

## 2024 ACA CONVENTION CIPHER CONTEST RULES

### **In-Person and Online Paper & Pencil Solvers AND Computer Solvers Instructions:**

You have 90 minutes in which to complete the contest. This contest runs from 6:45pm – 8:15pm EDT, 5:45pm – 7:15pm CDT, 4:45pm-6:15pm MDT, 3:45pm – 5:15pm MST/PDT, 10:45pm – 12:15am UTC)

1. **Pencil and Paper:** There are 12 ciphers and 100 points in all.
  - Points are awarded for providing the solution and key, keyphrase or rule, with points as indicated for each cipher.
  - Partial credit may be given at the discretion of the scorers.
2. **COMPUTER Solvers:** There are two addition ciphers for total of 14 ciphers and 120 points.
  - Points are awarded for providing the solution and key, keyphrase or rule, with points as indicated for each cipher.
  - Partial credit may be given at the discretion of the scorers.
3. This contest contains a variety of CONs. No one is expected to solve all CONs during the contest.
4. **For Pencil and Paper Solvers:** The only external reference material permitted is The ACA and You.
  - You may NOT use a computer to aid in solving the CONs, except for the following:
    - You may access The ACA and You on the ACA website.
  - You may print out a copy of the contest.
  - You may use an editor to keep track of your solutions during the contest.
  - You will need to submit your solutions to the ACA contest email address (see #8).
5. **IN PERSON Pencil and paper solvers** Enter your name, NOM and solving category in the box on the first page. Enter the first five (5) words of the plaintext (or more, at your discretion) and other requested information in the box provided for each cipher.
6. **ONLINE Participants (Paper & Pencil Solvers and Computer Solvers)**  
A Solutions Submission form is available for download from the page you downloaded the contest. It is a simple text file to help organize your solutions for submission. Enter the information requested for each cipher.
7. **COMPUTER Participants**
  - A Solutions Submission form is available for download from the page you downloaded the contest. It is a simple text file to help organize your solutions for submission.
  - Enter the first five (5) words of the plaintext (or more, at your discretion) and key(s), keyphrase, or rule, period (if required) for reach cipher.
8. Before the end of the contest, **online solvers** need to submit their solutions to:  
**contest2024@cryptogram.org**
  - Although multiple submissions will be accepted, it is strongly encouraged that you only submit one set of solutions at the end of the contest.
  - Scoring ties will be broken by solution submission times. If you make multiple submissions, your submission time will be the time of the last submission.
9. No solutions will be accepted after the end of the contest.

Good solving! Enjoy, and have fun!

Name (First & Last): \_\_\_\_\_

NOM: \_\_\_\_\_

Solver Type: [ Paper&Pencil, Paper&Pencil Novice, Computer ]

Note: Novices are those people who have been members for less than five years.

CC-1. Aristocrat K2. Historical facts.  
(Solution: 5 pts, Key: 2 pts)

PELKABO

ISM WGNI PQ ISM WPBME QPEID-MTRSI IP JMKPYM G NIGIM,

\*GETFPZG BGN GLYTIIML IP ISM XZTPZ PZ \*AGWMZITZM'N \*LGD TZ

ZTZMIMMZ IBMWAM.

a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

<p>CC-1</p> <p>Solution: _____</p> <p>Key: _____</p>
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CC-2. Aristocrat K1. Popular Phoenix hike.  
(Solution: 5 pts, Key: 2 pts)

PELKABO

\*VDTTPCG \*ODDADMR, YPXYWGR NDPCR PC \*GDMRY \*BDMCRSPC

\*NFWGWFHW SUUWGGPTOW TK RFSPQ, DQQWFG GUWCPU HPWIG DQ RYW

UPRK SCV VWGFR.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z

CC-2

Solution: \_\_\_\_\_

Key: \_\_\_\_\_







CC-6. Null. When is that exactly? (get)  
(Solution: 5 pts, Rule: 2 pts)

PELKABO

Bring my father both pieces next Friday - I'm expecting him.  
Might accept sport coat from Spanish haberdasher. Don't  
create scene. Wording inexact.

CC-6

Solution: \_\_\_\_\_

Rule: \_\_\_\_\_



CC-7. Complete columnar transposition. Popular pastime. (the world) PELKABO (Solution: 5 pts, Key: 2 pts)

WNHMO STIWT TOAAE TNCEO OTEGE ASEDE HXHRN UDSKA OPEFI OTREO  
NEMHO RUNEE ILTIN OHRER STWDO SNSFR RDNNH LMPIA OAHER.

CC-7

Solution:\_\_\_\_\_

Numerical key:\_\_\_\_\_

CC-8. Equations (3 words, 0-9).  
(8 points)

BECASSE

JAVELINA  
+ARIZONA  
ANRNJZLN

JAVELINA  
-ARIZONA  
NRILARVV

CC-8

Key:

0	1	2	3	4	5	6	7	8	9



CC-10. Playfair. Another natural wonder. (Begins: grandcanyon) PELKABO (Solution: 8 pts, Key: 2 pts)

CB MP ED MP WT XU PM OA UL IP YF CV ML HS NX SI HS CM PQ BI

HU PA UG OH FA DM OU XN TD HS DX SI WL TK MC AM CM PM HT IB

PI UY SA RF OA UL OR SA FD DM XC TR IH TH DA XC AM NW WD UL

WR OR HU CR NF AV FM MV.


CC-10

Solution: \_\_\_\_\_

Key: \_\_\_\_\_

CC-11. Four square. And yet another.  
 (Solution: 8 pts, Keys: 1 pt each)

PELKABO

MB VK PT SU QA PS QE YI SP KH MB VS HL MO HK FQ AE CS SM CB  
 th ee as tc en tr al

MB HT IO YO KQ KK DY CR DQ QQ IR LQ SR LL HT XS PR AE RV ND

CE HK FQ VS SP NN IH NY PS KH MB AK PL PT SU HL SR VN RK HR.

a	b	c	d	e					
f	g	h	i	k					
l	m	n	o	p					
q	r	s	t	u					
v	w	x	y	z					
					a	b	c	d	e
					f	g	h	i	k
					l	m	n	o	p
					q	r	s	t	u
					v	w	x	y	z

CC-11

Solution: \_\_\_\_\_

Upper Right Key: \_\_\_\_\_

Lower Left Key: \_\_\_\_\_

CC-12. Fractionated Morse. Industry's origins. (Spanish)  
 PELKABO (Solution: 8 pts, Key: 2 pts)

EQVUV IRTAM SPUQA BIDFT XBAXK ZQADG QVSMU IMGZP UIMSP  
 VLTMG UIQBJ TVQQB GYVSE BFWMI BIGYP WMSIF YAALA PBMIA  
 MBQDF BXEUC DMGUQ CLAPB AWMPY MIAJC LISTV VDMGU APZBN  
 QQSDG TISAI.

•	•	•	•	•	•	•	•	•	•	-	-	-	-	-	-	-	-	-	X	X	X	X	X	X	X	X	X	X
•	•	•	-	-	-	X	X	X	•	•	•	-	-	-	X	X	X	•	•	•	-	-	-	X	X	X	X	X
•	-	X	•	-	X	•	-	X	•	-	X	•	-	X	•	-	X	•	-	X	•	-	X	•	-	X	•	-

MORSE CODE REFERENCE:

A • -	I • •	Q - - • -	Y - • - -
B - • • •	J • - - -	R • - •	Z - - • •
C - • - •	K - • -	S • • •	
D - • •	L • - • •	T -	
E •	M - -	U • • -	
F • • - •	N - •	V • • • -	
G - • •	O - - -	W • - -	
H • • • •	P • - - •	X - • • -	

CC-12

Solution: \_\_\_\_\_

Key: \_\_\_\_\_

## COMPUTER SOLVER SUPPLEMENT

CC-13. Bifid. What is Mathematics? (Begins: mathematics)  
PELKABO

MTECAHMY FPQOFWVT CATWORMG MOHDAODT MUITRKZG COYFNBVL  
LADCYYMH HVMYFABI MOMOYAWR MGIODPLX BESFRSWB OTCXBHQP  
HOBYUBDC CMCHKDPU MYAYWYUY MPETVWVD TCTEHYHM EPGAYVRQ  
CQACQODN NTACDHNN FXHOXPUB BFUADRBU MTMWBSXH AGMMNPVD  
ISH.

Submit first five words of plaintext and key for keysquare  
(Solution: 8 pts, key: 2 pts)

CC-14. Seriated Playfair [period unknown]. Cryptographic  
christening. (whoisconsideredby) PELKABO

KYSEE RIGRK FPRDU BMGXC FLKRC IMWCO ZKGIC SCJAR KGELM DZNIO  
RIEGR RULYH URZPC UMMGI ZMSIA CKLVU GMYYE NLYQE ILCFN RMVGI  
NEUMZ MLLAC SUBFQ XRLWX NPAMY VRAIS MFUCM APQCN MAUEI BBAUN  
RCZFR RSBTL ZMMOT BSIRW SKILF CFI.

Submit period, first five words of plaintext, and key for  
keysquare. (Solution: 8 pts, Period: 1 pt, key: 1 pt)