

- I. What is CCDC?
 1. Describe Competition & Context
 2. Describe Competition Format
- II. How it works
 1. Structure
 - a. More Granular Explanation of Competition Format
 - b. Scoring???
 2. Overview of Competition Logistics
 3. Competition Environment
- III. Cyber-Defense Teams
 1. How to Form a Team
 2. Qualification
 3. Team Responsibilities
 4. Team Communication, Organization, and Dynamics
- IV. Putting the “U” in “Blue Team”
 1. What Makes a Great Teammate?
 2. How To Contribute
 3. Communication and teamwork
- V. Team Roles and Responsibilities
 1. Roles and Responsibilities
 2. Choosing/Assigning Roles
 - a. Team Captain
 - b. Firewalls
 - c. Linux Hardening (Solaris, Ubuntu, Redhat, etc)
 - d. Windows Hardening (Windows Server 2003, 2008, 2012, 2016, Desktop versions XP, Vista, 7, 8, 10)
 - e. Incident Response/ Logging
 3. Accountability
 4. What to Expect
 - a. You Are Going to Get Owned
 - b. You Are Going to Get Owned Repeatedly
- VI. Creating A Playbook
 1. What is a Playbook
 2. Starting a Playbook
 3. Contributions
 4. Editing
- VII. Practice & Technical
 1. Defense

- a. First Fifteen Minutes
 - b. Hardening Systems
- 2. Think Like the Red Team
 - a. Know Your Adversary
 - b. Red Team Tricks + Strategies
- 3. Indicators of Compromise
 - a. Detection Strategies
 - Linux Detection Capabilities
 - Windows Detection Capabilities
 - Network IDSs
 - LOGGING!!!
 - b. Some Things to Look For
- 4. Incident Response/Mitigation
- 5. Collecting Evidence

VIII. Before the Competition

- 1. Practicing For the Competition
 - a. Practice Environments
 - Netlab/CCDC Practice Environment
 - Curriculum Practice Environment
 - b. Strategies
 - Research
 - Try It Out (and Time It)
 - Red Teaming Each Other
- 2. Timeline
- 3. Countdown to (CC)D(C) Day: The Week Prior to Competition
 - a. Team Preparation
 - b. Contestant preparation

IX. During the Competition

- 1. Handling Injects
- 2. Best Practices
- 3. Tips & Tricks

X. After the Competition

- 1. Review
 - a. What Went Down?
 - b. What Did We Learn?
 - c. Next Time, Let's...
- 2. Documentation
 - a. Notes From Competition
 - b. Editing the Playbook