

## TRIATHLON – Rules & Regulations

### **Cynergy Coding Club, Department of Computer Science & Engineering**

A three-round technical event: Round 1 - Coding & CS Quiz, Round 2 - UI/UX Bug Hunt, Round 3 - CTF Puzzle Hunt. Total duration approximately 3 hours.

#### **1. Eligibility & Team Composition**

- Open to all Diploma, UG, and PG students of affiliated / recognized institutions.
- Teams of 2 to 4 members. Solo participation is not allowed.
- A student may be part of only one team.
- Team members cannot be changed once the event has begun.
- All team members must be present for the entire event.
- Carry your college ID card and basic stationery.

#### **2. Event Format**

- The event has three rounds, run one after another: Round 1 (Quiz), Round 2 (UI/UX Bug Hunt), and Round 3 (CTF Puzzle Hunt).
- All three rounds are compulsory. There is no elimination – every team plays all three rounds.
- Round scores are added together for the final total (out of 100).
- **Scores carry forward between rounds:** the Round 1 score earns each team Hint Tokens for Round 2, and the Round 2 performance earns Hint Points for Round 3.

#### **3. Round 1 - Coding & CS Quiz**

- Conducted on an online quiz platform. The exact duration is announced at the start of the round.
- Questions cover programming, computer-science fundamentals, and logical reasoning, including 'predict the output', 'find the bug', and code-safety questions.
- Played by the whole team together on a single device.
- Answers must be submitted on the platform before the timer ends. Anything submitted after time is not counted.
- After the quiz, the top 4 teams play a live buzzer round for bonus points.

#### 4. Round 2 - UI/UX BUG HUNT

- Teams are given access to a deliberately broken application and must investigate its behaviour, identify bugs, and document valid findings.
- Participants must uncover unexpected behaviour, trace the cause of issues where possible, and report each valid bug clearly. Hint Tokens earned in Round 1 may be used according to the round rules.
- Points are awarded for valid discoveries. Additional or unexpected bugs beyond the expected findings may earn bonus points, as announced by the organizers.
- Each team submits its findings through the format or platform specified by the organizers, with enough evidence or explanation to validate the discovery.
- All findings must be submitted before the Round 2 deadline. Late submissions are not counted unless the organizers announce otherwise.
- The Round 2 performance determines the Hint Points earned by each team for Round 3.

#### 5. Round 3 - CTF Puzzle Hunt

- Conducted on a CTF platform. Challenges may include hidden messages (steganography), simple ciphers, web, forensics, and other technical puzzles.
- Each team receives its own team-specific flags. Flags are unique to each team and cannot be shared.
- The scoreboard is projected live. Challenge scoring may change as teams solve challenges, as specified by the organizers.
- The first team to solve an eligible challenge may receive a first-blood bonus, where applicable.
- Teams may spend the Hint Points earned in Round 2 to unlock hints during the Puzzle Hunt.
- Flags and answers must be submitted through the CTF platform.

#### 6. Scoring & Result

- Final score = Round 1 + Round 2 + Round 3, out of 100.
- The team with the highest total score wins.
- Tie-breaker: total time taken in Round 3.
- Winners receive certificates and cash prizes: 1st place ₹7,000, 2nd place ₹5,000, 3rd place ₹2,000.

- Round 1: Each team must bring a personal phone or laptop.
- Rounds 2 and 3: college lab systems are provided. Teams may also use their own laptops in Round 3.
- Internet is allowed only where a round requires it . In Round 3, only the CTF platform may be accessed.

## **8. Code of Conduct**

- Maintain respectful and professional behaviour toward organizers, volunteers, and other participants at all times.
- Sharing questions, answers, flags, or solutions with another team is strictly prohibited.
- Using AI assistants (ChatGPT, Copilot, Gemini, and similar) during any round is not allowed.
- Tampering with another team's system or work, or disrupting a round, is prohibited.
- Participants must comply with all venue rules and TechFest regulations.

## **9. Disqualification**

**Any of the following results in immediate disqualification:**

- Sharing or receiving questions, answers, flags, or solutions.
- Using AI assistants or other banned resources during a round.
- Tampering with another team's work or systems, or disrupting the event.
- Misconduct, harassment, or disrespectful behaviour toward anyone at the event.

## **10. General**

- The organizing team's decisions on scoring, timing, and conduct are final and binding.
- The organizers may clarify or amend these rules before the event; any change will be announced to all teams.
- Failure to submit within a round's time limit means that round is not scored for the team.

## **Contacts**

- Faculty Coordinator: Ms. Shona M - +91 99864 30996
- Student Coordinators: Aman Tebriwal - +91 62046 75554 | Sneha - +91 73558 82325 | Dhruv - +91 98309 67370