APPROVED BY:
Decision of the Championship's
Organising Committee
March 27, 2026

REGULATIONS
ON THE OIL INDUSTRY IT CHAMPIONSHIP

1. ABOUT THE CHAMPIONSHIP

1.1. These Regulations on the Oil Industry IT Championship (the Regulations) outline the procedure for conducting the Championship, the conditions for selecting the winners of the Championship, and the winners' awarding procedure.

1.2. Oil Industry IT Championship (the Championship) is an international team tournament among the employees of industry companies and students of leading Russian and foreign universities with a focus on solving an engineering case involving the development of an innovative solution to improve the efficiency of the engineering discipline with elements of industrial automation and information technology.

1.3. The Championship is organised by Gazprom Neft PJSC and St. Petersburg Energy TechnoHub (the Championship Organiser).

1.4. The Championship's partner is Isource JSC (the Championship Partner).

1.5. The Championship's operators are the Nadezhnaya Smena Charitable Foundation, the Organising Committee of CASE-IN International Engineering Championship, and AstraLogika LLC (the Championship Partner).

1.6. The Championship is held with the support of the Ministry of Energy of the Russian Federation (the Championship Partner).

1.7. Goals of the Championship:

– generate interest in the development and support of local IT solutions for industrial process optimisation;

– help the participants build capacity in IT solution integration, industrial automation and artificial intelligence with a view to make the industry's production processes more efficient.

1.8. Objectives of the Championship:

– draw the attention of promising job-seekers to the current issues of automation of industrial, IT and engineering processes, and spur interest in innovative approaches to the design and implementation of IT systems and automated systems at enterprises;

– build a professional community at the confluence of the IT and industrial sectors that would be instrumental to the cross-discipline interaction between the IT professionals,

engineering teams and experts for the sake of collective resolution of problems in the industry;

– cultivate practical skills among students and production sector professionals in using advanced technologies (including artificial intelligence) to optimize production processes and improve their technological efficiency;

– inspire the development of integrated engineering solutions that incorporate industrial automation, IT infrastructure, and elements of artificial intelligence to address pressing challenges of the oil industry;

– showcase the capabilities of local IT solutions in the context of their use for the sake of automation and digitalisation of the industry;

– grow a culture of project-based approach to solving engineering problems by coupling academic knowledge with practical teamwork skills.

2. CHAMPIONSHIP PARTICIPANTS AND NOTIFICATION ABOUT THE CHAMPIONSHIP

2.1. Participants in the Championship are natural persons:

– employees of oil and gas companies;

– employees of IT companies;

– employees of companies representing other sectors;

– students and staff of industry-specific universities of Russia, CIS and BRICS countries over 18 years of age.

2.2. The participants build their teams at their sole discretion. A team may include natural persons referred to in Clause 2.1 (mixed teams will also be allowed).

2.3. Invitations to the participants are distributed via targeted notifications about the start of the Championship, as well as by posting announcements on various online platforms of the Operator and the Championship Organiser.

2.4. By applying to participate in the Championship, the participants acknowledge their consent to the procedure and conditions of holding the Championship, and shall comply with the above, as well as confirm that the information provided in their application is accurate and grant the Championship Operator their consent to the processing of the

submitted personal data and transfer of such data to third parties or organisations (Championship Partners) subject to the Federal Law of the Russian Federation No. 152-FZ dated 27 July 2006 for an unlimited period of time. In case of withdrawal of this consent, the participant shall send a letter to the Championship Operator stating the deadline by which the personal data must be destroyed or their processing stopped.

3. CHAMPIONSHIP CONDUCT PROCEDURE

3.1. The Championship includes the following stages:

- registration of participants;
- team admission testing;
- online qualification round with a remote opening ceremony of the Championship (in parallel with the IT-Camp[1]);
- offline final round, including the winners award ceremony as part of the Youth Day of the Russian Energy Week International Forum;
- acceleration stage featuring venture funds[2].

3.2. **Participants may register** using the registration form on the Championship's website https://it-oilchamp.ru/. To participate in the Championship, participants must make up a team of **2 to 7 people** who must meet the requirements of Clause 2.1 hereof, and select a team captain, and each team member must register individually **by 5 June 2026**.

3.3. **Team admission testing** will be held online **between 8 and 19 June 2026** to allow the Organiser to finalise a list of participants for the Online Qualification Round.

3.4. The results of the admission testing will be tallied **between 22 and 26 June 2026** and posted on the Championship website https://it-oilchamp.ru/.

3.5. The **Qualification Round** is held online through the personal account in the CASE-IN Simulator[3] software (CASE-IN Simulator) without the teams having to present their solutions in person to the expert panel.

[1] An IT camp will be arranged as part of the IT Championship as a separate project stage, with the winners of the Championship's Qualification Round and the winner and runners-up of the IT Camp joining in the final round

[2] The acceleration stage is conducted at the request of the Championship Organiser. If the Organiser decides to hold this stage, the participants will be additionally notified about its conditions, date and location.

[3] CASE-IN Simulator software is a case method-based interactive platform. For more information, visit https://casesim.ru/.

3.6. The online Qualification Round will be held **between 1 July and 14 September 2026.** During the Online Qualification Round, teams will solve a case formulated by the Championship analysts, experts will evaluate the solutions proposed by the participants, after which the results of the round will be tallied and the finalists announced. The case consists of a description of a real-life situation and the problems that participants must solve.

3.7. The cases, guidance materials and documents will be distributed through the CASE-IN Simulator.

3.8. As part of the Online Qualification Round, teams must prepare the following:

– a presentation of the case solution in .pdf and .pptx formats / a document with a detailed description of the solution in .pdf and .docx format[4];

– a video demonstration of how the proposed solution works (maximum timing – 5 minutes), in accordance with applicable requirements[5].

3.9. When solving the case, the teams are allowed to use any sources of information, but reliable and verified sources, including various reference materials, are the recommended sources. Materials published with a mandatory reference to an official source of information, as well as official websites of industry-related companies, are considered reliable.

3.10. The official opening together with the management of the Championship's organising companies will take place on **1 July 2026** in online format via the MTS Link webinar platform, where the case designers will present their task.

3.11. The case and relevant guidance materials will be distributed to the participants no later than at **14:00 (Moscow time) on 1 July 2026** through the CASE-IN Simulator.

3.12. Individual and/or team checkpoints (online consultation meetings with experts and case designers) will be organised for teams **between 6 July and 21 August 2026**, allowing the teams to obtain feedback from experts on the readiness of their product. This will be arranged through MTS Link webinar platform in accordance with a schedule that will be distributed to the teams later.

[4] Specific requirements will be communicated to the participants separately.
[5] Specific requirements will be communicated to the participants separately.

3.13. When preparing their case solution, team members can consult the Championship analysts by filling out the form on the Championship's website https://it-oilchamp.ru/. Each team is allowed to ask maximum 3 (three) questions. The Operator will receive and answer the questions on weekdays, Monday through Friday, from 10:00 to 19:00 Moscow time. No more questions will be accepted three days before the solution submission deadline. Answers to the questions related to the case will be provided to the participants within 3 (three) business days.

3.14. No later than **12:00 (Moscow time) on 27 August 2026**, team captains must upload the case solution (presentation/document with a detailed description of the solution, and link to the video demonstration) on the CASE-IN Simulator.

3.15. The Expert Panel will review and grade the team's case solution (see Section 6 hereof) **between 31 August and 10 September 2026**. Following the evaluation, the experts may provide feedback to the teams and point out any errors they could have made.

3.16. The solutions will be evaluated in absentia in accordance with the approved criteria (see Sections 7 and 8 hereof).

3.17. The results of the Online Qualification Round will be posted on the Championship's website https://it-oilchamp.ru/ no later than on **14 September 2026**.

3.18. Maximum 7 (seven) teams that have scored the highest points in the ranking after the Online Qualification Round will be invited to the Offline Final Round.

3.19. Case solutions of the teams invited to the Offline Final Round after the Online Qualification Round will be posted on the Championship's website https://it-oilchamp.ru/.

3.20. IT-Camp 2026 will be held as a separate stage and is part of the Russian national programme of continuing professional education.

3.21. The top 3 (three) winning teams from the IT-Camp 2026 will be invited to participate in the Offline Final Round.

3.22. During the **Final Round**, participants finalise their case solutions and present them offline, with a demonstration of how their proposed solution work in real life. At this stage, the Championship Operator will also organise interactive events to help participants acquire new knowledge and skills relevant to their professional activities.

3.23. For teams that make it to the Offline Final Round, individual checkpoints (online meetings with experts) will be organised **between 14 September and 2 October 2026** to obtain feedback from experts on the readiness of their product. Teams will participate in the checkpoint events by joining the MTS Link webinar platform in accordance with the checkpoint schedule that will be distributed to the teams later.

3.24. To ensure successful performance at the Offline Final Round on **6 October 2026**, teams will be offered a preliminary presentation of their case solutions via the MTS Link webinar platform.

3.25. The Offline Final Round of the Championship will take place on **14 October 2026** as part of the Youth Day of the Russian Energy Week International Forum at the Manege Central Exhibition Hall (Moscow, 1 Manezhnaya Square).

3.26. The Expert Panel will evaluate performance of the participants in the Offline Final Round (see Section 6 hereof).

3.27. The evaluation of participants will follow the designated format and criteria (Sections 7 and 8).

3.28. The award ceremony for the winners will take place in person on **14 October 2026** at the venue of the Youth Day of the Russian Energy Week International Forum.

3.29. Winners and runners-up will receive cash prizes, trophies, and commemorative gifts from the Championship Organisers (see Section 9 hereof). The Championship Organisers may choose to include winners and runners-up in the external pool of promising job-seekers. Student winners and runners-up will enjoy an opportunity to use their certificates and diplomas to earn additional points when enrolling for master's and postgraduate programmes at leading Russian universities https://case-in.ru/score/2/?page=4.

3.30. The results of the Offline Final Round will be posted on the Championship's website https://it-oilchamp.ru/ no later than on **19 October 2026**.

3.31. The **acceleration stage**[6] will be held in November 2026. During this stage, three teams of the Championship's winners and runners-up will be invited to participate in the St. Petersburg Energy TechnoHub multi-corporate accelerator, and their solutions will be presented to venture funds for fund-raising purposes.

[6] The acceleration stage is conducted at the request of the Championship Organiser. If the Organiser decides to hold this stage, the participants will be additionally notified about its conditions, date and location.

4. REPLACEMENTS IN THE TEAMS

4.1. With consent of the Championship Operator, a team may replace maximum one team member from the originally submitted list of its members. For the purpose of replacement, the team must:

- submit an official replacement request to the Championship Operator's email it-oilchamp@fondsmena.ru, stating the company/university name, the team name, the name of the member leaving the team, and the name of the new team member;
- register the new team member on the Championship's website (https://it-oilchamp.ru/).

4.2. Replacements in teams will be accepted no later than **2 (two) days before the start** of the Online Qualification Round.

5. VENDORS

5.1. Teams may invite vendors to participate in the development effort with a view to enhance their solution and make it more profound.

5.2. During the Championship, a vendor may act as a team mentor and provide consultancy support during the solution and preparation of cases in the IT and industrial automation discipline.

5.3. Vendor's objectives:

- Share experience and knowledge with the participants while working on the case in the IT and industrial automation discipline;
- help the participants to line up their theoretical knowledge with practical application when solving the tasks;
- support the team captain in managing the team and help develop new original solutions and ideas when working on the case and project;
- offer the teams consultancy support during preparations and when solving the case in the IT and industrial automation discipline;
- evaluate performance of the teams during preparation and development of case solutions in the IT and industrial automation discipline.

5.4. Each team is allowed to invite an unlimited number of vendors at any stage of the Championship.

5.5. The participants must find and invite vendors on their own. The rights and obligations arising from the relationship between the team and the vendor within the Championship are acquired and borne by the participant representing all of its invited vendors. The Championship Operator shall not be liable to the vendors or their representatives invited by participants to resolve cases and develop solutions in the IT and industrial automation discipline.

6. EXPERT PANEL

6.1. The Championship's Expert Panel (the EP) made up of at least 8 and maximum 12 persons is established by the Championship Organiser to evaluate the teams' solutions at each stage of the Championship and to determine the winners in the Championship.

6.2. The EP for the Online Qualification Round includes experts contributing to the development of the Championship case and Organiser representatives.

6.3. During the Offline Final Round, the Championship Organiser will establish an independent EP that may include representatives of Gazprom Neft PJSC, the Ministry of Energy of the Russian Federation, federal executive agencies, experts contributing to the development of the Championship case, and representatives of the Championship partner companies.

6.4. For each stage, the Championship Organiser will appoint the EP Chair with the following duties:

- coordinate the EP's activities;
- evaluate presentations of the teams;
- sign the final solution defence record;
- settle any contentious issues.

6.5. The EP representatives must interact with the participants without bias and offer professional advice regarding the teams' solutions and presentations.

7. EVALUATION CRITERIA

7.1. The Expert Panel will evaluate the participants' solutions on a scale of 1 to 5 points

for each criterion, with a 0.5 increment. In turn, each criterion has a weighting factor (specified in brackets next to the criterion):

- technical representation of the solution (0.25);
- solution demonstration (0.15);
- solution architecture, technologies, and components used (0.10);
- competitiveness and implementation potential (0.10);
- use of artificial intelligence tools (0.10);
- presentation and requirements assessment (0.10);
- solution infrastructure (0.10);
- information security (0.10).

7.2. Solution evaluation criteria:

- **technical implementation of the solution** – assesses the quality of solution development, compliance with the proposed architecture and specified requirements, usability of the user interface, availability of additional features, and overall system performance;
- **solution demonstration** – assesses the completeness and effectiveness of demonstrating the solution's functionality in real time (live demonstration rather than screenshots or static images);
- **solution architecture, technologies, and components used** – assesses the extent to which the architecture meets the specified requirements, including modularity and scalability. the proposed technologies, protocols, and interfaces are evaluated in the context of the diagnostic tasks to be addressed;
- **competitiveness and implementation potential** – assesses the economic benefits of the solution, market analysis, and the solution's readiness for implementation, including consideration of legal and regulatory aspects;
- **use of artificial intelligence tools** – assesses the application of ai-based methods for anomaly detection, classification, and localization;
- **presentation and requirements assessment** – assesses the team's ability to clearly, logically, and convincingly present the requirements developed for the it

solution, as well as justify their completeness, feasibility, economic viability, and alignment with the needs of various functional domains (business requirements, functional requirements, and non-functional requirements). evaluation is based on presentation materials prepared in accordance with the prescribed standards, fully ready for demonstration, and reflecting a professional approach to information design and presentation;

– **solution infrastructure** – assesses the quality and completeness of the infrastructure design for the proposed it solution;

– **information security** – assesses the information security requirements applicable to the solution, as well as the proposed set of measures aimed at ensuring the solution's protection and security.

8. EVALUATING RESULTS OF STAGES

8.1. During the Online Qualification Round, the participants' case solutions will be evaluated by the EP in the CASE-IN Simulator in absentia.

8.2. A team's final score will be the sum of the arithmetic mean scores for each criterion multiplied by their relevant weight factors. Furthermore, a demerit point will be subtracted from the team's final score.

8.3. When calculating a team's final score for each criterion, one highest and one lowest score will be removed if there are seven or more experts on the EP. Otherwise, all expert scores shall be taken into account. If several teams competing for the 1st to 7th prizes (in the Qualification Round) and for the 1st to 3rd prizes (in the Final Round) have the same scores, the EP Chair decides on the allocation of prizes.

8.4. After the scores have been tallied, the EP Chair must review and sign the Championship Results Record. This procedure does not include any revision and/or adjustment of the final result or previous scores given by the experts. The EP Chair may request the Championship Operator to double-check the results.

8.5. Having reviewed the projects in the Online Qualification Round, the EP determines the 7 (seven) best solutions.

8.6. Those teams selected in the Online Qualification Round will be invited to the Championship's Final Round.

8.7. Having reviewed the projects and relying on the EP's expert evaluations, the Championship Operator determines the winner and runners-up of the Championship (1st to 3rd prizes).

8.8. The experts will evaluate the teams using the CASE-IN Simulator. The experts will fill in the scores in the CASE-IN Simulator after the presentation of each participant. Once the participants are done with their presentations, the experts must ensure they have scored each team based on all the criteria.

8.9. The official Championship Results Record will be made available to participants within 5 (five) business days of the end of each stage of the Championship.

8.10. The Championship participants and experts will not receive scoring sheets, downloads of software data or any other information relating to the scoring of the participants that is not part of the official Championship Results Record.

9. REWARDING THE WINNER

9.1. The winners and runners-up of the Championship will be awarded with cups and cash prizes from the Championship Organisers.

9.2. The Championship Operator will pay the members of the winning team a reward in the amount of **RUB 1,149,425.29** (One million one hundred and forty-nine thousand four hundred and twenty-five rubles 29 kopecks), which includes personal income tax. This amount includes:

- reward for winning the Championship – **RUB 1,000,000.00** (One million rubles);
- the amount to be withheld by the Championship Operator as tax under applicable laws – **RUB 149,425.29** (One hundred and forty-nine thousand four hundred and twenty-five rubles 29 kopecks).

9.3. The Championship Operator will pay the members of the team that takes second place a reward in the amount of **RUB 344,827.59** (Three hundred and forty-four thousand

eight hundred and twenty-seven rubles 59 kopecks), which includes personal income tax. This amount includes:

- reward for the second place in the Championship in the amount of **RUB 300,000.00** (Three hundred thousand rubles);
- the amount to be withheld by the Championship Operator as tax under applicable laws – **RUB 44,827.59** (Forty-four thousand eight hundred and twenty-seven rubles 59 kopecks).

9.4. The Championship Operator will pay the members of the team that takes second place a reward in the amount of **RUB 229,885.06** (Two hundred and twenty-nine thousand eight hundred and eighty-five rubles 06 kopecks), which includes personal income tax. This amount includes:

- reward for the third place in the Championship in the amount of **RUB 200,000.00** (Two hundred thousand rubles);
- the amount to be withheld by the Championship Operator as tax under applicable laws – **RUB 29,885.06** (Twenty-nine thousand eight hundred and eighty-five rubles 06 kopecks).

9.5. Payments to the members of the winning teams will be made by the Championship Operator in the Russian rubles after the teams participate in the Championship's Final Round. The reward will be paid using the member's banking details provided in the Application.

9.6. The reward will be paid provided that members of the winning team meet relevant conditions of the Championship and comply with applicable law. The Championship Operator acts as a tax agent for the members of the winning team and, when paying the reward, withholds relevant taxes subject to applicable law.

9.7. No reward will be paid to the members of the teams unless they are winners or runners-up.

10. RIGHTS TO INTELLECTUAL PROPERTY

10.1. By participating in the Championship, participants agree to its terms and, when uploading their solution to the CASE-IN Simulator, grant the Championship Partner the

rights to use all intellectual property assets (IP assets) created during the Championship, including the right to use the solutions, pursuant to the terms and procedures specified in this section.

10.2. If requested by the Championship Organiser, team members shall, when submitting their work, enter into a license agreement with the Championship Partner whereby they grant the Championship Partner, free of charge, a simple (non-exclusive) license for the IP assets for the entire duration of the corresponding exclusive right to use the IP assets in all permitted ways in accordance with Article 1270 of the Civil Code of the Russian Federation throughout the world.

10.3. In cases of granting the licenses for IP assets, team members give the Championship Partner the following consents and/or refusals:

10.3.1. Consent to use IP assets without stating its name, names of authors of the IP assets or other holders of rights, if any (anonymous use of IP assets). The Championship Partner may, at its sole discretion, use the IP assets anonymously or name the participant or other authors of IP assets.

10.3.2. The team members gives the Championship Partner consent to modify, shorten or complement the IP assets, provide the IP assets with graphic aids, foreword, epilogue, comments or any explanations, create any secondary compositions and assign rights to such compositions to the Championship Partner, and include such IP assets into complex assets.

10.4. If requested by the Championship Organiser, the participants of the Offline Final Round shall transfer to the Championship Partner at no charge the exclusive rights to the software products (IP assets) created during the Championship, and for that reason the winning participants of the Offline Final Round shall conclude with the Championship Partner an Agreement for free transfer of exclusive rights to the IP assets in the manner, time and on conditions established by the Partner.

10.5. The team members guarantee the following to the Championship Partner:

10.5.1. They created the IP assets independently or acquired full rights to the IP assets from their authors. The IP assets are original products of the participant, authors and/or other third parties hired by the participant, are protected by copyright, and are not

copies/adaptations of the works of third parties, and do not infringe on the copyright and/or related rights, or other rights of third parties to intellectual property.

10.5.2. The parties agreed that the team members shall independently assure and hereby guarantee that they will pay and ensure payment to any and all authors, co-authors, action parties and copyright holders, to include software copyright holders and others, all compensations and fees required by applicable laws of the Russian Federation, as well as make sure that any and all procedures and formalities that are stipulated by law and/or otherwise required will be carried out and complied with in order to guarantee an unconditional exclusive right to the IP assets created during the Championship.

10.5.3. If individual intellectual property items are included in the IP assets, the team members guarantee that they have secured consent of the authors and copyright holders of the items of related rights to their modification (including creation of secondary products) and use without stating the name / naming of such authors.

10.5.4. The IP assets are not encumbered with property rights of third parties and are not the subject of legal actions or claims of third parties.

10.5.5. The IP assets do not contain any malicious software or codes, or critical vulnerabilities designed to hack the Championship Partner's software or equipment or to knowingly gain unauthorized access to the Championship Partner's information.

10.6. The team members gives the Championship Partner their consent to use the IP assets for both commercial and non-commercial purposes throughout the world during the entire period of validity of the exclusive right, which shall apply, without limitation, to:

- transfer of the IP assets to third parties in electronic, printed and any other form, to include public posting, including in the media outlets and on any online platforms;
- import the original or its copies for further distribution;
- publicly use the IP assets, including in the course of any projects or events.

11. FINAL CLAUSE

11.1. The Championship is conducted in pursuance of applicable laws of the Russian Federation and these Regulations. The Championship Organiser is not required to make an agreement with the Championship Winner.

11.2. These Regulations on the Championship do not constitute a formal offer.

11.3. Seeking to protect the rights of participants during the Championship, an Appeals Commission (the Commission) shall be established to resolve any contentious issues of abiding by the procedure for holding the Championship Stages and the participant evaluation techniques. The Commission shall consist of the Organiser's representatives.

11.3.1. Any participant in the Championship may file a written appeal to the Commission regarding a breach of these Regulations on the Championship.

11.3.2. The Commission will not consider appeals regarding the content and structure of the case/task, or regarding the revision/change of evaluation scores by members of the Expert Panel.

11.3.3. An appeal shall be filed within 2 (two) business days of official announcement of the results of the corresponding stage of the Championship.

11.3.4. The appeal shall be prepared in writing on the official letterhead of the educational institution and signed by the rector / vice-rector / director / CEO in two counterparts, one to be delivered to the Commission via e-mail (it-oilchamp@fondsmena.ru), and the other to be retained by the appellant.

11.3.5. The appeal shall be reviewed within 10 (ten) business days of its receipt by the Commission.

11.3.6. When reviewing the appeal, the Commission shall determine the veracity of the information contained therein and make one of the following decisions:

- dismiss the appeal if the provided information was not confirmed and/or did not affect the final scores;
- uphold the appeal if the provided information was confirmed and affected the final scores, in which case the scores of the Participants will be revised.

11.4. The official languages of the Championship are Russian and English. The projects may be submitted in either Russian or English.