



The National Cyber League - Where Cybersecurity is a Passion

NCL 2017 Fall Regular Season Scouting Report

Dear Bhavyanshu Parasher,

Congratulations on a great NCL 2017 Fall Regular 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 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. If you are interested in validating the information in this report, explore the NCL 2017 Fall season at www.nationalcyberleague.org/fall-season or inquire at 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 Regular Season. 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

NCL Fall 2017 Preseason

63 flags (1,135 points)

The top player for NCL Fall 2017 Preseason captured 63 flags out of 63 total flags, scoring 1135 points out of 1135 total points, and had an accuracy of 98.44%. On average, players captured 33 flags, 444 points, and had an accuracy of 55.07%.

National Rank	Score	Flag Captures	Flag Attempts	Accuracy
20	1,135	63	72	87.50%

Based on the Preseason performance, **Bhavyanshu Parasher** was placed into the **Gold Bracket** for the Regular Season game.

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NCL Fall 2017 Regular Season

171 flags (3,290 points)

The top player for NCL Fall 2017 Regular Season captured 171 flags out of 171 total flags, scoring 3290 points out of 3290 total points, and had an accuracy of 90.48%. On average, players captured 67 flags, 935 points, and had an accuracy of 64.75%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
37	34	2,740	164	183	89.62%

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
8. Web Application Exploitation
9. Wireless Access Exploitation

Cryptography

18 flags (435 points)

The top player in this module captured 18 flags and scored 435 points with an accuracy of 100.00%. On average, players in this module captured 11 flags and scored 184 points with an accuracy of 80.00%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
36	32	435	18	19	94.74%

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Enumeration and Exploitation

5 flags (245 points)

The top player in this module captured 5 flags and scored 245 points with an accuracy of 100.00%. On average, players in this module captured 2 flags and scored 37 points with an accuracy of 75.25%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
67	45	95	4	4	100.00%

Log Analysis

23 flags (430 points)

The top player in this module captured 23 flags and scored 430 points with an accuracy of 100.00%. On average, players in this module captured 15 flags and scored 207 points with an accuracy of 64.13%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
101	77	330	22	25	88.00%

Network Traffic Analysis

36 flags (565 points)

The top player in this module captured 36 flags and scored 565 points with an accuracy of 100.00%. On average, players in this module captured 16 flags and scored 224 points with an accuracy of 52.13%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
104	83	490	34	44	77.27%

Open Source Intelligence

24 flags (275 points)

The top player in this module captured 24 flags and scored 275 points with an accuracy of 100.00%. On average, players in this module captured 15 flags and scored 158 points with an accuracy of 64.91%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
22	17	275	24	25	96.00%

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Password Cracking

24 flags (430 points)

The top player in this module captured 24 flags and scored 430 points with an accuracy of 100.00%. On average, players in this module captured 11 flags and scored 160 points with an accuracy of 88.44%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
106	69	355	22	23	95.65%

Scanning

17 flags (250 points)

The top player in this module captured 17 flags and scored 250 points with an accuracy of 100.00%. On average, players in this module captured 9 flags and scored 97 points with an accuracy of 66.24%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
30	27	250	17	20	85.00%

Web Application Exploitation

6 flags (275 points)

The top player in this module captured 6 flags and scored 275 points with an accuracy of 85.71%. On average, players in this module captured 2 flags and scored 46 points with an accuracy of 44.26%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
14	11	125	5	5	100.00%

Wireless Access Exploitation

17 flags (285 points)

The top player in this module captured 17 flags and scored 285 points with an accuracy of 100.00%. On average, players in this module captured 9 flags and scored 111 points with an accuracy of 58.63%.

National Rank	Gold Bracket Rank	Score	Flag Captures	Flag Attempts	Accuracy
2	2	285	17	17	100.00%

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Thank you for your participation in the NCL 2017 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!

Dr. Dan Manson
NCL Commissioner

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