The National Cyber League - Where Cybersecurity is a Passion

NCL 2018 Spring Regular Season Scouting Report

Dear Rob Dukarski,

Congratulations on a great NCL 2018 Spring Regular Season!

National Cyber League (NCL)

The NCL was founded in May 2011 to provide an ongoing virtual training ground for collegiate students to develop, practice, and validate their cybersecurity skills. Using challenges designed around industry-recognized performance-based exam objectives and aligned with individual and team games, the NCL is a first-of-its-kind ongoing experiment in learning and gaming using next-generation high-fidelity simulation environments. Learn more about the NCL at www.nationalcyberleague.org. If you are interested in validating the information in this report please inquire at info@nationalcyberleague.org.

NCL 2018 Spring Season

The NCL 2018 Spring Season was designed to develop and validate player knowledge and skills in preparation for further learning, career readiness, industry certifications, and other cybersecurity competitions. Hosted challenges in the NCL Gymnasiums were made available to all players and coaches and aligned to the games. The games were designed around performance-based exam objectives of the CompTIA Security+™ and EC-Council Certified Ethical Hacker (CEH) certifications.

The NCL 2018 Spring Season began with the Preseason round to group players into one of three competition brackets based on skill level: Gold (top 15% of all players nationally - 356 players), Silver (the next 35% of all players nationally - 853 players) or Bronze (the next 50% of all players nationally - 1,243 players). Players who did not participate in the Preseason were not ranked. This made the Regular Season more engaging by grouping players with similar knowledge and skill levels.

At the beginning of the NCL 2018 Spring Season, 3,350 students/players (up from 1,891 in Spring 2017) and 278 faculty/coaches from more than 250 two- and four-year schools in 48 U.S. states registered to play.

The Regular Season Capture the Flag (CTF) game, optimized for individuals, took place from April 13 through April 15. The Postseason CTF game, optimized for organized team play, took place from April 27 through April 29. The games were conducted in real-time for students across the country.

NCL Scouting Report

What follows is a customized NCL Scouting Report of your performance in the NCL 2018 Spring Regular Season. We hope you find it to be valuable in both confirming the skills you demonstrated competencies in, as well as identifying areas for improvement. In addition, the NCL Scouting Report can be used as part of any job application, as it provides an external validation of skills as demonstrated in competitive game play based on industry-recognized certification performance-based exam objectives.

The following definitions apply to your performance across a range of games, optimized for individuals:

- **Bracket Rank:** overall place within the Bracket
- **National Rank:** overall place with respect to all players, across all Brackets
- **Score:** total combined flag points; the higher the score, the higher the ranking
- **Flag Captures:** the combined number of successful flag captures/submissions
- **Flag Attempts:** the combined number of flags submitted to the Cyber Skyline Platform
- **Accuracy:** percentage of flag submissions that were correct. Formula: Total Flag Captures divided by Total Flag Attempts

NCL Spring 2018 Preseason
88 flags (1,520 points)

The top player for NCL Spring 2018 Preseason captured 88 flags out of 88 total flags, scoring 1520 points out of 1520 total points, and had an accuracy of 100.00%. On average, players captured 51 flags, 609 points, and had an accuracy of 63.23%.

National Rank	Score	Flag Captures	Flag Attempts	Accuracy
48	1,370	87	95	91.58%

Based on the Preseason performance, **Rob Dukarski** was placed into the **Gold Bracket** for the Regular Season game.

NCL Spring 2018 Regular Season
148 flags (3,000 points)

The top player for NCL Spring 2018 Regular Season captured 147 flags out of 148 total flags, scoring 2920 points out of 3000 total points, and had an accuracy of 87.50%. On average, players captured 62 flags, 921 points, and had an accuracy of 71.26%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
42	41	2,460	135	171	78.95%

Individual Competencies

The following tables show rank Nationally and by Bracket, based on the following modules:

1. Cryptography
2. Enumeration and Exploitation
3. Log Analysis
4. Network Traffic Analysis
5. Open Source Intelligence
6. Password Cracking
7. Scanning
8. Web Application Exploitation
9. Wireless Access Exploitation

Cryptography
20 flags (400 points)

The top player in this module captured 19 flags and scored 320 points with an accuracy of 100.00%. On average, players in this module captured 12 flags and scored 177 points with an accuracy of 82.79%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
101	71	320	19	21	90.48%

Enumeration and Exploitation

10 flags (300 points)

The top player in this module captured 10 flags and scored 300 points with an accuracy of 100.00%.

On average, players in this module captured 4 flags and scored 86 points with an accuracy of 47.44%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
52	48	200	9	11	81.82%

Log Analysis

17 flags (400 points)

The top player in this module captured 17 flags and scored 400 points with an accuracy of 94.44%.

On average, players in this module captured 6 flags and scored 134 points with an accuracy of 50.26%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
82	72	370	15	37	40.54%

Network Traffic Analysis

22 flags (500 points)

The top player in this module captured 22 flags and scored 500 points with an accuracy of 100.00%.

On average, players in this module captured 12 flags and scored 212 points with an accuracy of 70.36%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
74	62	420	20	26	76.92%

Open Source Intelligence

22 flags (200 points)

The top player in this module captured 22 flags and scored 200 points with an accuracy of 100.00%.

On average, players in this module captured 19 flags and scored 161 points with an accuracy of 77.19%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
21	14	200	22	22	100.00%

Password Cracking
17 flags (300 points)

The top player in this module captured 17 flags and scored 300 points with an accuracy of 100.00%.

On average, players in this module captured 8 flags and scored 109 points with an accuracy of 88.97%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
348	191	175	11	11	100.00%

Scanning
16 flags (250 points)

The top player in this module captured 16 flags and scored 250 points with an accuracy of 100.00%.

On average, players in this module captured 10 flags and scored 125 points with an accuracy of 74.28%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
35	29	250	16	19	84.21%

Web Application Exploitation
8 flags (300 points)

The top player in this module captured 8 flags and scored 300 points with an accuracy of 100.00%.

On average, players in this module captured 2 flags and scored 39 points with an accuracy of 61.94%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
30	27	175	7	8	87.50%

Wireless Access Exploitation
15 flags (250 points)

The top player in this module captured 15 flags and scored 250 points with an accuracy of 100.00%.

On average, players in this module captured 8 flags and scored 116 points with an accuracy of 63.67%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
33	30	250	15	15	100.00%

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Thank you for your participation in the NCL 2018 Spring Regular Season! We hope you will continue to develop your knowledge and skills and make meaningful contributions as part of the Information Security workforce!

Dr. Dan Manson
NCL Commissioner