

Quidditch Tournament Camp

The 71st Pathfinders of Calgary created a game called Quidditch for Girl Guides. They had to make the game so all levels of Guiding could play it, so it has parts to be played by all ages.

All of the adults attending got names of Harry Potter characters, such as the District Commissioner was Professor Dumbledore, and our parent helpers who were our cooks were Dobby, Hedwig and Errol. The Guiders who were in charge of houses were named as the head of the house, for example Professor McGonagall was the Guider who was in charge of the girls in Griffindor house.

The girls were all divided into the four houses with about equal numbers of sparks, brownies, guides and pathfinders in each and each house had two prefects in charge of the house (our senior branch girls). They did everything for the weekend together in these houses, which we assigned; they ate, slept, and played together.

At camp we had several events, the Quidditch tournament, classes to attend, a feast and campfire, we also had a system of house points being given or taken away in praise for good behavior and reprimand for poor behavior (with the emphasis on good of course)

a) The Quidditch tournament was run by Madame Hooch and we had 6 individual games over the weekend in a round robin style leading up to a tournament on Sunday afternoon. Each house competed against each other.

b) Classes took up the majority of time at camp; there were 8 separate classes each run by the Guider who was named appropriately for the class each taught. The classes were distributed over the weekend and the girls rotated through each class in their houses. Everyone got to participate in each class. Our ideas for classes were as follows: (we only did one thing in each class, this is a list of all the ideas we came up with)

- Herbology – Professor Sprout: Paint Clay Pots, Make markers, Plant seeds/bulbs for the girls to take home
- Potions – Professor Snape: Make Bath bombs, Make drinks, i.e. fruit smoothies, Make Jell-O with Whipping Cream History of Magic – Professor Binns:
- Make a skit about Magic/History of Magic to perform at campfire, Make magic wands, History of Guiding Magical Creatures – Hagrid: Colouring book of magical creatures,
- Action story about Unicorn/dragon/other magical creatures Flying - Madame Hooch: Make broom hat craft, Make paper airplanes & have flying competition Transfiguration – Professor McGonagall:
- Play Dress-up, Do shrink art craft Charms – Professor Flitwick: Teach new songs to be sung at campfire, Make charm bracelets Astronomy – Professor Dumbledore: Have a galaxy mobile to teach the plants, Play a game with girls doing plant orbits, Teach magic tricks

c) Our dinner on Saturday night was not just any dinner it was a feast (at Hogwarts they don't have supper, they have feasts) We had turkey, stuffing, mashed potatoes, veggies, the whole works, and the leaders who had free time decorated the dining hall while the girls were outside playing Quidditch.

Our campfire that night was also a big event, where the girls had to sing songs they learned in class and present skits they had made up in class, it's led by the 'prefects'

d) the house points was our fun way of enforcing camp rules, we tried very hard to make the points more for praise of good behavior, but occasionally points need to be taken away for poor behavior. An advantage to the whole house getting points instead of individuals was that the girls would keep an eye on each other as well.



The point system is as follows:

- Your House gets points for:
 - You Having a clean bunk room
 - Arriving on time for classes, activities, and chores
 - Everyone helping with the chores
 - Participating in activities
 - Helping the other girls in your house
 - Showing house spirit
 - Helping the littler girls
 - Listening to the Professors & Adults
 - Anything else the Professor sees fit
- House loses points for:
 - Not following the rules
 - Going in to the kitchen or other off limits areas without permission
 - Picking on others
 - Fighting or arguing
 - Whining or complaining
 - Running inside
 - Not respecting others and their things
 - Not Listening to the Professors & Adults
 - Anything else the Professor sees fit
- Off limit areas:
 - Kitchens,
 - Storage & furnace rooms,
 - The big hill,
 - The wood storage shed,
 - Outside with out supervision
- Please follow the list of approved free-time activities:
 - Reading or any quiet activity in a bunkroom
 - Playing a game in one of the activity rooms, or outside if supervised
 - Play dress-up,
 - Building puzzles,
 - Colouring or making crafts in the small room

The last thing that helped our camp run smoothly was that each of the Guiders and the prefects got a schedule for where they or their house was supposed to be at a given time. The prefects had a schedule that said who was playing in which Quidditch game at what time and when and what classes each girl in their house was supposed to be at. This was an especially good tool for the Guiders who were sometimes needed to be teaching a class and other times with their houses or out side supervising Quidditch, and we made these schedules to fit nicely into the pocket of the leaders name tag.





Girl Guides
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Quidditch for Girl Guides

The Players

1 - Keeper (G, P)

1 - Seeker (S, B)

1 - Beater (B, G, P)

1 - Releaser (B, G, P)

Other Players (S, B, G, P)

Point System

1 point for the low hoop

2 points for the high hoop

15 points for the Snitch

The first team to 20 points wins

Game Play

- The Referee hides the Snitch before the players arrive on the field.
- The job of the seekers (1 on each team) is to look for the Snitch.
- The Keeper is the guard. They guard the goals for their team. All players must stay about 3 feet away from the Keeper.
- The Beater has the ability to freeze any member of the opposite team. The Beater may not freeze the Keeper.
- The Releaser has the ability to release frozen players from their own team. If the Releaser is frozen, they remain frozen for 10 seconds and then they become unfrozen.
- The Beater must yell "Tag" when they freeze someone. The Releaser must yell "Release" when they release someone.
- The Referee starts play, returns the ball to play when it goes out of order, and keeps order on the field.

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