



The National Cyber League - Where Cybersecurity is a Passion

2016 NCL Fall Season Scouting Report

Dear Austin Bransky,

Congratulations on a great 2016 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 2016 Fall season at www.nationalcyberleague.org/fall-season or inquire at info@nationalcyberleague.org.

2016 NCL Fall Season

The 2016 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 2016 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 - 293 players), Silver (the next 35% of all players nationally - 683 players) or Bronze (the next 50% of all players nationally - 976 players). Players who did not participate in the Preseason were not ranked. 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 2016 Fall season, 2,760 students/players (up from 2,153 in 2015) and 352 faculty/coaches (up from 298 in 2015) from 238 two- and four-year schools in 47 U.S. states (up from 41 in 2015) registered to play.

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There were two Capture the Flag (CTF) Regular Season games optimized for individuals: November 5 and November 19, 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, November 28 through December 5. The event included 155 teams from 103 college/universities in 31 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

The top player for Preseason Round captured 85 flags out of 85 total flags, scoring 2180 points out of 2180 total points, and had an accuracy of 100.00%. On average, players in this round captured 47 flags, 1071 points, and had an accuracy of 55.01% in the following competencies:

Cryptography • Log Analysis • Network Traffic Analysis • Open Source Intelligence

Bracket	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
None	101	2,180	85	115	73.91%

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Regular Season Game 1

The top player for Regular Season Game 1 captured 128 flags out of 134 total flags, scoring 3195 points out of 3340 total points, and had an accuracy of 72.73%. On average, players in this round captured 44 flags, 701 points, and had an accuracy of 54.34% in the following competencies:

Network Traffic Analysis • Open Source Intelligence • Password Cracking • Scanning & Recon • Web Application Exploitation

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Gold	161	357	1,020	69	106	65.09%

Regular Season Game 2

The top player for Regular Season Game 2 captured 90 flags out of 96 total flags, scoring 2310 points out of 2480 total points, and had an accuracy of 58.82%. On average, players in this round captured 36 flags, 718 points, and had an accuracy of 48.63% in the following competencies:

Cryptography • Enumeration & Exploitation • Log Analysis • Wireless Access

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Gold	105	191	1,210	67	120	55.83%

Regular Season Combined (Game 1 & 2)

The top player for the Regular Season Combined captured 220 flags out of 230 total flags, scored 5420 points out of 5820 total points, and had an accuracy of 68.11%.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Gold	125	220	2,230	136	226	60.18%

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Individual Competencies

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

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

Cryptography

The top player for Cryptography captured 27 flags out of 27 total flags, scoring 650 points out of 650 total points, and had an accuracy of 100.00%. On average, players captured 15 flags, scored 270 points, and had an accuracy of 69.93%.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Gold	123	320	325	18	21	85.71%

Enumeration & Exploitation

The top player for Enumeration & Exploitation captured 16 flags out of 16 total flags, scoring 670 points out of 670 total points, and had an accuracy of 61.54%. On average, players captured 3 flags, scored 69 points, and had an accuracy of 29.91%.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Gold	130	351	120	6	12	50.00%

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Log Analysis

The top player for Log Analysis captured 35 flags out of 37 total flags, scoring 625 points out of 655 total points, and had an accuracy of 59.32%. On average, players captured 11 flags, scored 154 points, and had an accuracy of 43.14%.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Gold	15	21	495	33	73	45.21%

Network Traffic Analysis

The top player for Network Traffic Analysis captured 42 flags out of 42 total flags, scoring 800 points out of 800 total points, and had an accuracy of 93.33%. On average, players captured 13 flags, scored 143 points, and had an accuracy of 51.97%.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Gold	69	107	380	33	46	71.74%

Open Source Intelligence

The top player for Open Source Intelligence captured 19 flags out of 19 total flags, scoring 320 points out of 320 total points, and had an accuracy of 100.00%. On average, players captured 14 flags, scored 221 points, and had an accuracy of 57.47%.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Gold	158	568	285	17	33	51.52%

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Password Cracking

The top player for Password Cracking captured 24 flags out of 24 total flags, scoring 750 points out of 750 total points, and had an accuracy of 88.89%. On average, players captured 5 flags, scored 144 points, and had an accuracy of 70.92%.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Gold	138	332	225	9	11	81.82%

Scanning & Recon

The top player for Scanning & Recon captured 37 flags out of 37 total flags, scoring 645 points out of 645 total points, and had an accuracy of 78.72%. On average, players captured 11 flags, scored 159 points, and had an accuracy of 50.35%.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Gold	179	632	130	10	16	62.50%

Web Application Exploitation

The top player for Web Application Exploitation captured 12 flags out of 12 total flags, scoring 825 points out of 825 total points, and had an accuracy of 85.71%. On average, players captured 1 flags, scored 33 points, and had an accuracy of 35.20%.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Gold	207	741	0	0	0	0.00%

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Wireless Access

The top player for Wireless Access captured 15 flags out of 15 total flags, scoring 355 points out of 355 total points, and had an accuracy of 83.33%. On average, players captured 6 flags, scored 109 points, and had an accuracy of 38.02%.

Bracket	Bracket Rank	National Rank	Total Score	Total Flag Captures	Total Flag Attempts	Accuracy
Gold	148	412	120	9	13	69.23%

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Thank you for your participation in the 2016 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

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