property of their author or registrant.

## **ARTICLE 15 - APPLICABLE LAW AND COMPETENT COURTS**

This Contest is governed by French law. Any dispute arising in connection with the Game shall be subject to an attempt at amicable settlement between the Organising Company and the Participant. If no agreement is reached, the dispute shall be submitted to the competent courts in accordance with the provisions of the French Code of Civil Procedure. No dispute will be admissible three (3) months after the end of the Contest.