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# TENDER SPECIFICATION FOR CYBER DRILL (CAPTURE - THE - FLAG) SUBSCRIPTION SERVICE FOR BANGLADESH NAVY

- 1. Name: Cyber Drill (Capture the Flag) Subscription Service.
- 2. <u>Event Overview</u>. The tender aims to engage a qualified vendor to organize and manage a Capture the Flag (CTF) contest in a Jeopardy-style format for the Bangladesh Navy. The CTF will involve participants in solving cybersecurity challenges, with an emphasis on security, fair play, and technical proficiency.
- 3. <u>Scope of Work</u>. The successful vendor will be responsible for organizing, setting up, and managing the entire preliminary and final CTF contest, ensuring smooth execution of the event and providing full support throughout the process.
- 4. <u>Eligibility Criteria</u>. The event organizer should meet the following criteria:
  - a. Organizer should have experience in working with cyber security for 03 years.
  - b. Organizer should place in cyber security Hall of Fame of Facebook/ Youtube/ X/ other renowned platform.
  - c. Organizer should be winner (Champion/ 1<sup>st</sup>/ 2<sup>nd</sup> Runner up) in any national/ international cyber security/ CTF contest.
- 5. <u>Pre-bid Meeting and collection of Information</u>. The BIDDERs are to attend a pre-bid meeting at purchaser suitable location (NHQ or NSSD DHAKA) within 03 (three) days from the day of floating the tender by NSSD DHAKA. The purpose of the meeting shall be to clarify issues related to the tender's requirements. The BIDDER is to forward their queries 02 (two) days before the pre-bid meeting. Bidder may collect additional info in respect of purchaser requirement (Layout/ Flow chart) during pre-bid meeting of before.
- 6. <u>Requirements and Specifications</u>. These are the minimum criteria and technical specifications the CTF organizer must meet:
  - Capture the Flag (CTF) Contest (Jeopardy Style).
    - (1) <u>Categories of Challenges</u>. The CTF will consist of at least 5 different categories, such as:
      - (a) Open Source Intelligence (OSINT)
      - (b) Web Security
      - (c) Cryptography
      - (d) Forensics
      - (e) Reverse Engineering
      - (f) Networking & OSINT (Open Source Intelligence)
  - b. Challenge Difficulty. Challenges should be offered at three difficulty levels:
    - (1) <u>Easy</u>. Entry-level challenges for beginners.
    - (2) <u>Medium</u>. Intermediate-level challenges for participants with moderate skills.
    - (3) Hard. Advanced challenges for highly skilled participants.
  - c. <u>Point System</u>. Points will be awarded based on the difficulty of the challenge. Higher difficulty challenges should provide more points.
  - d. <u>Scoring Format</u>. The points scored should reflect both completion time and correctness.
  - e. <u>Rules of Play</u>. Participants must work individually or in teams (2-4 members per team). Use of external help or collaboration outside the team is strictly prohibited.
- Setup of Machines & Infrastructure.
  - a. <u>Hardware Requirements</u>. The event will be online and a minimum of 2 cloud-based resources capable of running the necessary security tools and environments.

b. <u>Software Requirements</u>. Set up a CTF platform such as CTFd, Hack The Box or a custom solution that can handle multiple concurrent users. Use of a secure platform for the CTF, which can isolate the challenges and prevent any external interference or cheating.

## 8. Participant Ranking & Information.

a. <u>Real-time Leaderboard</u>. The platform should provide live ranking updates during the event, displaying scores, time spent, and the number of challenges solved by each participant/team.

## b. Ranking Criteria.

- (1) Total Points. Based on completed challenges.
- (2) Time Spent. The time taken to complete challenges will impact the final score.
- c. <u>Post-Event Report</u>. Provide a detailed report at the end of the event that includes:
  - (1) <u>Final rankings of all participants</u>. Breakdown of the challenges completed by each team and their corresponding points. A timeline analysis showing when each team started and completed challenges.

## 9. Team Formation and Management.

- a. <u>Team Registration</u>. Participants can form teams of 2-4 members. Teams must be registered before the event. Provide a team registration system where participants can input their details, including names, contact information, and team name or manually register the teams and send the credentials to users via email. Participants should be able to register both as individuals (and be assigned to teams) or as full teams.
- b. <u>Team Management System</u>. A system to track team performance and allow team members to communicate during the contest.

#### 10. Additional Requirements and Services.

- a. <u>Technical Support</u>. 24/7 support throughout the contest duration, available for both participants and event organizers. A dedicated help desk (via chat, email, or voice) to assist with any issues participants may face.
- b. <u>Moderation</u>. Provide moderators to monitor the event, handle any cheating incidents, and ensure fair play.
- c. <u>Implementation</u>. Implement anti-cheating measures, such as monitoring network traffic, securing challenge environments, and ensuring no external collaboration.
- d. <u>CTF Kit</u>. 32 GB pendrive containing manuals/ tutorials and required files for CTF challenges.
- e. <u>Backup & Disaster Recovery</u>. Ensure proper backup systems to handle hardware or software failures during the event. Have a disaster recovery plan in place to restore service in case of unexpected downtime or technical issues.
- f. <u>Scalability</u>. The system should be capable of handling at least 100 participants simultaneously without significant performance degradation.
- f. Reporting. After the event, provide a comprehensive report that includes: Rankings of participants.

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Analysis of the event, including challenges faced, After event analysis. participant feedback, and performance metrics.

### **Event Timeline.**

- Preliminary Contest. 23 NOV 2024 10:00 AM 10:00 PM (Saturday).
- Announcement of Shortlisted Teams & Pendrive distribution. 24 NOV 2024. b.
- Final Cyber Drill Start. 26 NOV 2024 10.00 AM. C.
- Final Cyber Drill End. 26 NOV 2024 10.00 PM. d.
- Closing Ceremony & Awards. 27 NOV 2024 10.00 AM. e.
- Post-Event Report Submission. 28 NOV 2024.
- 12. Evaluation Criteria. Proposals will be evaluated based on the following factors:
  - Technical Capabilities. Vendor's ability to meet or exceed technical requirements and handle event-specific challenges.
  - Security & Integrity. Measures in place to ensure a fair and secure event.
  - Experience. Proven experience organizing similar events or managing CTF C contests.
  - Cost. The overall cost for organizing the event, including hardware, software, technical support, and any other services.
  - References. Positive feedback from previous clients or event organizers.
- Budget and Payment Terms. Provide a detailed breakdown of costs for each service provided, including:
  - CTF Setup (hardware, software, platform).
  - Technical Support. b.
  - Infrastructure & Backup. C.
  - d. Personnel (facilitators, moderators, etc.)
  - CTF Kit. 6
- 14. Payment Terms. Payments to be made in two installments:
  - 100% payment shall be paid upon successful completion of the event and submission of post-event reports.

MD. ASADUZZAMAN Assistant Director DNDTITCHERD MET DELL SECY

Naval Headquarters Banani, Dhaka-1213 Date II-II-2024

Naval Headquarters Banani, Dhak-1213 Date

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DNAI&S, Member A. KM HRAMUL HOSSAIN Captain BN Director Naval Armament nspection and Supply

M IQBAL Commodore BN Director AMelmoerrecon Naval Headquarters Banani, Dhaka-1213 Date II. II. 2024

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