Sneak Preview Special Edition



This special edition of The CyberSentinel provides an overview of CyberPatriot VI. I think you will find the new season exciting and fun, as we have added more events and challenges to the competition. On Saturday, September 21, you will have a chance to test our improved CCS software during the Sneak Preview Round. The round will give you a good idea of what to expect during the competition. We look forward to your comments and suggestions to help us improve the software. Take care and we'll see you on the 21st.

Bernie Skoch Commissioner, CyberPatriot Air Force Association





Join Us For the CP-VI Sneak Preview Round!

On Saturday, September 21, 2013, from 12 noon to 3 p.m. EDT, teams registered for Cyber-Patriot VI are invited to try out the newest version of the Cyber-Patriot Competition System (CCS) individually or as a team.

The purpose of the Sneak Preview Round is to help the Cyber-Patriot Program Office test the new version of CCS. It is not a scored round of competition. The difficulty of the image will be similar to that of the Exhibition Round images that were used throughout the summer.

On or before Thursday, September 19, registered Coaches and Mentors will receive the Image **Download and Instructions** Email. Coaches may forward this email to their Competitors so that they may participate individually. All participants should download the image as soon as possible before the start of the Sneak Preview Round. Competitors do not need to be registered to participate in the round. All will be allowed to obtain a unique ID hash and open their

own instance of the image.

The Image Download and Instructions Email will contain login information for a Cisco WebEx meeting that will take place before and during the round. Credentials are also included at the end of this article.

At 11:30 a.m. EDT on Saturday, September 21, the CyberPatriot Program Office will begin the Sneak Preview Round with a Cisco WebEx Meeting and CCS training video and end with a question-and-answer session.

At 12 noon EDT, image decryption information and ID hashes will be sent in a Competition Start (StartEx) Email shortly after the WebEx meeting. Coaches will receive 11 identifying alphanumeric hashes—one for themselves and 10 for Competitors. Mentors will receive one unique hash for their own use. Note that in scored rounds of competition, teams will receive only one hash.

The decryption information will allow Coaches, Competitors, and Mentors to begin the Sneak Pre-

view Round. The CyberPatriot Program Office will provide support during the round in the Cisco WebEx meeting.

The Competition Start (StartEx) Email will also contain a link to the Sneak Preview Round Survey, which includes questions to keep in mind during the round.

While in the image, participants should fill in the Sneak Preview Round Survey and submit their survey responses immediately following the round.

For more information, email the CyberPatriot Program Office at info@uscyberpatriot.org

Sneak Preview Round WebEx Login Information:

- 1. Use this URL: https:// fedgov.webex.com/fedgov or call: 1-877-668-4490
- 2. Enter the meeting number: 997 542 034
- 3. Enter the password: CPCoach
- 4. Type your Last Name, First Name, Division, and Coach, Competitor, or Mentor Designation

Program Office Bits

CyberPatriot VI Coach and **Mentor Registration Is** Open!

Go to: www.uscyberpatriot.org

- Sneak Preview Round: Sept. 21
- Coach registration deadline: Oct. 10
- · Slides from this month's Online Coaches' Meeting are now on our
- Follow us on Twitter and Facebook

CP-VI Dates

Practice Round

Oct. 10-24, 2013

Round 1

Nov. 15-17, 2013

Round 2

Dec. 6-8, 2013

Semifinals

Jan. 17-19, 2014

State Recognition Round

Feb. 21-23, 2014

CyberNEXS Practice Round

Feb. 24-Mar. 6, 2014

Regional Recognition Round

Mar. 7-9, 2014

The National Finals Competition

Mar. 26-29, 2014

Black: CCS Teal: CyberNEXS

Days until Round 1



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Updates in the Newest Version of CCS

Here is a guick overview of the updates in the newest version of CCS, which participants will see in the Sneak Preview Round.

- 1. Required Internet Connection. CCS now requires all teams to connect to the Internet and make all changes to the system while connected to the Internet. A team working offline will have its image flagged as a scoring irregularity.
- 2. Valid Team Hashes. In order to initiate scoring, teams must input the valid team hash that Coaches receive prior to the competition. A team that fails to provide a valid hash will be flagged.
- 3. Penalties. If a team makes system changes that run contrary to the scenario, it will receive a penalty and lose points. Points can be regained if the problem is fixed.
- 4. An Improved Scoring Report. The new scoring report comes with a number of updates, which can be seen in the image below. The scoring report page will update roughly every two minutes
 - a. Report Generated Time. The scoring client's most recent vulnerability check time (UTC/GMT time zone) is displayed here.
 - b. Approximate Running Time. The length of time a team has been on the image is displayed here. Teams will be notified when they approach the competition time limit. An error will be displayed and scoring updates will stop if the time limit is exceeded.

- c. Current Team ID. This field is a unique identifier that is entered into the CyberPatriotSetTeamID application on the image desktop. This alphanumeric hash will be emailed to teams before the competition. If a team enters an invalid Team ID, it will receive an error and progress will not be scored until it is correct.
- d. Points Received. A team's total points are displayed here.
- e. Connection Status. CCS performs connectivity checks to ensure that teams are connected to the scoring server. This field shows a team's connection status. The Internet Connectivity Check tests communication with Google, the CyberPatriot Connection Status tests communication with our scoring server on Port 80, and the CyberPatriot Score Upload Status tests the ability to upload a scoring file to our server. If any of these tests fail, a team will receive an error, and scoring feedback will be disabled until they are fixed.
- f. Penalties. Any penalties imposed on a team are displayed here.
- g. Scored Security Issues Fixed. Fixed vulnerabilities and their point values are listed here.
- h. Sound. An audio cue will play when points are gained or lost. Sounds will play when the scoring report reflects the most recent point change, not when the actual change is made to the system.



CyberPatriot VI Online Competition Description

Practice Round. Teams will have 14 days to practice with CCS on a workstation and a server image. Teams may run unlimited instances of the images during this round.

Qualification Rounds. Rounds 1 and 2 are qualification rounds that use CCS. All teams may participate in both rounds. Round 2 will be more difficult than Round 1. Teams have six consecutive hours to complete each round. Advancement to the Semifinals is based Round 1 and Round 2 composite scores.

Semifinals. The Semifinals is more difficult than the qualification rounds and must be completed in six consecutive hours. Digital forensics and networking are tested on more difficult images scored with CCS. Top teams advance to The National Finals Competition; Round 1 and 2 scores may act as tiebreakers for advancement.

State Recognition Round. The purpose of the State Recognition Round is to calculate state awards for teams that do not advance to The National Finals Competition. It will have difficult CCS images, digital forensics, and networking and must be completed in six consecutive hours.

Regional Recognition Round. Images will be scored with CyberNEXS powered by SAIC. Top teams in the State Recognition round will compete here for regional awards. More information on this round

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Publisher—Bernard K. Skoch Editor—Francis S. Zaborowski Assistant Editor—Ryne Smith

CyberPatriot Program Office 1501 Lee Hwy Arlington, VA 22209

Website-www.uscyberpatriot.org Email—info@uscyberpatriot.org Phone-877.885.5716

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