

Continental Technical Competition 2019

Cybersecurity Challenge – Hack the System

Rules and regulation booklet

1. GENERAL ASPECTS

a. Target group

- The competition is addressed to active students (including master programs) from technical faculties (Computer Science, Electrical Engineering, Electronics, Mechatronics, Robotics, Electro mechanics, etc.) with knowledge on Linux OS, basic cybersecurity/penetration testing

b. Competition team

- Individual competition for up to 10 participants (*tbd if we can extend to 15 if there is a high number of participants who want to attend*)

c. Competition description

- Each participant (individual) is invited to hack a Linux system and report all the vulnerabilities found (more details in the competition rules below)

d. Selection of candidates

- The candidates shall pass a basic screening test: 10 basic questions with multiple choice answers. The test shall have a time limit which is meant to prevent cheating
- The challenge committee shall review the screening tests results + CVs of candidates and select the participants

e. Materials

- Continental will offer the materials needed for the competition. Nothing is needed from the participants side
- The participants are not allowed to use their own systems for participating to the challenge

f. Deadlines

- Application deadline: 22nd of February
- Screening test results available: TBD (we will come back to you with details)
- Selection of candidates: TBD (we will come back to you with details)
- Optional: Q&A: Organizing a videoconference to offer clarifications and answer questions regarding the challenge: TBD (we will come back to you with details)

2. TECHNICAL REQUIREMENTS

- Continental will offer each participant a laptop which has installed on it all the needed tools for being able to participate (*To prevent cheating and preparing beforehand, the technical details about the system which will be used will not be detailed here*)
- The candidates shall have basic knowledge about:
 - o Linux OS
 - o Usage of the terminal and terminal commands, including networking commands
 - o Basic computer networking
 - o Basic programming/scripting (C, perl, python)

3. CONTEST RULES

a. Preparation time

- The participants are not required to prepare anything before the challenge starts

b. Competition

- Each participant will have 8 hours to investigate/probe/perform penetration testing/hack the system provided by the organizers. A countdown timer will be used so that everybody is able to see the same time left
- Collaboration and communication between participants is allowed
- The system will have a known set of vulnerabilities which can be found and used to obtain root privileges
- For each found vulnerability, the participant will get a number of points, proportional to the complexity of the vulnerability found
- If the participant is also able to use the vulnerability to get root or to escalate privileges, he/she will get additional points
- The points associated with each vulnerability are not part of this rules set as listing the vulnerabilities would mean disclosing them to the participants. The points will be listed in a separate document not available to the participants beforehand. When a vulnerability not listed in the list is found, the maximum number of points is granted
- During the 8 hours, the live score will be published and available, with a fixed refresh rate
- The participant with the highest score wins

To discourage foul play, we reserve the right to add, remove or modify topics related to the Rules & Regulations also during the contest. It may happen that certain topics are not explicitly covered by the rules and regulations as they are now explained. Certain clarifications, questions, topics or restrictions may not be present in the rules and therefore they can be added during the contest or when the Contest Administrators see it fit and necessary.

4. CONTACT

If you have any questions feel free to contact us via e-mail on the following address:
technical-competition@continental-corporation.com

*all replies will be distributed to all participant teams

5. ANNEX

6. Version History

Date	Name	Version	Comments
1/10/2019	Rei, Silviu	1.0	Initial Version