



Tender Document

For

Development of Para Sports Trial Games Using VR Technology

Of

Para Athletes and Friends Limited

Located At

Unit 1518-1520, Level 15, Tower 1,

Grand Central Plaza, Shatin, New Territories

(Tender Reference No.: PAAF-T001/24)

Issued By
Para Athletes and Friends Limited

Issuing Date : 30 April 2024
Closing Date : At noon (12:00pm) on 21 May 2024

殘奧會友 Para Athletes and Friends Limited

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Development of Para Sports Trial Games Using VR Technology

Invitation to Tender – Fact Sheet for Interested Vendors

A. Introduction

Para Athletes and Friends Limited (PAAF) is a charitable organisation in Hong Kong with China Hong Kong Paralympic Committee (HKPC) as the founding member. PAAF is established for the advancement of education and social inclusion: - by providing career education and personal development to current, retiring and retired Para athletes, and educating the community with Paralympic Movement Values through the achievements of athletes.

In pursuit of its key objectives and the broader promotion of Para sports, PAAF seeks collaboration with a proficient agency to develop Para sports trial games utilizing Virtual reality (VR), floor projection and other viable technologies, bringing Para sports to the widest audience within the community.

B. Objectives

- Provide an immersive experience for participants as if they were Para athletes participating in a large-scale sports competition.
- Enhance society's awareness and understanding of selected Para sports, cultivating resilience and determination among young people, and promoting the Paralympic Movement to the widest audience in the community.
- Spread positive energy in the community and foster social inclusion.

C. Target Audience

- Primary and Secondary students in special schools
- General public

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D. Project Schedule

The service required will tentatively start from May 2024 to Dec 2025.

Date	Progress
Development of the 1st Para sport trial game	
Late Jun 2024	Demo of 1 st draft
Mid Jul	Demo of 2 nd draft
Early Aug	Revised version; ready for soft launch
Mid Sep	Finalised version
Development of the 2nd Para sport trial game and Paralympic March-in VR Experience	
Mid Sep	Demo of 1 st draft
Early Oct	Demo of 2 nd draft
Late Oct	Revised version; ready for soft launch
Early Dec 2024	Finalised version
Programme Implementation and Continuous Installation support	
Until 31 Mar 2025	Users' feedback and programme fine tune if needed
Until 31 Dec 2025	Installation of software to designated devices when needed

E. Key Deliverables

Provision of technical consultation and project management services for the Development of Para Sports Trial Games using VR technology with details as follows:

KPI_1	Software Development of Para Sports Trial Game (1) - Boccia
	<p>1.1 To create an interactive game based on the rules and regulations of Boccia BC4 competition:</p> <p>Technology: Floor projection or other viable technologies offers an engaging and enjoyable gameplay experience.</p>

Gameplay Mechanics: The game should simulate the gameplay mechanics of Boccia BC4.

Game Mode: Two game modes should be developed. The first mode should provide a simulation of a complete Boccia game with six virtual balls for each player. The player shall compete against AI opponents with varying levels of skill. The second mode should provide a scene for the final throw (at least three scenes to be developed). The player shall complete the game by throwing a real Boccia ball.

Accessibility Options: Given the diverse range of abilities among players, the game should include accessibility options to cater to different needs, such as adjustable difficulty levels (at least two difficulty options) and control schemes.

Visual Representation: The gaming environment should represent the Boccia court in proportion to its standard dimensions with accurate markings and equipment placement. Players should be able to navigate the court and interact with the balls.

Rules Enforcement: The game should enforce the rules of Boccia BC4, including ball placement, throwing techniques, and scoring.

Guidance: The game should provide feedback and guidance to players, including tutorials on Boccia BC4 rules and techniques.

1.4 User Acceptance Test

Installation and Setup: Verify that the game can be installed without errors.

	<p>Accessibility Options: Test the accessibility options, including adjustable difficulty levels and control schemes, to ensure they cater to different player needs.</p> <p>Gameplay Mechanics: Verify that players can accurately throw, aim, and strategize within the gaming environment.</p> <p>Visual Representation: Ensure that the gaming environment accurately represents the Boccia court, including dimensions, markings, and equipment placement. Verify that players can navigate the court and interact with balls effectively.</p> <p>Rules Enforcement: Verify that the game enforces the rules of Boccia BC4, including ball placement, throwing techniques, and scoring.</p> <p>Guidance: Test the tutorial system to ensure it effectively teaches players Boccia BC4 rules and techniques.</p>
	1.3 Should place PAAF logo, project donor' s logo and other relevant logos where appropriate before the game gets started.
	1.4 Exclusive right belongs to PAAF until 31 Dec 2025.
	1.5 Include user training (not more than 2 times) and software installation support (not more than 10 times) within the project period.
KPI_2	Software Development of Para Sports Trial Game (2) - Wheelchair Fencing
	2.1 To create an interactive game based on the rules and regulations of Foil Fencing competition.

Technology: Virtual reality (VR) or other viable technologies offers an engaging and enjoyable gameplay experience.

Gameplay Mechanics: The game should simulate the fundamental mechanics of foil fencing, including but not limited to blade movements, scoring actions such as touches and hits.

Accessibility Options: Given the diverse range of abilities among players, the game should include accessibility options to cater to different needs, such as adjustable difficulty levels (at least two difficulty options) and control schemes.

Visual Representation: The gaming environment should accurately replicate a fencing piste (strip) with proper dimensions, markings, and fencing gear. Players should feel immersed in a realistic fencing setting.

Fencing Techniques: The game should allow players to perform various fencing techniques, including attacks, parries, ripostes, and counterattacks.

Rules Enforcement: The game needs to enforce the rules of foil fencing, including valid target areas, timing rules, and scoring mechanics. Players should be penalized for illegal actions.

Scoring System: The game should accurately calculate scores based on valid touches and hits registered during gameplay. It should also display scores and timing information to the player.

2.4 User Acceptance Test

	<p>Installation and Setup: Verify that the game can be installed without errors.</p> <p>Gameplay Mechanics: Test the fundamental gameplay mechanics, including blade movements, and scoring actions such as touches and hits.</p> <p>Accessibility Options: Test the accessibility options, including adjustable difficulty levels and control schemes, to ensure they cater to different player needs.</p> <p>Visual Representation: Ensure that the VR environment accurately replicates a fencing piste with proper dimensions, markings, and fencing gear. Test the immersion level and realism of the gaming environment.</p> <p>Rules Enforcement: Verify that the game enforces the rules of foil fencing, including valid target areas, timing rules, and penalties for illegal actions.</p> <p>Guidance: Test the feedback mechanisms, including visual cues, audio feedback, and virtual coaching, to help players improve their fencing skills.</p>
	<p>2.3 Should place PAAF logo, project donor' s logo and other relevant logos where appropriate before the game gets started.</p>
	<p>2.4 Exclusive right belongs to PAAF until 31 Dec 2025</p>
	<p>2.5 Include user training (not more than 2 times) and software installation support (not more than 10 times) within the project period.</p>

KPI_3	Software Development of Paralympic Games March-in VR Experience
	<p>3.1 To create a simulated March-in experience for the Paris 2024 Paralympic Games:</p> <p>Technology: Virtual Reality (VR) or other viable technologies offers immersive and realistic experience.</p> <p>Dynamic Camera Movements: Use animated video to capture the energy and excitement of the march-in experience from different angles. This will help create a sense of immersion and engagement for the viewers.</p> <p>Sound Design: Enhance the animation with high-quality sound effects and music, including cheering crowds, national anthems, and upbeat rhythms. The audio should complement the visuals and evoke the atmosphere of a live event.</p> <p>Athlete Arrival: Animate the entrance of athletes representing various countries (China and Hong Kong must be included), each accompanied by their respective flags and cheered on by the crowd. Highlight the diversity and unity of the Paralympic community.</p> <p>Interactive features: Enable the creation of various question types which can be displayed in the projection system, including but not limited to multiple-choice questions and matching exercises. Users respond to these questions and obtain feedback on the correct answers.</p> <hr/> <p>3.4 User Acceptance Test</p>

Animation Creation: Verify that the 2-minute (minimum) animation accurately represents the March-in experience, including the stadium, audience, performances, and mascots.

VR Integration (if applicable): Test the integration of VR technology for an immersive March-in experience, ensuring compatibility and smooth performance.

Visual Representation: Ensure that the animation captures the grandeur and excitement of the Paralympic Games, with realistic visuals and dynamic camera movements.

Sound Design: Test the audio elements, including crowd cheers, music, and commentary, to enhance the immersive experience of the March-in.

Interactive Features: Verify that various question types, including multiple-choice and matching exercises, can be created using the interactive interface.

Projection System Integration: Test the ability to display questions on the projection system and ensure compatibility with different display formats and resolutions.

User Interaction: Verify that users can interact with the projected questions, select answers, and submit responses using the interactive interface.

Correct Answer Display: Verify that the correct answers are displayed after users submit their responses, allowing for learning and self-assessment.

	<p>Scalability: Test the performance of the interactive features with a large number of questions and users to ensure scalability and responsiveness.</p> <p>Accessibility: Verify that the interactive interface is accessible to users with diverse needs, including those with disabilities or using assistive technologies.</p>
	3.3 Should place PAAF logo, project donor' s logo and other relevant logos where appropriate before the game gets started.
	3.4 Exclusive right belongs to PAAF until 31 Dec 2025.
	3.5 Include user training (not more than 2 times) and software installation support (not more than 10 times) within the project period.

F. Tendering Timeline

<u>Procedures</u>	<u>Date</u>
Tender publish	30 Apr 2024
Consultation period	2-14 May 2024
Deadline for submission of proposal (by hand)	21 May 2024; 12noon
Presentation of proposal in person at PAAF office (only shortlisted companies will be invited)	28 May 2024
Confirmation of selected contractor	31 May 2024

G. Submission of Tender & Company Profile

Tenderers should submit completed 1) Technical Proposal and 2) Fee Proposal in **two separate envelopes by hand** to PAAF (C/O China Hong Kong Paralympic Committee, Unit 1518-1520, Level 15, Tower 1, Grand Central Plaza, Shatin, New Territories, Hong Kong). Please separately mark "Fee Proposal - Provision of Services for Developing Para Sports Trial Games with VR Technology (Tender no. PAAF-T001/24)" and "Technical Proposal & Company Profile - Provision of Services for Developing Para Sports Trial Games with VR Technology (Tender no. PAAF-T001/24)". Company profile should include below information:

- Company name and contact person details
- Company background, credential and BR Copy
- Years of business
- Scope of services available
- Company organisation, no. of employees and organisation structure
- Crew size for project development
- Qualification and experience of key management person for project
- List of major clients in the past 5 years with service details and client contact person details for reference checking
- Relevant past job reference (illustrated with photos) which can demonstrate the creativity, capability and experience of the company in the relevant VR project development services

H. Assessment Criteria

Submission will be evaluated based on two separate aspects with pre-determined weights as follow:

- Technical Proposal – 70%
- Fee Proposal – 30%

The Technical Proposal will be evaluated by an assessment panel according but not limited to the below criteria:

- Creative Approach and Delivery of Experience (40%)
 - Immersive / unique experience
 - Cater both able-bodied and people with disabilities
 - Feasibility
 - Sustainability
- Previous Relevant Experience (20%)
- Capacity of Team (10%)

PAAF does not bind itself to accept the lowest tender or any tender and reserves the right to negotiate with any tenderer about the terms of the offer. Successful tender will be awarded contract for period from 1 Jun 2024 – 31 Dec 2025 (both dates inclusive), subject to the progress of the whole project.

I. Usage of Personal Data

All companies responding to this advertisement are deemed to have complied with the Personal Data (Privacy) Ordinance in the collection and transfer of personal data to Para Athletes and Friends Limited. All information submitted including personal data, shall be used by Para Athletes and Friends Limited for the prequalification of tenderers for this Contract.

J. Enquiry

For enquiries, please contact Ms. Ice Wong, Project Officer at 2632 7711 or paaf@paralympic.hk

Appendix List

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Appendix 1

Terms and Conditions of Agreement

1. Alteration

No unauthorized alteration or erasure to the text of the Tender Document shall be permitted. Any tender containing such alteration or erasure may not be considered.

2. Labour

The contractor is reminded that, as a general policy, importation of labour from outside Hong Kong SAR must be in accordance with the regulations of the local authorities, which may permit the importation of key management and technical personnel on a temporary basis. It is the tender's sole responsibility to make any such arrangement he may desire.

3. Tender Price

- This tender relates to the execution of all (or any part) of works during the Agreement Period as specified in the Schedule of Rates.
- Price quoted in this tender shall be firm for the duration of the Agreement
- Tenders shall remain open for acceptance for 21 days after the tender presentation date

4. Charges

The price quoted by the tenderers should be in Hong Kong Dollars and must only be quoted in the Schedule of Rates. Such prices shall be net and, where applicable, they shall include trade and cash discounts and all expenses incidental to the due and proper performance of the Agreement by the Contractor.

5. Commencement and Completion of the Works

The Contractor shall commence the Works on site in any Works Schedule as described therein, proceed with the same with due diligence and complete on or before the date/time stated in the Works Schedule or such revised date/time or dates/time agreed by both parties. If the Contractor finds that works on public

holiday and night works are necessary to complete the works on time, such costs shall be included in the rates quoted in the Schedule of Rates.

6. Nuisance

The Contractor shall take all necessary steps to restrict the nuisance of dust and noise during the course of work. Any complaints raised would be resolved by the Contractor himself.

7. Failure to Meet Requirements

In the event that the software fails to meet the requirements as specified in the, the following provisions shall apply:

Notification: The contractor shall promptly notify the PAAF in writing of any deficiencies or failures of the software to meet the specified requirements.

Correction or Replacement: Upon receiving notice of such deficiencies, the contractor shall rectify the issues within a reasonable period. If correction is not feasible, the contractor may, at its discretion, provide a replacement solution or offer a refund of any fees paid by PAAF for the software.

Limitation of Liability: PAAF shall not be liable for any damages, losses, or expenses incurred by the User as a result of the software's failure to meet the specified requirements, except to the extent caused by the contractor 's gross negligence or willful misconduct.

8. Payment

The Contractor may claim payment at the rates specified in Schedule of Rates according to the payment terms and actual work done which is being certified by the representative of PAAF.

9. Payment Terms

Deposit Payment: 30% upon acceptance of Tender Awarded Contractor is required to submit official invoice to PAAF for the effective of payment.

2nd Payment: 30% upon development of the 1st Para sport trial game completed.

3rd Payment: 30% upon complete of the 2nd Para sport trial game and Paralympic Game march-in experience.

Final Payment: 10% upon project completion.

The Contractor shall claim the payment only after it has completed the works by submitting invoices and completion certificate signed by PAAF. Payment shall be made within 45 working days after receipt and agreement of invoices for Works completed to the satisfaction of PAAF.

After review and approval of each invoice, PAAF shall pay the Contractor the agreed invoices amounts. Such approval and payment by PAAF shall not preclude the right of PAAF to thereafter dispute of the amounts involved and shall not be construed as acknowledgement of due performance of the Agreement or any part thereof.

10. Liability

The Contractor shall be liable for and shall indemnify PAAF in full against all or any actions, loss, suits, claims, demands, proceedings, costs, charges or expenses whatsoever including any damage to any persons or property or death or injury to any individual (including PAAF's employees, agents and subcontractors and its obligations under this Agreement including, inter alia, delay or failure to perform the Works for any reason whatsoever, as a result of acts or omission, negligence or breach of any of its obligations of the Contractor, its employees, agents or subcontractors.

11. Insurance

Contractor All Risks Insurance Section 2 - Third Party Liability for the sum of HK\$10,000,000 per claim for unlimited claim during the event liability period shall be provided to PAAF for the event.

The Contractor shall take out and maintain adequate insurance acceptable to PAAF to recover any compensation it may be liable to pay its employee pursuant to the Employees Compensation Ordinance or otherwise as a result of or arising directly or indirectly from the performance of the Works under this Agreement. The Contractor shall procure PAAF be included as one of the insured under any such insurance cover and shall produce a copy of such insurance policy or policies to PAAF upon demand together with copies of the relevant insurance premium receipts.

12. Safeguarding of National Security of Hong Kong SAR

Notwithstanding anything to the contrary in the Tender Documents, PAAF reserves the right to disqualify a Tenderer on the grounds that the Tenderer has engaged, is engaging, or is reasonably believed to have engaged or be engaging in acts or activities that are likely to cause or constitute the occurrence of offences endangering national security or otherwise the exclusion is necessary in the interest of national security, or is necessary to protect the public interest of Hong Kong, public morals, public order or public safety. PAAF may immediately terminate the Contract upon the occurrence of any of the following events; (a) the Contractor has engaged or is engaging in acts or activities that are likely to constitute or cause the occurrence of offences endangering national security or which would otherwise be contrary to the interest of national security; (b) the continued engagement of the Contractor [or Consultant] or the continued performance of the Contract is contrary to the interest of national security; or (c) PAAF reasonably believes that any of the events mentioned above is about to occur.

13. Force Majeure

No Party shall be liable or responsible to the other Party, nor be deemed to have defaulted under or breached this Agreement, for any failure or delay in fulfilling or performing any term of this Agreement (except for any obligations to make previously owed payments to the other Party hereunder) when and to the extent such failure or delay is caused by or results from acts beyond the impacted Party's ("Impacted Party") reasonable control, including, without limitation, the

following force majeure events (“Force Majeure Event(s)”) that frustrates the purpose of this Agreement: (a) acts of God; (b) flood, fire, earthquake or explosion; (c) government order or law; (d) actions, embargoes or blockades in effect on or after the date of this Agreement; (e) action by any governmental authority; (f) national or regional emergency; (g) strikes, labor stoppages or slowdowns or other industrial disturbances; (h) epidemic, pandemic or similar influenza or bacterial infection (which is defined HKSAR Government as virulent human influenza or infection that may cause global outbreak, or pandemic, or serious illness); (i) emergency state (j) shortage of power or transportation facilities; and (k) other similar events beyond the reasonable control of the Impacted Party.

14. Postponement of Event

If Term 13 conditions happened, PAAF reserves the right to postpone the event, if the event is resumed within 12 months, contractor shall agree the same cost quotation under Schedule of Rates of this tender; if event is postponed after 12 months, PAAF reserves the right to revisit the terms and cost quotation under same/ similar Schedule of Rates.

Appendix 2

Notice to Contractor or Subcontractors or Suppliers on Integrity Clause

1. Disclosure of Information

Except for the purpose of this contract, the contractor shall not use or disclose any information provided by Para Athletes and Friends Limited (PAAF) (hereinafter referred to as Employer) in this contract or any subsequent communications or documents. For the purpose of this contract, any information disclosed to any person or agent or subcontractor shall be strictly confidential and shall be disclosed on a "knowledgeable basis" within the scope necessary for the purpose of this contract.

The contractor shall take all necessary measures (including through disciplinary codes or contract terms where appropriate) to ensure that such persons, agents or subcontractors will not disclose such information for purposes other than this contract. The contractor shall indemnify and keep indemnified the Employer against all loss, liabilities, damages, costs, legal costs, professional and other expenses of any nature whatsoever the Employer may suffer, sustain or incur, whether direct or consequential, arising out of or in connection any breach of the aforesaid non-disclosure provision by the Contractor or his employees, agents or subcontractors.

2. Declaration of Interest

2.1 The contractor shall require its employees, agents and subcontractors participating in this contract to declare to the contractor in writing any conflicts or potential conflicts between their personal/financial interests and their duties related to this contract. In the event that such conflict or potential conflict is disclosed in a declaration, the Contractor shall forthwith take such reasonable measures as are necessary to mitigate as far as possible or remove the conflict or potential conflict so disclosed.

2.2 The contractor shall prohibit its employees participating in this contract from participating in any project or work (regardless of salary or not) other than the performance of this contract, and such projects or work will cause or may cause the relationship between their personal/financial interests and their duties. The contractors must also require their subcontractors and agents to impose similar restrictions on their employees in the form of disciplinary codes or contract terms.

2.3 The contractor shall take all necessary measures (including disciplinary codes or contract clauses where appropriate) to ensure that its employees, agents and subcontractors understand the restrictions in this clause.

2.4 The contractor must also sign and submit a declaration in the format prescribed or approved by the Employer, confirming compliance with the aforementioned sub-sections (1.1), (1.2), and (1.3). If the contractor fails to submit the required declaration, the Employer has the right to withhold the payment until the contractor submits the declaration, and the contractor is not entitled to receive interest during that period. In order to prove compliance with the aforementioned sub-sections (1.1), (1.2) and (1.3) concerning confidential information, declaration of interests, prevention of bribery, the contractor and its hired subcontractors must submit the disciplinary code issued to its employees to the Employer.

3 Prevention of Bribery

Pursuant to “the Prevention of Bribery Ordinance” , it is an offense for contractor or its subcontractors or suppliers to offer advantages to PAAF staff in connection with the contract of the Works. It is also illegal to provide any advantages to PAAF staff in connection with their official duties.

3.1 Offering remuneration

Tenderers shall not and must prohibit their employees, agents and subcontractors from offering, soliciting or accepting benefits as defined in the Prevention of Bribery Ordinance (Chapter 201 of the Laws of Hong Kong) for the tendering and execution of this contract.

If the foregoing results are not achieved, or if the tenderer or the tenderer's employees, agents or subcontractors make any acts to provide, solicit or accept the benefits described in paragraph above, as a result, the tenderer's bid is invalid, and the tenderer shall still be liable for such errors and actions.

4. Anti-Collusion Clause

4.1 Before the PAAF informs the tenderer of the tendering result, the tenderer shall not

- Communicate information on the amount of any tender to anyone other than PAAF;
- Adjust any tender amount through arrangements with any other party;
- Enter into any arrangement with any other party as to whether the tender or that other party should or should not tender; or
- Collude with any other party in any way during the bidding process.
- If the tenderer violates or fails to comply with this sub-provision, the tenderer's bid will be invalid, and the tenderer shall still bear the responsibility for such deficiencies and actions.

4.2 Sub-section (4.3) of this provision does not apply to tenders who send strictly confidential communications to their insurers or brokers to obtain insurance quotations to calculate the tender price, and to

obtain assistance from consultants/subcontractors to prepare tendering documents and send them strictly confidential communications.

4.3 Tenders must submit to the Employer a letter duly signed in the format set out in the attachment. The letter must be signed by an authorize person on behalf of the tenderer.

Appendix 2.1

Declaration of Compliance with the Integrity Clause Requirements

Tender Reference No. : PAAF-T001/24

Name of Tender : Tender for Development of Para Sports Trial Games Using VR Technology

Para Athletes and Friends Limited at Unit 1518-1520, Level 15, Tower 1, Grand Central Plaza, Shatin, New Territories

According to the integrity clause of this contract, we confirm that we have complied with the following terms and ensure that our directors, employees, subcontractors and agents understand the following terms:

- A. When conducting business related to this contract, the contractor shall prohibit its employees, agents and subcontractors participating in this contract from providing, soliciting or accepting what is defined in the "Prevention of Bribery Ordinance" (Chapter 201 of the Laws of Hong Kong).
- B. The directors, employees, agents and subcontractors participating in this contract are required to declare to us in writing any conflicts or potential conflicts between their personal/financial interests and their duties related to this contract. If such conflicts or potential conflicts have been disclosed, we will immediately take necessary reasonable measures to mitigate or eliminate the disclosed conflicts or potential conflicts as much as possible.
- C. Directors and employees participating in the execution of this contract are Prohibited from participating in any project or work (regardless of salary or not) that may cause conflicts between their responsibilities in this contract and their personal/financial interests outside of this contract, and shall require the subcontractor to take the same action.

D. Take all necessary measures to ensure that any confidential /confidentiality- covered information or data entrusted to us by or on behalf of the Employer will not be disclosed to third parties other than those permitted by this contract.

Signature : _____

Signatory name : _____

Signatory position : _____

Name of contractor : _____

Date : _____

Appendix 2.2

Declaration of Interest Form

Tender Reference No. : PAAF-T001/24

Name of Tender : Tender for Development of Para Sports Trial Games Using VR Technology

Para Athletes and Friends Limited at Unit 1518-1520, Level 15, Tower 1, Grand Central Plaza, Shatin, New Territories

To: Para Athletes and Friends Limited

I understand that if I, my family members, close relatives and acquaintances have direct or indirect business connections with PAAF, I must report to the management of the Para Athletes and Friends Limited (PAAF).

I hereby declare that I (have / have not) have the following existing/potential conflicts of interest when performing duties related to the operation of PAAF or the status of a member of the PAAF:

a) Persons/companies with whom I have business dealings and/or personal interests:

b) My duties related to the above-mentioned person / company are mainly:

Signature : _____

Signatory name : _____

Signatory position : _____

Name of contractor : _____

Date : _____

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Appendix 2.3

Confirmation of Compliance with the Anti-collusion Clause in the Tender

Tender Reference No. : PAAF-T001/24

Name of Tender : Tender for Development of Para Sports Trial Games Using VR Technology

Para Athletes and Friends Limited at Unit 1518-1520, Level 15,
Tower 1, Grand Central Plaza, Shatin, New Territories

[I/We], [],
(Name of Tenderer)

Address is []
(Tenderer' s address)

[I/We] would like to refer to [my/our] bid for the above contract.

[I/We] confirm that when submitting this letter, in addition to the exemption communication mentioned in the last paragraph of this letter, [I/We]

Did not:

- Convey any information about the bid amount to anyone other than Para Athletes and Friends Limited (hereinafter referred to as PAAF);
- Adjust any bid amount through arrangements with any other party;
- Make any arrangements with any other party as to whether [I/We] or that other party should or should not bid; or
- Collude with any other party in any way during the bidding process.
- After submitting this letter, before the Employer notifies the tenderer of the bidding result, except for the exemption communication mentioned in the last paragraph of this letter,
- [I/we] will not:
 - Convey any information about the bid amount to anyone other than PAAF;
 - Adjust any bid amount through arrangements with any other party;
 - Enter into any agreement with any other party as to whether [I/we] or that other party should bid; or

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- Collude with any other party in any other way.

In this letter, the term “communication exemption” refers to [I/We] who sends [I/We] to [I/We] to obtain an insurance quotation to calculate the bid price.

[My/Our] underwriters or brokers send out strictly confidential communications, and to obtain [my/our] consultants/subcontractors’ assistance in the preparation of tender and send them strictly confidential communications.

Signature : _____

Signatory name : _____

Signatory position : _____

Name of contractor : _____

Date : _____

(Signed on behalf of the bidder)

Remarks

- Please delete where inapplicable.
- If the tenderer includes two or more parties or companies forming a partnership, joint venture or other form of organisation, the part in square brackets shall be expanded to include the names and addresses of these parties or companies.
- If the tenderer includes two or more parties or companies forming a partnership, joint venture or other form of organisation, the respective signatories of these parties or companies must be the authorized persons to sign this contract.

Appendix 3

Schedule of Rates

Item	Descriptions	Price (HKD)
1	Software Development of Para Sports Trial Game (1) - Boccia	
	1.1 To create an interactive game based on the rules and regulations of Boccia BC4 competition with the specifications stated in Part (E) of the tender document	Sub-total:
	1.2 Other proposal (please specify)	
	1.3 User Acceptance Test as stated in Part (E) of the tender document	
	1.4 Exclusive right belongs to PAAF until 31 Dec 2025	
	1.5 Include user training and software installation support as stated in Part (E) of the tender document	
2	Software Development of Para Sports Trial Game (2) - Wheelchair Fencing	
	2.1 To create an interactive game based on the rules and regulations of Foil Fencing competition with the specifications stated in Part (E) of the tender document	Sub-total:
	2.2 Other proposal (please specify)	
	2.3 User Acceptance Test as stated in Part (E) of the tender document	
	2.4 Exclusive right belongs to PAAF until 31 Dec 2025	
	2.5 Include user training and software installation support as stated in Part (E) of the tender document	
3	Software Development of Paralympic Games March-in VR Experience	
	3.1 To create a simulated March-in experience for the Paris 2024 Paralympic Games with the specifications stated in Part (E) of the tender document	Sub-total:
	3.2 Other proposal (please specify)	
	3.3 User Acceptance Test as stated in Part (E) of the tender document	
	3.4 Exclusive right belongs to PAAF until 31 Dec 2025	
	3.5 Include user training and software installation support as stated in Part (E) of the tender document	
	Total Amount (Item 1, 2 & 3):	
Important Notes:		
** This fee proposal will be considered as a whole package but PAAF reserves the right to offer the service partially.		
** PAAF reserves the right to engage the service provider for individual parts of the above service requirements only.		

Signature : _____

Signatory name : _____

Signatory position : _____

Name of contractor : _____

Company Chop : _____

Date : _____