The National Cyber League
A Community Where Cybersecurity Is a Passion

Theodore Roche
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NCL Spring 2023 Individual Game Scouting Report

Dear Theodore Roche,

Thank you for participating in the National Cyber League (NCL) 2023 Spring Season! Our goal is to prepare the next generation of cybersecurity professionals, and your participation is helping achieve that goal.

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 in preparation for further learning, industry certifications, and career readiness. The NCL scenario-based challenges were designed around performance-based exam objectives of CompTIA certifications and are aligned to the National Initiative for Cybersecurity Education (NICE) Cybersecurity Workforce Framework published by the National Institute of Standards and Technology (NIST).

As you look to a future career in cybersecurity, we hope you find this report to be valuable in both validating skills and identifying areas for improvement across the nine NCL skills categories. You can use this NCL Scouting Report to:

- Validate your skills to employers in any job application or professional portfolio;
- Show case your achievements and strengths by including the Score Card view of your performance as part of your résumé or simply sharing the validation link so that others may view the detailed version of this report.

The NCL 2023 Spring Season had 7,820 students/players and 533 faculty/coaches from more than 450 two- and four-year schools & 250 high schools across all 50 U.S. states registered to play. The Individual Game Capture the Flag (CTF) event took place from March 31 through April 2. The Team Game CTF event took place from April 14 through April 16. The games were conducted in real-time for students across the country.

NCL is powered by Cyber Skyline's cloud-based skills evaluation platform. Cyber Skyline hosted the scenario-driven cybersecurity challenges for players to compete and track their progress in real-time.

To validate this report, please access: cyberskyline.com/report/W3KD4L7JTCKG

Based on the the performance detailed in this NCL Scouting Report, you have earned **5 hours** of Continuing Education Units (CEUs) as approved by CompTIA. You can learn more about the NCL - CompTIA alignment via nationalcyberleague.org/comptia.

Congratulations for your participation in the NCL 2023 Spring Individual Game! We hope you will continue to develop your knowledge and skills and make meaningful contributions as part of the Information Security workforce!

Dr. David Zeichick
NCL Commissioner

NATIONAL CYBER LEAGUE SCORE CARD

NCL 2023 SPRING INDIVIDUAL GAME

NATIONAL RANK
670TH PLACE OUT OF 6273

PERCENTILE
90TH

YOUR TOP CATEGORIES

ENUMERATION & EXPLOITATION	OPEN SOURCE INTELLIGENCE	LOG ANALYSIS
98TH PERCENTILE	93RD PERCENTILE	89TH PERCENTILE

68.4%
ACCURACY

Average: 67.0%

cyberskyline.com/report
ID: W3KD4L7JTCKG

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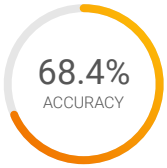
NCL Spring 2023 Individual Game

The NCL Individual Game is designed for student players nationwide to compete in realtime in the categories listed below. The Individual Game evaluates the technical cybersecurity skills of the individual, without the assistance of others.

670 TH PLACE OUT OF 6273
NATIONAL RANK

1260 POINTS OUT OF 3000
PERFORMANCE SCORE



90th National Percentile

Average: 816.2 Points

Average: 67.0%

Average: 38.0%

Cryptography

105 POINTS OUT OF 360

46.7% ACCURACY

COMPLETION: 53.8%

Identify techniques used to encrypt or obfuscate messages and leverage tools to extract the plaintext.

Enumeration & Exploitation

200 POINTS OUT OF 300

80.0% ACCURACY

COMPLETION: 88.9%

Identify actionable exploits and vulnerabilities and use them to bypass the security measures in code and compiled binaries.

Forensics

100 POINTS OUT OF 300

100.0% ACCURACY

COMPLETION: 22.2%

Utilize the proper tools and techniques to analyze, process, recover, and/or investigate digital evidence in a computer-related incident.

Log Analysis

50 POINTS OUT OF 300

40.0% ACCURACY

COMPLETION: 36.4%

Utilize the proper tools and techniques to establish a baseline for normal operation and identify malicious activities using log files from various services.

Network Traffic Analysis

120 POINTS OUT OF 370

42.9% ACCURACY

COMPLETION: 42.9%

Identify malicious and benign network traffic to demonstrate an understanding of potential security breaches.

Open Source Intelligence

310 POINTS OUT OF 310

86.4% ACCURACY

COMPLETION: 100.0%

Utilize publicly available information such as search engines, public repositories, social media, and more to gain in-depth knowledge on a topic or target.

Password Cracking

165 POINTS OUT OF 360

100.0% ACCURACY

COMPLETION: 54.5%

Identify types of password hashes and apply various techniques to efficiently determine plaintext passwords.

Scanning & Reconnaissance

100 POINTS OUT OF 300

71.4% ACCURACY

COMPLETION: 41.7%

Identify and use the proper tools to gain intelligence about a target including its services and potential vulnerabilities.

Web Application Exploitation

10 POINTS OUT OF 300

50.0% ACCURACY

COMPLETION: 16.7%

Identify actionable exploits and vulnerabilities and use them to bypass the security measures in online services.

Note: Survey module (100 points) was excluded from this report.

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NCL Spring 2023 Team Game Scouting Report

Dear Theodore Roche (Team "Net_Ninjas"),

Thank you for participating in the National Cyber League (NCL) 2023 Spring Season! Our goal is to prepare the next generation of cybersecurity professionals, and your participation is helping achieve that goal.

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To validate this report, please access: cyberskyline.com/report/1FDGBMQ8NYED

Congratulations for your participation in the NCL 2023 Spring Team Game! We hope you will continue to develop your knowledge and skills and make meaningful contributions as part of the Information Security workforce!

Dr. David Zeichick
NCL Commissioner

POWERED BY CYBER SKYLINE

NATIONAL CYBER LEAGUE SCORE CARD

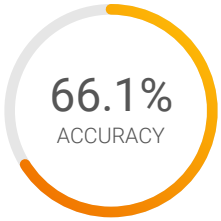
NCL 2023 SPRING TEAM GAME

NATIONAL RANK
368TH PLACE OUT OF 3593

PERCENTILE
90TH

YOUR TOP CATEGORIES

FORENSICS	ENUMERATION & EXPLOITATION	PASSWORD CRACKING
95TH PERCENTILE	95TH PERCENTILE	90TH PERCENTILE



Average: 61.7%

cyberskyline.com/report
ID: 1FDGBMQ8NYED

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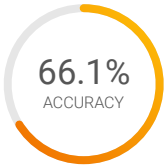
NCL Spring 2023 Team Game

The NCL Team Game is designed for student players nationwide to compete in realtime in the categories listed below. The Team Game promotes camaraderie and evaluates the collective technical cybersecurity skills of the team members.

368 TH PLACE OUT OF 3593
NATIONAL RANK

825 POINTS OUT OF 3000
PERFORMANCE SCORE



90th National Percentile

Average: 834.7 Points

Average: 61.7%

Average: 35.9%

Cryptography

75 POINTS OUT OF 355

46.2% ACCURACY

COMPLETION: **50.0%**

Identify techniques used to encrypt or obfuscate messages and leverage tools to extract the plaintext.

Enumeration & Exploitation

100 POINTS OUT OF 300

100.0% ACCURACY

COMPLETION: **50.0%**

Identify actionable exploits and vulnerabilities and use them to bypass the security measures in code and compiled binaries.

Forensics

110 POINTS OUT OF 300

75.0% ACCURACY

COMPLETION: **33.3%**

Utilize the proper tools and techniques to analyze, process, recover, and/or investigate digital evidence in a computer-related incident.

Log Analysis

30 POINTS OUT OF 300

100.0% ACCURACY

COMPLETION: **15.0%**

Utilize the proper tools and techniques to establish a baseline for normal operation and identify malicious activities using log files from various services.

Network Traffic Analysis

125 POINTS OUT OF 365

77.8% ACCURACY

COMPLETION: **41.2%**

Identify malicious and benign network traffic to demonstrate an understanding of potential security breaches.

Open Source Intelligence

225 POINTS OUT OF 350

50.0% ACCURACY

COMPLETION: **76.9%**

Utilize publicly available information such as search engines, public repositories, social media, and more to gain in-depth knowledge on a topic or target.

Password Cracking

60 POINTS OUT OF 330

100.0% ACCURACY

COMPLETION: **35.3%**

Try your hand at cracking these passwords.

Scanning & Reconnaissance

0 POINTS OUT OF 300

0.0% ACCURACY

COMPLETION: **0.0%**

Identify and use the proper tools to gain intelligence about a target including its services and potential vulnerabilities.

Web Application Exploitation

0 POINTS OUT OF 300

0.0% ACCURACY

COMPLETION: **0.0%**

Identify actionable exploits and vulnerabilities and use them to bypass the security measures in online services.

Note: Survey module (100 points) was excluded from this report.