Capture the Flag with Cryptography

Sponsor
Systers – Women in EECS and HackUTK

Description
A series of cryptography problems will be distributed at the beginning of the competition. Students must race against the clock to solve as many of these ciphers and related problems as they can before the competition's end.

Objective
Students will work in small teams (1-3) to solve a set of cryptography problems. Problems will be assigned point values based on difficulty. Winners will be determined based on points accrued and timing. The goal is to introduce students to concepts of cryptography and cybersecurity.

Rules
1. No cheating – this includes using AI models to solve the problems. The full definition of cheating will be more definitively outlined on the day of competition.
2. Students must show their work for problems that involve work. If no work is required, students must be able to explain how they came to their result.
3. All work must be done in the time allotted.