**RULES OF CAPTURE THE FLAG "153+1" COMPETITION**

**organised by the Institute of Justice for the pupils of public and private schools of secondary education from the member countries of the Visegrád Group (V4)**

**§ 1. General Provisions**

1. These rules, hereinafter the "Rules," specify the terms of the competition titled 'Capture The Flag "153+1",' hereinafter the "Competition," and the manner in which the Competition is held.
2. The Competition is organised by the Institute of Justice with its registered office at the following address: ul. Krakowskie Przedmieście 25, 00-071 Warsaw, hereinafter the "Organiser."
3. The purpose of the Competition is to promote the legal and civil knowledge regarding Internet safety in a modern way appealing to the youth.
4. The participants in the Competition (hereinafter the "participants") can be pupils of public and private schools of secondary education from the member countries of the Visegrád Group (V4), particularly the pupils of high schools of technology or trade schools with specialisation in information technology as well as pupils pursuing the schooling obligation in the form of the so-called home schooling, hereinafter the "pupils."
5. Two-pupil teams participate in the Competition, hereinafter the "Teams." In addition, the Organiser allows participation of single pupils not forming a Team on equal terms as the members of Teams unless it has been specified otherwise. Such a pupil is referred to as the "Individual." Teams and Individuals are hereinafter jointly referred to as the "Squad" (the Squad incorporates both the Team and the Individual). To participate in the Competition, a Team or an Individual must be registered in the manner contemplated in § 5. Squads are registered by a school teacher or a parent/legal guardian – who will subsequently perform the function of the guardian of the registered Squad, hereinafter the "Guardian." A Squad can have only one Guardian.
6. Subject to the provisions of § 1(8), a participant can be a member of one Squad only. If a participant is a member of more than one Squad, the Organiser can disqualify the Squads where such a participant is a member, which means that these Squads cannot participate in the Competition anymore.
7. In addition to registering a Team/Individual for the Competition, the Guardian's duties include accompanying the Squad under his or her supervision if the Squad participates in the stationary stage of the Competition.
8. Each Team can appoint one substitute, meaning a pupil who, if a member of the Team is ill or if other unpredictable circumstances occur that will prevent him or her from further participation in the Competition, can replace such a member of the Team in the possible stationary stage of the Competition provided that the Organiser has been informed about the situation beforehand. However, Individuals cannot appoint any substitutes. A substitute is registered during the registration of the given Team. The person registered as a substitute can simultaneously be a member of another Team, but he or she cannot represent two Teams at the same time in the stationary stage.
9. The Competition is held from October 2020 (the date when the Competition is announced) through December 2020 (the date when the list of the winners of the Competition is announced).
10. The course of the Competition is supervised by the Competition Board which is appointed by the Organiser and which can be composed of the persons involved in the formulation of competition tasks, employees of the Polish Ministry of Justice and other persons appointed for that task by the Organiser.

**§ 2. Course of Competition**

1. As part of the Competition, the Squads can participate in two competition stages, hereinafter referred to as the "First Stage" and the "Second Stage." A Squad can participate in the Second Stage if it is qualified for that stage.
2. After the completion of the First Stage, the twenty Squads (five Squads from each member country of the Visegrád Group (V4) unless one of the member countries fails to register at least 150 Squads for the First Stage – in such a case, the provisions of § 2(3) below will apply) with the highest score ~~will~~ be qualified for the Second Stage provided that all formal requirements contemplated in the Rules are met, particularly the requirements contemplated in § 5(7) of the Rules.
3. If any of the member countries of the Visegrád Group (V4) fails to register at least 150 Squads, only such Squads will be qualified for the Second Stage that achieve the highest scores in the general classification (taking into account the scores of all Squads participating in the Competition, regardless of their country of origin), i.e. scores ranking among the twenty highest scores of all Squads participating in the Competition, regardless of their country of origin. If the given member country of the Visegrád Group (V4) registers at least 150 Squads, five Squads from that country with the highest scores in the First Stage will be guaranteed to proceed to the Second Stage.
4. Information on the qualification of a Squad for the Second Stage is published on the Competition Website and sent to the Guardians by electronic mail.
5. If not more than 7 days before the commencement of the Second Stage, i.e. by 26.11.2020, a qualified Team or Individual has failed to meet all formal requirements (particularly the declarations contemplated in § 5(7) of the Rules) or to confirm the readiness to participate in the Second Stage, the Organiser reserves the right to deprive that Team or an Individual of the right to participate in the Second Stage and replace it with a Team or an Individual with the next best score achieved in the First Stage.
6. The three Squads which obtain the highest score in the Second Stage will attain the title of the competition winners and the cash prizes contemplated in § (2)(7)(a)-(c) of the Rules.
7. The following cash prizes are contemplated for the winners of the Competition (awarded in their full amount to the entire Squad, not to its individual members):
8. The Squad which placed first will be awarded PLN 10,000 (say ten thousand Polish zloty);
9. The Squad which placed second will be awarded PLN 5,000 (say five thousand Polish zloty);
10. The Squad which placed third will be awarded PLN 2,500 (say two thousand five hundred Polish zloty).
11. At the request of the Competition Board, the Organiser can award distinctions to honour the Teams or Individuals for achieving remarkable scores or presenting a fair-play attitude worth promoting.
12. The distinguished Teams or Individuals contemplated in § 3(8) above can be awarded non-cash prizes in the form of items or educational materials related to the field of cybersecurity.

**§ 3. First Stage of Competition**

* 1. The First Stage begins on 6 November and ends on 20 November 2020. The First Stage is organised online, i.e. by means of the Website, which can be accessed by all Squads participating in the Competition throughout the duration of the stage.
  2. Access to the proper tasks of the First Stage is granted after a Squad solves the Internet Safety Knowledge Test (hereinafter the "test") and obtains the score of at least 70%. The test is a multiple choice test. If a Squad fails to obtain the score of at least 70% in the test, it can repeat the test. The test can be repeated an unlimited number of times. Access to the proper tasks of the First Stage is granted to a Squad regardless of many times that Squad repeated the test to achieve the score contemplated in the first sentence of this clause.
  3. The First Stage consists in solving logic- and IT-related competition tasks made available to the Squads, classified under the following categories:

1. Crypto – category of tasks dealing with cryptography.
2. Web – category of tasks directly related to WWW applications,
3. Pwn – category of tasks dealing with taking control over services,
4. Reverse Engineering – category of tasks dealing with software reverse engineering,
5. Stegano – category of tasks dealing with concealing information, e.g. in graphic files, network traffic etc.,
6. Forensic – category of tasks dealing with recovering data or reading removed information,
7. Misc – category of tasks not classified under the other categories.
   1. Tasks are classified under specific categories at the Organiser's discretion and aims to help the participants to figure out the theme of the given task. However, it may happen, particularly in the case of complex tasks, that a task has been classified under the given category even though the skills and tools solely from that category will be insufficient to reach the solution and skills and tools from other categories will be required.
   2. The solution to each task of the First Stage is a character string in the following form: "BC{secret}", where the character string corresponding to the secret solution of the given tasks is entered between the brackets – for instance: "BC{D0n’7\_P@st3\_7h@7}". The solution of the given task demonstrated in the above form is hereinafter referred to as the "Flag."
   3. Obtaining a correct Flag (the correct solution to the given task) and entering it in the answer form on the page of the relevant task result in acknowledging the solution of the task and granting points to the given Team or Individual.
   4. The Flags are to be entered upon obtaining. In particular, it is forbidden to note down the solutions and subsequently enter them all in the answer form at once. Such an activity constitutes grounds for suspending a Squad's access to the next tasks as contemplated in § 3(9) below or – in particularly glaring cases – grounds for disqualifying a Squad.
   5. The Organiser promotes the principles of fair play and does not stand any cases of assisted work, particularly sharing solutions with other Squads and entering the solutions thus obtained.
   6. If any justified suspicions arise as to whether a Squad works unassisted, the Competition Board can decide to suspend that Team/Individual. The suspension involves a temporary (at least …………insert the minimum suspension period…………… long) blocking of a Squad's access to the competition infrastructure, particularly in depriving a Squad of the capacity to enter solutions in the system. The Competition Board must notify a Squad of any imposed suspension by electronic mail, specifying the grounds for that suspension.
   7. Within 48 hours from being sent a suspension notice (beginning to run from the date and time of sending the notice by the server of the Organiser/Competition Board), the Squad can appeal against the imposed suspension by way of sending an appeal statement by electronic mail at bany@153plus1.eu. For instance, if suspension is imposed because there is suspicion that a Squad was not working unassisted when solving a task, the Squad should send the description of the method used to solve the task which aroused suspicion. After a reliable way of solution is presented by an appealing Squad, the Commission Board can decide to restore access to the competition infrastructure to that Squad. However, if the Competition Board decides otherwise or an appeal is not submitted on time, the Squad will be disqualified and the Commission Board will not be obliged to communicate it in a separate message.
   8. Points in the First Stage are awarded according to the following rules:
8. A specific number of points is awarded for each solved task, hereinafter the "actual score." Their number depends on the factors contemplated in items (b) and (c) below.
9. The basic score to be obtained for the given task is determined and known beforehand. The information on the basic score to be obtained from finding the correct solution to the given task is specified in the description of that task.
10. The actual score given for sending the correct solution depends on how many correct solutions have already been sent in the given task. The Squad which is the first to send the correct solution to a task obtains the basic score contemplated in § 3(11)(b) above. The Squad that is the second to send the correct solution to that task obtains the score calculated with the following formula: X *(basic score for the correct solution of the given task)* – Y *(the number of squads which have already sent the correct solution to that task)*.
11. If at least two Squads obtain the same score, their place will be determined on the basis of the time in which they sent the solutions to the given tasks.
12. For solving a task, a Squad can obtain bonus points for the "First Blood" award, i.e. bonus points awarded solely to the first Squad to send the correct solution of the given task. The number of bonus points is known and specified in the description of the given task. If the task description does not specify any bonus points, it means that the solution of the task does not grant any.
13. In contentious issues, the final decision as to the awarded score is made by the Commission Board.
    1. Twenty Squads achieving the highest score in the First Stage will be qualified for the Second Stage, subject to the following terms:
14. If the given member state of the Visegrád Group (V4) registers at least 150 Squads, five best Squads from that country which achieve the highest scores in the First Stage will be qualified for the Second Stage;
15. If the given member country of the Visegrád Group (V4) registers less than 150 Squads, only such Squads from that country will be qualified for the Second Stage which in the First Stage obtain the scores ranking among the twenty best scores of all Squads from all member countries of the Visegrád Group (V4) and the five places in the Second Stage which would have been reserved for the Squads from that country will be taken by the Squads from the other countries which in the First Stage obtain the scores ranking among the twenty best scores of all Squads from all member countries of the Visegrád Group (V4).

**§ 4. Second Stage of Competition**

1. The Second Stage will be held from 3 December 2020 to 4 December 2020 and is the final stage of the Competition.
2. The Second Stage has a stationary nature. The Squads qualified for the Second Stage must report together with their Guardian at the time and place in Warsaw specified by the Organiser and this is where their participation in the Competition will continue.
3. The costs for board, lodging and transport for the participants in the Competition and their Guardians in connection with the participation of the Squads in the Second Stage are covered by the Organiser.
4. The board and lodging contemplated in § 4(3) above are provided by the Organiser. Neither Squads nor their Guardians are authorised to pay any expenses for lodging or board on their own and if they do, the Organiser will not be obliged to reimburse them.
5. The actually sustained costs of transport related to the participation in the Second Stage of the Competition, contemplated in § 4(3) above, to be reimbursed are limited to PLN 700.00 (say seven hundred Polish zloty) net per person and the reimbursement will take place after the Organiser and a Squad and its Guardian conclude a separate agreement in this respect and after the Organiser receives original documents proving that the transport took place and how much it cost (i.e. till receipts or invoices of purchase of airline tickets, train tickets, bus tickets, fuel consumed by own means of transport etc.). (Please confirm this provision with the accounting department)
6. Squads together with their Guardians must arrive in Warsaw on 3 December 2020. This is the date when the Squads and their Guardians will be lodged in the place specified by the Organiser.
7. Access to the competition infrastructure in the site of the Second Stage will be unblocked on 4 December 2020 at 10:00 and the possibility to enter solutions to competition tasks will be blocked at 15:00. Subsequently, the Commission Board will calculate the score obtained by the Squads and the winners of the Competition will be announced.
8. The Organiser reserves the right to modify the schedule and course of the activities contemplated in § 4(6) and (7) above. The Organiser communicates any modifications by means of the Competition Website.
9. The Second Stage consists in solving logic- and IT-related competition tasks made available to the Squads, classified under the following categories:
10. Crypto – category of tasks dealing with cryptography.
11. Web – category of tasks directly related to WWW applications,
12. Pwn – category of tasks dealing with taking control over services,
13. Reverse Engineering – category of tasks dealing with software reverse engineering,
14. Stegano – category of tasks dealing with concealing information, e.g. in graphic files, network traffic etc.,
15. Forensic – category of tasks dealing with recovering data or reading removed information,
16. Misc – category of tasks not classified under the other categories.
17. Tasks are classified under specific categories at the Organiser's discretion and aims to help the participants to figure out the theme of the given task. However, it may happen, particularly in the case of complex tasks, that a task has been classified under the given category even though the skills and tools solely from that category will be insufficient to reach the solution and skills and tools from other categories will be required.
18. The tasks of the Second Stage are available exclusively in the local network infrastructure found in the site of the Second Stage and on the computer hardware provided and made available by the Organiser – so as to exclude any possibility of cooperation between Teams/Individuals and outside persons.
19. The Organiser reserves the right to record the network traffic of Squads to monitor whether they solve tasks without any assistance.
20. Squads solve tasks by using local workstations found in the site of the Second Stage, including the software installed on these workstations. Information about the system and applications available in the above workstations will be provided to the Squads at least one week in advance by electronic means to the e-mail addresses of their Guardians provided during registration.
21. Squads cannot consult each other or use assistance of third parties when solving tasks. When solving the tasks in the Second Stage, Squads must not use any means of electronic communication (telephones, tablets etc.) other than those allowed by the Organiser. If a Squad attempts to communicate with any outside persons or to publish the content of competition tasks online, such a Squad may be disqualified and denied access to the competition infrastructure.
22. The solution of each task in the Second Stage constitutes a Flag, formed analogously to the Flag contemplated in § 3(5) of the Rules.
23. Obtaining a correct Flag (the correct solution to the given task) and entering it in the answer form on the page of the relevant task result in acknowledging the solution of the task and granting points to the given Team or Individual.
24. The Flags are to be entered upon obtaining. In particular, it is forbidden to note down the solutions and subsequently enter them all in the answer form at once. Such an activity may constitute grounds for suspending a Squad's access to the next tasks for at least …………insert the minimum suspension period…………… or – in particularly glaring cases – grounds for disqualifying a Squad.
25. The Organiser promotes the principles of fair play and does not stand any cases of assisted work, particularly sharing solutions with other Squads and entering the solutions thus obtained.
26. If any justified suspicions arise as to whether a Squad works unassisted, the Competition Board can decide to disqualify that Squad from the Competition.
27. Before making the suspension or disqualification decision contemplated in § 4(17) and (19) above, the Commission Board must immediately clarify its doubts by discussing the matter with the members of the Squad. The decision made by the Commission Board after such a discussion is final and non-appealable.
28. Points in the Second Stage are awarded according to the following rules:
29. A specific number of points is awarded for each solved task, hereinafter the "actual score." Their number depends on the factors contemplated in items (b) and (c) below.
30. The basic score to be obtained for the given task is determined and known beforehand. The information on the basic score to be obtained from finding the correct solution to the given task is specified in the description of that task.
31. The actual score given for sending the correct solution depends on how many correct solutions have already been sent in the given task. The Squad which is the first to send the correct solution to a task obtains the basic score contemplated in § 4(21)(b) above. The Squad that is the second to send the correct solution to that task obtains the score calculated with the following formula: X *(basic score for the correct solution of the given task)* – Y *(the number of squads which have already sent the correct solution to that task)*.
32. If at least two Squads obtain the same score, their place will be determined on the basis of the time in which they sent the solutions to the given tasks.
33. For solving a task, a Squad can obtain bonus points for the "First Blood" award, i.e. bonus points awarded solely to the first Squad to send the correct solution of the given task. The number of bonus points is known and specified in the description of the given task. If the task description does not specify any bonus points, it means that the solution of the task does not grant any.
34. In contentious issues, the final decision as to the awarded score is made by the Commission Board.
35. The Squads which obtain the first three highest scores in the Second Stage will become the winners of the entire Competition and take the following places:
    1. First place – the Squad which obtained the highest score in the Second Stage;
    2. Second place – the Squad which obtained the second highest score in the Second Stage;
    3. Third place – the Squad which obtained the third highest score in the Second Stage.

**§ 5. Conditions for Participation**

1. Participation in the Competition is voluntary and free. The Organiser of the Competition will not pay the participants in the Competition and their Guardians any remuneration for participation in the Competition.
2. The Competition is of closed nature and is directed to the persons contemplated in § (1)(4) and (5) of the Rules.
3. Squads are registered by their Guardians by means of the form published on the Competition Website at <https://www.153plus1.eu>.
4. Registration must be made at the latest on the day preceding the commencement of the First Stage, i.e. on 5 November 2020.
5. Registration for the Competition and participation in it means acceptance of the provisions of these Rules.
6. The declaration will include:
   1. Full name of the Squad Guardian,
   2. Full names of the pupils forming a Team or the full name of an Individual,
   3. Pseudonym (name) being a unique identifier of a Squad; the pseudonym cannot contain any words commonly regarded as crude or offensive,
   4. Full name of the school – in the case of school pupils,
   5. Electronic mail address of the Squad Guardian,
   6. Electronic mail addresses of the members of a Team or an Individual.
7. After the e-mail address used to register a Squad, the Squad Guardian must send to zgody@153plus1.pl scans of completed and signed declarations of consent to the processing of personal data, to the processing of the personal data of the participant in the Competition and to the publication of the image of the participant in the Competition, templates for which form Appendices no. 1-3 to these Rules.

**§ 6. Matters not included in Rules and Amendment to Rules of Competition**

1. All matters not governed by these Rules will be resolved by final and non-appealable decisions made by the Commission Board, which is first and foremost guided by promoting fair-play attitudes and by rules aiming at determining the best Squads.
2. The Organiser reserves the right to amend the Rules if there are legitimate grounds for doing so. Each amendment to the Rules must be announced on the Competition Website and takes effect upon such announcement or later if the announcement so provides.

**§7 Manner of Processing of Data of Participants in Competition**

1. The controller of the personal data of the participant in the Competition, his or her parents/legal guardian and the teachers is the Institute of Justice with its registered office at the following address: ul. Krakowskie Przedmieście 25, 00-071 Warsaw. The data controller can also be contacted by phone at 22 826 03 63 or by e-mail at iws@iws.gov.pl.
2. Łukasz Boryczka is the data protection officer, e-mail address: [lukasz.boryczka@iws.gov.pl](mailto:lukasz.boryczka@iws.gov.pl).
3. The data controller processes personal data in order to:
4. organise and hold the Competition and provide information (also in the media) about the results of the Competition in accordance with Art. 6(1)(a) of GDPR;
5. fulfil the data controller's obligations as per the generally applicable provisions of law in accordance with Art. 6(1)(c) of GDPR.
6. The personal data of the participants in the Competition and their teachers and parents/legal guardians can be made available to entities authorised to receive them by law or under a contract, including the Partners of the Institute of Justice.
7. The personal data are retained for the period necessary to organise the Competition and subsequently until the expiry of the obligation to retain data arising from the provisions of law.
8. The data subject has the right to:
9. access the content of his or her personal data and demand their rectification or erasure on the terms contemplated in Art. 15-17 of GDPR;
10. restrict the processing of his or her personal data in the cases contemplated in Art. 18 of GDPR;
11. transfer the data on the terms contemplated in Art. 20 of GDPR, i.e. to receive the personal data concerning him or her from the data controller in a structured, commonly used and machine-readable format;
12. withdraw his or her consent at any time, which will not affect the legitimacy of the processing carried out before such a withdrawal;
13. lodge a complaint with the President of the Personal Data Protection Office, address: ul. Stawki 2, 00-193 Warsaw.
14. To exercise the rights contemplated in §7(6)(1)-(4) above, the data subject must contact the data controller or the data protection officer using the contact details provided above.
15. The personal data come from a registration made in accordance with the Rules of the Competition.
16. Provision of the personal data is voluntary but required for participation in the Competition.

Appendices to the Rules:

1. Template for the declaration of the teacher/guardian of the Team/the Individual;
2. Template for the declaration of the parent/legal guardian of a member of the Team/the Individual;
3. Template for the declaration of the participant in the Competition.