

Quidditch

Each team will have 60 seconds (4/8) or 55 seconds (12/16) to complete three numbered sequences. Scored points + bonus, then time. The point values for the sequences are 10, 15, 20, and 25 points. 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

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 teams 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 teams, the handler has no restriction. Refusals will negate the Beater bonus. 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.

After attempting the Beater bonus, the team should attempt another short sequence. If the team completes three different short 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 the ability of a team to earn the Keeper bonus.

A dropped bar and some off-courses (see wrong course rule, below) will be considered a sequence fault. The team can immediately reattempt the same sequence from the beginning or move to another of the short sequences. If a team attempts to repeat a completed sequence, attempts to complete a fourth sequence, or completes one sequence more than once, the judge will blow a whistle, point accumulation will stop, no more bonuses may be earned, and the dog should be directed to the table to stop time. 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 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 short sequence, or to the table if appropriate.
2. 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 sequences, the dog should be directed to the table to stop time. 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. Table is live when the whistle sounds or when the handler deliberately directs the dog onto it.

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

Scoring – Quidditch is scored points + bonus, then time. The dog with the highest score 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

