NOOB (Pistol) Explanation, Rules, and Start Selection

Explanation:

The name of this range game is NOOB and focuses on firearm proficiency, more specifically, semi-automatic pistol proficiency. This is a mimic style 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 are successful with their own task(s), the challenger(s) must perform the same task(s). If the challenger is successful, they select the next challenge. If the challenger fails, they get a one-shot redemption (unsupported) at the 8" steel plate (orange) from the 40-yard line. If the challenger gets hit (ding) on the target, they do not get a letter. If they do not get a hit (ding) on the target, 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.

> **DISCLAIMER:** *This game is designed for competitors who are already proficient in basic shooting fundaments 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:

- Semi-automatic pistols only (for reference, use the videos from season 2 of NOOB)
- For each challenge, there is a minimum of 1 and maximum of 3 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 do to something outside of the competitor's control (unintended malfunction including faulty ammunition, weather, faulty dummy round, faulty magazine etc.) the competitor will be allowed to redo the challenge with no penalties
- Each competitor has 1 *"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 6 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 challenged, 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 40-yard line and uses an 8" steel plate (orange) for the target
- The challenger has only 1 round available for the Redemption Shot
- If the challenger gets a hit on the 8" steel plate (orange), they do not get a letter. If they do not get a hit (ding) on the 8" steel plate (orange), they get a letter

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*
2. One-shot challenge (unsupported) at the 8" steel plate (orange) from the 40-yard line.
   a. *If multiple competitors get a hit, they will continue until there is only one left*

Intuitive Defense NOOB Videos:

For the NOOB Pistol Explanation video (NOOB Season 2 Explanation) or videos of us doing the NOOB Pistol challenges, visit the Intuitive Defense YouTube/Rumble page or the Intuitive Defense website (www.IntuitiveDefense.com)

−END−

Now go play the game!