

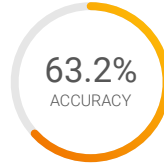


NCL Spring 2025 Team Game

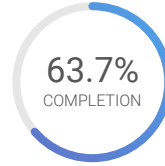
The NCL Team Game is designed for student players nationwide to compete in realtime in the categories listed below. The Team Game promotes camaraderie and evaluates the collective technical cybersecurity skills of the team members.

293 RD PLACE
OUT OF 4779
NATIONAL RANK

1500 POINTS
OUT OF 3000
PERFORMANCE SCORE



Average: 55.4%



Average: 42.7%

94th National
Percentile

Average: 989.7 Points

Cryptography

100 POINTS
OUT OF 325

100.0%
ACCURACY

COMPLETION: **47.1%**

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

Enumeration & Exploitation

120 POINTS
OUT OF 380

44.4%
ACCURACY

COMPLETION: **50.0%**

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

Forensics

120 POINTS
OUT OF 300

44.4%
ACCURACY

COMPLETION: **40.0%**

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

Log Analysis

145 POINTS
OUT OF 315

46.7%
ACCURACY

COMPLETION: **50.0%**

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

Network Traffic Analysis

120 POINTS
OUT OF 300

57.1%
ACCURACY

COMPLETION: **66.7%**

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

Open Source Intelligence

265 POINTS
OUT OF 350

57.5%
ACCURACY

COMPLETION: **85.2%**

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

Password Cracking

320 POINTS
OUT OF 320

94.4%
ACCURACY

COMPLETION: **100.0%**

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

Scanning & Reconnaissance

100 POINTS
OUT OF 300

50.0%
ACCURACY

COMPLETION: **33.3%**

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

Web Application Exploitation

110 POINTS
OUT OF 310

80.0%
ACCURACY

COMPLETION: **44.4%**

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.

