



# Quidditch For Muggles



A few years ago, the Harry Potter phenomenon began sweeping the planet, targeted at Cub-aged youth. In response, we started having Harry Potter theme nights prior to the release of the films. But we wanted more. We wanted Harry Potter games. Of course, we could have just invented another version of dodge ball, but we wanted something more like the movies. So we invented our own Quidditch derivative, without the flight component. Brooms are also out, but a lot remains in the game.

First of all, we needed nets. We wanted them to look like the nets in the movie, so we built our own. Below are the rough plans; we simply drew the circular goals on plywood (using a string compass), cut them out with a jigsaw and then assembled the circle on a wood L frame as shown. This stands well, however we recommend a heavy weight on the back just to be certain.

## Quidditch Equipment

At this point it would be helpful if you have actually seen a Harry Potter movie (particularly the first one), or read the books. If you haven't, ask your Cubs; they can help. You will need:

- one rubber "super bouncy" ball, preferably clear or hard to see in your meeting area (a gym is best). This will be your "Snitch".

- two - four small (approx. 8-10 inches (20-25 cm)) soft balls. These will be your "Bludgers".
- one larger, different colored, soft gym ball (about the size of a volleyball). This is your "Quaffle".
- two Quidditch nets.

## Quidditch Rules

We tried to keep them as simple as possible, while still playing Quidditch much like the game in the movie/book. Here are the rules that we have found over time (and trial and error!) work best:

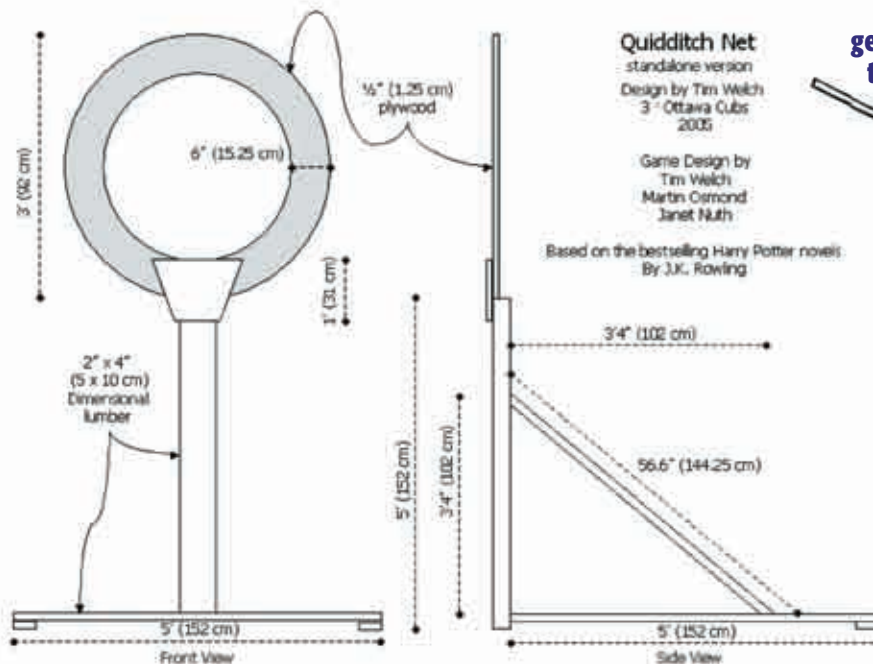
Divide the Cubs into two teams (usually two pairs of sixes). Ensure they can tell each other apart (one team could have neckers tied on their arms).

Each team chooses their initial Seeker. This is a popular position so you need to vary who this Cub is. Many (but not all) Cubs will get the chance to be a Seeker in one evening.

The object of Quidditch is for the majority of players to get the Quaffle into the Quidditch net. Throwing the Quaffle through the hole in the centre of the net scores two points.

Teams start on two halves of the gym. The Quaffle is thrown into the group randomly or into the air in the center of the room. Each player may only take three steps before either throwing or passing the Quaffle.

Player-to-player contact is NOT permitted, nor is slapping the Quaffle out of the hands of the player. No dribbling is required, and no limit is placed on how the ball is passed (rolled, bounced, thrown, etc). Seekers cannot touch the Quaffle.



Two points for getting the Quaffle through the hole!



Everyone scrambles to catch the Quaffle while avoiding the Bludgers.



Photographers: Tim Welch & Martin Osmond

### Seekers

Each team's Seeker is looking for the Snitch. The Snitch is held by one leader and secretly passed to other leaders and eventually, when the Seekers are confused about its location, thrown somewhere in the room. The Seeker bounces everywhere. No one but Seekers can touch the Snitch. If a Seeker catches the Snitch, it is worth 50 points.

### Bludgers:

These are the equalizers. Only leaders can throw Bludgers. No player can touch a Bludger or they are suspended from play. If a player (Seeker or otherwise) is hit by a Bludger (below the waist), they must drop the Quaffle (if they have it), kneel down and count to five (one quidditch, two quidditch, etc.). Leaders can use this to slow down stronger Cubs, or randomly toss it into the crowd.

### Scoring

The first team to score 175 points wins. Every time a Seeker gets the Snitch, however, game play stops. The Seeker must switch with someone else on his/her team. This ensures more Cubs get to be the Seeker. This strat-

egy is also an equalizer (slowing down very strong players from always getting the Snitch). That's all there is to it! Our Cubs really like this game. It is very active.

### Harry Potter Treats

Once the game is over, to round out the Harry Potter theme night, we set areas aside as "The Leaky Cauldron" (the pub in Diagon Alley) where root beer or gingerale is served. "Honey Dukes" (the candy shop in Hogsmeade) provides candies such as "rockets," ju-jube feet, candy teeth, etc. (inventive names such as Seeker Suckers, Dumbledore's Dentures, Troll Feet, etc. are used). We usually give the Cubs a cup into which they can put two each of the candies to take home.

After the game, allow time for sixes to plan and act out their favourite scenes from the movies. Once, three Cubs linked arms behind their backs and acted out the Whomping Willow scene...very inventive. Enjoy! \^

- Tim Welch and the other leaders with 3<sup>rd</sup> Ottawa Cubs enjoy playing Quidditch as much as their Cubs.

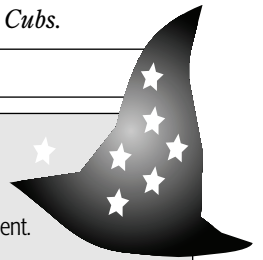



**A Harry Potter night at Cubs is magic.**

*Linking to Strategic Direction #1.*

## More Harry Potter Theme Ideas


The February 2002 *Leader Magazine* contained two other articles with Harry Potter theme ideas. Look them up for more excitement.


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