

H

OFFENCE **stands** JUST IN FRONT OF THE UNUSED GOAL
LAND "IN THE HOLE" FOR **10 POINTS !!**
EXPERT LEVEL USE INTERNATIONAL STANDARDS

OLE

Quidditch
is set
7 paces
shorter than muggle
cornhole
game
play
2 snitches
hidden
30 points to the
offence

QUIDDITCHHOLE COURT

IS SET



7 PACES



The

SHORTER THAN MUGGLE CORNHOLE GAME

Offence

THE QUAFFLES ARE NOT THROWN BY **HAND**

unless proper **BROOMS** are not available. See pg. II

2 snitches

(regular muggle kitchen timers) are SET at least 10 minutes, then

HIDDEN

When the first timer sounds, the round is over

30 POINTS TO THE OFFENCE

GAME PLAY

- Proper offence stands just in front of or beside the unused goal.
- Proper defence stands **BEHIND** the goal in play, **BEHIND** the unused goal, OR far to the side of the playing field. They must **NOT** interfere with the pitching of the **QUAFFLE** except to block the toss with a **bludger**.
- The **OFFENCE** pitches one **QUAFFLE** at a time, using the broom. The defence may throw one, two, 3, or **FOUR** bludgers to attempt to block a **QUAFFLE**.

...stands at any edge of the playing field, and may throw bludger bags at the quaffle thrown by the offence... They can hit the quaffle and prevent it from scoring in the goal on the board

BEWARE!

If a **BLUDGER** goes in a Quidditch goal the **Offence** gets another

10 POINTS



DEFENCE

...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 offence) & **BLUDGER** (for the Defence)

CARE MUST BE TAKEN

That the **BOARDS** are very **SMOOTH** on the playing surface. Use exterior

LATEX PAINT

NOTE:

BLUDGERS must NOT BE THROWN AT COMPETITORS!!

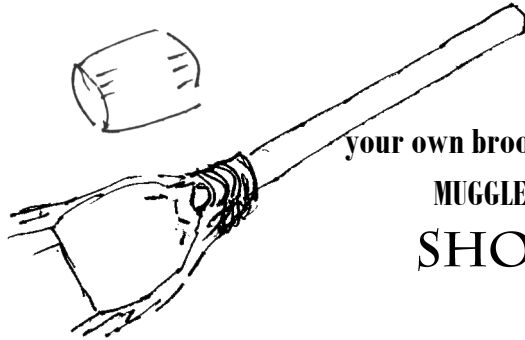
INTERNATIONAL STANDARDS of **PLAY**

*In International Standards play the
defence use their Broomstick to pitch
the Bludgers. There is no other*

CHANGE

LEAGUES
ARE FORMING
NOW!

USE MUGGLE CORNHOLE BEANBAGS



Build
your own broom using
MUGGLE beach
SHOVEL

Set the snitch (timer) for a round at
LEAST ten minutes **LONG**

STRATEGY

Your
OPPONENT
does the
SAME.

SNITCH

When the **FIRST** timer sounds, the round
is over. The team on **OFFENCE** gets

30 POINTS

Snitch Stalling is not permitted.

QUIDDITCHHOLE

Board DIMENSIONS:

48" HIGH
1/2" Plywood FACE
38" ACROSS

ONE:	6" DIA Hole CENTERED nine inches from top
ONE:	6" DIA Hole CENTERED 20" DOWN, 8" fr. RIGHT
ONE:	6" DIA Hole CENTERED 30" DOWN, 8" fr. LEFT

Use Weatherproof Glue and screws to assemble