CyberPatriot IX: Things to Keep in Mind

The Big Four Competition Rules (Also included in the Download and Instructions email)

1. <u>Delete all images after the competition</u>. All CyberPatriot images are the intellectual property of the Air Force Association and should be removed from all computers after the round. This includes all zipped and unzipped versions of the images. Keeping images past the end of the round is not authorized and may be grounds for penalties.

2. <u>Teams have a single six-hour period to complete all work</u>. The competition period is six consecutive hours within the technical support windows. The competition period begins when the first image is opened in VMware Player. If a round contains a Cisco Networking Challenge, it must be started after the first competition image is opened.

    a. Example: If a team starts competing at 1:00 p.m. on Friday, all of its work must be completed by 7:00 p.m. that day.

3. <u>Teams may only have one instance of each image opened at a time</u>.

    a. Good: (1) Windows 7 and (1) Ubuntu 14 image opened simultaneously
    b. Bad: (2) Windows 7 images opened simultaneously
    c. Teams may re-extract an image if the old instance is closed and deleted. However, the team must regain all the points they had on the deleted image. Therefore, take good notes before shutting an image down and deleting it.

4. <u>If your image(s) cannot reach the scoring server, please contact your IT department or Network Administrator</u>. The biggest difficulty teams encounter at the start of competition is a proxy server, firewall, or a filter that blocks access to the scoring server. The best way of dealing with this issue is to contact the individual who runs the network.

    a. Ports 80 and 443 must be open.
    b. Local feedback will not be displayed without a connection to the server.

Competition Tips

-   Team substitutions are the same as they are for soccer. Once a Competitor is subbed out, they cannot return.

-   Resources
    o   Teams can only use resources that are publicly available, reasonably easy to locate, and do not require payment of membership to access.
    o   Teams can download Service Packs, updates, and other software to their host machine prior to the round for use on the images.
    o   A more extensive list of allowable resources is in Chapter 4 of the Rules Book.

-   CyberPatriot is not only about cybersecurity skills. Other skills, such as time management and teamwork, are vital for teams that perform well during the competition.

-   It is always good to have a contingency in place in case of hardware, software, or network failure. If possible, it is good to have backup computers and locations available in case something goes wrong.

-   Always take notes! Keeping track of progress is helpful for answering forensics questions and regaining points if images become unstable. It is also a great practice in general.