BULLDOGGX VERIFICATION RECORDING NOTICE AND CONSENT

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Prepared by BULLDOGGX LLC, Legal and Compliance.

Operator: BULLDOGGX LLC, doing business as BulldogGX.

Part A is the in-app notice a player sees before the camera starts. Part B describes how the recording is processed, accessed, kept and deleted.

Part A: In-app notice (shown before the camera starts)

Record your result

To declare, confirm or dispute a result, BulldogGX asks you to record a short video. Here is exactly what happens.

What you'll record. Point your phone at the console's final score screen, then follow three hand gestures shown on screen. The video is silent. Your match ID, usernames and the result you're claiming are stamped onto the video.

What happens on your phone. The app detects your hand gestures on your phone to move through the prompts. Those hand-tracking measurements are never sent anywhere and are gone when the recording ends.

What we keep. The finished video is uploaded to BulldogGX's private storage. Only a BulldogGX reviewer can access it, and only if this match is disputed or under a fraud or compliance review. Nobody else can see it, it is not public, and it is never used for advertising or to train AI.

How long. If the match settles without a dispute, the video is deleted 30 days after settlement. If the match is disputed, it is deleted 90 days after the dispute is closed.

Your choice. Recording is required to declare or dispute a result in the app. If you don't want to record, cancel now; the Competition Rules explain what happens to the match. If you need another way to submit a result for accessibility reasons, contact support before your deadline.

[ ] By checking this box and starting the recording, I consent in writing to BULLDOGGX LLC collecting and storing a video recording that may show my face and hands, for the sole purpose of verifying this match result and reviewing it for fraud, for the retention period stated above, after which it will be permanently destroyed.

[Start recording] [Cancel]

Full notice: bulldoggx.com/verification. Privacy Policy: bulldoggx.com/privacy.

Part B: How recordings are handled

B1. Purpose and limits

The recording exists for one purpose: to give a human reviewer evidence of the final score and of who made the declaration, if the two players disagree. The same footage is also used to detect fraud (staged or pre-recorded footage, wrong match, borrowed accounts) and for compliance review where required.

The recording is not used to identify a player against any database, to create or store a face or hand template, to infer emotion, health or personal traits, for marketing, for training general-purpose AI, or for any purpose not stated here. A new purpose requires a new assessment and new consent.

B2. How the flow works

1. The player taps "I Won" (or confirm or dispute). The notice in Part A is shown with an unchecked consent control and a separate Start button. The app records the notice version, the player reference and a timestamp when consent is given. Browser camera permission is a separate technical prompt and is not treated as the consent record.
2. The camera opens with a required score-capture stage: the player frames the final score screen and holds for a minimum period.
3. Three gesture prompts are drawn from a set of five (thumb up, victory, open palm, closed fist, pointing up), chosen at record time. Sixty possible sequences make pre-recorded footage impractical.
4. Gesture detection runs on the player's device using a hand-landmark model loaded from BulldogGX's own servers, not a third-party CDN. Landmark coordinates exist only in volatile memory during the attempt, are used only to advance the prompts, and are never transmitted, logged or stored. If the model fails to load, the app falls back to timed prompts and stamps "TIMED MODE, NO DETECTION" into the video so a reviewer knows detection was off. A manual override after 8 seconds stamps an "M" marker.
5. The video is generated from a canvas that composites the camera feed with the overlay (match ID, usernames, claimed result, active prompt, mode markers), so the metadata is part of the pixels and cannot be stripped. Audio is never requested or captured.
6. The finished file is uploaded over TLS to a private storage bucket. The bucket is not public. Storage policies allow the uploading player to write, and allow reads only through time-limited signed links generated for an authenticated reviewer.
7. A record linking the match, the player and the storage path is written to the match record. The declaration itself is recorded on-chain only after the upload succeeds.

B3. Access

WHO	CAN DO	WHEN
The player who recorded	View own recording in the app	Any time before deletion
The opponent	Nothing	Never; the opponent never sees the other player's recording
BulldogGX reviewer (authenticated admin)	View both recordings through an expiring signed link	Only when the match is disputed, or under a fraud or compliance case
Service providers (Supabase, Vercel)	Store and transmit	As infrastructure, under contract, no independent use

Every reviewer access generates a log entry (who, which match, when). Recordings are never exported from the storage bucket except under a legal hold, and are never shared with other players, commissioners or third parties.

B4. Retention and destruction

RECORD	RETAINED	THEN
Camera frames and hand landmarks during capture	Duration of the attempt, in device memory only	Discarded when the attempt ends, is cancelled, fails or times out
Recording, match settled without dispute	30 days after on-chain settlement	Deleted by scheduled job
Recording, disputed match	90 days after the dispute is closed	Deleted by scheduled job
Recording under legal hold or open fraud or compliance case	Until the hold or case closes	Deleted within 30 days of closure
Consent record (notice version, player reference, timestamp)	Life of the account plus 4 years	Deleted
Reviewer access log	2 years	Deleted

Recordings are deleted on the schedule described above. Backups follow the provider's rolling cycle; a deleted object does not persist beyond that cycle. These periods are also set in the Data Retention Schedule, which controls if the two differ.

B5. Player rights

A player may view their own recordings, request deletion of a recording for a settled, undisputed match before the 30-day period ends (which we will honor unless a fraud or compliance case is open), and contest any decision that relied on a recording through the appeal process in the Fair Play Policy. A client-reported gesture result is never the sole basis for moving contested funds; a human reviewer views the footage.