



*The National Cyber League - Where Cybersecurity is a Passion*

## NCL 2017 Fall Postseason Scouting Report

Dear Bhavyanshu Parasher (Team "XSS 1"),

Congratulations on a great NCL 2017 Fall Postseason!

### 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 challenges 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](http://www.nationalcyberleague.org). If you are interested in validating the information in this report, explore the NCL 2017 Fall season at [www.nationalcyberleague.org/fall-season](http://www.nationalcyberleague.org/fall-season) or inquire at [info@nationalcyberleague.org](mailto:info@nationalcyberleague.org).

### NCL 2017 Fall Season

The NCL 2017 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 challenges in the NCL Gymnasiums were made available to all players and coaches and aligned to the games. The games were designed around performance-based exam objectives of the CompTIA Security+™ and EC-Council Certified Ethical Hacker (CEH) certifications.

The NCL 2017 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 - 331 players), Silver (the next 35% of all players nationally - 864 players) or Bronze (the next 50% of all players nationally - 1,228 players). Players who did not participate in the Preseason were not ranked. This made the Regular Season more engaging by grouping players with similar knowledge and skill levels and providing them with appropriate challenges.

At the beginning of the NCL 2017 Fall Season, 3,449 students/players (up from 2,760 in Fall 2016) and 245 faculty/coaches from more than 250 two- and four-year schools in 47 U.S. states registered to play.

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The Regular Season Capture the Flag (CTF) game, optimized for individuals, took place from November 3 through November 5. The Postseason CTF game, optimized for organized team play, took place from November 17 through November 19. The games were conducted in real-time for students across the country.

## **NCL Scouting Report**

What follows is a customized NCL Scouting Report of your performance in the NCL 2017 Fall Postseason. 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 Rank:** overall place within the Bracket
- **National Rank:** overall place with respect to all players, across all Brackets
- **Score:** total combined flag points; the higher the score, the higher the ranking
- **Flag Captures:** the combined number of successful flag captures/submissions
- **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

Based on the average performance of all team members in the Regular Season game, Bhavyanshu Parasher's team "XSS 1" was placed into the **Silver Rank** for the Postseason game.

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## NCL Fall 2017 Postseason

152 flags (3,150 points)

The top team for NCL Fall 2017 Postseason captured 146 flags out of 152 total flags, scoring 3020 points out of 3150 total points, and had an accuracy of 71.57%. On average, teams captured 99 flags, 1,584 points, and had an accuracy of 63.74%.

National Rank	Silver Rank Rank	Score	Flag Captures	Flag Attempts	Accuracy
18	9	2,570	143	162	88.27%

## Individual Competencies

The following tables show rank Nationally and by Bracket, based on the following modules:

1. Cryptography
2. Enumeration and 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 Exploitation

## Cryptography

13 flags (265 points)

The top team in this module captured 13 flags and scored 265 points with an accuracy of 100.00%. On average, teams in this module captured 11 flags and scored 218 points with an accuracy of 85.23%.

National Rank	Silver Rank Rank	Score	Flag Captures	Flag Attempts	Accuracy
45	22	265	13	13	100.00%

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## Enumeration and Exploitation

9 flags (445 points)

The top team in this module captured 9 flags and scored 445 points with an accuracy of 100.00%. On average, teams in this module captured 4 flags and scored 126 points with an accuracy of 59.70%.

National Rank	Silver Rank Rank	Score	Flag Captures	Flag Attempts	Accuracy
29	14	220	6	8	75.00%

## Log Analysis

17 flags (395 points)

The top team in this module captured 17 flags and scored 395 points with an accuracy of 94.44%. On average, teams in this module captured 11 flags and scored 233 points with an accuracy of 42.17%.

National Rank	Silver Rank Rank	Score	Flag Captures	Flag Attempts	Accuracy
1	1	395	17	18	94.44%

## Network Traffic Analysis

24 flags (360 points)

The top team in this module captured 24 flags and scored 360 points with an accuracy of 82.76%. On average, teams in this module captured 13 flags and scored 167 points with an accuracy of 37.75%.

National Rank	Silver Rank Rank	Score	Flag Captures	Flag Attempts	Accuracy
24	12	330	23	38	60.53%

## Open Source Intelligence

28 flags (265 points)

The top team in this module captured 28 flags and scored 265 points with an accuracy of 100.00%. On average, teams in this module captured 27 flags and scored 252 points with an accuracy of 84.98%.

National Rank	Silver Rank Rank	Score	Flag Captures	Flag Attempts	Accuracy
11	7	265	28	28	100.00%

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### Password Cracking

23 flags (505 points)

The top team in this module captured 23 flags and scored 505 points with an accuracy of 100.00%. On average, teams in this module captured 14 flags and scored 207 points with an accuracy of 88.73%.

National Rank	Silver Rank Rank	Score	Flag Captures	Flag Attempts	Accuracy
25	10	350	20	21	95.24%

### Scanning & Recon

17 flags (250 points)

The top team in this module captured 17 flags and scored 250 points with an accuracy of 100.00%. On average, teams in this module captured 11 flags and scored 146 points with an accuracy of 60.32%.

National Rank	Silver Rank Rank	Score	Flag Captures	Flag Attempts	Accuracy
31	15	230	16	16	100.00%

### Web Application Exploitation

8 flags (300 points)

The top team in this module captured 8 flags and scored 300 points with an accuracy of 100.00%. On average, teams in this module captured 6 flags and scored 94 points with an accuracy of 73.32%.

National Rank	Silver Rank Rank	Score	Flag Captures	Flag Attempts	Accuracy
14	7	150	7	7	100.00%

### Wireless Access Exploitation

12 flags (265 points)

The top team in this module captured 12 flags and scored 265 points with an accuracy of 100.00%. On average, teams in this module captured 8 flags and scored 143 points with an accuracy of 76.98%.

National Rank	Silver Rank Rank	Score	Flag Captures	Flag Attempts	Accuracy
15	6	265	12	12	100.00%

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Thank you for your participation in the NCL 2017 Fall Postseason! 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

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