

Air Force Association's CyberPatriot

The National High School Cyber Defense Competition

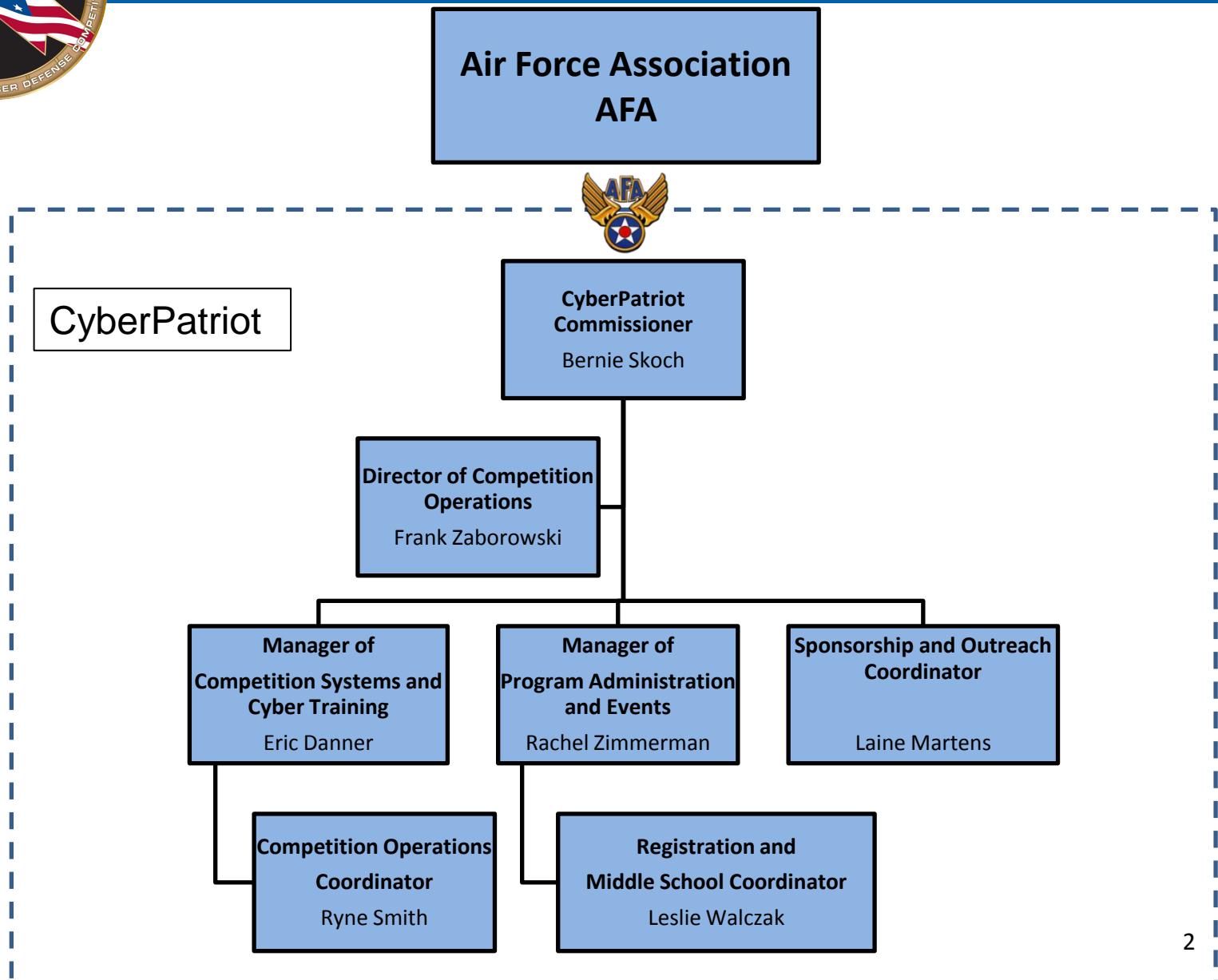


Online
Coaches' Meetings
May 14 & 15, 2013





Organization Chart





Coaches' Role

The Coach is the Backbone of the Competition

No team may compete in CyberPatriot until there is first a responsible adult willing to accept the following responsibilities.

- (1) **Competitor Protection**. The coach is responsible for the protection and safety of their team's competitors while involved in CyberPatriot activities. Access to minor students in a way that protects them, respects parental prerogatives, and follows legal statutes (e.g., Children's Internet Protection Act), is the coach's responsibility. As the "gate keeper" for contact with the competitors, the coach is accountable for the interaction of "mentors or technical advisors" to the competitors.
- (2) **Competition Integrity**. Ensuring the integrity of the competition is essential to the fairness of the competition. Once the competition begins, the coach must ensure that their competitors receive no assistance, except between competitors on the same team. The coach upholds the guiding and operating principles of the competition at the team level.
- (3) **Official Point of Contact**. The coach is the official point of contact for a team. Official CyberPatriot competition and other correspondence is provided to coaches for further dissemination to their teams. It is key during competition that coaches monitor their e-mail for up-to-date information that competitors will not receive directly. The role of official point of contact cannot be delegated to the mentor.
- (4) Abide by the CyberPatriot Coaches' Agreement.



Rules of the Road

This WebEx is provided by Cisco Systems



Meeting is based around presentation.

Presenters will use Audio

Participants will use Chat

NO private chat rooms

Hold questions until the end, so everyone can concentrate on brief

Presentation will be posted at www.uscyberpatriot.org under the CyberPatriot VI tab/
CyberPatriot VI Documents

CyberPatriot



Registration



Registration

Registration Tab

Registered Coach Sign In

The screenshot shows the Air Force Association's CYBERPATRIOT website. At the top, there is a banner with three people holding a large award. Below the banner, there is a navigation bar with links for Home, About, Documentation, Register here for CyberPatriot VI (which is circled in red), and How You Fit. To the right of the navigation bar is a search bar and social media sharing options. On the left side of the main content area, there is a brief description of what CyberPatriot is and a Twitter follow link. On the right side, there is a box titled 'CyberPatriot VI Registration' with a map and a 'Text Version' link.

- CyberPatriot Mentors, Coaches, and Competitors must re-register each season
- If you need to change your contact information, your team's address, your verification official, etc., please email info@uscyberpatriot.org with the new information.



Registration

▪ Mentor Registration

Mentor Submits Registration

- All Mentors must be registered to be accredited as part of a team by CyberPatriot Office.

CyberPatriot Office Initiates Background Check

Background Check is Approved

- Mentor is placed on the Mentor list available to coaches, within the team site.

Mentor is Linked with Team

- Mentors approve or decline mentoring requests sent from local coaches.
- Mentors already working with teams can email L.walczak@uscyberpatriot.org to be linked with their teams in our system.
- If you would like to find a team in your area to work with, visit our current team registrations at: <http://www.uscyberpatriot.org/Documents/CyberPatriot%20VI%20Current.pdf>. Please then identify a few teams in your area that you would like to work with, and email them to Leslie Walczak at L.walczak@uscyberpatriot.org.





Registration

- Coach Registration

Coach Registers

- Each team must have a different coach. No person can coach more than one team.

School/Squadron Official Verifies

- Email info@uscyberpatriot.org if your official needs us to resend the verification email.

CyberPatriot Program Office Approves

- Once your team is approved, you will be sent a link to submit payment and/or set up your **team site**.

Coach registers competitors and selects a Mentor on his or her **team site**.





Registration

Team Site:

- Created when a coach is approved by CP Office and registration fee is paid
 - Coach logs into www.uscyberpatriot.org.
 - Find team site under the “My Teams” area on the front page
 - If a site does not appear, payment or approval has not been accomplished

3. Which meeting are you interested in attending?

Create your free online surveys with SurveyMonkey®, the world's leading questionnaire tool.

CyberPatriot V Photos

CyberPatriot V Competitors' Dinner Photos Are Now Available!

Click any of the photos below to see all the food, fun, and prizes from the first night of the CyberPatriot V National Finals Competition.





CyberPatriot V National Champions!

All Service Division: Marine Military Academy, Harlingen, TX (Marine Corps JROTC) and the Open Division: Chantilly Academy, Chantilly, VA pictured with the Secretary of the Air Force the Honorable Michael B. Donley.



The National Finals Competition Special Edition is now online



CyberSentinel Archives

For official CyberPatriot apparel visit the Air Force Association's Hangar Store at www.afa.org/store.

Visit the "Hangar Store" for CyberPatriot logo'd apparel.



"Have you got what it takes?"

Team Site Link



Registration

Team Site Tasks

- Student Registration:**

Coach enters student information on team website.
(Teams are limited to 10 students)

Student receives an email with login credentials and completes registration information.

Parent/guardian receives email and approves or declines.

Once parent/guardian approves, the student is fully registered.

- Mentor Selection:**

- Teams can have multiple mentors
- Mentors have the right to approve or decline a coach's request to participate with teams

Click the "Request Mentor" link in the Roster Box on your Team Site

A page will appear listing approved CyberPatriot Mentors and the city and state of their home and/or work addresses .

Choose a Mentor and click "Request to Join My Team"

An email is sent to the Mentor asking him or her to approve or decline your mentoring request.

If the Mentor approves, he or she will be connected to your team.



Registration

The banner features the CyberPatriot logo on the left, which includes a circular emblem with the words "CYBERPATRIOT", "WEBSITE SERVICE EXCELLENCE", and "COMPETITION". The background shows several students in blue shirts focused on their work at computer monitors in a competition setting.

Register Competitors

Find a Mentor

Coach, enter the information for your students here. You may have a minimum of 2 students per team and a maximum of 10 (5 of those 10 will be alternates in case any of the original 5 cannot compete or if you want to rotate the members of the competition team).

Student Information

First Name: *

Last Name: *

Email Address: *

T-Shirt Size: *



There are currently no favorite links to display. To add a new link, click "Add new link" below.

Add new link

Team Roster

 There are no items to show in this view.



Registration

- Coaches shall be **verified** before their team can participate in CyberPatriot – ***Competitor Protection.***
- Coaches require verification.
- Mentors shall pass a **background check** by the CyberPatriot Program Office –

Competitor Protection

CyberPatriot



Competition Overview



Two Competition Divisions



Open Division

- Open to any high school
 - Public, private, parochial, magnet, home-school
- Highly valued CyberPatriot competition attributes:
 - Technical/STEM education
 - Career preparation/development
 - Teamwork
 - Goal-achievement



All Service Division

- Open to any JROTC unit
 - Army, Navy, Air Force, Marine Corps
- Open to Civil Air Patrol cadet squadrons and composite squadrons
- Open to Naval Sea Cadet Corps units
- Highly valued CyberPatriot competition attributes:
 - Teamwork
 - Goal-achievement
 - Leadership





CP-VI Competition Timeline

Open Division (Any High School)

Exhibition Round
Apr 22-29



Practice Round
Oct 10-14 Days



Round 1
Nov 15-17



Round 2
Dec 6-8



Semifinals
36 Teams
Jan 17-19



2 International
Exhibition Teams
(If no Canadian teams qualify)



12 Finalist Teams

Apr May Jun Jul Aug Sep Oct Nov Dec Jan Feb Mar

Recruiting/Registration April 1 – September 30

Apr May Jun Jul Aug Sep Oct Nov Dec Jan Feb Mar



Exhibition Round
Apr 22-29



Practice Round
Oct 10-14 Days



Round 1
Nov 15-17



Round 2
Dec 6-8

Semifinals
42 Teams
Jan 17-19

14 Finalist Teams

2 x Army JROTC
2 x Navy JROTC
2 x Marine Corps JROTC
2 x Air Force JROTC
2 x Civil Air Patrol
2 x US Naval Sea Cadet Corps
2 x "Wild Card"

All Service Division (JROTC/CAP/Sea Cadets)

CP-VII Recruiting Pre-Registration Jan 1 – Apr 1 2014



Team Structure



- **Coach** (Adult Leader): Supervises, chaperones team. Usually a teacher.
- **Mentor** (Technical Advisor)(Optional): Particularly useful when coach not cyber-savvy. Helps teach cyber concepts. AFA helps find them.
- **Competitors**: 2-5 students compete. Up to 10 on roster., 9th-12th grade, minimum age 13. Up to 5 alternates/substitutes.
- **Team Captain**: Coach selects from the competitors to head the team during competition.

National Finals Competition teams consist of six competitors (five primary and one alternate), one coach, and one chaperone.



Competition Communications

- **E-Mail** is the official communications medium for CyberPatriot: info@uscyberpatriot.org

- E-mail via Constant Contact – Spam Filters
- Correct coaches' e-mail addresses are critical
- We do not use mentors' e-mail addresses
- **Recommend PERSONAL** e-mail for CP correspondence



Web site

- **Surveys**– Before Round

- **Web Site /Facebook** for notices

www.uscyberpatriot.org



Facebook

CyberPatriot



Exhibition Round



Exhibition Round

- ***150+ Participants***

- **Good feedback**

- **Round was extended 3 days.**

CyberPatriot Competition System

Treat as Examination Material



Control

Delete

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CyberPatriot



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Outreach



Internships – Northrop Grumman

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Internship Requirements:

Basic Qualifications:

Candidates MUST meet the following required skills:

- Must be at least 16 years of age
- Enrolled in and attending high school
- Must meet eligibility requirements to obtain a government issued clearance

Preferred Qualifications:

- GPA of 3.0 or higher
- Advanced science, math and/or computer science coursework
- Have participated in the CyberPatriot program a plus for computer science-related internships
- Knowledge of MS Office products

Current Internship

Locations:

Alabama

- Huntsville

California

- Palmdale
- Redondo Beach
- San Diego

Colorado

- Aurora

Maryland

- Annapolis Junction

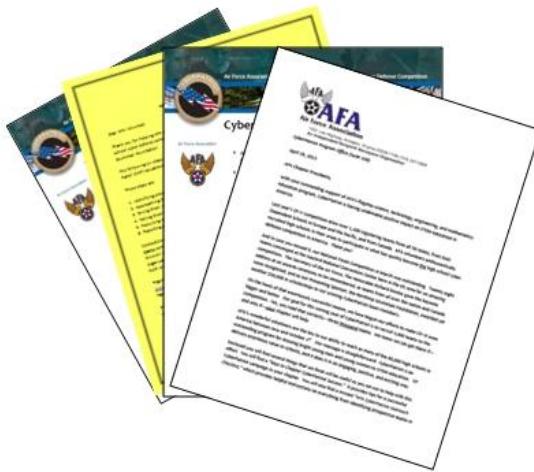
Virginia

- Chantilly
- Fairfax
- Herndon
- Mclean

Continue to check back at the below web link as more will internships will be opening in other areas soon!

<http://www.northropgrumman.com/Careers/StudentsAndNewGrads/Pages/Cyberpatriot.aspx>

Internship Questions? Contact CyberPatriot@ngc.com



Team Recruitment

Are you already recruiting your team for next year?

Do you need factsheets, tri-folds, giveaways, recruitment video, etc?

Order Recruitment Materials and supplies at
<http://www.uscyberpatriot.org/Documents/AFAChapteOrderForm.pdf>





The CyberSentinel / October 2012

Sponsor Profile: SAIC



Defending against cyber attackers to protect a network, an IT system, or even yourself takes a heightened level of awareness combined with technical skills. October is National Cyber Security Awareness Month, a time to increase education and showcase industry growth, opportunities and cybersecurity skills. SAIC is a founding partner of CyberPatriot and SAIC's live-training cyber game engine, CyberNEXS (<http://www.saic.com/cybernexs/>), powers the youth competitions with a realistic cyber environment to train and exercise the essential skills to defend a computer network, under the pressure of a real-life attack. Cyber defense competitions are becoming a vital

path to nurture talent, sharpen cybersecurity skills, and increase education and ethic in information security.

SAIC's patented CyberNEXS has been used for over 180 training and competition events globally and recently partnered with the International Council of Electronic Commerce Consultants (EC-Council) Foundation to sponsor the Global CyberLympics <<http://www.cyberlympics.org/Home.aspx>>. The qualification rounds were conducted via the Internet, where hundreds of contestants from 34 countries tested their technical cyber skills; the Global Finals will be a Capture the Flag competition conducted at Hackie Halted in Miami at the end of October. CyberNEXS contains a real-time, high fidelity scoring system that is easily adaptable to changing threats

and takes participants through various training scenarios, including forensics, defensive and offensive operations. Available live anywhere in the world, CyberNEXS provides a web-based network management tool that aids in real-time feedback and focused training.



A CyberPatriot Founding Partner, SAIC's CyberNEXS team received the Air Force Association's Hoyt A. Vandenberg Award in 2010 for its outstanding support of the CyberPatriot Program.

Cyber Crime Case Challenge Coming to CyberPatriot

By The Defense Cyber Crime Center (DC3)

The Department of Defense Cyber Crime Center is a CyberPatriot Partner. In the CyberPatriot IV National Finals Competition, DC3 conducted the Digital Crime Scene Challenge as a scored event for the competition.

The DC3 Digital Crime Scene Challenge is an interactive competition that presents teams of 2-5 competitors with a simulated crime scene and asks them to solve the case in less than 15 minutes. This hands-on challenge brings awareness to the issues that real-life cyber investigators and security professionals face. Various levels of a cyber investigative process are put to the test in this challenge:

- Analyzing case data
- Processing a crime scene
- Securing evidence
- Conducting a digital forensic examination



Competitors study devices to determine if they are digital or non-digital evidence.



Referring to a transcript, competitors determine which device holds the vital clue to solve the case.

The Digital Crime Scene Challenge is undergoing a major overhaul to debut this fall. The Cyber Crime Case Challenge (C4) iteration will include more elements of a Cyber Crime investigation and an updated format. We hope to see you at the CyberPatriot V National Finals Competition in March 2013.



Participants search the suspect for evidence during the CyberPatriot IV National Finals Competition.

To win the challenge, teams needed to find the most digital devices in the crime scene, identify the device that contains vital case information based on the scenario and facts given, and locate the digital evidence on the forensic machine (provided). No previous technical expertise was required to participate.

The CyberSentinel

Publisher
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Spotlight on Spokane Public Schools



Partnering with community mentors helps SPS find cyber success

CyberPatriot started in Spokane Public Schools (SPS) with one team of curious students and a couple of well-intentioned coaches.

This year, SPS has 10 teams from five schools, experienced students, a fleet of coaches supported by community mentors eager to share their knowledge and a Center of Excellence designation.

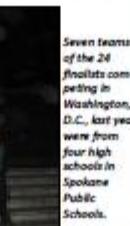
"Our first year of competition without mentors was ugly ... let's leave it at that," remembered MSgt. Loyd Patton, Aerospace Science Instructor and coach of John R. Rogers' Air Pirates team. "This wouldn't work without the mentors."

Coaches are responsible for recruiting students, scheduling practices and making sure students attend them, handling logistics and travel arrangements, collecting permission slips, and completing the paperwork required for the trip to nationals. The mentors fill in the rest, working with students weekly, and then more often as the competition date draws near. Some have donated more than 150 hours district-wide.

"Spokane's local businesses have shown great support of CyberPatriot by allowing their employees to participate as mentors who provide training for their area of expertise," Patton explained. "We have a perfect blend of mentors, including former CyberPatriot competitors and experts in software, operating systems, hardware, and security. They all freely lend their expertise to all the teams."

In addition, support from Spokane Public Schools' Career and Technical Education department has provided opportunities for students to compete and learn skills that are on the cutting edge of technology.

Mentors include Dan Wordell, Roger Carbajal and Brandon Thompson of the SPS Instructional Technology Support Center, Kurt Strauss of Microsoft Corp., Don Edwards of Epicor, Glen Bell of Purcell Systems, Eric Turner from Northwest Registered Agents LLC, and college students and former CyberPatriot competitors Alex Darsamuta, Tu Trong and Jacob Thompson.



Seven teams of the 24 finalists competing in Washington, D.C., last year were from four high schools in Spokane Public Schools.



John R. Rogers High School's open division teams are ready for CyberPatriot V. The school's AFJROTC team was named AFJROTC service champion, and also took second place in Computer Defense in CyberPatriot IV. Also from Spokane Public Schools, Lewis and Clark High School took first place in Forensics, and second place in Computer Defense in the open division.

"There is very little we do these days that is not in some way affected or controlled by computers. Security of these systems and networks is critical," said Patton. "CyberPatriot gives our students skills that are needed in today's world and can turn into well paying jobs."

For many Spokane CyberPatriots, that's happening sooner, rather than later. Over the past few years, many students have been hired as interns at the district's Instructional Technology Support Center (ITSC) and one is currently seeking a career there.

"They make good hires due to their passion, commitment and leadership training," said Terry Yeigh, Computer Science instructor and CyberPatriot coach at Rogers High School. "Students have had the opportunity to learn the necessary skills and have proven that they are willing to learn and study to achieve a higher skill level. Also, ITSC managers have the chance to see how the students react and handle pressure and problem solve."

With continued community support, Spokane's CyberPatriots envision the Lilac City becoming synonymous with cyber security.

"My hope is that Spokane Public Schools becomes the leader in this area," Yeigh said, "and becomes known for its pursuit of being the leader in Information Technology education."

Rogers HS coaches are Tim Young, Terry Yeigh, Chuck Dravland, Debbie Smith, Col. Don Oukrop and MSgt. Loyd Patton. The North Central HS coach is Josh Harrison. The Lewis and Clark HS coach is Mark Rhodes. The Ferris HS coach is Skip Carter. The Shadle Park HS coach is Steven Roffler.

CyberPatriot



Training

CYBERPATRIOT

National High School Cyber Defense Competition

presented by **NORTHROP GRUMMAN**
Foundation

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CyberPatriot Training Materials and Documents are located at the CyberPatriot V Tab.

is open to all high schools, accredited home Cadet Units and JROTC units around the

al high school cyber defense competition

created to inspire high school students toward careers in cybersecurity or other science, technology, engineering, and mathematics (STEM) disciplines critical to our nation's future. The competition was conceived by the Air Force Association. Northrop Grumman Foundation is the presenting sponsor.

If you want to find out more about us, feel free to look at our about us page or at our FAQ.



Training

- Module 1: Introduction to Information Security
- Module 2: Virtual Machines
- Module 3: Windows Operating Systems – Basic Security
- Module 4: Threats and Vulnerabilities
- Module 5: How to Mitigate
- Module 6: Networking
- Module 7: Unix Operating Systems
- Module 8: Password Security





Windows Training

Practice Images: MSDN

- CP-VI MSDN login credentials have not yet been issued – will be soon
- Credentials issued during CP-V are still valid

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Order Summary

Order Date: 2012-08-14 11:21 AM Eastern Daylight Time Order Number: 100098446520	Order Information
Name: Eric Danner Email: ericdanner1982@yahoo.com	

Items All prices are in US Dollars

	Quantity	Unit Price	Amount
Microsoft Windows Server 2008 R2 Enterprise with SP1 64-bit (English) - DreamSpark - Download	1	\$0.00	\$0.00

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After adding a title to your cart, you will receive a confirmation email with a link to download

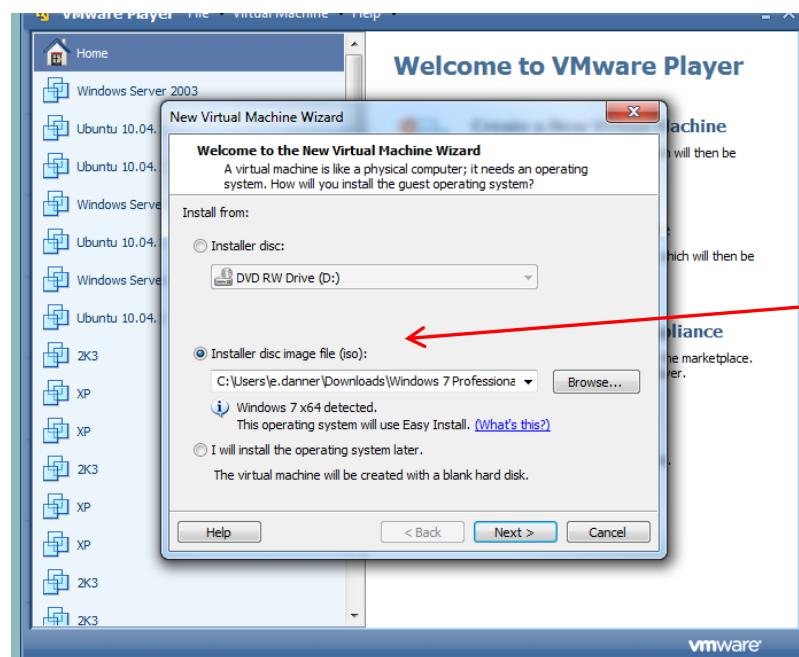
Keep your product key handy, you'll need it when you build your image

Note: You may be prompted to install the Secure Download Manager (an .msi file) and an .sdx file. Allow both of these to run.



Using MSDN Downloads

After downloading your OS .iso, open Vmware Player.
Then click “Create a New Virtual Machine.”

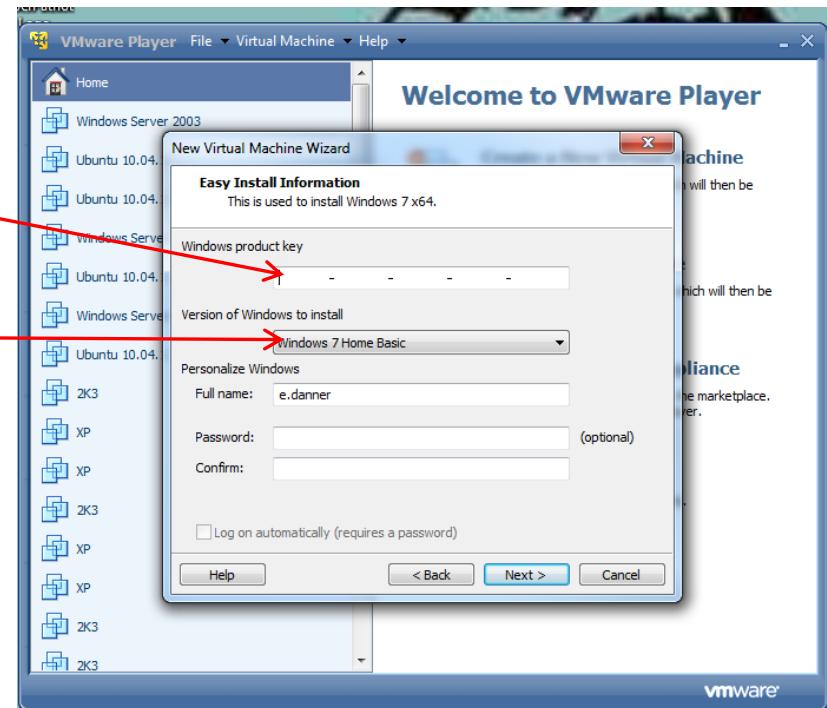


Select “Installer disc image file (iso)” in the middle

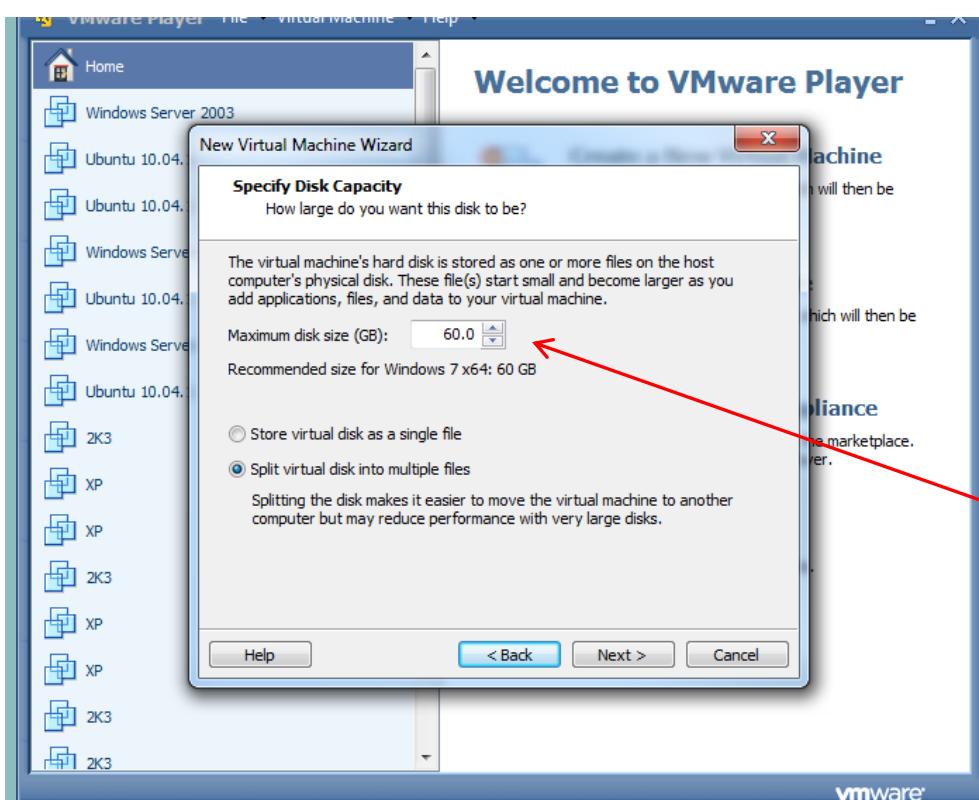


Using MSDN Downloads

Enter your Microsoft product key



Select which version you wish to install

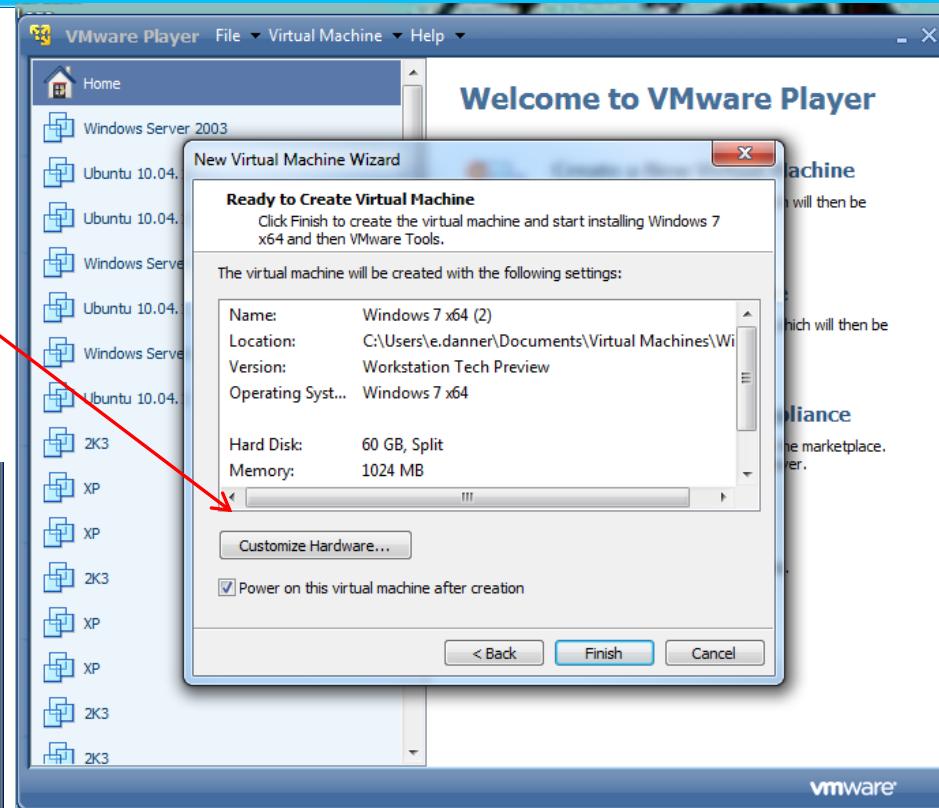
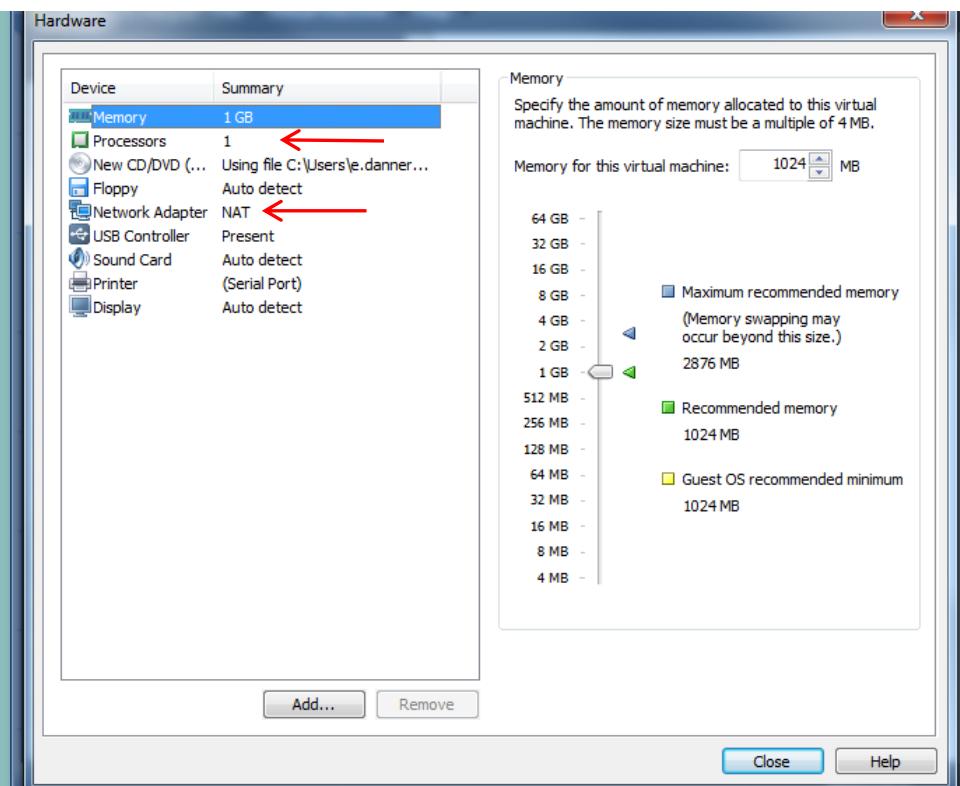


Assign system resources accordingly
(will depend on host machine specs)



Using MSDN Downloads

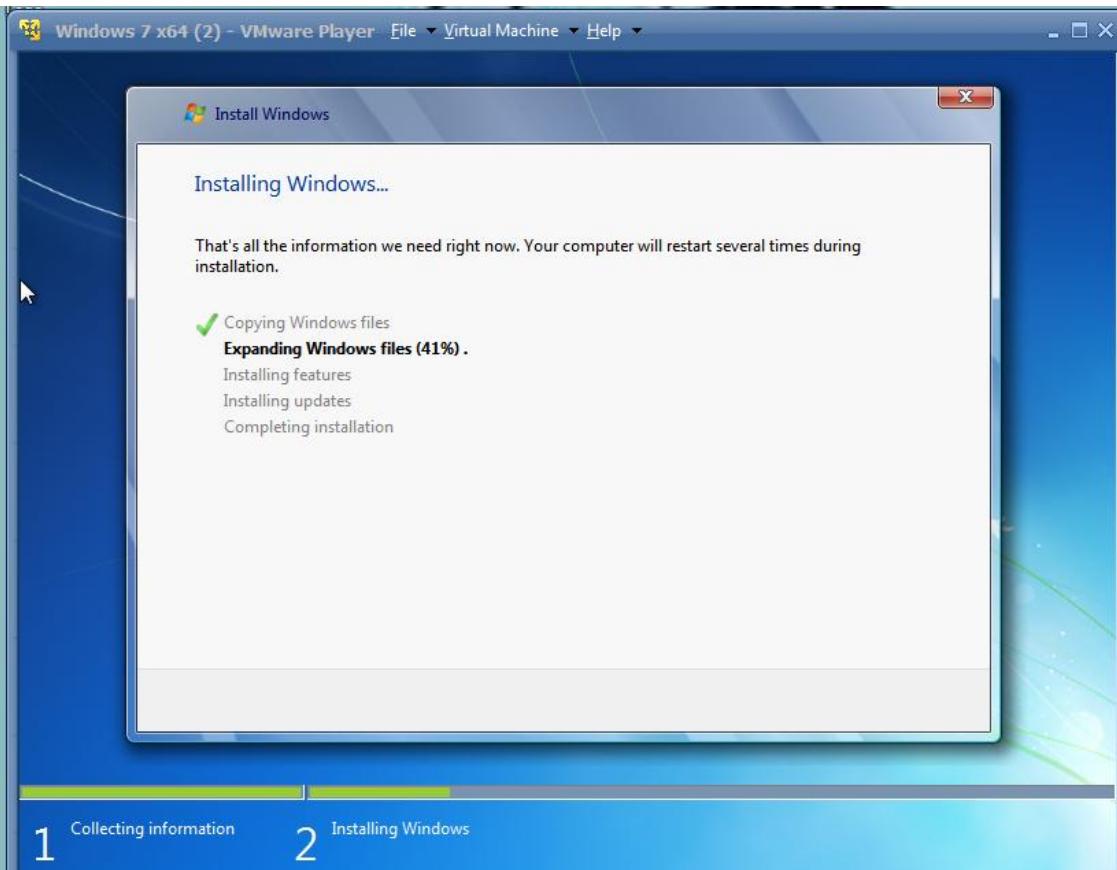
To further customize specs of virtual machine, click “Customize Hardware.” Allows you to provision host system resources (RAM, cores, etc.)



When you're happy with the configuration, click Finish to boot the virtual machine.



Using MSDN Downloads



Once you start your virtual machine, It will go through the standard Windows Installation process. After that's done, you're ready to use your practice virtual machine.



Linux Practice Images

- If you wish to practice with Linux, go to Ubuntu.com and download a practice ISO (past and current releases)
- Same procedure as building Windows images – just select the Ubuntu ISO instead

The screenshot shows a web browser displaying the Ubuntu.com download page for the Desktop edition. The URL in the address bar is <http://www.ubuntu.com/download/desktop>. The page has a white header with an orange navigation bar containing links for Desktop, Phone, Tablet, TV, Server, Cloud, Management, and Download. A search bar is also present. Below the header, there's a cookie consent message and a main content area titled "Download Ubuntu Desktop". The text in this area discusses the choice between Ubuntu 13.04 and 12.04 LTS. A red arrow points from the text "choose Ubuntu 12.04 LTS" to a dropdown menu labeled "Choose your flavour" which is set to "32-bit". At the bottom right of the content area is a large orange button labeled "Ubuntu 12.04 LTS".

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ubuntu® Desktop Phone Tablet TV Server Cloud Management Download

Download Overview Desktop Server Cloud

Download Ubuntu Desktop

You can choose between two options when you download Ubuntu for a desktop PC. Ubuntu 13.04 gives you all the latest features, while Ubuntu 12.04 LTS comes with extended support.

For extended support, choose Ubuntu 12.04 LTS

Ubuntu 12.04.2 LTS is a long-term support release. It has continuous hardware support improvements as well as guaranteed security and support updates until April 2017.

[Read the full installation instructions](#)

If you have a PC with the Windows 8 logo or UEFI firmware, choose the 64-bit download.
[Read more](#)

Choose your flavour

32-bit

Ubuntu 12.04 LTS



Mentoring Sessions

- Are you an IT/cyber professional?
- Would you like to help lots of CyberPatriot teams at once?
- Would you be willing to record a 10 or 15 minute training video to help CyberPatriot teams prepare for competition?
- Then you should contact Eric Danner (e.danner@uscyberpatriot.org, 703 247 5807) for more information



Questions

?