



NCL Spring 2021 Team Game Scouting Report

Dear Federico Cassano (Team "Cyber Eagles"),

Congratulations on a great NCL 2021 Spring Team 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/C2PXKLFGQ827

CompTIA Based on the the performance detailed in this Scouting Report, Federico Cassano has earned **21** 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 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. Dan Manson
NCL Commissioner





NCL Scouting Report

What follows is a customized NCL Scouting Report of your performance in the NCL 2021 Spring Team 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 in-depth 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.

Based on the performance of the top ranking member in the Individual Game, Federico Cassano's team "Cyber Eagles" was placed into the **Gold Bracket** for the Team Game.





NCL Spring 2021 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.

16TH PLACE
OUT OF 922
NATIONAL RANK

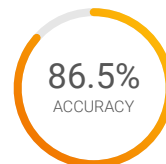
99th
National Percentile

16TH PLACE
OUT OF 116
GOLD BRACKET RANK

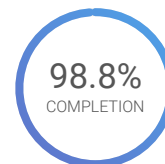
87th
Gold Bracket Percentile

2895 POINTS
OUT OF 2965
PERFORMANCE SCORE

Averages
National: 985.5
Gold Bracket: 2320.6



National: 49.7%
Gold Bracket: 81.0%



National: 38.6%
Gold Bracket: 82.6%

Cryptography	320 POINTS OUT OF 320	100.0% ACCURACY	COMPLETION:	100.0%
Enumeration & Exploitation	330 POINTS OUT OF 330	82.4% ACCURACY	COMPLETION:	100.0%
Forensics	330 POINTS OUT OF 330	70.0% ACCURACY	COMPLETION:	100.0%
Log Analysis	330 POINTS OUT OF 330	95.5% ACCURACY	COMPLETION:	100.0%
Network Traffic Analysis	340 POINTS OUT OF 340	78.6% ACCURACY	COMPLETION:	100.0%
Open Source Intelligence	325 POINTS OUT OF 325	92.9% ACCURACY	COMPLETION:	100.0%
Password Cracking	300 POINTS OUT OF 300	100.0% ACCURACY	COMPLETION:	100.0%
Scanning & Reconnaissance	305 POINTS OUT OF 305	73.3% ACCURACY	COMPLETION:	100.0%
Web Application Exploitation	215 POINTS OUT OF 285	100.0% ACCURACY	COMPLETION:	80.0%

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





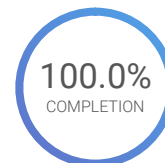
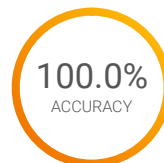
Cryptography Module

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

6TH PLACE
OUT OF 922
NATIONAL RANK

6TH PLACE
OUT OF 116
GOLD BRACKET RANK

320 POINTS
OUT OF 320
PERFORMANCE SCORE



100th
National Percentile

95th
Gold Bracket Percentile

Averages
National: 131.1
Gold Bracket: 273.8

National: 52.6%
Gold Bracket: 87.3%

National: 44.7%
Gold Bracket: 87.2%

Decoding 1 (Easy)	25 POINTS OUT OF 25	100.0% ACCURACY	COMPLETION:	100.0%
Decoding 2 (Easy)	25 POINTS OUT OF 25	100.0% ACCURACY	COMPLETION:	100.0%
Decoding 3 (Medium)	25 POINTS OUT OF 25	100.0% ACCURACY	COMPLETION:	100.0%
Decoding 4 (Medium)	25 POINTS OUT OF 25	100.0% ACCURACY	COMPLETION:	100.0%
Decoding 5 (Hard)	40 POINTS OUT OF 40	100.0% ACCURACY	COMPLETION:	100.0%
RSA (Hard)	55 POINTS OUT OF 55	100.0% ACCURACY	COMPLETION:	100.0%
Steg (Easy)	20 POINTS OUT OF 20	100.0% ACCURACY	COMPLETION:	100.0%
Two Faced (Medium)	45 POINTS OUT OF 45	100.0% ACCURACY	COMPLETION:	100.0%
Wav Stego (Hard)	60 POINTS OUT OF 60	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.

11TH PLACE
OUT OF 922
NATIONAL RANK

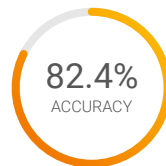
99th
National Percentile

11TH PLACE
OUT OF 116
GOLD BRACKET RANK

91st
Gold Bracket Percentile

330 POINTS
OUT OF 330
PERFORMANCE SCORE

Averages
National: 49.8
Gold Bracket: 192.6



National: 32.9%
Gold Bracket: 63.4%



National: 18.0%
Gold Bracket: 61.0%

Source (Easy)

100 POINTS
OUT OF 100

100.0%
ACCURACY

COMPLETION: **100.0%**

Mobile (Medium)

100 POINTS
OUT OF 100

85.7%
ACCURACY

COMPLETION: **100.0%**

Word (Hard)

130 POINTS
OUT OF 130

75.0%
ACCURACY

COMPLETION: **100.0%**

Forensics Module

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

66TH PLACE
OUT OF 922
NATIONAL RANK

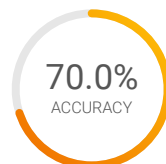
93rd
National Percentile

56TH PLACE
OUT OF 116
GOLD BRACKET RANK

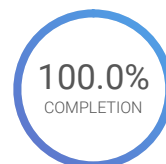
52nd
Gold Bracket Percentile

330 POINTS
OUT OF 330
PERFORMANCE SCORE

Averages
National: 103.6
Gold Bracket: 274.0



National: 34.0%
Gold Bracket: 75.2%



National: 31.0%
Gold Bracket: 82.6%

PDF (Easy)

100 POINTS
OUT OF 100

66.7%
ACCURACY

COMPLETION: **100.0%**

Magic Bytes (Medium)

100 POINTS
OUT OF 100

66.7%
ACCURACY

COMPLETION: **100.0%**

Deleted Flag (Hard)

130 POINTS
OUT OF 130

72.7%
ACCURACY

COMPLETION: **100.0%**





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.

15TH PLACE
OUT OF 922
NATIONAL RANK

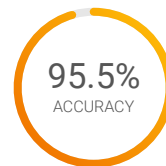
99th
National Percentile

13TH PLACE
OUT OF 116
GOLD BRACKET RANK

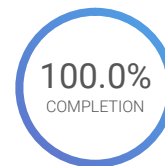
89th
Gold Bracket Percentile

330 POINTS
OUT OF 330
PERFORMANCE SCORE

Averages
National: 121.8
Gold Bracket: 285.6



National: 40.6%
Gold Bracket: 76.1%



National: 39.6%
Gold Bracket: 86.9%

Access (Easy)

100 POINTS
OUT OF 100

100.0%
ACCURACY

COMPLETION: **100.0%**

Tasty (Medium)

110 POINTS
OUT OF 110

88.9%
ACCURACY

COMPLETION: **100.0%**

Firewall (Hard)

120 POINTS
OUT OF 120

100.0%
ACCURACY

COMPLETION: **100.0%**

Network Traffic Analysis Module

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

55TH PLACE
OUT OF 922
NATIONAL RANK

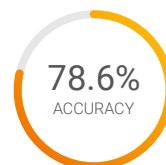
95th
National Percentile

43RD PLACE
OUT OF 116
GOLD BRACKET RANK

63rd
Gold Bracket Percentile

340 POINTS
OUT OF 340
PERFORMANCE SCORE

Averages
National: 94.6
Gold Bracket: 277.6



National: 34.4%
Gold Bracket: 72.0%



National: 36.0%
Gold Bracket: 85.2%

NetBios (Easy)

50 POINTS
OUT OF 50

63.6%
ACCURACY

COMPLETION: **100.0%**

Cracking (Medium)

70 POINTS
OUT OF 70

80.0%
ACCURACY

COMPLETION: **100.0%**

Stolen IP (Medium)

110 POINTS
OUT OF 110

88.9%
ACCURACY

COMPLETION: **100.0%**

USB Keyboard (Hard)

110 POINTS
OUT OF 110

100.0%
ACCURACY

COMPLETION: **100.0%**





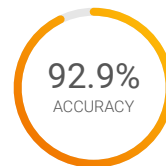
Open Source Intelligence Module

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

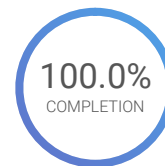
114TH PLACE
OUT OF 922
NATIONAL RANK

55TH PLACE
OUT OF 116
GOLD BRACKET RANK

325 POINTS
OUT OF 325
PERFORMANCE SCORE



National: 57.2%
Gold Bracket: 86.7%



National: 67.4%
Gold Bracket: 94.2%

88th
National Percentile

53rd
Gold Bracket Percentile

Averages
National: 211.3
Gold Bracket: 305.1

Rules of Conduct (Easy)	25 POINTS OUT OF 25	100.0% ACCURACY	COMPLETION:	100.0%
Time Machine (Easy)	45 POINTS OUT OF 45	75.0% ACCURACY	COMPLETION:	100.0%
Sunday Drive (Easy)	60 POINTS OUT OF 60	100.0% ACCURACY	COMPLETION:	100.0%
SHIELD (Medium)	60 POINTS OUT OF 60	100.0% ACCURACY	COMPLETION:	100.0%
Hardware ID (Medium)	60 POINTS OUT OF 60	83.3% ACCURACY	COMPLETION:	100.0%
Satellite Imagery (Hard)	75 POINTS OUT OF 75	100.0% ACCURACY	COMPLETION:	100.0%





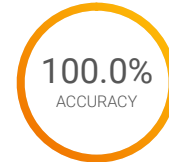
Password Cracking Module

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

20TH PLACE
OUT OF 922
NATIONAL RANK

20TH PLACE
OUT OF 116
GOLD BRACKET RANK

300 POINTS
OUT OF 300
PERFORMANCE SCORE



98th
National Percentile

83rd
Gold Bracket Percentile

Averages
National: 95.7
Gold Bracket: 236.5

National: 62.0%
Gold Bracket: 90.8%

National: 39.7%
Gold Bracket: 84.4%

Hashing (Easy)	15 POINTS OUT OF 15	100.0% ACCURACY	COMPLETION:	100.0%
Cracking 1 (Easy)	30 POINTS OUT OF 30	100.0% ACCURACY	COMPLETION:	100.0%
Cracking 2 (Easy)	30 POINTS OUT OF 30	100.0% ACCURACY	COMPLETION:	100.0%
Cracking 3 (Medium)	45 POINTS OUT OF 45	100.0% ACCURACY	COMPLETION:	100.0%
Cracking 4 (Hard)	90 POINTS OUT OF 90	100.0% ACCURACY	COMPLETION:	100.0%
Cracking 5 (Hard)	90 POINTS OUT OF 90	100.0% ACCURACY	COMPLETION:	100.0%

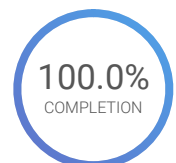
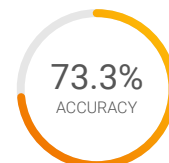
Scanning & Reconnaissance Module

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

48TH PLACE
OUT OF 922
NATIONAL RANK

42ND PLACE
OUT OF 116
GOLD BRACKET RANK

305 POINTS
OUT OF 305
PERFORMANCE SCORE



95th
National Percentile

64th
Gold Bracket Percentile

Averages
National: 78.4
Gold Bracket: 245.0

National: 29.9%
Gold Bracket: 72.7%

National: 27.4%
Gold Bracket: 81.5%

UDP (Easy)	100 POINTS OUT OF 100	62.5% ACCURACY	COMPLETION:	100.0%
Blog (Medium)	100 POINTS OUT OF 100	71.4% ACCURACY	COMPLETION:	100.0%
Scanned (Hard)	105 POINTS OUT OF 105	87.5% ACCURACY	COMPLETION:	100.0%





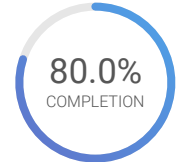
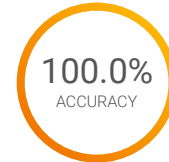
Web Application Exploitation Module

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

6TH PLACE
OUT OF 922
NATIONAL RANK

6TH PLACE
OUT OF 116
GOLD BRACKET RANK

215 POINTS
OUT OF 285
PERFORMANCE SCORE



100th
National Percentile

95th
Gold Bracket Percentile

Averages
National: 35.9
Gold Bracket: 139.1

National: 32.6%
Gold Bracket: 83.3%

National: 16.8%
Gold Bracket: 57.0%

Clicker (Easy)

100 POINTS
OUT OF 100

100.0%
ACCURACY

COMPLETION: **100.0%**

Construction (Medium)

105 POINTS
OUT OF 105

100.0%
ACCURACY

COMPLETION: **100.0%**

Hire-a-Hacker (Hard)

10 POINTS
OUT OF 80

100.0%
ACCURACY

COMPLETION: **33.3%**

