

TALKING PAPER ON CYBERPATRIOT VII

***** ALL INFO CAN BE ACCESSED VIA CYBERPATRIOT WEBSITE AT <https://www.uscyberpatriot.org> ***
CYBERPATRIOT VII VIDEO CAN BE ACCESS VIA YOUTUBE AT https://www.youtube.com/watch?v=Q_TbXri0XQ0**

PURPOSE: CyberPatriot was conceived by the Air Force Association (AFA) to inspire high school students toward careers in cybersecurity or other science, technology, engineering, and mathematics (STEM) disciplines critical to our nation's future.

PROGRAM ELEMENTS:

- **National Youth Cyber Defense Competition (CYBERPATRIOT VII):**

The competition puts teams of high school and middle school students in the position of newly hired IT professionals tasked with managing the network of a small company. In the rounds of competition, teams are given a set of virtual images that represent operating systems and are tasked with finding cybersecurity vulnerabilities within the images and hardening the system while maintaining critical services. Teams compete for the top placement within their state and region, and the top teams in the nation earn all-expenses paid trips to Washington, DC for the National Finals Competition where they can earn national recognition and scholarship money.

- **AFA Cyber Camps:**

CyberCamps emphasize fun, hands-on learning of cybersecurity principles that are relevant and applicable to everyday life. At CyberCamp, students will learn the importance of cyber safety and how to protect their personal devices and information from outside threats. CyberCamps are being piloted during the summer of 2014 and will be available for purchase this fall.

- **Elementary School Cyber Education Initiative:**

CyberPatriot is currently developing an activity for elementary school students. The program should be ready for deployment in late 2014

COMPETITION DIVISIONS:

- **Open High School Division:**

Open to all high schools, scouting units, Boys and Girls Clubs, and approved high school home school programs across the country

- **All Service Division:**

High school JROTC Programs / Civil Air Patrol squadrons / Naval Sea Cadet Corps units

- **Middle School Division:**

Open to teams of middle school students

TEAM COMPOSITION

- **Coach (*can coach up to 5 different teams*):**

Coaches are adults (e.g. teachers, JROTC instructors, staff members) approved by a participating school or educational organization to act as the administrative lead of a CyberPatriot team

- **Competitors:**

Each CyberPatriot team must consist of between two and six competitors enrolled in the participating school or organization

- **Technical Mentors:**

Technical Mentors are industry professionals, students, academics, and otherwise IT-experienced adults who volunteer their time to teach cyber defense skills and cyber ethics to CyberPatriot teams. All Mentors must register on the CyberPatriot website, and are required to successfully complete a background check before being added to the list of approved Mentors.

- **Team Assistants:**

Team Assistants are adults who provide non-technical support and encouragement to the team, such as assisting with set-up, snacks, and transportation. Team Assistants are required to register on the CyberPatriot website and pass a background check, as they will be working with minors

COMPETITION TIMELINES

Round 1 (Open and All Service) / Practice Round 2 (Middle School):

October 24 – 26, 2014

Backup: October 31 – November 2, 2014

Round 2 (Open and All Service) / Round 1 (Middle School):

November 14 – 16, 2014

Backup: November 21 – 23, 2014

State Round (Open and All Service) / Round 2 (Middle School):

December 5 – 7, 2014

Backup: December 12 – 14, 2014

Regional Round (Open and All Service) / Semifinals (Middle School):

January 16 – 18, 2015

Backup: January 23 – 25, 2015

The National Finals Competition (All Divisions):

March 11 – 15, 2015

TECHNICAL SPECIFICATIONS

The goal of CyberPatriot is to have as many teams as possible take part in the competition, so technical specifications have been kept to a minimum.

HARDWARE REQUIREMENTS:

** It is recommended that teams use one host machine for each image in a round **

1 Ghz Intel x86 compatible processor

2+ Ghz dual-core or better (*virtualization extensions recommended*)

4 GB of RAM (2 GB may work for some older images, but will cause host systems to slow down when larger operating systems are used)

20 GB of free disk space

XGA (1024x768) or higher display

Host system must be able to run *VMware Player 5.0 or above*

SOFTWARE REQUIREMENTS:

Windows 2000 or later - OS X 10.4.11 or later - Linux 2.4.10/2.6.4 or later

WinMD5 used for verifying the checksum of the images, ensure they have been fully downloaded

7-Zip (Used for unzipping the images after they have been downloaded)

VMware Player (for Windows or GNU/Linux) or VMware Fusion (for OS X)

NETWORK REQUIREMENTS:

Requires a DSL or faster network connection

All teams will need unrestricted access to HTTP on Port 80 to participate in CyberPatriot

If your school has restrictions on access through Port 80, please contact the CyberPatriot Program Office

Cost

\$395 (High School)

\$195 (Middle School)

Two for one program