

ARCH
CHALLENGE

LINHA DO HORIZONTE

Challenge 01 - Brief and Rules

PROMOTED BY

MG
CAPE VERDE

01

WHY CAPE VERDE?



A TERRITORY **BEFORE A PROJECT**

Cape Verde occupies a unique position, at the crossroads of Africa, Europe and the Atlantic. Across its islands, centuries of encounters, migrations and exchanges have shaped a layered cultural identity and a landscape defined by the complexity of the territory.

But Cape Verde is not only a territory of memory. It is also a country in transformation. In recent years, the archipelago has entered a new phase of growth, driven by infrastructure development, tourism, international investment, cultural openness and the need to imagine more resilient models of development.

This condition makes architecture especially relevant. The question is not simply how to build more, but how to build better:

how to create places capable of respecting climate and landscape, supporting local communities, generating long-term value and avoiding the repetition of generic models disconnected from the territory.

ARCH CHALLENGE begins from this opportunity. Cape Verde offers real sites, real constraints and real potential. It asks architects, designers and multidisciplinary teams to work with context as a starting point, turning growth into an opportunity for cultural, environmental and architectural quality.

It is not simply a place to build. It is a territory to understand: a place where geography, climate, memory and growth must guide the project from the very beginning.

02

An aerial photograph of Santiago Cidade Velha, a historic coastal town in Cape Verde. The town is built on a steep, green hillside that meets the ocean at a rocky shore. The buildings are mostly white with red-tiled roofs, and some are built into the cliffside. The ocean is a deep blue with white waves crashing against the rocks. In the background, there are more hills and mountains under a blue sky with some clouds.

SANTIAGO CIDADE VELHA

A HISTORY FACING THE OCEAN

Cidade Velha, on the island of Santiago, is one of the most significant places in the history of **Cape Verde**. Founded in the 15th century as Ribeira Grande, it was the first urban settlement in the archipelago and soon became a strategic center along the **Atlantic routes**, where trade, religious power, military defense and culture converged.

For centuries, its position facing the ocean made it a place of passage, exchange and transformation, deeply connected to the wider history of the Atlantic world.

Its landscape still preserves traces of this memory: the ruins, the system of forts, the stone, the relationship with the ocean and the morphology of the coast all reveal a deep and fragile identity.

Since 2009, Cidade Velha has been a **UNESCO World Heritage Site**.

Designing here means engaging with a unique context, where every new architecture must arise from respect for history, landscape, materiality and the **horizon**.

The competition site should therefore not be interpreted as an empty plot, but as part of a wider cultural and territorial condition. Its value lies not only in what is visible, but also in the relationships between built heritage, natural morphology, open views, climate and memory.

The ocean, the slopes, the views, the wind, the historical memory and the visual presence of the **landscape** are all elements that belong to the design brief.

Any proposal for this site should begin from the responsibility to listen to these conditions and transform them into an architectural response that is contemporary, sensitive and rooted in place.

03

THE CHALLENGE

DESIGNING WITH THE LAND **NOT OVER IT**

The challenge begins with the desire to imagine a residential complex capable of belonging to the place before occupying it.

The competition seeks proposals for a system of multiple housing units, which may take the form of independent villas, grouped apartments, or a combination of both, conceived as part of the landscape rather than as an isolated object. The aim is to explore new ways of inhabiting the territory of Cidade Velha through contemporary, responsible and buildable architecture, capable of engaging with the natural morphology of the land, its slopes, views, orientations and the presence of the ocean.

While always respecting the territory and remaining grounded in feasibility, the competition aims for a high-end residential complex.

The expected quality is that of a refined, premium intervention, one whose value is expressed not through ostentation or imposing volumes, but through the excellence of its architecture, the careful selection of materials, the quality of its outdoor and shared spaces, and a sensitive dialogue with the exceptional landscape and heritage of Cidade Velha. The ambition is for this development to stand as a reference of excellence for the region and for Cape Verde.

Proposals should interpret the site with respect, avoiding invasive solutions or generic models disconnected from the context. The architecture should build a balanced relationship between landscape, memory and everyday life, working with sustainable materials, coherent construction solutions, integrated open spaces and reduced visual impact.

DESIGNING WITH THE LAND **NOT OVER IT**

The units should form a recognizable and functional complex, while ensuring privacy, high-quality outdoor spaces, climatic comfort and a meaningful relationship with the territory. The project should also consider functional aspects as an integral part of architectural quality.

Access, internal paths, arrival areas and parking should not be treated as secondary elements, but as essential components of the design strategy. Each proposal should demonstrate a clear architectural intention, a realistic understanding of the site and a plausible approach to construction, maintenance and the possible evolution of the project beyond the competition phase.

HOUSING UNITS **AND COMPLEX FACILITIES**

The project should provide for a residential complex composed of approximately 10 to 18 housing units, organized according to different typologies, from studio to three-bedroom units. The units may therefore include T0, T1, T2 and T3 layouts, to be distributed coherently in relation to the morphology of the plot, the views, the orientation and the quality of the outdoor spaces. Units may be designed as independent villas, as grouped apartments, or as a combination of the two, provided the chosen approach responds to the topography and the character of the site.

The intervention should follow a principle of low density and low visual impact. The plot must not be fully built up: open space, internal circulation and parking are an integral part of the design, not residual surfaces. Buildings should be developed on a maximum of two levels above ground, one or two storeys,

at the participant's discretion, working with the land and its slopes, avoiding excessively prominent volumes or solutions that invasively alter the profile of the landscape. The relationship between architecture and topography will therefore be an integral part of the design quality.

The program should include a shared swimming pool serving the complex, designed as a space integrated into the landscape rather than as an isolated element. Its position should take into account views, privacy, solar exposure, accessibility and the relationship with the housing units.

A compact technical room should also be provided to support the swimming pool, with the possibility of integrating a minimal changing function, without taking on the character of an autonomous or large-scale structure.

HOUSING UNITS AND COMPLEX FACILITIES

Participants should also consider the technical spaces required for the operation of the complex, service areas, maintenance paths and any necessary systems or equipment.

These elements should be designed with the same attention given to the residential spaces, avoiding residual or visually inconsistent solutions.

The boundaries of the plot will be indicated in the technical materials provided to participants. Proposals should be developed within these limits, interpreting the plot as a design condition to be read and enhanced through the relationship between architecture, landscape and morphology.

Project requirements at a glance:

- 1. Housing units:** 10–18 units
- 2. Typologies:** T0 / T1 / T2 / T3 (Studio to three-bedroom units)
- 3. Building type:** independent villas, grouped apartments, or a combination of both
- 4. Maximum height:** 2 levels above ground (one or two storeys, participant's choice)
- 5. Density:** the plot must not be fully built up; priority to internal circulation and parking
- 6. Shared spaces:** shared swimming pool integrated into the landscape
- 7. Pool support:** compact technical room, with possible minimal changing function
- 8. Technical spaces:** swimming pool + general management of the complex

ACCESSIBILITY AS THE **PART OF THE PROJECT**

Access, circulation and parking are fundamental components of the challenge. They should not be treated as residual technical elements, but as part of the architectural and landscape strategy of the project.

Participants should define a clear arrival sequence, considering how residents and visitors enter the site, reach the housing units and move through the complex.

Pedestrian paths should, whenever possible, follow the morphology of the land, creating a slow and meaningful experience of the place.

Parking areas should be carefully integrated. Their position, visibility, relationship with the housing units and impact on the landscape should be evaluated with attention.

Large exposed parking surfaces should be avoided, favoring instead distributed, shaded or visually integrated solutions.

The strongest proposals will be those capable of combining practicality and atmosphere: ensuring functional access while preserving the quality of the landscape, the privacy of the units and the overall experience of the site.

FROM VISION TO **POSSIBLE DEVELOPMENT**

The competition is open to visionary ideas, but the ambition of the challenge is not purely conceptual. **Among the winning proposals, one project may be selected to be further developed and potentially realized in a phase following the competition.**

For this reason, feasibility is a central criterion. Participants should demonstrate an understanding of construction logic, structural clarity, material choices, access, parking, technical spaces and long-term maintenance.

The proposal is not expected to be a detailed construction project. However, it should demonstrate that the main architectural idea could be further developed without losing coherence.

Participants are invited to include a brief feasibility note in their submission, explaining the main construction approach, the material strategy, the relationship with the land, possible technical challenges and the elements considered essential or adaptable.

The strongest proposals will be those capable of combining imagination and realism: ambitious projects that remain grounded in the actual conditions of the site.

LANDSCAPE AND HERITAGE **INTEGRATION**

Designing in Cidade Velha means working within a context inscribed as a UNESCO World Heritage Site, where every intervention is measured against the exceptional cultural and landscape values of the place. The site is not a neutral background: its ruins, its forts, its stone, its relationship with the ocean and the morphology of the coast all carry a memory that the project must acknowledge and protect.

For this reason, integration is not a constraint added at the end, but a starting condition of the design. Proposals are expected to demonstrate, through their architecture and their relationship with the terrain, an active care for the integrity of the place.

Evaluation favours a qualitative approach and considers in particular the following aspects:

1. maintaining the visual integrity of the urban ensemble and the cultural landscape of Cidade Velha;
2. minimizing the heritage and authenticity impacts resulting from the proposed intervention;
3. preserving the visual relationships, perspectives and framed views of recognized heritage and landscape interest;
4. reducing to a minimum the visual impact of the buildings on the seafront and in the views from the sea;
5. an appropriate architectural, volumetric and material integration of the intervention, favouring solutions that engage harmoniously with the landscape context.

04

CAPE VERDE
Site Reading

- Topography
- Views
- Access
- Sun + Wind



Atlantic
Ocean
strong
connection
to sea

Rocky
Edge
wild + raw
character

Prevailing Wind
NE

Waves
Movement
Rhythm
constant
presence

AI GUIDELINES

AI AS A TOOL, **NOT AS THE AUTHOR**

Artificial intelligence is allowed in the competition as a support for research, visualization, organization and creative exploration. It can help participants test ideas, clarify references, improve texts and communicate their vision more effectively.

When used correctly, AI can expand the creative process and make the development of a proposal more efficient. However, it should never replace the essential work of understanding the site, interpreting its history, reading its morphology and defining a coherent architectural intention.

AI-generated outputs do not constitute a project by themselves. The jury will evaluate the architectural quality of the proposal, its relationship with the site, its environmental sensitivity, its feasibility and the clarity of its design intention.

Participants who use AI tools should include a brief **AI Use Statement**.

The AI Use Statement must include:

- tools used, if any
- purpose of use
- phase of the process in which AI was used
- submission materials where AI support appears

The use of AI does not penalize a proposal. The statement is intended to ensure transparency, authorial responsibility and a fair evaluation process.

05

WHAT YOU NEED TO KNOW



CALENDAR & REGISTRATION FEES

01/07/26 - 31/07/26 (h 23:59 GMT)

Early Bird Registration € 90/45*

01/08/26 - 15/09/26 (h 23:59 GMT)

Standard Registration € 120/60*

16/09/26 - 30/09/26 (h 23:59 GMT)

Late Registration € 150/75*

12/10/26 (h 23:59 GMT)

Material Submission

06/11/26

Winner Announcement

Early Bird, Standard or Late enrollment does not affect the submission deadline, which is uniquely set at the submission deadline, i.e. 12/10/26

* ARCH CHALLENGE aims to remain open and accessible to participants from diverse contexts around the world. For this reason, selected countries benefit from a reduced registration fee.

The reduced fee applies only to countries included in the lists below. Eligibility is based on the country selected during registration.

You can find the full list at archchallenge.net/accessibility

AWARDS & OPPORTUNITIES

First Prize € 10.000

The competition will award six proposals, selected by the jury according to the evaluation criteria described in the brief.

Second Prize € 5.000

The awarded projects will be published on the official ARCH CHALLENGE website after the end of the competition, giving visibility to the selected participants and presenting the results to an international architectural audience.

Third Prize € 2.500

Best Environmental Integration

Honourable Mention € 1.000

The ambition of the challenge is not only to recognize strong ideas, but also to identify proposals with the potential to become real architecture. For this reason, construction feasibility remains an important part of the evaluation.

Best Parking Integration

Honourable Mention € 1.000

Among the winning proposals, one project may be selected to be further developed and potentially realized in a phase following the competition.

Best AI-Assisted Vision

Honourable Mention € 1.000

SUBMISSION REQUIREMENTS

To take part in the competition, participants must upload the following files to their dashboard at archchallenge.net after logging in. Submissions that do not include all the required files, or that do not comply with the specifications below, may be excluded from evaluation.

1. Boards

Format: A1 (594 × 841 mm), portrait or landscape orientation, participant's choice.

File: a single PDF file, maximum 20 MB, up to 4 pages.

The boards must include at least:

- the genesis of the design concept, max 1,500 characters, spaces included;
- graphic drawings (plans, sections, and elevations) in sufficient quantity, scale, and type to clearly convey the project;
- 3D views (renderings, sketches, or model photographs, participant's choice);

- a site plan at 1:500 scale showing the relationship with the landscape;
- a general project plan at 1:200 scale;
- significant floor plans of the dwellings at 1:100 and/or 1:50 scale;
- at least one significant section, at 1:100 scale, illustrating the integration with the terrain.

File name: teamname_A1_LDH.pdf. For example, if the team name is xyz, the A1 board file will be named xyz_A1_LDH.pdf.

2. Cover Image

Format: JPG or PNG, 1920 × 1080 px.

A single representative image of the project.

File name: teamname_cover_LDH.jpg. For example, if the team name is xyz, the file will be named xyz_cover_LDH.jpg.

SUBMISSION REQUIREMENTS

3. Text and Anonymity

The texts in the submission must be concise and written in English.

The submission must not contain the names of, or any reference to, the designers. The team name must not appear anywhere in the boards or cover image: it may appear exclusively in the file name, which is not shown to the jury.

4. Upload and Final Submission

The platform provides an upload function in the participant's dashboard. Before final submission, files can be freely uploaded, removed, and replaced as many times as needed.

Once the participant clicks "Confirm & Submit", the submission becomes final and can no longer be modified, replaced, or withdrawn. Participants are advised to verify that all files are correct, complete, and readable before confirming.

06

COMPETITION RULES



COMPETITION RULES

1. Preliminary Provisions

1.1. These Rules define the conditions for participation in Challenge 01 — Linha do Horizonte, an international architecture competition promoted through the ARCH CHALLENGE brand.

1.2. These Rules apply from the moment of registration on the official ARCH CHALLENGE platform through to the final evaluation, the announcement of the winning projects, and any subsequent communication, publication, or development activities related to the competition.

1.3. By registering for the competition, each participant declares that they have read, understood, and accepted these Rules, the competition brief, the submission requirements, the schedule, the privacy policy, and all official documents made available through the ARCH CHALLENGE platform.

1.4. The competition is conceived as an international design challenge aimed at gathering architectural proposals for a residential complex in Cidade Velha, Santiago, Cape Verde. The objective is to identify proposals capable of combining architectural quality, site sensitivity, environmental responsibility, and constructive feasibility.

1.5. The competition does not constitute a public tender, procurement procedure, or professional commission. Any possible subsequent development of one of the winning projects will be the subject of a separate phase following the competition.

2. Organizer

2.1. ARCH CHALLENGE is a brand of MGM Cape Verde.

2.2. For the purposes of these Rules, “Organizer” means MGM Cape Verde, operating through the ARCH CHALLENGE brand and the official ARCH CHALLENGE platform.

2.3. The Organizer is responsible for managing the competition, publishing the official documents, the registration process, communication with participants, coordination of the jury phase, and publication of the results.

2.4. The Organizer may engage collaborators, consultants, technical staff, communication partners, or service providers to support the management, promotion, technical verification, and communication of the competition.

2.5. All official communications relating to the competition will be published through the ARCH CHALLENGE platform and/or sent to the email address provided by participants at registration.

3. Eligibility

3.1. The competition is open to architects, designers, students, professional practices, companies, and multidisciplinary teams, with no age limit.

3.2. Participation may be individual or as a team.

3.3. In the case of team participation, a team leader must be appointed. The team leader will be responsible for registration, payment, official communications, the uploading of materials, and all communication with the Organizer.

3.4. Each participant or team may submit only one project per completed registration.

3.5. Payment of one registration fee allows the upload and submission of a single project.

3.6. Team members are considered co-authors of the submitted proposal, unless otherwise stated internally by the team. The Organizer is not responsible for internal arrangements among team members regarding authorship, responsibility, or distribution of any prizes.

3.7. Participants must ensure that they are not in a conflict of interest with jury members, the Organizer, or persons directly involved in the evaluation process.

3.8. Participants who have direct family relationships, ongoing professional relationships, or other conditions that may compromise the independence of the evaluation process in relation to jury members may be excluded from the competition.

4. Registration and Fees

4.1. Registration must be completed exclusively through the official ARCH CHALLENGE platform.

06 RULES

4.2. To register, participants must create an account, complete the required personal, team, and billing details, accept the Rules, and complete payment of the applicable registration fee.

4.3. Registration will be considered valid only after payment confirmation.

4.4. After payment, participants will receive a confirmation email at the address provided during registration. Participants are responsible for the accuracy of the email address provided and for checking their inbox, including the spam folder.

4.5. Registration fees are structured in several time-based phases (Early Bird, Standard, and Late Registration). The amounts applicable to each phase, any reductions, and all payment terms are set out in the official competition brief and on the ARCH CHALLENGE platform.

4.6. The registration phase chosen by the participant affects only the registration fee. It does not affect the final submission deadline, which is the same for all participants.

4.7. Registration fees are non-refundable, except in cases of cancellation of the competition governed by Section 19 or other cases expressly established in writing by the Organizer. Failure to submit the project, an incomplete submission, exclusion from the competition, or voluntary withdrawal from the competition do not give rise to any right to a refund.

4.8. As this is a digital service that begins with the activation of the account and access to the competition materials, the participant acknowledges that performance commences immediately with their consent and waives, to the extent permitted by the applicable law, any right of withdrawal once performance has begun.

5. Accessibility Fee

5.1. ARCH CHALLENGE aims to remain open and accessible to participants from diverse backgrounds around the world.

5.2. For this reason, a reduced registration fee, called the Accessibility Fee, is available for participants from countries included in the official Competition Accessibility List.

5.3. The Accessibility Fee is based on the country of residence declared by the participant during registration.

5.4. The Accessibility Fee amounts for each registration phase are set out in the official competition brief and on the ARCH CHALLENGE platform.

5.5. The Accessibility Fee is granted on a good-faith basis. The Organizer reserves the right to request verification of the declared country of residence, in particular for selected, finalist, or awarded projects.

5.6. Should incorrect, false, or misleading information be provided in order to obtain the Accessibility Fee, the Organizer reserves the right to exclude the participant or team from the competition and/or to withhold the prize.

5.7. The complete Competition Accessibility List will be published on the official ARCH CHALLENGE platform.

6. Schedule

6.1. The competition follows an official schedule that defines the registration phases, the deadline for submitting questions, the final submission deadline, the technical check phase, the jury evaluation, and the announcement of the winners.

6.2. The complete official schedule, with all applicable dates, is set out in the official competition brief and on the ARCH CHALLENGE platform. Any reference in these Rules to a deadline or a phase of the competition shall be understood as referring to the dates established in the official schedule.

6.3. Participants must comply with the official competition schedule and are responsible for regularly checking the official platform and for meeting all deadlines.

6.4. The Organizer reserves the right to amend dates or procedural details in accordance with Section 19. Any changes to the schedule will be communicated in the manner set out in clause 2.5.

7. Competition Materials

7.1. The official competition materials will be made available through the ARCH CHALLENGE platform.

7.2. The downloadable materials may include:

- competition brief;
- rules;
- technical drawings;
- site boundaries;
- site photographs;
- reference documents;
- submission instructions;
- FAQ document;
- any additional materials provided by the Organizer.

06 RULES

7.3. Participants must use the official competition materials as the primary reference for developing their proposal.

7.4. The official competition brief contains the design, functional, and constructive guidance, the technical submission requirements (formats, number and type of boards required), and any further binding specifications. In the event of any discrepancy between these Rules and the brief regarding technical and design details, the brief prevails.

7.5. The design, functional, and constructive guidance contained in the brief and the official competition materials must be respected. Any different choices must be clearly justified and consistent with the objectives of the challenge.

7.6. Participants may use additional self-produced materials, such as sketches, diagrams, photographs, models, research references, or context analysis, provided that they do not infringe third-party rights and are consistent with the competition requirements.

7.7. The Organizer may update, correct, or supplement the competition materials during the competition, in accordance with Section 19. Any update will be communicated in the manner set out in clause 2.5.

8. Questions and FAQ

8.1. Participants may submit questions relating to the competition by email to info@archchallenge.net.

8.2. Replies to questions submitted by participants will be sent by email within one week of receipt of the request.

8.3. Questions and related replies of general interest may be compiled into an official FAQ document published on the ARCH CHALLENGE platform.

8.4. The online FAQ document will be updated periodically during the competition period, as needed and according to the requests received.

8.5. The FAQ document will form part of the official competition materials and must be regarded as a supplement to or clarification of the brief and the Rules.

8.6. The Organizer may decide not to answer questions that are unclear, irrelevant, personal, repetitive, or not pertinent to the competition.

8.7. No private clarification may prevail over the content published in the official materials and the online FAQ document.

9. Language

9.1. All submission materials must be prepared in English.

9.2. The use of English ensures that all proposals can be examined clearly and correctly by the international jury.

9.3. Submissions containing substantial textual parts in languages other than English may be excluded from evaluation.

9.4. Short expressions, names, local terms, or references in other languages may be used where appropriate, provided that their meaning is clear or explained in English.

10. Anonymity

10.1. The competition will follow an anonymous evaluation process.

10.2. Submission materials must not include first names, surnames, logos, personal references, names of professional practices, companies, universities, social media accounts, QR codes, watermarks, or any other information that could identify the participant or team.

10.3. Each proposal will be associated with a unique registration or submission code.

10.4. The identity of participants will remain separate from the evaluation materials until the conclusion of the jury process.

10.5. Any breach of anonymity may result in exclusion from the competition.

10.6. Participants must not contact jury members regarding the competition before the official announcement of the results.

10.7. Participants must not publicly publish, disclose, or share their proposal, in whole or in part, before the official announcement of the winners.

11. Use of Artificial Intelligence

11.1. The use of artificial intelligence tools is permitted as support for research, visualization, organization, text development, and creative exploration.

11.2. AI tools may support the design process but must not replace the participant's responsibility for the architectural concept, design decisions, interpretation of the site, and authorship of the proposal.

06 RULES

11.3. AI-generated outputs do not, on their own, constitute a project.

11.4. Participants who use AI tools during the design or representation process must include an AI Use Statement within the competition boards.

11.5. The AI Use Statement must include:

- tools used, if any;
- purpose of use;
- stage of the process at which AI was used;
- submission materials in which AI support appears.

11.6. The use of AI does not penalize a proposal.

11.7. The statement is required to ensure transparency, authorial responsibility, and a fair evaluation process.

11.8. Participants remain fully responsible for all AI-assisted or AI-generated materials included in the submission.

12. Evaluation

12.1. Submitted proposals will be evaluated by a jury appointed by the Organizer.

12.2. The jury will evaluate the proposals according to the criteria described in the brief and the official competition materials.

12.3. The main evaluation criteria include:

- architectural quality;
- clarity of the concept;
- relationship with the site;
- sensitivity to the historical and cultural context of Cidade Velha;
- integration with the landscape and the morphology of the terrain;
- quality of the residential program;
- sustainability and environmental responsibility;
- strategy for access, circulation, and parking;
- constructive feasibility;
- landscape and heritage integration, assessed according to the criteria defined in section 03.04;
- clarity of representation and communication.

12.4. The jury may also consider a proposal's capacity to be further developed after the competition.

12.5. The jury's decisions are final and not subject to appeal, except in cases of procedural error acknowledged by the Organizer.

12.6. The Organizer may appoint technical staff to verify the compliance of submissions before evaluation by the jury.

12.7. Proposals that do not comply with the basic requirements may be excluded before being presented to the jury.

13. Prizes

13.1. The competition will award six proposals.

13.2. The total prize fund, the distribution of prizes, and any honorable mentions are set out in the official competition brief and on the ARCH CHALLENGE platform.

13.3. Prizes will be awarded to the participant or to the team leader indicated at registration.

13.4. In the case of team participation, the Organizer is not responsible for the internal distribution of the prize among team members.

13.5. Payment of prizes may be subject to verification of identity, confirmation of compliance with the Rules, and the completion of any administrative information necessary for payment.

13.6. The awarded proposals will be published on the official ARCH CHALLENGE website at the end of the competition.

13.7. The Organizer reserves the right not to award one or more prizes if, in the jury's judgment, the submitted proposals do not reach an adequate level of quality or do not meet the competition requirements.

14. Possible Further Development

14.1. Among the winning projects, one proposal may be selected for further development and potential realization in a phase following the competition.

14.2. Such a possibility does not constitute an automatic right for the winning participant or team to receive a professional commission, a construction contract, or any compensation beyond the awarded prize.

14.3. Any subsequent development phase will be the subject of separate assessments, technical studies, feasibility checks, and specific agreements between the interested parties.

14.4. The Organizer reserves the right to develop, adapt, combine, or reinterpret ideas arising from the competition, in compliance with the provisions relating to intellectual property and the use of the submitted materials.

06 RULES

14.5. Any realization of a project will depend on technical, economic, administrative, legal, and operational conditions.

15. Intellectual Property

15.1. Participants retain the intellectual property of their own proposals, unless otherwise agreed in writing.

15.2. By participating in the competition, participants declare that they are the authors or co-authors of the submitted materials.

15.3. Participants warrant that their proposal does not infringe any intellectual property rights, privacy rights, image rights, or other rights of third parties.

15.4. Participants are responsible for obtaining any authorizations necessary for the use of images, texts, drawings, references, datasets, AI-generated materials, or any other content included in the submission.

15.5. The Organizer cannot be held responsible for claims, disputes, or damages arising from the unauthorized use of third-party materials by participants.

15.6. In the case of team participation, all team members are jointly and severally responsible for the originality and legitimacy of the submitted proposal.

16. Use of Submitted Materials

16.1. By accepting these Rules, participants grant the Organizer a non-exclusive, royalty-free right to use, reproduce, publish, communicate, display, adapt, and translate the submitted materials, in whole or in part, for purposes connected with the competition.

16.2. Such purposes may include, by way of example but not limited to:

- publication on the ARCH CHALLENGE website;
- communication on social media;
- press releases;
- newsletters;
- exhibitions;
- presentations;
- communications to partners;
- print or digital publications;

• promotional materials relating to ARCH CHALLENGE.

16.3. The Organizer may use the submitted materials before or after the announcement of the winners, provided that anonymity is preserved until the conclusion of the evaluation process.

16.4. After the announcement of the winners, the Organizer may associate the names of the awarded participants or teams with their respective proposals.

16.5. Participants authorize the Organizer to make reasonable graphic adaptations of the submitted materials for communication, publication, and layout purposes, without altering the substance of the project.

16.6. The Organizer will make reasonable efforts to credit the authors when publishing the submitted materials.

17. Grounds for Exclusion

17.1. A participant or team may be excluded from the competition if one or more of the following circumstances occur:

- a. submission after the final deadline;
- b. incomplete submission;
- c. unreadable, corrupted, or inaccessible files;
- d. submission in formats other than those required;
- e. submission of materials not prepared in English;
- f. breach of anonymity;
- g. inclusion of names, logos, or identifying references in the submitted materials;
- h. attempting to contact or influence jury members;
- i. conflict of interest with jury members or the Organizer;
- j. publication or public disclosure of the proposal before the announcement of the winners;
- k. submission of non-original materials or materials infringing third-party rights;
- l. false or misleading information during registration;
- m. improper use of the Accessibility Fee;
- n. offensive, discriminatory, inappropriate, or unlawful content;
- o. failure to comply with the brief, the Rules, or the official submission instructions.

17.2 In the event of exclusion, the provisions of clause 4.7 regarding non-refundability apply.

17.3. The Organizer reserves the right to exclude a proposal at any stage of the competition if a breach of the Rules is detected.

06 RULES

18. Participant Responsibilities

18.1. Participants are responsible for the accuracy of the data provided at registration.

18.2. Participants are responsible for the originality, completeness, legitimacy, and correct uploading of the submitted materials.

18.3. Participants are responsible for verifying that their files have been uploaded correctly and are readable.

18.4. Participants are encouraged to complete the registration, payment, and material upload procedures well in advance of the deadlines.

18.5. The Organizer is not responsible for late submissions, failed uploads, internet connection problems, corrupted files, platform access problems caused by the participant's device, or any other technical issue not directly attributable to the Organizer.

18.6. Participants must promptly report any technical difficulties through the official support channels indicated on the ARCH CHALLENGE platform.

19. Amendments, Suspension, or Cancellation

19.1. The Organizer reserves the right to amend the schedule, procedures, requirements, or materials of the competition where necessary for the proper management of the competition. Any amendment will be communicated in the manner set out in clause 2.5.

19.2. The Organizer reserves the right to suspend, postpone, or cancel the competition in the event of force majeure, serious technical problems, insufficient participation, legal impediments, or other circumstances that prevent the proper continuation of the competition.

19.3. In the event of cancellation before the submission deadline, the Organizer may define specific refund or compensation procedures at its discretion.

19.4. The Organizer will not be responsible for indirect damages, loss of opportunity, professional costs, or expenses incurred by participants as a result of amendments, suspension, or cancellation of the competition.

20. Privacy and Data Processing

20.1. The personal data provided by participants will be processed for the purposes of registration, payment management, competition administration, communication with participants, the jury

process, the awarding of prizes, the publication of results, and any other activity necessary for managing the competition.

20.2. Personal data will be processed in accordance with the privacy policy published on the ARCH CHALLENGE platform.

20.3. Personal data will not be sold to third parties.

20.4. Personal data may be shared with service providers, payment processors, technical partners, jury coordination staff, or other parties involved in managing the competition, only where necessary for the proper conduct of the competition.

20.5. Participants may exercise their privacy rights according to the procedures described in the privacy policy.

21. Governing Law and Jurisdiction

21.1. These Rules, the competition, and any relationship arising from them are governed by and construed in accordance with Swiss law, excluding its conflict-of-law provisions and the United Nations Convention on Contracts for the International Sale of Goods.

21.2. For any dispute arising from or connected with these Rules or the competition, the courts of Lugano, Switzerland, will have exclusive jurisdiction, without prejudice to any applicable mandatory legal provisions in favor of consumers.

21.3. It is understood that the mandatory consumer-protection provisions under the law of the participant's country of residence, where applicable, are not affected by the clauses of this section.

22. Acceptance of the Rules

22.1. By registering for the competition, participants declare that they have read, understood, and fully accepted these Rules. Acceptance of the Rules is a necessary condition for participation.

22.2. Upon submission of the proposal, participants further confirm that all submitted materials comply with the competition brief, the submission requirements, the AI Guidelines, and all official documents published by the Organizer.

22.3. In the case of team participation, the team leader accepts the Rules on behalf of all team members and is responsible for ensuring that all members are aware of and accept their contents.

22.4. Failure to comply with these Rules may result in exclusion from the competition, forfeiture of any prizes, and/or removal of the proposal from official publications.

07

WHO BELIEVES IN US



MGM CAPE VERDE

MGM Cape Verde is the **private investment group** behind ARCH CHALLENGE. The platform opens **real development sites** across Cape Verde to the international architecture community, transforming future projects into opportunities for **research**, design and cultural exchange.

MGM Cape Verde operates as an integrated real estate and development platform, bringing together investment, hospitality, governance and **long-term territorial strategy**. Its vision goes beyond individual projects, supporting a broader transformation process where quality development, **responsible investment** and architectural culture can contribute to the future image, economy and international positioning of Cape Verde.

