

# NCL Fall 2024 Individual Game Scouting Report

Dear Chris Seager,

Thank you for participating in the National Cyber League (NCL) Fall 2024 Season! Our goal is to prepare the next generation of cybersecurity professionals, and your participation is helping achieve that goal.

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 in preparation for further learning, industry certifications, and career readiness. The NCL scenario-based challenges were designed around performance-based exam objectives of CompTIA certifications and are aligned to the National Initiative for Cybersecurity Education (NICE) Cybersecurity Workforce Framework published by the National Institute of Standards and Technology (NIST).

As you look to a future career in cybersecurity, we hope you find this report to be valuable in both validating skills and identifying areas for improvement across the nine NCL skills categories. You can use this NCL Scouting Report to:

- Validate your skills to employers in any job application or professional portfolio;
- Show case your achievements and strengths by including the Score Card view of your performance as part of your résumé or simply sharing the validation link so that others may view the detailed version of this report.

The NCL Fall 2024 Season had 9,260 students/players and 573 faculty/coaches from more than 540 two- and fouryear schools & 230 high schools across all 50 U.S. states registered to play. The Individual Game Capture the Flag (CTF) event took place from October 25 through October 27. The Team Game CTF event took place from November 8 through November 10. The games were conducted in real-time for students across the country.

NCL is powered by Cyber Skyline's cloud-based skills evaluation platform. Cyber Skyline hosted the scenario-driven cybersecurity challenges for players to compete and track their progress in real-time.

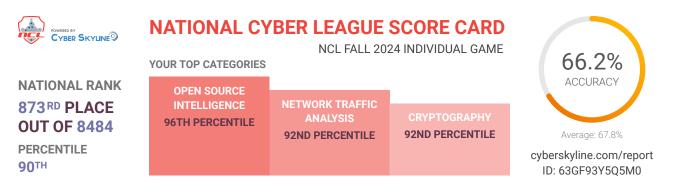


To validate this report, please access: cyberskyline.com/report/63GF93Y5Q5M0

Based on the performance detailed in this NCL Scouting Report, you have earned 9 hours of CompTIA. Continuing Education Units (CEUs) as approved by CompTIA. You can learn more about the NCL -CompTIA alignment via nationalcyberleague.org/partners.

Congratulations for your participation in the NCL Fall 2024 Individual Game! We hope you will continue to develop your knowledge and skills and make meaningful contributions as part of the Information Security workforce!

Dr. David Zeichick NCL Commissioner





#### NCL Fall 2024 Individual Game

The NCL Individual Game is designed for student players nationwide to compete in realtime in the categories listed below. The Individual Game evaluates the technical cybersecurity skills of the individual, without the assistance of others.

873 RD PLACE OUT OF 8484 NATIONAL RANK	1715 POINTS OUT OF PERFORMANCE SCORE	66.2% ACCURACY	71.4% COMPLETION	
90 <sup>th</sup> National Percentile	Average: 1008.9 Points	Average: 67.8%	Average: 41.1%	
Cryptography Identify techniques used to encrypt or of extract the plaintext.	bfuscate messages and leverage to	ACCONACT	COMPLETION:	94.1%
Enumeration & Exploita Identify actionable exploits and vulnerab security measures in code and compiled	ilities and use them to bypass the	SF 100.0% ACCURACY	COMPLETION:	50.0%
Forensics Utilize the proper tools and techniques to investigate digital evidence in a compute	2	s 60.0% ACCURACY	COMPLETION:	37.5%
Log Analysis Utilize the proper tools and techniques to operation and identify malicious activities		AUGUNAUT	COMPLETION:	76.9%
Network Traffic Analysi Identify malicious and benign network tr potential security breaches.		A0001(A01	COMPLETION:	85.7%
Open Source Intelligence Utilize publicly available information suc social media, and more to gain in-depth	h as search engines, public reposite	ACCONACT	COMPLETION:	100.0%
Password Cracking Identify types of password hashes and a determine plaintext passwords.	napply various techniques to efficient	ACCONACT	COMPLETION:	53.6%
Scanning & Reconnaiss Identify and use the proper tools to gain services and potential vulnerabilities.		//0001//01	COMPLETION:	50.0%
Web Application Exploit	100 310	F 40.0%	COMPLETION:	33.3%

Identify actionable exploits and vulnerabilities and use them to bypass the security measures in online services.

Note: Survey module (100 points) was excluded from this report.





# Cryptography Module

Identify techniques used to encrypt or obfuscate messages and leverage tools to extract the plaintext.

723 RD PLACE OUT OF 8484 NATIONAL RANK	<b>305</b> POINTS OUT OF 330 PERFORMANCE SCORE	80.0% Accuracy	94.1% COMPLETION	
92 <sup>nd</sup> National Percentile	Average: 209.0 Points	Average: 72.6%	Average: 64.6%	
Bases (Easy)	30 POINTS OUT OF 30	100.0%	COMPLETION:	100.0%
Analyze and obtain the plaintext from bases.	n messages encoded with common i			
Shift (Easy)	40 POINTS	100.0%	COMPLETION:	100.0%
Analyze and obtain the plaintext for a	message encrypted with a shift cip			
Number Codes (Easy)	) 40 POINTS OUT OF 40	100.0%	COMPLETION:	100.0%
Analyze and obtain the plaintext for a	message encoded using ASCII code			
NATO (Easy)	40 POINTS	100.0%	COMPLETION:	100.0%
Analyze and obtain the plaintext for a alphabet.	message encoded using the NATO			
Message Signature (N	Medium) 35	66.7% ACCURACY	COMPLETION:	66.7%
Identify tampered emails by using PG	GP signatures.			
Beep Beep (Medium)	60 POINTS OUT OF 60	50.0%	COMPLETION:	100.0%
Decoded a message that is spelled o	ut using dial tone sounds.			
Tampered (Hard)	60 POINTS OUT OF	100.0% ACCURACY	COMPLETION:	100.0%

Use CRC checksums to identify a tampered message.





#### **Enumeration & Exploitation Module**

Identify actionable exploits and vulnerabilities and use them to bypass the security measures in code and compiled binaries.

1503 RD PLACE OUT OF 8484	120 POINTS OUT OF 330 PERFORMANCE SCORE	100.0% ACCURACY	50.0% COMPLETION	
83rd National Percentile	Average: 145.2 Points	Average: 72.5%	Average: 52.0%	
Source (Easy)	110 POINT: UUT DI 110	100.0%	COMPLETION:	100.0%
Reverse engineer the source code of password authentication.	a Rust program to bypass a simple			
Speedy (Medium)	$10^{\frac{\text{POINTS}}{\text{OUT OF}}}_{110}$	100.0%	COMPLETION:	50.0%
Reverse engineer the source code of	a Golang program.			
Passphrase (Hard)	$0^{\frac{POINTS}{OUT OF}}_{110}$	0.0% ACCURACY	COMPLETION:	0.0%

Reverse engineer an ELF binary to break XOR encryption on a password.

### **Forensics Module**

Utilize the proper tools and techniques to analyze, process, recover, and/or investigate digital evidence in a computer-related incident.

1309 TH PLACE OUT OF 8484 NATIONAL RANK 85 <sup>th</sup> National Percentile	<b>100</b> POINTS OUT OF 315 PERFORMANCE SCORE Average: 111.2 Points	60.0% ACCURACY Average: 50.5%	<b>37.5%</b> COMPLETION Average: 41.1%		
Table (Easy)	100 POINTS 100 0UT OF 100	60.0%	COMPLETION:	100.0%	
Analyze an ARP table to investigate a	an ARP spoofing attack.				
Plant (Medium)	O POINTS OUT OF 100	0.0%	COMPLETION:	0.0%	
Extract a Linux installer and cpio file to investigate a filesystem.					
Incident Response (H	ard) <b>O</b> D OUT OF UIT OF UIT OF	0.0%	COMPLETION:	0.0%	
Inspect and repair a live system that	was tampered with to recover data.				





### Log Analysis Module

Utilize the proper tools and techniques to establish a baseline for normal operation and identify malicious activities using log files from various services.

1494 TH PLACE OUT OF 8484 NATIONAL RANK	Performance score	35.7% ACCURACY	76.9% COMPLETION	
83 <sup>rd</sup> National Percentile	Average: 160.2 Points	Average: 53.9%	Average: 60.1%	
Audit (Easy)	80 POINTS OUT OF 100	36.4%	COMPLETION:	80.0%
Analyze a system auth log file to invest privileges.	stigate the behavior of users with elev	ated		
Packet Log (Medium)	80 POINTS OUT OF 100	<b>37.5%</b> ACCURACY	COMPLETION:	85.7%
Identify traffic patterns from a log file	of network traffic.			
\$TICKER (Hard)	O POINTS OUT OF 100	0.0% ACCURACY	COMPLETION:	0.0%

Parse a stock price log to identify a stock price that was manipulated.

# Network Traffic Analysis Module

Identify malicious and benign network traffic to demonstrate an understanding of potential security breaches.

698 TH PLACE OUT OF 8484 NATIONAL RANK 92 <sup>nd</sup> National Percentile	<b>210</b> POINTS OUT OF PERFORMANCE SCORE Average: 148.9 Points	70.6% ACCURACY Average: 63.2%	<b>85.7%</b> COMPLETION Average: 65.5%	
Address (Easy)		77.8%	COMPLETION:	100.0%
Analyze the behavior of DHCP traffic	from a client connecting to a network.	ACCONACT		
Home (Medium)	110 POINTS	83.3%	COMPLETION:	100.0%
Analyze a packet capture and decod	le traffic from TP-Link smart switches.	ACCURACY		
Spec (Hard)	O POINTS OUT OF 110	0.0%	COMPLETION:	0.0%
Implement a custom specification to		ACCURACY		

Implement a custom specification to decode raw packets.





### Open Source Intelligence Module

Utilize publicly available information such as search engines, public repositories, social media, and more to gain in-depth knowledge on a topic or target.

377 TH PLACE OUT OF 8484 NATIONAL RANK	<b>355</b> POINTS OUT OF S55 PERFORMANCE SCORE	76.7% ACCURACY	100.0% COMPLETION	
96 <sup>th</sup> National Percentile	Average: 200.2 Points	Average: 73.0%	Average: 65.9%	
Rules of Conduct (Eas		83.3% ACCURACY	COMPLETION:	100.0%
Introductory challenge on acceptable Vinyl (Easy)	-	100.0%	COMPLETION:	100.0%
Analyze an image using metadata and	$40^{\frac{POINTS}{40}}$	ACCURACY		100.070
Coordinates (Easy)	60 POINTS	100.0%	COMPLETION:	100.0%
Geolocate the physical location of a s	00	ACCURACY		
NFT (Medium)	60 POINTS OUT OF 60	57.1%	COMPLETION:	100.0%
Conduct blockchain analysis to attribu	ute the ownership of a NFT.	AUGUNAUT		
Git (Medium)	75 POINTS 000 OF 75	83.3%	COMPLETION:	100.0%
Obtain private company information t	hat was posted on social media.			
Password (Hard)	95 POINTS OUT OF	60.0% ACCURACY	COMPLETION:	100.0%
Lise coordinates and a SSID to search	for a location and find information f	rom		

Use coordinates and a SSID to search for a location and find information from public images.





## Password Cracking Module

Identify types of password hashes and apply various techniques to efficiently determine plaintext passwords.

1308 TH PLACE OUT OF 8484	135 OUT OF 340 PERFORMANCE SCORE	93.8% ACCURACY	53.6% COMPLETION		
85 <sup>th</sup> National Percentile	Average: 101.6 Points	Average: 87.6%	Average: 36.6%		
Hashing (Easy)	15 POINTS OUT OF 15	100.0%	COMPLETION:	100.0%	
Generate password hashes for MD5,	SHA1, and SHA256.				
Rockyou (Easy)	30 POINTS OUT OF 30	75.0%	COMPLETION:	100.0%	
Crack MD5 password hashes for pas	sword found in the rockyou breach.				
Windows (Easy)	30 POINTS OUT OF	100.0%	COMPLETION:	100.0%	
Crack Windows NTLM password has	hes using rainbow tables.	A00011401			
Pattern (Medium)	45 COUTOF	100.0%	COMPLETION:	100.0%	
Build a wordlist or pattern rule to crac	ck password hashes of a known patter				
ZIP (Medium)	O POINTS OUT OF 50	0.0% ACCURACY	COMPLETION:	0.0%	
Crack the insecure password for a pro	otected zip file.				
Wordlist (Hard)	15 OUT OF 65	100.0%	COMPLETION:	50.0%	
Build a wordlist to crack passwords not found in common wordlists.					
Complexity (Hard)	$0^{\frac{\text{POINTS}}{\text{OUT OF}}}_{105}$	0.0% ACCURACY	COMPLETION:	0.0%	
Build a custom wordlist to crack pass	swords by augmenting permutation rul	es			

Build a custom wordlist to crack passwords by augmenting permutation rules using known password complexity requirements.





#### Scanning & Reconnaissance Module

Identify and use the proper tools to gain intelligence about a target including its services and potential vulnerabilities.

1409 TH PLACE OUT OF 8484 NATIONAL RANK 84 <sup>th</sup> National Percentile	<b>130</b> POINTS OUT OF PERFORMANCE SCORE	45.5% ACCURACY Average: 56.8%	50.0% COMPLETION	
Scan (Easy)	100 POINT 001 701 100	40.0%	COMPLETION:	100.0%
Use nmap to scan a machine and dis	cover open ports.			
Domains (Medium)	30 POINTS OUT OF	100.0%	COMPLETION:	33.3%
Perform reconnaissance on a domair assets.	n's DNS records to gain information ab	out its		
ICS (Hard)	O POINTS OUT OF 100	0.0%	COMPLETION:	0.0%
Perform reconnaissance on an ICS sy	ystem by using the Modbus protocol.			

## Web Application Exploitation Module

Identify actionable exploits and vulnerabilities and use them to bypass the security measures in online services.

1439 TH PLACE OUT OF 8484	POINTS OUT OF PERFORMANCE SCORE	40.0% ACCURACY	33.3% COMPLETION			
84 <sup>th</sup> National Percentile	Average: 102.7 Points	Average: 56.0%	Average: 43.1%			
Candy Store (Easy)	90 POINTS OUT OF	33.3% ACCURACY	COMPLETION:	50.0%		
Find and exploit a client side authenti	cation vulnerability in a web application	on.				
Shopping v2 (Medium	10 $10^{\frac{\text{POINTS}}{\text{OUT OF}}}$	50.0%	COMPLETION:	50.0%		
Exploit a type coercion bug in a Node	Exploit a type coercion bug in a Node.Js application.					
Indie Metro (Hard)	O POINTS OUT OF 110	0.0%	COMPLETION:	0.0%		
Perform a NoSQL injection attack on	a website.					

