Cyberdefense Competition Introduction

This is a one day culminating event for the high school cybersecurity camp. The goal is for high school students to apply the knowledge they have gained throughout the camp while trying to run a business network. There are several elements to the event.

- Red Team: for our event we used community college students. We had four community college students launching attacks against the business networks each high school team was running. The college students were using tools found on Backtrack. The red team had rules they had to adhere to, i.e they could not destroy machines, no denial of service attacks, no social engineering, etc. They also were expected to document how they broke in.
- 2. White Team: The cybercamp lead (college student), director (faculty) and guest speaker for that day served as judges for the competition. The directory kept a schedule of injects (business tasks) and handed them out periodically to each team. Teams had a limited amount of time to perform each task. At the end of the time limit they were judged and awarded points.
- 3. Mentors/Tech support. The remaining college students provided tech support (such as restoring machines) or in a limited capacity acted as mentors to their teams. Mentors were not allowed to do the business tasks for the teams.

Teams were assigned during an earlier session and captains were elected by their team members.

On the day of the competition, students assembled into their teams and were given a brief overview. They were then allowed a limited time to secure their machines, after which the red team arrived. The red team was in plain view of the high school student teams.

This was a very fast paced day and required considerable organization in order for it to run successfully. The packet contains the competition materials distributed to the students along with the schedule and the injects used.