



The National Cyber League - Where Cybersecurity is a Passion

2015 NCL Fall Season Scouting Report

Dear Ben Abbott,

Congratulations on a great 2015 NCL Fall Season!

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. Using lab exercises designed around industry-recognized performance-based exam objectives and aligned with individual and team games, the NCL is a first-of-its-kind ongoing experiment in learning and gaming using next-generation high-fidelity simulation environments. Learn more about the NCL at www.nationalcyberleague.org. If you are interested in validating the information in this report, explore the 2015 Fall season at www.nationalcyberleague.org/seasons.shtml or inquire at info@nationalcyberleague.org.

2015 NCL Fall Season

The 2015 NCL Fall season was designed to develop and validate player knowledge and skills in preparation for further learning, career readiness, industry certifications, and other cybersecurity competitions. Hosted lab exercises in the NCL Gymnasiums were made available to all players and coaches and aligned to the games. Both the lab exercises and games were designed around performance-based exam objectives of the CompTIA Security+™ and EC-Council Certified Ethical Hacker (CEH™) certifications.

The 2015 Fall 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 - 232 players), Silver (the next 35% of all players nationally - 503 players) or Bronze (the next 50% of all players nationally - 715 players). This made the Regular season more fun and engaging by grouping players with similar knowledge and skill levels and providing them with appropriate challenges.

At the beginning of the 2015 Fall season, 2,153 students/players (up from 1,368 in 2014) and 298 faculty/coaches (up from 233 in 2014) from 120 two- and four-year schools in 41 U.S. states (up from 35 in 2014) registered to play.

www.NationalCyberLeague.org

NCL 2015 IS POWERED BY
CYBER SKYLINE



The National Cyber League - Where Cybersecurity is a Passion

There were two Capture the Flag (CTF) Regular Season games optimized for individuals: October 31 and November 14, which were conducted in real-time, during the same time window, for students across the country.

There was one virtual National Championship Postseason game, optimized for organized team play, December 5-12, 2015. That event included 129 teams from 65 college/universities in 29 states.

NCL Scouting Report

What follows is a customized **NCL Scouting Report** of your performance in both the Pre- and Regular season games. We hope you find it to be valuable in both confirming the skills you demonstrated competencies in, as well as 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 game play based on industry-recognized certification performance-based exam objectives.

The following definitions apply to your performance across a range of games, optimized for individuals:

- **Bracket:** Gold, Silver, or Bronze; based on the Preseason Round
- **Bracket Rank:** overall nationally, by Bracket
- **National Rank:** overall place with respect to all players, across all Brackets
- **Total Score:** total combined flag points; the higher the score, the higher the ranking
- **Total Flag Captures:** the combined number of *successful* flag captures/submissions
- **Total Flag Attempts:** the combined number of flags submitted to the Cyber Skyline Platform
- **Accuracy:** percentage of flag submissions that were correct. Formula: Total Flag Captures divided by Total Flag Attempts

Preseason Round

Preseason Round had 51 total flags and contained material from the following areas:

Network Traffic Analysis • Digital Forensics • Cryptography • Cybersecurity Trivia

Bracket	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
None	458	715	46	70	65.71%

www.NationalCyberLeague.org

NCL 2015 IS POWERED BY
CYBER SKYLINE 



The National Cyber League - Where Cybersecurity is a Passion

Regular Season Game 1

Regular Season Game 1 had 131 total flags and measured the following competencies:

Open Source Intel • Network Traffic • Scanning & Recon • Password Cracking • Web Exploits

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Silver	156	358	1,340	80	165	48.48%

Regular Season Game 2

Regular Season Game 2 had 89 total flags and measured the following competencies:

Log Analysis • Cryptography • Wireless Access Exploitation • Enumeration & Exploitation

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Silver	245	522	1,220	42	74	56.76%

Regular Season Combined (Game 1 & 2)

The highest overall Regular season combined score nationally was 7,665, with 206 total flag captures out of 295 attempts and a 69.83% overall accuracy rate by a Gold Bracket player.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Silver	202	435	2,560	122	238	51.26%

www.NationalCyberLeague.org

NCL 2015 IS POWERED BY
CYBER SKYLINE





The National Cyber League - Where Cybersecurity is a Passion

Individual Competencies

The following tables show rank by Bracket and overall, based on the following competencies measured in the Regular season games:

1. Open Source Intelligence
2. Network Traffic Analysis
3. Log Analysis
4. Scanning & Reconnaissance
5. Wireless Access Exploitation
6. Cryptography
7. Password Cracking
8. Web Application Exploitation
9. Enumeration & Exploitation

Open Source Intelligence - 35 Total Flags

The highest overall Regular season score for Open Source Intelligence nationally was 360, with 35 total flag captures out of 38 attempts and a 92.11% overall accuracy rate.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Silver	103	245	335	33	52	63.46%

Network Traffic Analysis - 44 Total Flags

The highest overall Regular season score for Network Traffic Analysis nationally was 1,165, with 44 total flag captures out of 55 attempts and a 80% overall accuracy rate.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Silver	194	405	590	29	63	46.03%

www.NationalCyberLeague.org

NCL 2015 IS POWERED BY
CYBER SKYLINE





The National Cyber League - Where Cybersecurity is a Passion

Log Analysis - 31 Total Flags

The highest overall Regular season score for Log Analysis nationally was 960, with 31 total flag captures out of 32 attempts and a 96.88% overall accuracy rate.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Silver	204	455	720	24	33	72.73%

Scanning & Reconnaissance - 13 Total Flags

The highest overall Regular season score for Scanning & Reconnaissance nationally was 380, with 12 total flag captures out of 19 attempts and a 63.16% overall accuracy rate.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Silver	365	841	30	3	7	42.86%

Wireless Access Exploitation - 30 Total Flags

The highest overall Regular season score for Wireless Access Exploitation nationally was 785, with 30 total flag captures out of 32 attempts and a 93.75% overall accuracy rate.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Silver	231	499	120	12	32	37.5%

www.NationalCyberLeague.org

NCL 2015 IS POWERED BY
CYBER SKYLINE 



The National Cyber League - Where Cybersecurity is a Passion

Cryptography - 20 Total Flags

The highest overall Regular season score for Cryptography was 540, with 14 total flag captures out of 16 attempts and a 87.5% overall accuracy rate.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Silver	220	498	130	6	8	75%

Password Cracking - 30 Total Flags

The highest overall Regular season score for Password Cracking nationally was 950, with 30 total flag captures out of 30 attempts and a 100% overall accuracy rate.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Silver	97	236	385	15	43	34.88%

Web Application Exploitation - 9 Total Flags

The highest overall Regular season score for Web Application Exploitation nationally was 470, with 9 total flag captures out of 10 attempts and a 90% overall accuracy rate.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Silver	N/A	N/A	0	0	0	0%

www.NationalCyberLeague.org

NCL 2015 IS POWERED BY
CYBER SKYLINE 



The National Cyber League - Where Cybersecurity is a Passion

Enumeration & Exploitation - 8 Total Flags

The highest overall Regular season score for Enumeration & Exploitation nationally was 2,150, with 8 total flag captures out of 16 attempts and a 50% overall accuracy rate.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Silver	N/A	N/A	0	0	0	0%

www.NationalCyberLeague.org

NCL 2015 IS POWERED BY
CYBER SKYLINE 



The National Cyber League - Where Cybersecurity is a Passion

Thank you for your participation in the 2015 NCL Fall Regular season! We hope you will continue to develop your knowledge and skills and make meaningful contributions as part of the Information Security workforce!

Casey W. O'Brien
NCL Commissioner

www.NationalCyberLeague.org

NCL 2015 IS POWERED BY
CYBER SKYLINE 