SECURINETS ITEAM UNIVERSITY

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CTF 2026

Sponsorship proposal for companies, cybersecurity platforms and technology partners who want to support the next generation of security engineers.

in collaboration with

Engineers Spark iTeam

our partner

FTSSU

Date	Venue	Format
November 28, 2026	Tunis Science City	On-site, 12 hours

// ORGANIZED TOGETHER

The CTF is organized by Securinets iTeam University in collaboration with Engineers Spark iTeam and our partner, the Tunisian Federation of School and University Sports (FTSSU).

ABOUT SECURINETS

Founded in 2003, Securinets now has the largest community of students passionate about cybersecurity in Tunisia. Their main objective is to train students in both the offensive and defensive aspects of cybersecurity by organizing workshops and Capture the Flag (CTF) competitions.

ABOUT ENGINEERS SPARK

Founded in 2013 at ISET'Com, Engineers Spark is a dynamic student network present in several universities such as FST, Esprit, ISAMM and Tekup. Our mission is to provide quality training, particularly in cybersecurity and to apply these skills through national projects and challenges.

// OUR CLUBS

SECURINETS ITEAM UNIVERSITY

Founded in 2025

A student-led cybersecurity club with 80+ members.

ENGINEERS SPARK ITEAM

Founded in 2026

The iTeam chapter of the Engineers Spark network.

// OUR PARTNER

TUNISIAN FEDERATION OF SCHOOL AND UNIVERSITY SPORTS (FTSSU)

The Tunisian Federation of School and University Sports (FTSSU), also known as الجامعة التونسية للرياضة المدرسية والجامعية in Arabic, is the governing body for school and university sports in Tunisia. Founded on March 17, 1989, it has been affiliated with the International University Sports Federation (FISU) since 1961.

// HOW A CTF WORKS

A Capture The Flag (CTF) is a security competition where teams solve challenges to find hidden "flags", short secret strings that prove a challenge was solved. It rewards problem solving, persistence and teamwork under pressure.

01 TEAMS REGISTER

Players form teams and join the competition before it starts.

02 CHALLENGES ARE SOLVED

Each challenge belongs to one of six categories and hides one flag.

03 FLAGS ARE SUBMITTED

Every correct flag scores points on the scoreboard and the top teams win.

// WHAT A CTF BUILDS

- Hands-on practice with real offensive and defensive security techniques.
- Problem solving, persistence and teamwork under time pressure.
- Visible results: a live scoreboard shows which players are ready for the industry.

// CTF CATEGORIES

Our CTF covers six categories drawn from real security work. Each one trains a different skill and leads to a real role in the industry.

WEB EXPLOITATION 01

Find and exploit vulnerabilities in websites and web applications, such as SQL injection and cross-site scripting (XSS). Players study how a site handles user input, sessions and logins, then use a flaw to reach data they should not see.

Real-world roles: Application security engineer, penetration tester

CRYPTOGRAPHY 02

Break or analyze encryption systems. Players study how data is protected with ciphers, hashes and keys, and look for weaknesses in the algorithm, in how it is used, or in how its keys are generated.

Real-world roles: Security engineer, cryptographer, secure protocol developer

REVERSE ENGINEERING 03

Analyze a program to understand how it works, without its source code. Players use disassemblers and debuggers to read compiled code, follow its logic and recover hidden information such as a password or a key.

Real-world roles: Malware analyst, vulnerability researcher

PWN / BINARY EXPLOITATION 04

Exploit vulnerabilities in programs, typically memory errors such as buffer overflows. Players find the flaw in a running program, then craft an input that makes it behave in a way its author never intended.

Real-world roles: Exploit developer, vulnerability researcher, red teamer

FORENSICS 05

Analyze files, images, logs, memory dumps and network captures to find out what happened. Players rebuild an incident step by step, recover deleted or hidden data and spot the traces an attacker left behind.

Real-world roles: Incident responder, SOC analyst, forensic investigator

OSINT 06

Find information from public sources such as social media, websites, images and public records. Players connect small clues to answer a precise question, for example where a photo was taken or who published it.

Real-world roles: Threat intelligence analyst, investigator

// CTF 2026

A national competition open to students from all Securinets clubs across Tunisia, built around realistic challenges in six categories: Web Exploitation, Cryptography, Reverse Engineering, Pwn, Forensics and OSINT.

Date	Format
November 28, 2026	**On-site**

Venue	Duration	Estimated participants
Tunis Science City	**12 hours**	**400 students**

Club members

80+

Our goals: bring together students from all Securinets clubs across Tunisia, deliver a high-quality learning experience, build links between clubs, universities and industry, and give sponsors direct access to a motivated technical community.

TIMELINE

- **OUTREACH**
- **REGISTRATION**
- **PREPARATION** — Challenges built and tested
- **CTF** — November 28, 2026
- **WRAP-UP** — Awards and sponsor report

// WHY SUPPORT US

VISIBILITY
Your brand in front of an estimated 400 students from Securinets clubs across Tunisia, before, during and after the event.

TALENT
Meet candidates for internships, graduate roles and recruitment.

REPUTATION
Be known as a supporter of cybersecurity education and innovation.

PRODUCT EXPOSURE
Let participants try your tools or platform on real challenges.

COMMUNITY
Reach our members through social media and event materials.

IMPACT
Help train the next generation of security professionals.

// THE VENUE

TUNIS SCIENCE CITY

Tunis Science City is a national institution dedicated to spreading scientific and technical culture. It stands in the north of Tunis, on Mohamed Bouazizi Avenue, and covers six hectares. The site includes exhibition spaces, a planetarium, a media library and a congress center with two auditoriums and conference rooms.

// OUR THEME: CYBERPUNK

We chose cyberpunk as the theme of the CTF 2026.

Cyberpunk imagines a high-tech future of neon-lit cities, global networks and the hackers who live inside them. It is the world our players work in: connected systems to explore, defend and break. From web exploitation to OSINT, every challenge of the CTF is played in that spirit, and the glowing magenta, cyan and yellow of this dossier come straight from the theme.

A WORLD OF NETWORKS

Connected systems, data and the people who learn to defend and break them.

HACKER CULTURE

Curiosity, skill and teamwork, the values of our community.

NEON IDENTITY

A bold look for a night of competition, from the posters to the scoreboard.

// WAYS TO SUPPORT US

Financial, in-kind (prizes, licenses, vouchers, infrastructure) and technical (challenges, mentoring, talks) contributions are all welcome. Every contribution can be tailored to your goals.

PRIZES

Hardware, licenses, subscriptions, training or certification vouchers.

INFRASTRUCTURE

CTF hosting, cloud credits, tooling.

EXPERTISE

Challenge authoring, mentoring, talks and workshops.

CAREERS

Internship or job opportunities for top performers.

LET'S BUILD THE FUTURE OF CYBERSECURITY TOGETHER

Tell us what matters to your organization and we will shape a partnership around it. Every sponsor receives a report with participation figures, reach and highlights.

CLUB CONTACT

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