Team: Team 13

Inject Number: 1

Inject Duration: 15 Minutes

Inject Start Date/Time: Sat, 09 Jan 2016 10:32:52 -0800

From: White Team - Competition Management

To: IT Staff

Subject: Welcome to WRCCDC Invititational

Hello competitors!

Welcome to the Western Regional Collegiate Cyber Defense (WRCCDC) final invitational of the season! As many of you already know, this memo is an example of an inject (task) that will be sent to the competition interface - the inject scoring engine (ISE) - throughout the competition. Each inject will instruct your team to complete tasks within a specified amount of time. The amount of time needed to complete these tasks will vary and will be stated for each inject and teams are responsible for their own time management.

New injects will be displayed on the ISE dashboard in a way similar to this one. Old injects are always available and will not disappear after they expire. The dashboard will automatically refresh itself every minute to display new injects as they are released. It is highly suggest that the dashboard page be open and visible on a computer at all times. Teams will not be actively notified that new injects have been released. The only notification will be a new inject appearing on the dashboard.

Another reason to keep the dashboard open is to receive notifications sent by the coordinators (White Team). These notifications will be displayed at the top of the dashboard page for a limited time. All notifications can be accessed using the link in the left-hand navigation box. Please watch carefully for notifications. We will do our best to draw your attention to notifications using the WebEx session but it is your responsibility have someone monitoring the ISE.

For service checks, the dashboard should display a list of service checks near the bottom. These service checks will show either pass or fail, and represent the outcome of the last set of service checks. Historical records of service checks are not available to teams. Teams may query the Black Team for more information regarding the reason for a service check failure. Responses to such requests are best-effort, and may be delayed or the request may be denied if the Black Team is busy with other aspects of the competition.

Note; injects are not expected change once released to the teams. If an inject needs to be changed after being released to add clarification or correct erroneous info, a notification is will be sent out. Clicking on the link for the inject will download the newest version of the inject.

Please contact us via WebEx if you have questions regarding judging, scoring, competition administration, or need to report a technical problem. Before you call READ THE INJECT CAREFULLY!!!

ASSIGNED TASK: Please upload a small text file to the Blue Team Portal (ISE) confirming you have been able to see this inject. Make sure this is done in the next 15 minutes.

Good luck competitors!

Thank you.

White Team - Competition Management