

# CYBER HACK <sup>2026</sup> NATIONAL-LEVEL CYBER SECURITY HACKATHON

Where Intelligence Meets Security

Registrations Open for First 15 Teams only (FCFS)

Venue **CYBER & AI INNOVATION CENTRE**  
E14 2BE UWS London Campus

**03 JUNE 2026**

Duration: 9.00 am – 4.00 pm  
**7 HOURS HACKATHON**

## KNOWLEDGE PARTNERS

UWS LONDON **CYBER CLUB** | University of Kent | Institute of Cyber Security for Society (ICSS) | **KMCS3** Kent & Medway Cyber Security Student Society

UWS CYBER SECURITY | **CYBER.LONDON** | **SOEBIT CYBERSECURITY** | **KMCC** KENT & MEDWAY CYBER CLUSTER

- Attractive Prizes & Gift Vouchers
- No Registration Fee
- Free Lunch & Refreshments
- 1-Day Online Training Before Hackathon

REGISTER YOUR TEAM NOW!



LAST DATE 22 - MAY - 2026

ANY QUERIES [hackathon@uws.ac.uk](mailto:hackathon@uws.ac.uk)



# CYBERHACK 2026

## RULES & REGULATIONS

### OFFICIAL GUIDELINES & ETHICAL CONDUCT

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#### TEAM COMPOSITION & ELIGIBILITY

- Each team must consist of a minimum of 3 and a maximum of 5 members.
- All participants must be currently enrolled students at a recognized university.
- A valid University Photo ID card is mandatory. You must present this ID at the check-in desk on the day of the event. Failure to provide a valid ID will result in immediate disqualification or cancellation of your reservation.

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#### LOGISTICS & EQUIPMENT

- Participants must bring their own laptops, chargers, and any necessary hardware. The organizers will not provide computer equipment.
- We will provide free high-speed Wi-Fi, as well as refreshments, food, and drinks throughout the event.
- A dedicated Helpdesk will be available throughout the hackathon for any technical or general inquiries.

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#### PRIZES & RECOGNITION

- We will recognize one Winning Team and one Runner-up Team.
- Prizes include cash rewards, tech gifts, and exclusive vouchers.
- A participation certificate will be provided to all

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#### REGISTRATION & CONDUCT

- Teams must complete the official online registration form to be eligible.
- Any form of "proxy" participation (having someone else compete for you) or foul play will result in the entire team being kicked out of the competition.
- Participants are expected to behave professionally and respectfully toward mentors, judges, and fellow hackers. Unsportsmanlike conduct will lead to disqualification.

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#### COMPETITION & JUDGING

- The hackathon problem will be released during the opening ceremony on 3<sup>rd</sup> June 2026.
- All tasks and project submissions must be completed within the strictly enforced time limit.
- Teams must present their final solutions to the panel of judges. Failure to present or finish the tasks on time will lead to disqualification from the prize pool.
- All code and solutions developed must be original. Plagiarism is grounds for immediate removal.

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#### SAFETY & SECURITY

- Attacking the event's Wi-Fi infrastructure or other teams' devices is strictly prohibited and will result in legal action and expulsion.
- While free Wi-Fi is provided, it must be used exclusively for hackathon-related research and development.



#### TERMS & CONDITIONS

The organizers reserve the right to modify these rules at any time. All judge decisions are final and binding

# CYBERHACK2025

## RELIVE THE MOMENTS

SCAN OR CLICK HERE 



CYBER HACK 2K25

JOIN THE 2026 LEGACY REGISTER NOW FOR CYBERHACK 2026!

### TEAM BRAINSTORMING



### CHAMPIONS CROWNED

### THE RUNNERS-UP



### PRE-HACKATHON TRAINING

### CYBER ATTACK SIMULATION



### FINDING SOLUTION

### CAPTURE THE FLAG



### REAL-WORLD PROBLEMS