

# “Coin Flip” Challenge

## Objective:

This is not a timed event. The goal of this challenge is to introduce the effects of random chance into the creation of an event, thereby increasing the effects of uncertainty and therefore stress, simulating the effects of adrenaline on the human nervous system. As such, the explanation of this challenge will be based on the layout provided in this description, but the principle will work for many different types of challenges. At the beginning of the challenge, the shooter that brings up the Coin Flip concept will select and utilize a completed challenges’ layout and alter it by introducing the element of chance by the use of a coin flip. The initial challenger takes a regular coin and asks the second challenger to call the flip, without telling the challenger the reason. The challenger notes the results then repeats the process, noting the results. The initial challenger then explains that the first coin flip was to determine the order of plates shot while the second coin flip decides whether the shooter will be starting closer to the targets and moving away, or further away and moving closer. Once those parameters for the challenge have been set, the initial challenger attempts to complete them, followed by the second challenger. The examples given of target order and initial distance from the targets are only examples for the sake of explanation. The Coin Flip Challenge can be completed with any type of range scenario as long as there are at least two variables. To successfully pass this challenge, the competitor and the challenger(s) must complete the exercises and tasks.

## Tasks:

N/A (dictated by the coin)

## Distance:

N/A (dictated by the coin)

## Loadout:

N/A (dictated by the coin)

## Time:

N/A (dictated by the coin)

## Targets:

N/A (dictated by the coin)

## Skills Strengthened:

N/A (dictated by the coin)