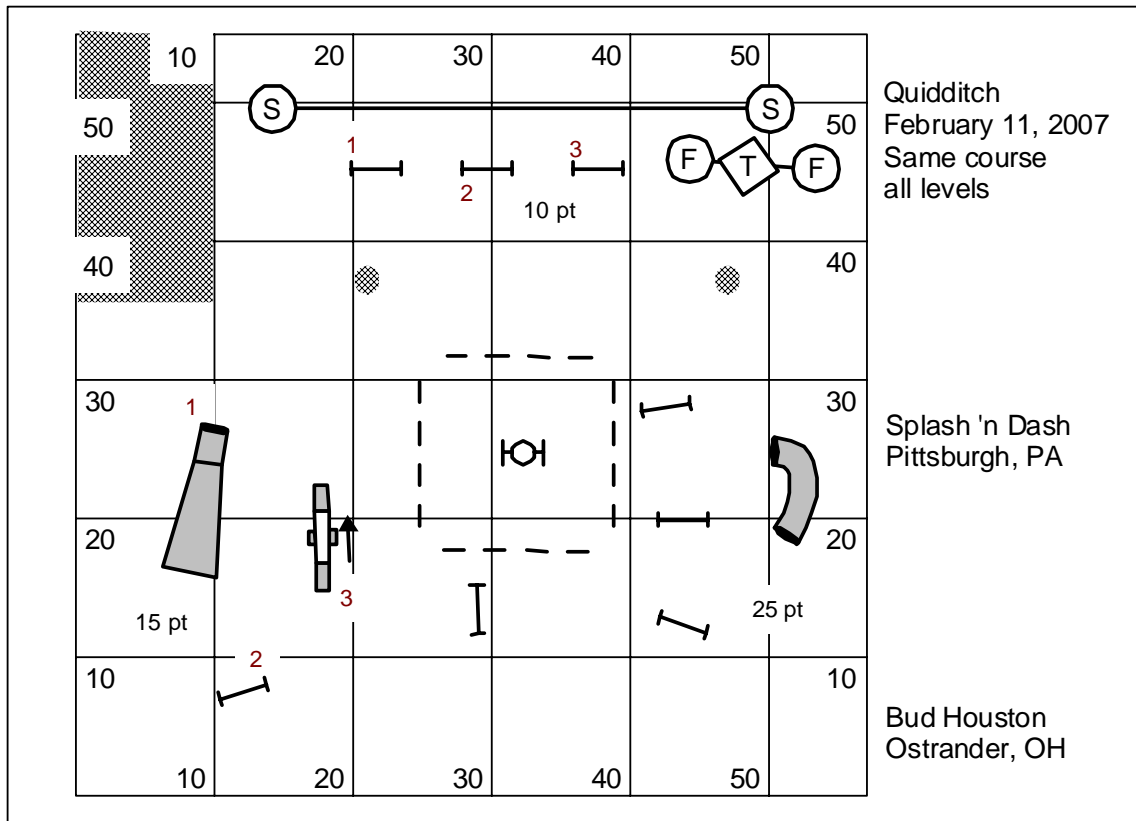


Quidditch



Briefing

Each team will have 60 seconds to complete three numbered sequences. When time expires the dog¹ should be directed to the table to stop time. The point values for each of the sequences are 15, 20, and 25 points respectively. Each sequence can be successfully completed only once. The sequences can be taken in any order. Each obstacle has individual point values that are earned by a team if a sequence is only partially completed prior to time expiring.

- 1 point for jumps
- 3 points for tunnels
- 5 points for contact obstacles and weave poles

Upon the successful completion of a sequence the team will have the opportunity to earn bonus points for a successful performance of a tire; the 'Beater' bonus, for which the team will earn an additional 25 points. **For Games II and III to earn the *Beater bonus* the handler must send the dog to the tire from outside of the containment lines indicated on the course-map. For Games I the handler has no restriction.**

Refusals will be faulted on the tire, but nowhere else on course. The initial direction of the dog's approach to the tire will define the run-out plane of the obstacle for the purpose of judging refusals. If a dog commits a refusal on the tire, the Beater bonus is lost.

¹ In this variation of the game the dog is naturally the Quaffle. But for the sake of clarity, we'll just call him a dog.

After attempting the Beater bonus the team should attempt another three-obstacle sequence. If the team completes each of the different three-obstacle sequences, they will earn a 'Keeper' bonus of 50 points in addition to the points of the individual sequences. Note: the bonus points earned or missed by the completion of the tire do not affect ability for a team to earn the Keeper bonus.

A dropped bar, fly-off, some off-courses (see wrong course rule, below) or missed contact will be considered a sequence fault. The team can immediately reattempt the same sequence or move to another of the three-obstacle sequences.

If a team completes or attempts more than three three-obstacle sequences, or completes one sequence more than once, the final score for the team will be zero.

When time expires no new points can be earned.

The Bludgers Rule – A Bludger (wrong course obstacle) performed during the performance of an individual sequence shall result in a sequence fault. No points are earned for the performance of any individual obstacle unless the sequence is not completed due to expiration of time.

1. Performance of a Bludger after the successful completion of a three-obstacle sequence on the way to the Beater (tire) shall be considered a fault of the Beater. The ability for the team to earn the Beater bonus is lost. The team should proceed to the next three-obstacle sequence, or to the table if appropriate.
2. If the wrong course occurs: Bludgers (wrong courses) shall *not* be faulted: between the starting line and the first obstacle of a numbered sequence; between the Beater and the first obstacle of a numbered sequence; between the Beater and the table (to stop time).
3. No points shall be earned for the performance of any Bludger.

Expiration of Time – If the whistle sounds prior to the completion of three three-obstacle sequences, the dog should be directed to the table. The team will earn individual points for obstacles completed prior to the sounding of the whistle. When the dog touches the table, time will stop. No table performance is required.

The Golden Snitch – If a team successfully completes three three-obstacle sequences, earns all three 25 bonuses for completing the tire, and touches the table prior to the 60-second whistle sounding, the team will earn the 'Golden Snitch' award of 75 bonus points.

Scoring – Quidditch is scored points then time. The dog with the most points wins. In the case of a tie, the dog with the shortest time will be the winner.

Qualifying –

- Games I – 125 points
- Games II – 125 points
- Games III – 150 points