

# CYBER COMPETITIONS

## A Primer

<https://www.owlsector.us/rockcs/ctf.html>



THE  
NATIONAL  
CYBER  
LEAGUE

HACKAZON



Rock CS



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## National Cyber Workforce and Education Strategy

"Make foundational cyber skill learning opportunities available to all; promote the pursuit of foundational cyber skills and cyber careers; and foster global progress in foundational cyber skills."

**Cyber Security Competitions** are inventive and competitive ways to find and train America's next Cyber Defenders. Each of the various competitions are sponsored and hosted by major corporations, defense contractors, and governmental agencies.

Sponsors include US Airforce, US Army, National Security Agency, Central Intelligence Agency, Boeing, Northrup Grumman, the National Cyber Security Center, and many more. Colorado Springs is one of the major epicenters of Cyber Security training and competitions.

**Cyber Security Competitions** are fun and sometimes even exciting. They will draw in students throughout your school who would not normally be interested in "computer stuff".

**Cyber Security Competitions** provide close to realworld experience and help students visualize problems when they encounter them in written certification tests.

**Cyber Security Competitions** create scholarship opportunities for those students who succeed. Proven capabilities in competitions equal real-world potential in the Cyber Security Operations Cell (CSOC).



A list of Cyber Competitions and much much more is available at <https://www.owlsector.us/rockcs/ctf.html>

[www.CCubedTraining.com](http://www.CCubedTraining.com)

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## CYBER SECURITY COMPETITIONS

- CyberPatriot
- National Cyber League
- Pico CTF
- HACKAZON
- CTF Learn
- Other CTF Opportunities





# CYBERPATRIOT

AFA's National Youth Cyber Education Program



<https://www.uscyberpatriot.org>

**CyberPatriot** is the one of the original competitions. It began its first season in 2009. In 2021 it had become the largest competition of its kind in the world. Over 2000 teams in 22 countries compete.

The competition places students in the roll of a network administrator for a mid-sized company. They must read and understand the company policies and then implement changes to meet those policies.

While not technically a Capture the Flag (CTF) game, the student is rewarded with points for finding security gaps in the system and hardening it.

Purely a defensive competition.

Competitors: *Highschool and Middle school students*

## PROS:

Excellent preparation for A+ or Network+™ exam.

Very well organized

Requires critical thinking skills

## CONS:

Very rigid in execution

4-hours of competition without "time-outs"

Requires considerable knowledge of Virtual Machine use to play

**Cost:** *JROTC and Civil Air Patrol – Free; All Girl Teams – Free;  
\$225/high school team - \$175/middle school team*





# THE NATIONAL CYBER LEAGUE

Open Source Intel  
Cryptography  
Forensics  
Password Cracking  
Website Exploitation  
Python / C++/ Coding

<https://nationalcyberleague.org/>

The NCL, presented on Cyber Skyline ([cyberskyline.com](http://cyberskyline.com)), enables students to prepare and test themselves against practical cybersecurity challenges that they will likely face in the workforce, such as identifying hackers from forensic data, pentesting and auditing vulnerable websites, and recovering from ransomware attacks.

Both offensive and defensive challenges.

Competitors: *Collegiate and Highschool students*

## PROS:

- Requires critical thinking at every level
- Flexible for students who can only play a few hours at a time
- Let's students compete individually and as a team
- Various categories let's students identify their field of interest (pentesting, forensics, red team, threat hunting, etc.)
- Awsome end of game reports for each student

## CONS:

- Linux skills and use is a must at higher levels

*Cost: \$45 per player*

# picoCTF{ }

## Capture the Flag for Beginners

<https://picoctf.org/>

picoCTF is a free, online cybersecurity Capture The Flag (CTF) competition designed to teach and practice cybersecurity skills.

Created by Carnegie Mellon University (CMU) in 2013, it has grown into the largest high school hacking competition globally. The program offers a variety of features including a non-competitive practice space called picoGym, mini competitions, and classroom features for teachers and students.

Both offensive and defensive challenges.

Competitors: *Highschool students*

### PROS:

Flexible for students who can only play a few hours at a time  
Various categories similar to NCL (pentesting, forensics, red team, threat hunting, etc.)  
In game Linux terminal is easy to use

### CONS:

While practice is available at all times year-round, the competition only takes place for ten days in April.

*Cost: Free*

# HACKAZON

Cyber Academy

Deloitte.

<https://hackazon.org/>

Hackazon is a platform developed by Deloitte which allows students and professionals to refresh and improve their technical cyber skills based on the latest developments in cyber security.

The platform provides 300+ ready-to-use, hands-on exercises on live systems, encompassing multiple difficulty levels and categories: from offensive hacking and forensics to secure development and cloud technologies and many more.

Competitors: ***No Age or Grade Requirements***

## PROS:

Available year round

Competitions can be customized

Used by the National CyberSecurity Center (<https://cyber-center.org/>)  
for live/in-person competitions

## CONS:

Competitions are not regularly scheduled / hard to plan for

*Cost: Free*



# CTF LEARN



<https://ctflearn.com/>

CTFlearn is an online platform designed to help individuals-especially beginners-learn and practice cybersecurity skills through Capture The Flag (CTF) challenges.

The platform offers a wide range of problems covering various domains such as web security, cryptography, reverse engineering, forensics, and more, making it accessible for users looking to build a strong foundation in ethical hacking and cybersecurity

Competitors: *Highschool students and some Middle Schoolers*

## PROS:

Challenges are listed by difficulty rating

Lots of online assistance for this game

This site is focused on teaching rather than competing

## CONS:

No true competition events

*Cost: Free*

# **B**UT WAIT! THERE'S MORE!

Actually, there's probably a LOT more! The websites listed below are good platforms but are more expensive, sporadic, require a higher level of training, or all of the above.



<https://cyber-center.org/>



<https://www.uscybergames.com/>



<https://tryhackme.com/>



**HACKTHEBOX**

<https://www.hackthebox.com/>

**Try 2 Hack Me**

<https://try2hack.me/>



<https://247ctf.com/>





# HELPFUL WEBSITES AND VIDEOS

## CTF Beginner Guide



<https://www.youtube.com/watch?v=YAqZmMYudZU>

## CTFs explained in 5 Minutes



<https://www.youtube.com/watch?v=nCMGIR8V-NE>

EC-Council

**CYBERSECURITY**  
**EXCHANGE**

Why Is Capture the Flag (CTF) Important in Cyber Security?

<https://www.eccouncil.org/cybersecurity-exchange/ethical-hacking/capture-the-flag-ctf-cybersecurity/>



## BLOG

What is CTF in hacking? Tips & CTFs for beginners by HTB

<https://www.hackthebox.com/blog/what-is-ctf>

## tecrefresh

A Beginner's Guide to Capture the Flag Cybersecurity Challenges

<https://tec-refresh.com/blog/capture-the-flag-cybersecurity>



Short, fun games and links

<https://www.owlsector.us>

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