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[ThinkSECURE's AIRRAID : Your Airspace Isn't Private Anymore](#)



Air Raid: (noun) An attack by military aircraft, especially when armed with bombs and rockets; an attack by armed planes on a ground or surface target.

*Air Raid: (security) Penetration of organizational and personal wireless airspace by attackers with malicious intent.**

Tournament Description

Wireless networks using 802.11 and Bluetooth have become common deployments in today's corporate environments.

To underscore the importance of securing these newer types of networks on top of traditional wired networks, ThinkSECURE (www.securitystartshere.net), whose founders Christopher Low and Julian Ho designed and implemented BlackOPS for PACE2004, have put together AIRRAID, a first-of-its-kind-in-Asia, if not the world, wireless hacking tournament**, to provide security professionals and grayhats alike with a real-world wireless penetration contest.

Though this 2-phase, protected-systems-penetration game's key focus is on wireless (specifically 802.11 & Bluetooth) security, it also highlights the risks posed by a security-conscious organization's partners who do not implement equivalent security on their part or do not synchronize their security policies with each other.

The target infrastructure for this contest is a purpose-built, non-internet-connected network which has been setup exclusively for this event (it is illegal in Singapore to hack other peoples' wireless networks so don't even think about it! 😊). Judges will score the teams on the basis of time and difficulty. The faster they can conduct a successful penetration against this target infrastructure, the more points they score. Once they have breached the perimeter, the degree of difficulty in obtaining information from the various locations in the internal target network will also provide point variation.

Participants will be required to think-outside-the-box in order to successfully accomplish the initial network penetration and consequent information theft. Shortlisted participants will be advised to read the ground rules and gameplay CAREFULLY as anything not forbidden by either of them will be allowed. *hint hint*

This first-of-a-kind event format in Asia, if not the world, is the showcase event for practical wireless security and the push to make many organizations understand that practical wireless security is more than just access-point-reliant, not to mention highlighting the need to protect information on Bluetooth-enabled devices.

Date and Venue

The event will be held in Singapore and game-day will be on :

August 26th 2005
Suntec International Convention & Exhibition Centre
Room 306, 3rd Floor
Republic of Singapore

The timing is likely to be the same as the event we did last year, i.e. contenders on-site by 9:30am while the VIP gives his keynote, does his tour and the press take their shots. The dogs of war will be unleashed at 10am.

There are quite a number of hotels around the area, from budget ones a mere 15 minutes away along Bencoolen Street like the Strand or Bencoolen to the ritzy 5-stars right next to SICEC (Ritz-Carlton and Marina Mandarin just to name two of them).

Prizes

Gee, you mean fame, being featured in the media and bragging rights aren't enough for you? 😊

Prize sponsorship deals are being firmed up at the moment and they will be made known here closer to the event. Stay tuned to this site for the announcements!

Participant Eligibility

This event is open to any team that is willing to make the trip down to Singapore this coming August 2005 for the contest.

While there is no fee charged for participating in the event, participants will have to pay their own transport, accommodation and meal expenses. There will be no reimbursement for any expenses incurred in getting down here.

Participant Requirements

Participants will also have to bring their own laptops and wireless client adapters, as well as a CAT5 cable and (optional but recommended) a VPN client.

Participants will also be required to sign an indemnity form stating that they will be responsible for their own actions during the event and a liability waiver absolving the organizers from any damage that may occur to participant's equipment (you guys are security pros so you should know how to defend your own stuff 😊).

There will be an on-site pre-game briefing & rules familiarization session the day before the event so if you're not there for the pre-game brief and you've not signed the indemnity form and the liability-waiver, you won't be allowed in on game day.

Registration

(or "So How Much Does It Cost To Participate?")

Team registration (max of 2 per team) is FREE !

Registration starts: 16th May 2005 @ 0000hrs SGT

Registration ends: 31st July 2005 @ 1200hrs SGT

Registration info @ [ThinkSECURE's AIRRAID](#)

This entry was posted on Monday, May 16th, 2005 at 11:19:48 AM and is filed under [Infosec](#), [Events](#). You can follow any responses to this entry through the [RSS 2.0](#) feed. You can [leave a response](#), or [trackback](#) from your own site.

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