

AVISTA Challenge - Terms and Conditions

To enter the 2025 AVISTA Challenge, you must comply with the Terms and Conditions below.

Any questions about these Terms & Conditions, please contact outreach@arose.org.au

Timeline

Challenge Opens	Fri 13 June 2025
Registration Closes	Fri 17 October 2025, 5PM AEST
Challenge Closes	Fri 7 November 2025, 5PM AEST
Winners Announced	Wed 26 November 2025



1. Students must work in teams

- a. Students must participate in teams. Teams must have a minimum of 3 and no more than 5 students. All students in these teams must meet the age requirements (see term 2a for further explanation).
- b. Teams that do not meet the requirements of team size and ages are not eligible and entries will not be considered.
- c. There is no limit to the number of teams that can submit an entry from a school; however, an individual student may only enter once.

2. Students must be enrolled in Secondary School in Australia

- d. Entry to the AVISTA Challenge is free and open to students in years 7-12 studying at schools in Australia or its territories. Students who are educated at home in accordance with the relevant state or territory legislation are also eligible to enter.
- b. Student teams must be registered by a teacher (or parent/guardian for students educated at home). It is the teacher's responsibility to seek permission from the student's parent/guardian where necessary.

3. Teams must be registered by the closing date, and entries must be received on time and submitted by a teacher or parent/guardian.

- a. Teachers must register their student teams by 5PM AEST Friday 17 October 2025.



- b. Final submissions must be submitted by 5PM AEST Friday 7 November 2025.
- c. Submissions must be made through the link on the AVISTA website.
- d. If a teacher is experiencing difficulties with this link, they must email outreach@arose.org.au as soon as possible.
- e. We are able to make accommodations for schools that are unable to produce or submit a digital entry however teachers must contact outreach@arose.org.au to coordinate.

4. Students own work

- a. All entries must be the work of students.
- b. As in the real world, students may consult online resources or tools, however this may only be used as part of the process and the result must be their own work.

5. Licence to use

- a. By submitting your entry, you give the AROSE a non-exclusive, perpetual, irrevocable licence to use and reproduce your entry in whole or in part for the purposes of the AVISTA Challenge or the purposes of AROSE more generally.

6. Prize Information

- a. The total prize pool for the AVISTA Challenge is \$10,000.

\$4,000	First Prize
\$2,000	Second Prize
\$1,000	4 x Highly Commended



The prize will be split 50/50 with the school and winning team. School Prize money will be 50% of the total prize money in a cash transfer.

Student prizes will be awarded in the form of a gift card, and students will be able to choose from JB Hi-Fi, Lego.com, Officeworks or Dymocks. This will be 50% of the total prize money divided evenly by the number of team members.