

NOOB (PCC) Explanation, Rules, and Start Selection

Explanation:

The name of this range game is NOOB and focuses on firearm proficiency, more specifically, Pistol Caliber Carbine (PCC) proficiency. This is a mimic style shooting game (similar to HORSE) where a Competitor selects a pre-written challenge, then verbally explains the task(s) that will be completed by them. Following the explanation, they physically perform the mentioned task(s). If they successfully complete the task(s) within the challenge they selected, the Challenger(s) must perform the same task(s). If the Challenger is successful, they or another Challenger within the rotation select the next challenge. If the Challenger fails, they get a two-shot redemption at the 10" steel plate (green) and the 10" steel plate (purple) (one round on each target) from the 50-yard line. Before shooting the Redemption Shot, the Challenger must randomly pick one of the seven Redemption Shot Element Cards. Each card has a specific element in which the Redemption Shot must be done. If the Challenger successfully completes the required element from the card, along with getting a hit (ding) on each target, they do not get a letter.

The first person who fails enough challenges and/or redemptions that spell the word N-O-O-B loses the game.

DISCLAIMER: *This game is designed for competitors (shooters) who are already proficient in basic shooting fundamentals and weapon manipulation tactics, along with unconventional shooting techniques. If you decide to play NOOB on your own or with others, you are doing so of your own volition and assume all responsibility and risk. Although this is a game, safety is not.*

Rules:

- Pistol Caliber Carbines (PCC's) only (for reference, use the videos from season 3 of NOOB)
- For each challenge, there is a minimum of 1 and maximum of 6 bullets that can be used (except for the "No Shit, There I Was Challenges", those allow for a higher round count)
- No dry runs, walk throughs, or rehearsals are allowed
- Must start a Competitor's challenge in a timely manner
- If the challenge is not completed properly due to something outside of the Competitor's or Challenger's control (unintended malfunction including faulty ammunition, weather, faulty dummy round, faulty magazine, etc.) the Competitor or Challenger will be allowed to redo the challenge with no penalties
- Each player has 2 "No Shit, There I Was" (NSTIW) flags that can be used when it is their turn to select and/or create a challenge
 - This flag allows for a maximum of 12 bullets to be used in a dedicated NSTIW challenge
 - If the Competitor fails their own challenge, they lose that flag
 - If the Competitor is successful in their challenge, the Challenger must do the same task and/or tasks
 - If the Challenger is successful, the Competitor who used their flag for the challenge loses their flag
 - If the Challenger fails the challenge (regardless of redemption results), the Competitor gets their flag back for another use
- If a Challenger fails a challenge, they move to the Redemption Shot area (description below)
- If a Challenger fails their Redemption Shot, they get a letter
- The first person who fails enough challenges and/or redemptions that spell the word N-O-O-B loses the game

Redemption Shot:

- This is used when a Challenger fails a challenge and is their final effort to not get a letter
- The Redemption Shot is located at the 50-yard line and uses a 10" steel plate (green) and a 10" steel plate (purple) for the targets (must be engaged in that order)
- The Challenger has only 2 rounds available for the Redemption Shot and each 10" target (green and purple) must be struck with 1 round
- Before shooting the Redemption Shot, the Challenger must randomly pick one of the seven Redemption Shot Element Cards. Each card has a specific element in which the Redemption Shot must be done
 - Standing Unsupported Card
 - Shooter has 10 seconds to complete the shots using a Standing Unsupported shooting position
 - Kneeling Unsupported Card
 - Shooter has 15 seconds to complete the shots using a Kneeling Unsupported shooting position
 - Prone Unsupported Card
 - Shooter has 20 seconds to complete the shots using a Prone Unsupported shooting position
 - Supported (rest, bench, tripod, etc.) Card
 - Shooter has an unlimited amount of time to complete the shots using a Supported shooting position
 - Combat Reload Card
 - Shooter has 18 seconds to complete the shots using a standing unsupported shooting position and performing a Combat Reload between the first and second shot
 - Immediate Action (tap and rack) Card
 - Shooter has 15 seconds to complete the shots using a standing unsupported shooting position and performing Immediate Action (must tap and rack) to correct a malfunction between the first and second shot
 - Shooter Picks Card
 - Shooter selects 1 of any of the above listed cards and applies that card specific element/task to their Redemption Shot, but they have an unlimited amount of time
- The Challenger must engage the 10" steel plate (green) with their first shot and the 10" steel plate (purple) with their second shot
- If the Challenger successfully completes the required element from the card specific to their shots, along with getting a hit (ding) on each target, they do not get a letter. If they do not successfully complete the required element or they do not get a hit (ding) on each target or they engage the targets in the wrong order (regardless of hits), they get a letter

IMPORTANT: *The Redemption Shot Element Cards can be downloaded at www.IntuitiveDefense.com and used on the range. Each card contains all the needed information (loadout, task, time, and standard). Each card has a front graphic and back information section that is available and can be laminated together if needed/wanted*

Challenges:

- NOOB challenges are designed for shooters/competitors who are already proficient in shooting and firearm manipulation
- Challenges are written for specific firearm categories (semi-automatic pistol, Pistol Caliber Carbine, AR-15/AK style rifle, etc.)
- Challenges are designed to be fun and competitive while still focusing on the basic shooting fundamentals, along with testing certain shooting skills (reloading, correcting malfunctions, firearm manipulation, etc.)
- NOOB Challenges work well as standalone training, but they really excel as a great diagnostic tool (individually or as a group) to help identify areas/skills/fundamentals for additional and/or remedial training (stance, presentation, trigger control, sight picture, reloading, correcting malfunctions, multiple targets, etc.)
- Challenges are designed to be maximally effective for shooting fundamental, weapon manipulation, and/or shooting skill improvement while using a minimal amount of ammunition
- Each challenge page has the same layout of primary challenge information topics (name, objective, task, distance, loudout, time, targets, and skills strengthened), but the details (task, condition, standards) of each topic are specific to that challenge
- Modifications (for instance Mod. 2 or Mod.3) of a challenge maintains the same basic concept of the original challenge, but with an addition (reloading, correcting malfunction, further distance, higher round count, etc.) or several additions to make the challenge more difficult
- Although challenges already have specified tasks, conditions, and standers, they can be modified based on the needs, requirements, limitations, or demands of the shooters playing
- If a challenge is successfully completed by all players, it is pulled out of rotation and cannot be used again for the remainder of the game
- If a challenge is failed by the Competitor (person who picked the challenge), it will not be played by the Challengers at that time, but it will go back into rotation to be used again
- If a challenge is successfully completed by the Competitor, but failed by any challenger (regardless of the Redemption Shot results) the challenge goes back into rotation to be used again
- Challenges may include time standers along with multiple targets, movement, unconventional shooting techniques, exercises, or other tasks

Competitor

- The Competitor is the individual who selects the challenge and goes first
- If the Competitor successfully completes their own challenge, the Challengers (other players for that challenge) must do the same challenge in the same way (per challenge requirements)
- If the Competitor fails to successfully complete their own challenge, that challenge is finished, but goes back into rotation, and a new challenge is selected by a different person
- The Competitor does not go to redemption if they fail to successfully complete their own challenge

Challenger:

- The Challenger is the person who attempts the challenge after the Competitor successfully completes the challenge they selected
- If all Challengers successfully complete the challenge, that challenge is pulled out of rotation and cannot be used again for the remainder of the game
- If any Challengers fail to successfully complete that challenge, they get a Redemption Shot and regardless of the Redemption Shot results, that challenge goes back into rotation to be used again

Timekeeper:

- The Timekeeper is responsible for recording the challenge time, if applicable
- Some challenges have a set time requirement, some challenges require the time to be set by the Competitor (first person to do the challenge) and some challenges have not time requirement
- The Timekeeper is a rotational position. Meaning, players are responsible to rotate through the timekeeper position as they do challenges
 - If an individual is not playing NOOB, but wants to be a dedicated Timekeeper, that is fine
- Capturing the time can be done using devices such as:
 - Stopwatch
 - Phone (if it has a stopwatch function)
 - Shot timer

Start Selection:

There are two main methods for determining who will start with the first challenge

1. Coin flip
 - a. *Heads or tails called in the air*
 - i. Ideal method for just two shooters
2. One-shot (standing unsupported) challenge at the 8" steel plate (orange) from the 50-yard line.
 - a. *If multiple competitors get a hit, they will continue until there is only one left*

Multiple Players:

- NOOB is scalable. Meaning, just two shooters can compete against each other, or more than two shooters can compete against one another. All the same rules still apply if more than two shooters are playing. The main difference is challenge selection rotation would include all shooters and any or all Challengers who fail a challenge selected by a Competitor get the opportunity for Redemption once all of the Challengers are finished with that specific challenge. If multiple Challengers move to Redemption, they take their Redemption Shot in the same order/rotation in which they failed the challenge. Any Challenger who successfully hits both the 10" steel plate (green) and a 10" steel plate (purple) targets (in that order), along with successfully completes the required tasks specific to their Redemption Shot Element Card does not get a letter.

Lagniappe (Extra) Information:

- Although NOOB has specific challenges and rules, make the game fit your needs, requirements, or demands. If you want to modify challenges by adding a higher round count, change time standers, target engagements, target types, shooting position distance or anything else, do so. The challenges and rules act as a foundation for you to build from. The most important part about NOOB is that you have fun and benefit from the training.

Intuitive Defense NOOB Videos:

- For the NOOB PCC Explanation video (NOOB Season 3 Explanation) or videos of us doing the NOOB PCC challenges, visit the Intuitive Defense YouTube/Rumble page or the Intuitive Defense website (www.IntuitiveDefense.com) and search for NOOB.

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Now go play the game!