

Quidditchhole, at first appearance, is much like Muggle Cornhole, even using the same bags. The most important change, after the playing surface, is that the bags are both quaffle (for the offense) and bludger (for the defense). There are TWO snitches, which are actually used to time the round.

The Quidditchhole court is set up with a working distance of seven paces, a most magical number. This is closer than muggle cornhole. The player on offense stands just in front or beside the board they are not aiming at, and pitches to any of the Quidditchhole goals on the board in front of them, earning 10 points for every bag “in the hole.” Bags on the board or on the ground have no value.

The defense stands behind the goal in play, or somewhat to the side, and may throw bludger bags at the quaffle thrown by the offense. They can hit the quaffle and prevent it from scoring in a goal (hole) on the board. They may throw one, two, three or even four bludgers at any one quaffle.

Defenders may also choose to stand BEHIND the opposite goal (called “long defense”).

BEWARE! If a bludger goes in a Quidditchhole goal the OFFENSE gets another 10 points.

Bludgers must NOT be thrown at competitors.

[Quidditchhole Introductory Video](#)

PITCHING

The quaffles are NOT thrown by hand, unless proper brooms are not available. They are pitched using brooms, which are modified muggle beach shovels. The *defense* is allowed to throw the *bludgers* by hand to try to keep the quaffle out of the goal. Use:

[Quidditchhole appropriate shovels](#)

or similar shovels, modify as appropriate.

In one variation of Quidditchhole (International Standards) the defense must also pitch using brooms.

THE SNITCH(ES)

The snitch is a mechanical wind up timer used to time the round. Usually, there are TWO, one for each team. Team members may set them for any time they like, with the understanding that the *first* timer to go off ends the round; **AND** scores 30 extra points for the team on **offense**. Offense begins with the act of throwing the first quaffle (beanbag), and ends when the defense takes over, the changeover is precisely when the **new** offense throws their first pitch.

If only one timer is available it should be set by a disinterested party (observer). It is highly suggested that LOUD timers are used. (The golden apple timer, shown in Quidditchhole.com videos, seems not-quite-good-enough for real play.)

Snitch etiquette demands the timers be hidden safely near one of the playing boards (out of the way). When the **first** timer sounds the round is over. This way no one can be sure of the length of the round. Exactly WHICH timer sounds is of no importance, the team on offense gets the thirty points.

Stalling play while waiting for the timer to sound is considered poor sportsmanship.

THE PLAYING SURFACE

In a pinch players can use two (or even one!) muggle cornhole boards for Quidditchhole, but it is far more fun to use customized boards. A Quidditchhole board can, within limits, be used for muggle cornhole as well. However, league-approved Quidditchhole boards will be built as follows:

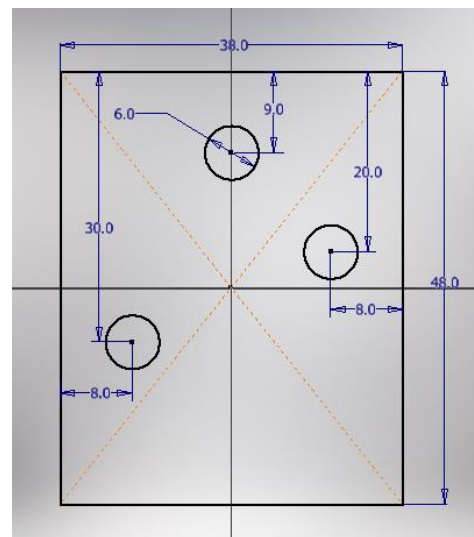
QUIDDITCHHOLE BOARD DIMENSIONS

½" plywood face, 48" high, 38 inches across

- One six-inch diameter hole centered (L to R) on the board, centerpoint NINE inches from the top edge.
- A six-inch hole on the right of the board, centerpoint 20" down from the top, eight inches from the right edge of the board.
- A six-inch hole on the left of the board, centerpoint 30" from the top, eight inches from the left edge of the board.



[Quidditchhole Board after decoration](#)



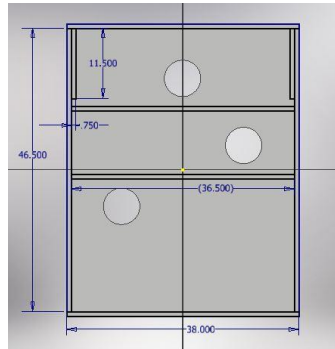
Layout

[Quidditchhole.com](#) Leagues are forming now!

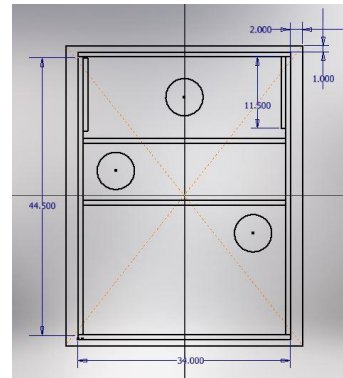
SUPPORT (underneath)

1 x 4 (American) is suitable for support around the edges of the Quidditchhole board. 1 x 4 legs (11½" long) are also appropriate. Because the board has three holes, interior crosspieces should be included. It is highly suggested these pieces be ¾" thick by 1½" wide (use a cut down 1 x 4). USE WEATHERPROOF GLUE AND SCREWS DURING ASSEMBLY! See the links for more board suggestions:

Expert Adaptation: It is perfectly appropriate to make the second Quidditchhole board to nest into the first (for storage). Instructions follow:



[Make Your Own Quidditchhole Boards](#)



[Nesting Quidditchhole Boards](#)

Care will be taken that the boards are very smooth on the playing surface.

DECORATING THE PLAYING SURFACE

The bare minimum decoration would be a coat of (exterior) semi-gloss paint, with Quidditchhole goals painted in a contrasting color. But that's no fun. See the videos showing theater scenery techniques and paint a beautiful Hogwarts scene on your Quidditchhole boards (hint... always use latex paint):

[Painting Quidditchhole Boards Using Perfect Stage Crew Techniques](#)

[More Scenic Painting Techniques](#)

For more information on scenery making and scenic painting, pick up the book [The Perfect Stage Crew](#), available on [Amazon](#).

EXTRAS

- A bag partially or "halfway" in a goal, scores **NO** points, bags must drop completely through the goal.
- Muggle Cornhole sets usually have four bags for each team, it is perfectly acceptable in Quidditchhole to use eight bags for each team to increase game playability. More than eight per team seems like overkill. If eight quaffles are used, eight bludgers must be provided.
- The defense may elect to **NOT** try to block a quaffle, particularly in the case of an errant pitch, saving the blunger for later in the turn. Up to four bludgers can be thrown at any one quaffle.
- Children may play, and may take seven small paces (small steps) to get to an approved distance for them. In the Wizarding World a "pace" and a "step" are the same thing, not always true in the Muggle world.