

## NCL Spring 2021 Individual Game Scouting Report

Dear Federico Cassano.

Congratulations on a great NCL 2021 Spring Individual Game!

## 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. The NCL is a next-generation learning and gaming environment using high-fidelity and scenario-based challenges from Cyber Skyline. The challenges are designed around industry recognized and performance-based exam objectives to further develop student skills. If you have any questions regarding the information in this report please inquire at info@nationalcyberleague.org.

## NCL 2021 Spring Season

The NCL 2021 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. The games were designed around performance-based exam objectives of CompTIA certifications and the National Initiative for Cybersecurity Education (NICE) Cybersecurity Workforce Framework published by the National Institute of Standards and Technology (NIST).

The NCL 2021 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 - 629 players), Silver (the next 35% of all players nationally -1456 players) or Bronze (the next 50% of all players nationally - 2094 players). Players who did not participate in the Preseason were not bracketed or ranked. This made the Individual Game more engaging by grouping players with similar knowledge and skill levels together. At the beginning of the NCL 2021 Spring Season, 6380 students/players and 425 faculty/coaches from more than 520 two- and four-year schools across all 50 U.S. states registered to play.

The Individual Game Capture the Flag (CTF) event took place from March 26 through March 28. The Team Game CTF event took place from April 9 through April 11. The games were conducted in real-time for students across the country.

The NCL 2021 Spring Season was powered by Cyber Skyline's cloud-based skills evaluation platform. Cyber Skyline hosted the scenario-driven cybersecurity challenges for all players to compete and track their progress in real-time.



To validate this report, please access: cyberskyline.com/report/6NXJA4K1VPB9



Based on the the performance detailed in this Scouting Report, Federico Cassano has earned 16 CompTIA. hours of Continuing Education Units (CEUs) as approved by CompTIA. You can learn more about the NCL - CompTIA alignment via nationalcyberleague.org/comptia

Thank you for your participation in the NCL 2021 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. Dan Manson NCL Commissioner





## **NCL Scouting Report**

What follows is a customized NCL Scouting Report of your performance in the NCL 2021 Spring Individual Game. We hope you find it to be valuable in both confirming your skills and 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 gameplay based on industry-recognized certification exam and framework objectives.

The following definitions apply to your performance across a range of cybersecurity scenarios

- National Rank: overall place with respect to all players, across all Brackets
- Bracket Rank: overall place within the Bracket
- Performance Score: total points earned; the higher the score, the higher the ranking
- · Accuracy: percentage of flag submissions that were correct (total flag captures divided by total flag attempts).
- Completion: percentage of possible flags submitted (total flag captures divided by total possible flags).

The following are the categories of cybersecurity scenarios that you were evaluated against:

### 1. Cryptography

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

### 2. Enumeration & Exploitation

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

### 3. Forensics

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

### 4. Log Analysis

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

### 5. Network Traffic Analysis

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

### 6. Open Source Intelligence

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

### 7. Password Cracking

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

### 8. Scanning & Reconnaissance

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

### 9. Web Application Exploitation

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

## NCL Spring 2021 Preseason

277 TH PLACE OUT OF 5794

1395 POINTS OUT OF 1785

81.9% ACCURACY

National: 71.2%

92.5% COMPLETION

National: 48.5%

96<sup>th</sup>

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Averages National: 615.1

National Percentile

Based on Preseason performance, Federico Cassano was placed into the Gold Bracket for the Individual Game.





# NCL Spring 2021 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.

28 TH PLACE OUT OF 4180 NATIONAL RANK	27 TH PLACE OUT OF 628 GOLD BRACKET RANK	2475 POINTS OUT OF 3000 PERFORMANCE SCORE	63.6% ACCURACY	88.8% COMPLETION
100 th National Percentile	96 <sup>th</sup> Gold Bracket Percentile	Averages National: 607.9 Gold Bracket: 1352.6	National: 66.1% Gold Bracket: 70.5%	National: 26.3% Gold Bracket: 54.4%
Cryptography	325 POINTS OUT OF	62.5% accuracy	COMPLETION:	100.0%
Enumeration & Exploit	ation 240 POINTS OUT OF	92.3% accuracy	COMPLETION:	85.7%
Forensics	290 POINTS OUT OF	42.1% ACCURACY	COMPLETION:	88.9%
Log Analysis	320 POINTS OUT OF 360	56.8% accuracy	COMPLETION:	92.6%
Network Traffic Analys	sis 230 POINTS OUT OF	72.7% accuracy	COMPLETION:	80.0%
Open Source Intelligen	ace 300 POINTS OUT OF	80.0% ACCURACY	COMPLETION:	100.0%
Password Cracking	275 OUT OF 310	100.0% ACCURACY	COMPLETION:	95.7%
Scanning & Reconnais	sance 210 POINTS OUT OF	36.4% accuracy	COMPLETION:	72.7%
Web Application Explo	itation 185 OUT OF	57.1% accuracy	COMPLETION:	66.7%

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





# Cryptography Module

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

17 TH PLACE OUT OF 4180 NATIONAL RANK	17 TH PLACE OUT OF 628 GOLD BRACKET RANK	325 POINTS OUT OF 325 PERFORMANCE SCORE	62.5% ACCURACY	100.0% COMPLETION
100 <sup>th</sup> National Percentile	98th Gold Bracket Percentile	Averages National: 122.0 Gold Bracket: 168.6	National: 80.8% Gold Bracket: 87.1%	National: 48.1% Gold Bracket: 61.9%
Decoding 1 (Easy)	30 POINTS OUT OF	100.0% accuracy	COMPLETION:	100.0%
Decoding 2 (Easy)	$20_{\frac{\text{points}}{20}}^{\text{points}}$	100.0% ACCURACY	COMPLETION:	100.0%
Decoding 3 (Easy)	20 POINTS OUT OF	100.0% ACCURACY	COMPLETION:	100.0%
Decoding 4 (Medium)	$20_{\frac{\text{POINTS}}{20}}^{\text{POINTS}}$	100.0% ACCURACY	COMPLETION:	100.0%
Decoding 5 (Hard)	30 POINTS OUT OF	100.0% ACCURACY	COMPLETION:	100.0%
Puzzle (Easy)	40 POINTS OUT OF	100.0% ACCURACY	COMPLETION:	100.0%
Hidden (Medium)	50 POINTS OUT OF	40.0% ACCURACY	COMPLETION:	100.0%
Bubba (Medium)	50 POINTS OUT OF	25.0% ACCURACY	COMPLETION:	100.0%
Unknown (Hard)	65 POINTS OUT OF	100.0% ACCURACY	COMPLETION:	100.0%





## Enumeration & Exploitation Module

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

39 TH PLACE OUT OF 4180 6 TH PLACE OUT OF 628 92.3% 85.7% NATIONAL RANK GOLD BRACKET RANK PERFORMANCE SCORE ACCURACY COMPLETION Averages 100<sup>th</sup> 95<sup>th</sup> National: 42.9% National: 41.6 National: 18.2% National Percentile Gold Bracket Percentile Gold Bracket: 96.8 Gold Bracket: 68.4% Gold Bracket: 39.6% 100.0% Open Up (Easy) COMPLETION: 100 POINTS OUT OF 100.0% ACCURACY COMPLETION: Popping Boxes (Medium) 80.0% 100.0% **ACCURACY** Trash Compactor (Hard) 100.0% COMPLETION: 50.0%

### Forensics Module

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

83 RD PLACE OUT OF 4180 NATIONAL RANK	77 TH PL OUT ( GOLD BRACKET R	OF <b>628</b>	290 POINTS OUT OF 310 PERFORMANCE SCORE	42.1% ACCURACY	88.9% COMPLETION
99th National Percentile	88th Gold Bracket Pe	rcentile	Averages National: 72.6 Gold Bracket: 135.8	National: 39.5% Gold Bracket: 49.4%	National: 22.7% Gold Bracket: 40.3%
Excellent Tracking (E	asy)	75 POINTS OUT OF 75	50.0% ACCURACY	COMPLETION:	100.0%
Image File (Medium)		100 POINTS OUT OF 100	57.1% ACCURACY	COMPLETION:	100.0%
Sessions (Hard)		115 POINTS OUT OF 135	34.8% ACCURACY	COMPLETION:	80.0%



# Log Analysis Module

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

92 ND PLACE OUT OF 4180 NATIONAL RANK	85 TH PLACE OUT OF 628 GOLD BRACKET RANK	320 POINTS OUT OF 360 PERFORMANCE SCORE	56.8% ACCURACY	92.6% COMPLETION
98th National Percentile	87 <sup>th</sup> Gold Bracket Percentile	Averages National: 93.6 Gold Bracket: 205.6	National: 57.5% Gold Bracket: 59.6%	National: 29.3% Gold Bracket: 60.5%
AWS Route 53 (Easy)	100 POINTS OUT OF	38.9% ACCURACY	COMPLETION:	100.0%
Pacman (Medium)	110 POINTS OUT OF	81.8%	COMPLETION:	100.0%
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# Network Traffic Analysis Module

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

314 TH PLACE OUT OF 4180 NATIONAL RANK	233 RD PLACE OUT OF 628 GOLD BRACKET RANK	230 POINTS OUT OF 365 PERFORMANCE SCORE	72.7% ACCURACY	80.0% COMPLETION
93 rd National Percentile	63 rd Gold Bracket Percentile	Averages National: 95.0 Gold Bracket: 179.1	National: 57.9% Gold Bracket: 70.0%	National: 36.0% Gold Bracket: 63.1%
Checksum (Easy)	55 POINTS OUT OF	83.3% accuracy	COMPLETION:	100.0%
Cracking (Medium)	60 POINTS OUT OF	80.0% ACCURACY	COMPLETION:	80.0%
WPAD (Medium)	115 POINTS OUT OF	63.6% ACCURACY	COMPLETION:	100.0%
Encrypted (Hard)	O POINTS OUT OF	0.0% accuracy	COMPLETION:	0.0%



# Open Source Intelligence Module

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

49	TH PLACE OUT OF 4180	
NATIONA	L RANK	

**TH** PLACE OUT OF **628** 

93<sup>rd</sup>





Averages National: 115.4

National: 73.4% National: 53.7% Gold Bracket: 73.6% Gold Bracket: 73.0%

80.0%

ACCURACY

National Percentile	Gold Bracket Perce	entile	Gold Brad	cket: 184.7
Rules of Conduct (Eas	sy)	15 POINTS OUT OF 15		100.0% ACCURACY
Breached Passwords	(Easy)	50 POINTS OUT OF		100.0% ACCURACY
Database Lookup (Me	dium)	65 POINTS OUT OF		63.6% ACCURACY
Covered QR (Medium)		70 POINTS OUT OF		80.0% ACCURACY
Fake Profile (Hard)		100 POINTS OUT OF 100		100.0% ACCURACY

COMPLETION:	100.0%
COMPLETION:	100.0%



# Password Cracking Module

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

37 TH PLACE OUT OF 4180 NATIONAL RANK	34 TH PLACE OUT OF 628 GOLD BRACKET RANK	275 POINTS OUT OF 310 PERFORMANCE SCORE	100.0% ACCURACY	95.7% COMPLETION
100 <sup>th</sup> National Percentile	95th Gold Bracket Percentile	Averages National: 110.5 Gold Bracket: 205.6	National: 89.0% Gold Bracket: 93.6%	National: 45.3% Gold Bracket: 75.7%
Hashing (Easy)	15 POINTS OUT OF	100.0% ACCURACY	COMPLETION:	100.0%
Cracking 1 (Easy)	30 POINTS OUT OF	100.0% ACCURACY	COMPLETION:	100.0%
Cracking 2 (Easy)	45 POINTS OUT OF	100.0% ACCURACY	COMPLETION:	100.0%
Cracking 3 (Medium)	45 POINTS OUT OF	100.0% ACCURACY	COMPLETION:	100.0%
Cracking 4 (Hard)	45 POINTS OUT OF	100.0% ACCURACY	COMPLETION:	100.0%
Cracking 5 (Hard)	65 POINTS OUT OF	100.0% ACCURACY	COMPLETION:	83.3%
Zip (Medium)	30 POINTS OUT OF	100.0% ACCURACY	COMPLETION:	100.0%

## Scanning & Reconnaissance Module

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

45 TH PLACE OUT OF 4180 NATIONAL RANK	40 TH PLACE OUT OF 628 GOLD BRACKET RANK	210 POINTS OUT OF PERFORMANCE SCORE	36.4% ACCURACY	72.7% COMPLETION
99 th National Percentile	94th Gold Bracket Percentile	Averages National: 50.6 Gold Bracket: 77.8	National: 66.8% Gold Bracket: 76.2%	National: 24.4% Gold Bracket: 35.7%
Hidden Treasure (Eas	y) 100 POINTS OUT OF	83.3% ACCURACY	COMPLETION:	100.0%
TeamSpeak (Medium)	100 POINTS OUT OF	100.0% ACCURACY	COMPLETION:	100.0%
Router (Hard)	10 POINTS OUT OF	7.1% ACCURACY	COMPLETION:	25.0%



## Web Application Exploitation Module

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

94 TH PLACE OUT OF 4180 NATIONAL RANK 79 TH PLACE OUT OF 628 GOLD BRACKET RANK 185 POINTS OUT OF 330 PERFORMANCE SCORE

57.1% ACCURACY 66.7% COMPLETION

98<sup>th</sup>

88th
Gold Bracket Percentile

Averages National: 54.2 Gold Bracket: 102.8

National: 60.3% Gold Bracket: 73.7% G

National: 26.6% Gold Bracket: 43.5%

National Percentile

90 POINT

100.0% ACCURACY COMPLETION: 100.0%

Infosec Blog (Medium)

Doge Community (Easy)

95 POINTS

55.6% ACCURACY COMPLETION: 100.0%

Hacker Login (Hard)

OUT OF

0.0% ACCURACY COMPLETION: 0.0%