

DECISION FRAMEWORK

Priority Order (ALWAYS)

1. **Scored Services** - If it affects scoring, fix it FIRST
2. **Active Incidents** - Contain threats before they spread
3. **Inject Deadlines** - Never miss a deadline
4. **Hardening** - Only when above are stable

Rapid Decision Matrix

Situation	Action	Who
Service down	Restore immediately	Service owner
Active attacker	Contain (block IP, disable account)	Network + affected owner
Inject received	Assign to Inject person, set timer	Inject lead
Unknown process	Document, isolate if suspicious	System owner
Team conflict	Captain decides, move on	Captain

COMMUNICATION PROTOCOL

Status Check (Every 5 Minutes)

Captain: "STATUS CHECK"
Windows: "[Name], Windows stable / issue with [X]"
Linux: "[Name], Linux stable / working on [X]"
Network: "[Name], Network stable / blocked [X]"
Inject: "[Name], Inject [X] at [Y]% / need help with [Z]"

Change Announcement (Before ANY Change)

Member: "CHANGE: [What] on [System] for [Why]"
Captain: "ACKNOWLEDGED, proceed"
Member: (makes change)
Member: "CHANGE COMPLETE: [Result]"

Incident Alert

Member: "INCIDENT: [Type] on [System]"
Captain: "ACKNOWLEDGED. [Name] contain, [Name] assist"
"Network: block [IP/account]"

FIRST 15 MINUTES CHECKLIST

As Captain, ensure these happen in order:

- 00:00 - Receive competition packet from White Team

- 00:02 - Distribute network topology to team
- 00:03 - Assign systems to owners (have backup assignments ready)
- 00:05 - Confirm everyone can access their systems
- 00:07 - Status board initialized with all services
- 00:10 - Verify scored services are functional
- 00:12 - Confirm password changes are starting
- 00:15 - First full status check complete

INJECT MANAGEMENT

When Inject Arrives

1. Read it completely (30 seconds)
2. Identify: Who can do this? What's needed?
3. Assign to Inject person OR split if complex
4. Set visible timer for deadline
5. Check in at 50% time remaining

Inject Priority

- ****15 min deadline****: Drop everything
- ****30 min deadline****: Start immediately
- ****60+ min deadline****: Can queue, but assign now

Quality Standards

- Answer ALL parts of the inject
- Professional formatting
- Proofread before submit
- Submit 2-3 minutes early (buffer)

INCIDENT ESCALATION

Level 1: Single System Issue

- Owner handles
- Inform Captain
- Document in change log

Level 2: Multi-System / Spreading

- Captain coordinates response
- Pull additional resources
- Consider network isolation

Level 3: Critical Infrastructure (DC, all services)

- ALL hands on deck
- Injects pause if necessary

- Contact White Team if rules unclear

TEAM MORALE

Under Pressure

- Stay calm—your tone sets the team's tone
- Clear, short commands
- "Good work" when things go right
- "Next task" when things go wrong

When Things Break

- "We expected this. Execute the plan."
- Assign specific actions to specific people
- Don't blame—fix and move on

END OF COMPETITION CHECKLIST

- All services verified running
- Final inject submitted
- IR reports submitted
- Change log complete
- Thank White Team

CAPTAIN'S MANTRA

"I don't need to know everything."

"I need to know WHO knows everything."

"And I need to keep them focused."

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