



GLOBAL CYBERLYMPICS



UNIFYING GLOBAL CYBER DEFENSE

www.cyberlympics.org

The EC-Council Global CyberLympics

The Global CyberLlympics is conceptualized and organized by EC-Council. The goal of the CyberLlympics is to raise awareness towards increased education and ethics in information security. The mission of the Global CyberLlympics is **Unifying Global Cyber Defense through the Games.**

MISSION



Through this global movement and initiative, EC-Council aspires to create an opportunity for ethical hacking to be accepted, practiced and demonstrated without any discrimination, across all geographical boundaries – all for the purpose of understanding what it takes to protect and secure critical information and assets.

EC-Council hopes to meet its mission of unifying global cyber defence through the following:

- I. Capacity Building:** We hope to discover new talents, methods and ideas; and to encourage development in the field of information security. It is our hope that besides discovering gifted hackers and cyber-defenders, the CyberLympics will inspire the development of Information security professionals of the future.
- II. Raising Awareness:** We hope to educate the global community, especially in developing nations and third world countries on the issues of Information security, and encourage further development of the field. We hope the Games will raise awareness towards increased education and ethics in information security.
- III. Global Peace:** We hope to foster friendship and create cohesiveness between information security professionals, whether as an individual, representing a corporation or for a national agency, and encourage frequent exchange of essential information, technology and skills through the games.

THE GAMES Overview

The Global CyberLympics is a team based IT security-focused attack and defense competition. It will pit teams from all over the world to attempt to attack and defend various targets, determined by the organizers. Each team will comprise of 6 members, and all must be of the same nationality. One of the aims of CyberLympics is to encourage more country participation. Raising the profile of the Games will lead to increased awareness towards the importance of IT security training and education.

Teams will be competing in a set of specially designed games. The team with the highest score will be the winner, and the top teams from each regional championship will be invited to compete in the Global CyberLympics World Finals.

Regional Championships

There will be regional championships to determine the winner with the rights to represent the respective regions at the World Finals. Regions are segmented as follows:

- North America (East)
- North America (West)
- South America

- Europe
- Middle East & Asia Pacific
- Africa

Regional Championships for 2011 will be co-hosted at selected conferences carefully selected by EC-Council. The confirmed venues that will host the respective Regional championships are as follows:

- **North America (East):** Hacker Halted USA (Miami – Oct 2011)
- **North America (West):** TakeDownCon (Las Vegas – Dec 2011)
- **South America:** H2HC Brazil (Sao Paolo – Nov 2011)
- **Europe:** Hacktivity Hungary (Budapest – Sep 2011)
- **Asia & Middle East:** Hacker Halted Malaysia (Kuala Lumpur – Nov 2011)
- **Africa:** TakeDownCon South Africa (Johannesburg – Nov 2011)

World Finals

The World Finals will pit top 2 teams of each Regional Championships against one another, and the overall winner will be crowned the Global Cyberlympics World Champion.

GAMES FORMAT

ATTACK

Web applications

A series of custom and off the shelf web applications will be deployed in the environment. One or more flags will be embedded in these applications. Flags could be an entry in a database table, an MD5 or some other hidden piece of data. Attackers must hunt down and find as many flags as possible in the allotted time.

OS compromise

Pop a box and phone home. All players have access to a phone home script. Use this script to prove that you have executed privileges on a defender's system. This script will report back to the scoring engine and verify that you have successfully compromised the system.

Exploit Hunting

Players must successfully identify known vulnerabilities on specific targets. Players will be awarded points based on the number of correctly identified vulnerabilities. Submissions must be in proper CVE format.

Lock picking

Metal flags will be attached to pad locks of varying difficulty. Pick the lock to free the flag.

DEFENSE

Service Uptime

Keep those services up and running. Each defender's network will have a group of servers running critical services. These services must be kept up and running. Periodic checks will be run to test service availability, functionality and integrity.

Keeping attackers out

This is the corollary to the OS Compromise. For each successful OS Compromise (as verified by a successful execution of the phone home script) your team will lose points. The only way to prevent this is to keep the attackers out.



PRIZES

Regionals



Regional Championship Winner

1. Rights and prestige to represent Regions at World Finals in 2012
2. An exclusive winners trophy – For Team
3. An exclusive winner's medal for each team member
4. One Special Edition Android Tablet for each team member*
5. A Special Edition Global Cyberlympics Winner's jacket for each team member
6. Reimbursed accommodation cost at Finals venue for each team member*
7. EC-Council Certification Training Scholarship* (Worth over \$3000) for each member*
8. One EC-Council certification exam voucher for each team member
9. TakeDownCon USA 2012 conference pass for each team member*
10. Two IT Security related books for each team member

Prizes worth over \$30,000

Regional Championship Runner-Up

1. Rights and prestige to represent Regions at World Finals in 2012
2. An exclusive 1st runners up trophy – For Team
3. An exclusive 1st runners up medal
4. A limited edition Global Cyberlympics jacket for each team member
5. Reimbursed accommodation cost at Finals venue for each team member*
6. EC-Council Certification Training Scholarship (Worth over \$3000) for each member*
7. One EC-Council certification exam voucher for each team member
8. One TakeDownCon USA 2012 conference pass for each team member
9. Two IT-related books for each team member

Prizes worth over \$20,000

World Finals



World Championship Winner

Besides winning the bragging rights of being the Cyberlympics World Champion team, the winning team will also receive the following:

1. \$6,000 cash prize*
2. One iPad 2 for each team member
3. Reimbursed accommodation cost at Finals venue for each team member*
4. An exclusive Cyberlympics World Champion trophy – For Team
5. An exclusive Cyberlympics World Champion medal for each team member
6. A limited edition Global Cyberlympics World Champion jacket for each team member
7. One Hacker Halted USA 2012 conference pass for each team member
8. Hacker Halted USA Scholarship (worth over \$5000) for each team member*
9. Two IT-related books for each team member

Prizes worth over \$50,000

World Championship Runner Up

1. \$3,000 cash prize*
2. Reimbursed accommodation cost at Finals venue for each team member*
3. An exclusive Cyberlympics World Finals 1st Runners Up trophy – For Team
4. An exclusive Cyberlympics World Finals 1st Runners Up medal for each team member
5. Limited edition Global Cyberlympics World Finals jacket for each team member
6. One Hacker Halted USA 2012 conference pass for each team member
7. TakeDownCon USA Scholarship (worth over \$3000) for each team member*
8. Two IT-related books for each team member

Prizes worth over \$30,000

Provide your support for an event that champions a worthy cause, while at the same time, receive maximum exposure from a truly global initiative!

The many benefits of your brand or organization being part of Global Cyberlympics include:

- Media exposure to the millions around the world.
- Generation of goodwill by supporting a good cause
- Opportunity to communicate directly to your target audience, as the Cyberlympics will be covered, watched and participated by professionals, scholars and enthusiast in the field.
- Chance to associate your brand/organization with an historic event - the advent of the first and only international event of its kind.



Sponsorship Level and Packages

Sponsorships for the Cyberlympics events are divided into the following categories:

1. Global Series Sponsorships

2. Regional Sponsorships

3. Additional Sponsorships

1. Global Series Level (\$50,000)

Global Series sponsorship is a package that encompasses all Cyberlympics events - the Regionals and Finals.

Package includes:

- i. Company logo in official Cyberlympics website
- ii. Online banners on Cyberlympics website
- iii. Company logo on hanging-banners at all Cyberlympics events
- iv. Company logo on all Cyberlympics event guides
- v. Full-page advert in all Cyberlympics event guides
- vi. Logo featured on team uniforms at all regionals and at the World Finals
- vii. Featured placement of logo in marketing mailings and advertisements of the Cyberlympics.
- viii. Company Logo and motto/short message in on-site displays (if any) at all Cyberlympics events
- ix. Logo projected on screen during all Cyberlympic events
- x. Distribution of literature at all Cyberlympics events
- xi. Logo and mentions on Cyberlympics social media, where applicable
- xii. Table top space for selected regional championships



2. Regional Level

The regional level sponsorship is a one-event package, applicable to the regional Cyberlympics event of the sponsor's choice.

a. Diamond Package (\$ 25,000)

- i. Company logo in official Cyberlympics website
- ii. Company logo in on-site displays (if any) at selected regional event
- iii. Company logo on regionals event guide
- iv. Full page advert in regionals event guides
- v. Logo featured on team uniforms during the regionals.
- vi. Placement of logo in marketing mailings and advertisements of the Cyberlympics.
- vii. Logo projected on screen during regionals.
- viii. Distribution of literature at regionals
- ix. Logo and mentions on Cyberlympics social media, where applicable
- x. Table top space for selected regional championships



b. Platinum Package (\$10,000)

- i. Company logo in official Cyberlympics website
- ii. Company logo in regionals event guide
- iii. Half page advert in regionals event guides
- iv. Placement of logo in marketing mailings and advertisements of the Cyberlympics.
- v. Logo and mentions on Cyberlympics social media, if applicable
- vi. Distribution of literature at regionals
- vii. Table top space for selected regional championships

3. Additional Sponsorships

There are several types of additional sponsorship opportunities available. Please get in touch with us to discuss options and possibilities.

a. Equipment/hardware sponsorship (laptops)

Description: the sponsor will supply laptops and mice for the games

Benefits to Sponsor:

- Brand exposure to hundreds of attendees,
- Brand exposure to millions through online, broadcast and print media.
- Company logo will be placed in website
- Company logo will be placed in event guides
- Placement of logo in marketing mailings of the Cyberlympics.
- Logo and mentions on Cyberlympics social media, if applicable
- Table top space for selected regional championships



b. Team uniform sponsorship

Description: the sponsor will supply uniforms for all Cyberlympics events

Benefits to Sponsor:

- Brand exposure to hundreds of attendees
- Brand exposure to millions through online, broadcast and print media.
- Company logo will be present on uniforms
- Company logo will be placed in website
- Company logo will be placed in event guides
- Placement of logo in marketing mailings and advertisements of the Cyberlympics.
- Logo and mentions on Cyberlympics social media, if applicable
- Table top space for selected regional championships



c. Hotel Sponsorship (different for each event)

Description: the sponsor will provide a provision of rooms for the specific Cyberlympics event

Benefits to Sponsor:

- Brand exposure to hundreds of attendees
- Brand exposure to millions through online, broadcast and print media.
- Company logo will be placed in website
- Online-banner will be placed on website with hyperlink to sponsors webpage
- Company logo will be placed in event guides
- Placement of company logo in marketing mailings and advertisements of the sponsored event.
- Logo and mentions on Cyberlympics social media, if applicable



d. Airline sponsorship

Description: the sponsor will provide a provision of flight tickets for all Cyberlympics contestants and EC-council staff/reps

Benefits to Sponsor:

- Brand exposure to hundreds of attendees,
- Brand exposure to millions through online, broadcast and print media.
- Company logo will be placed in website.
- Online-banner will be placed on website with hyperlink to sponsors webpage
- Team Uniforms will feature sponsor's logo
- Company logo on hanging-banners at all Cyberlympics events
- Company logo will be placed in event guides
- Placement of company logo in marketing mailings and advertisements of the Cyberlympics.
- Logo and mentions on Cyberlympics social media, if applicable



e. Online media partner

Description: the sponsor will provide online coverage of all Cyberlympics events, including news, articles and mentions of the events.

Benefits to Sponsor:

- Web traffic and exposure to millions through co-promotion with EC-Council
- Company logo will be placed on website
- Online-banner will be placed on website with hyperlink to sponsors webpage
- Company logo will be placed in event guides
- Placement of company logo in marketing mailings and advertisements of the Cyberlympics.
- Logo and mentions on Cyberlympics social media, if applicable



f. Broadcast media partner (TV) – (one for each event)

Description: the sponsor will provide TV coverage of Cyberlympics event, including news, articles and mentions of the events.

Benefits to Sponsor:

- priority rights to cover specific cyberlympic event
- Company logo will be placed in website
- Online-banner will be placed on website with hyperlink to sponsors webpage
- Company logo will be placed in event guides
- Placement of company logo in marketing mailings and advertisements of the sponsored event.
- Logo and mentions on Cyberlympics social media, if applicable



g. Broadcast media partner (Radio)- (one for each event)

Description: the sponsor will provide radio coverage of cyberlympics event, including news, articles and mentions of the events.

Benefits to Sponsor:

- priority rights to cover specific cyberlympic event
- Company logo will be placed in website
- Online-banner will be placed on website with hyperlink to sponsors webpage
- Company logo will be placed in event guides
- Placement of company logo in marketing mailings and advertisements of the sponsored event.
- Logo and mentions on Cyberlympics social media, if applicable



h. Print media partner – (one for each event)

Description: the sponsor will provide print coverage of Cyberlympics event, including news, articles and mentions of the events.

Benefits to Sponsor:

- Priority rights to cover specific Cyberlympic event
- Company logo will be placed in website
- Online-banner will be placed on website with hyperlink to sponsors webpage
- Company logo will be placed in event guides
- Placement of company logo in marketing mailings and advertisements of the sponsored event.
- Logo and mentions on Cyberlympics social media, if applicable



i. Attendee-bag sponsorship

Description: the sponsor will provide a provision of bags to be used as giveaways to the Cyberlympics attendees.

Benefits to Sponsor:

- Brand exposure to hundreds of attendees due to company logo on bag
- Brand exposure to millions through various media covering the event.
- Company logo will be placed in website
- Company logo will be placed in event guides
- Placement of company logo in marketing mailings and advertisements of the Cyberlympics.
- Logo and mentions on Cyberlympics social media, if applicable
- Table top space for selected regional championships



Limited sponsorship opportunities available.

Do not miss out being part of this massive marketing and branding campaign!

For enquiries on sponsorships and partnerships, please contact:

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<http://www.cyberlympics.org>



Official Website: www.cyberlympics.org
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For General Enquiries contact us @ info@cyberlympics.org