







I. ORGANISER

The Ending Plastic Pollution Innovation Challenge (subsequently referred as "EPPIC") is organized by the United Nations Development Programme (UNDP) in Viet Nam. In the following, UNDP is referred to as "the Organiser".

II. THE EPPIC CONTEST

It is open to any individuals and organisations (including businesses, non-profit organisations, and academic and public institutions) that want to contribute to the reduction of plastic waste and pollution in ASEAN.

The first phase of the contest (EPPIC 2020) took place from June 2020 to January 2021 and the second phase (EPPIC 2021) will last from March to September 2021. EPPIC 2020 targeted Ha Long Bay (Viet Nam) and Koh Samui (Thailand) in 2020 and EPPIC 2021 will target Mandalika Special Economic Zone, Lombok Island in Indonesia, and Samal Island in the Philippines in 2021. Each year, the period for receiving applications will be open for 6 weeks: in 2021 from the 16 March to the 30 April 2020.

Then UNDP team of experts will select 10 to 15 finalists to participate in a 3-month solution incubation programme. At the end of the 3-month programme, the 10 to 15 finalists will present their solutions during the EPPIC Final Pitching Competition.

2 to 4 finalists will be selected as winners of the EPPIC 2021. Each of the winners will receive up to USD \$18,000 each and they will be enrolled into a 9-month Impact Acceleration programme.

III. APPLICATIONS

In order to apply, participants must abide by all of the following minimum requirements:

- 1. At least one member of the team must be a citizen of an ASEAN country.
- 2. At least one member of the team must be able to **communicate clearly** and present the solution in **English**.
- 3. Participants do not need to be a legal entity at the time of application. If they are selected as a winner in the EPPIC Final Pitching Competition in September 2021, however, the organization or individual must **register as a legal entity** in one of the ASEAN member states in order to receive the incubation training and seed funding.

Participants can apply to one project site per year. For 2021, they need to specify if they are applying to the Mandalika (Indonesia) or Samal Island (the Philippines) challenge sites. Participants are allowed to apply to the challenge in both 2020 and in 2021.

The applications should respond to the questions outlined on the website and upload the following documents in ONE file (Participants can include links to the documents and insert them in ONE single word or .pdf file):

- 1. **One-page CV** of team members who will participate in the incubation programme, if selected. (Maximum 3 persons). Include an address, email address, and phone numbers.
- 2. One of the following options:
 - A. **Slide deck** about the solution (max 5 slides) *OR*
 - B. **Concept note** about the solution (max 2 pages)

3. *Optional*:

- Applicants are encouraged to utilise creative and innovative formats for presenting their idea, including using video (max. one minute), graphics, or other formats.
- ▶ Applicants are encouraged to submit any awards, certificates, or patents received related to their solution.

Participants must upload their applications on the EPPIC website: http://www.plasticchallenge.undp.org.vn/

Entries will be selected based on six critical factors – viability, innovativeness, local potential, scalability, sustainability, and impact – as well as the composition of their teams.

1. THE SOLUTION

- ▶ Viability (20%): Criteria to demonstrate the viability of your solution in terms of its effectiveness in reducing plastic pollution. Proven success of reducing plastic pollution is desirable.
- ▶ Innovativeness (20%): Criteria to demonstrate the innovativeness of your idea in terms of using new products, services, technologies, or other approaches to combat plastic pollution. Solutions that have been successful elsewhere but have not yet been applied in the EPPIC challenges sites are welcome to apply.
- ▶ Local Potential (15%): Criteria to estimate the extent to which your solutions will effectively target the specific challenges of combatting plastic waste and pollution in the two project sites. The solutions should fit the local needs and address the local context.
- **Scalability (10%):** Criteria to assess the ability of the solutions to be scaled up and be replicated in other contexts. The potential of the solutions to grow and be applied in other communities in Indonesia, the Philippines, and even across ASEAN countries will be assessed.
- **Sustainability (10%):** Criteria to assess the operational and financial sustainability of the solutions. The solution should have a long-term business plan to ensure it sustainability, including the possibility of securing investment for your solution.
- ▶ Impact (10%): Criteria to demonstrate potential social and environmental impacts of the solutions, including the potential impact of the solution on local livelihoods, gender equality and the wider local community development. The applications must demonstrate contribution to the achievement of the Sustainable Development Goals (SDGs) and Targets, in particular:
 - SDG 14.1: Reduce marine pollution
 - SDG 1: End poverty in all its forms everywhere
 - SDG 5: Achieve gender equality and empower all women and girls
 - SDG 10: Reduce inequalities within and among countries

2. THE TEAM

- ▶ **Diversity & Inclusion (10%):** Criteria to assess diversity among the team and the inclusion of woman.
- ▶ **Complementary Skills (5%):** Criteria to assess how team members' technical and operational abilities balance each other.

The applications will be evaluated by a panel composed of experts from UNDP, while the final pitches will be assessed by a Judging Panel.

In 2021, the jury will be composed of Regula Schegg, Leela Dilkes-Hoffman, Giulio Quaggiotto, Lorelou Desjardins, Novrizal Tahar, Rofi Alhanif, and more to be announced at a later stage. There is no right of appeal against the Jury's decision, and the Jury reserves the right not to select a winner.

Incomplete applications will be disqualified. The top 10-15 winners will have 7 days to contact the organizers and provide them with their personal information. If such period expires without the said contact taking place, organizers will contact the following finalist for that challenge. The same rule applies to the finalists.

3. REQUIREMENTS AND CONDITIONS

By submitting an application, applicants affirm that they own the solutions and any related intellectual/property rights. Entries cannot be the property of third parties. UNDP and any other partners involved in the contest shall not be held liable for any complaint related to this contest. Participants are solely responsible for their entries. UNDP reserves the right to disqualify any participant

who cannot prove the authorship of the solutions.

As per the UNDP Programme and Operations Policies and Procedures, the intellectual property rights of the final winning solutions under the EPPIC remain with UNDP. Following the selection of the winning solutions, UNDP will agree with the winning teams on the issuance of appropriate licenses to the

developer of the idea, including, where appropriate, granting perpetual license to the teams.

UNDP can modify, interpret, and give solutions to any problem related to the contest rules or awarding the prize. Decision shall be without appeal. First and foremost, UNDP will take action in case the

principles of the UN are not respected.

4. CONFIDENTIALITY

By participating in the EPPIC competition, individual(s) and/or teams are accepting the conditions stated in these terms and conditions, agreeing to be bound by the decisions of the organisers and/or judging panel, and warranting that entrants are eligible to participate in the Competition. If entrants cannot

accept all of these official terms and conditions, please do not submit an entry to the Competition.

5. COMMUNICATION

The selected teams and finalists will be published on the EPPIC website, social networks, and in the press

release.

CONTACTS

Do you have any questions about EPPIC?

CONTACT US: marine.plastics@undp.org

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