

# NATIONAL YOUTH CYBER DEFENSE COMPETITION

CyberPatriot – AFA's National Youth Cyber Education Program

## Who is on a team?

**Coach:** The team coach is typically a teacher or adult leader of a team-sponsoring school or youth organization. Coaches need no special technical background. Any individual with the desire to help students learn something new and relevant can be a great CyberPatriot coach!

**Competitors:** The team roster must have between two and six competitors (five active, one substitute who are registered with the CyberPatriot Program Office and enrolled with the school or organization they are competing with. All cyber teaching materials are provided, and no prior cybersecurity knowledge is required for a competitor to be successful.

**Technical Mentor (Optional):** In cases where a team desires help with the provided online training or with specific topics, the coach may request assistance from the CyberPatriot Program Office in finding qualified technical mentors from our program. Technical mentors are registered volunteers who possess appropriate IT knowledge and skills. Background checks are performed on all technical mentors in our network.

Teams compete in three divisions:

- **Open Division:** High schools, scouting units, boys and girls clubs, home school programs, and other youth organizations upon approval from CyberPatriot Program Office
- **All Service Division:** High school JROTC / Civil Air Patrol / Naval Sea Cadet Corps
- **Middle School Division:** Open to teams of middle school students (typically grades 6-8)

**Team registration for CyberPatriot XIII (2020-2021) is open through October 15, 2020.**

## What are the technical requirements?

Two to three computers and an Internet connection are required for occasional weekend use during the online portions of the competition. A full list of hardware and software requirements is available on [www.uscyberpatriot.org](http://www.uscyberpatriot.org). For teams needing alternate Internet connection, CyberPatriot provides a limited number of AT&T 3G Air Cards on needs/first come-first serve basis.

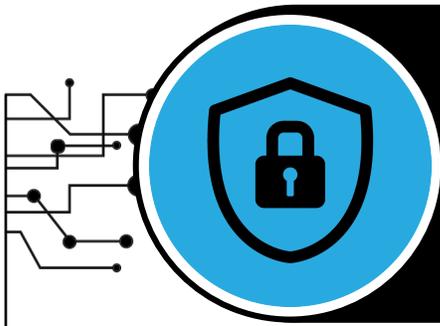
## What does it cost to participate?

There is a \$205 registration fee for each high school team and a \$165 fee for each middle school team registered for the competition, with the exception of the following fee waiver opportunities:

- **All-Girl teams:** In an effort to attract more girls to STEM, all-female teams may request a fee waiver
- **Title I Schools:** Teams from Title I schools and other schools with inadequate funding may request fee waivers
- **All Service Division:** JROTC/CAP/NSCC team fees are automatically waived (agreement with service HQs)

The fee covers access to practice round virtual images and Cisco's Networking Academy. These programs allows the team to download a number of operating systems and productivity tools that can be used to prepare for the competition. Additionally, participants are sent a CyberPatriot t-shirt during the season.





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## What training materials are needed?

Although coaches are welcome to supplement the provided teaching materials as they wish, all materials necessary for a successful competition are provided on the CyberPatriot website. Teachers (and other coaches) are encouraged to use the provided materials not solely for use in preparing their team for competition, but also to educate all students in their school or organization about good cybersecurity practices and safe computer and Internet use.

## How does the competition work?

The early rounds of the competition are done online during weekends from teams’ home locations (schools, homes, libraries, etc.).

Prior to the rounds, teams download “virtual image” representations of operating systems with known cybersecurity “vulnerabilities.” At the beginning of the round, a password to unlock the virtual image is sent out. Teams then choose any 6-hour period during the designated round to compete, finding and fixing the cybersecurity vulnerabilities while keeping critical computer functions working. Additionally, students are tested and scored on networking knowledge and building virtual, secure networks. Team progress is recorded by a central CyberPatriot scoring system.

For the Open and All Service divisions, the scores from two online qualification rounds are added together to determine team placement into one of three tiers for the State Round: Platinum, Gold, or Silver. These tiers have cybersecurity challenges of different degrees of complexity, with the Platinum Tier having the highest degree of difficulty and being the only tier where teams have the opportunity to advance to the National Finals competition.

The top 12 Open Division teams and the top two teams from each All Service Division category (Air Force/Army/Marine Corps/Navy JROTC, CAP, NSCC, and one wildcard team) advance, all-expenses paid, to the in-person National Finals Competition held in Baltimore, Md. There, the Finalists compete face-to-face against other teams in their division to defend virtual networks from a professional aggressor team. Winners are awarded scholarship grants.



The competition is slightly different at the middle school level. There are no skill tiers in the Middle School Division, and all teams compete against each other for the full duration of the season. After three qualifying rounds, the top 50% of teams advance to the Semifinals. From there, the top three teams advance to the National Finals Competition.

Presented by:

