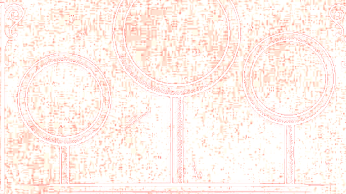


QUIDDITCH

HOGWARTS

Quidditch is played on a pitch, one team of seven players. Each team has three chasers, two beaters, one keeper and one seeker.

Each player has a unique set of magical abilities. The seeker's job is to catch the Golden Snitch, which ends the game. The chasers try to score goals by passing the Quaffle to one of their three hoops. The beaters use their Blasting Charms to keep the opposing team out of their hoops.



Quidditch is a fast-paced game. The Golden Snitch is a small, winged creature that can fly at the speed of light. The seeker's job is to catch the Golden Snitch, which ends the game.

The game ends when the seeker catches the Golden Snitch, or if the time runs out. The team with the most points wins.



A Quaffle is a red, round object that is used to score goals. It is thrown by the chasers and can be caught by the opposing team.

The Golden Snitch is a small, winged creature that can fly at the speed of light. It is a magical creature that is used to end the game.

A Blaster is a magical creature that is used to keep the opposing team out of their hoops. It is a small, winged creature that can fly at the speed of light.

BROOMSTICK



G

GRYFFINDOR

S

SLITHERIN

H

HUFFLEPUFF

R

RAVENCLAW

The House Cup is a prize of recognition that is awarded to the house that has the most points at the end of the school year.



There are four houses at Hogwarts: Gryffindor, Slitherin, Hufflepuff, and Ravenclaw. Each house has its own colors and crest.



