

HARRY POTTER CTF HANDOUT

(Campers can read or staff can read to campers)

Welcome to the Hogwarts School of Witchcraft and Wizardry! Tonight three houses of Hogwarts come together for the final event in determining the winner of this year's house cup! We will have a three-way battle tonight with Gryffindor, led by Minerva McGonagall, Hufflepuff led by Ponomia Sprout, and Ravenclaw led by Filius Flitwick- WELCOME to all! 500 points will be awarded to the team who wins tonight's game of Capture the Flag. Each team will have 2 flags (fun noodles) on their side at the start of the game, and it is your goal to have as many of those flags on your team's side at the end of the game.

Capture the Flag basics:

- There are 3 houses, each with their own designated side.
- There will be campers and staff in all three houses
- If you are tagged by a member of another team (on their side) report to detention with Dolores Umbridge, which will be clearly marked as such (all four teams report to the same ONE detention building).
- Each flag will be placed in a safety zone. You are safe inside of the safety zone UNTIL you touch the flag. Once a flag is touched, the player can be tagged even if inside of the safety circle.
- No more than 2 people can guard a safety circle (must be 5 feet from the circle's edge unless chasing someone).
- Flags must be carried ONE at a time.
- If a player is tagged carrying a flag, the flag will go to the safety circle in the zone it came from. If you cross onto another house's side (not yours or the one you stole from), then the flag now belongs to the house that tagged that player.
- When you steal a flag and bring it into your zone, put it in an empty safety circle. If the safety circles are not empty, put it in either safety circle.
- The winner of the game is the team with the most flags in their safety circles after 30 minutes of game play.
- There is no going inside of buildings or tents. You may go to the bath house, but you must return to your side before beginning to play again.

ATTENTION:

Capture the flag at Hogwarts is not so simple! Here are some helpful hints about what might happen during the game:

- Beware of Dementors! There are several dementors (wearing all black) who are in search of stealing your soul. These dementors can tag you ANYWHERE in the game, including on your own side! If tagged by a dementor, visit Madam Pomfrey at the Hospital Wing to be healed before playing again.
- You may think there is only one snitch, but there is actually a factory of golden snitches. Earlier this morning, all of the golden snitches escaped and are loose all over this campus. You, the students, are responsible for returning them to your house leader and in return, you will receive bonus points for tonight's game.
- The golden snitches can also be turned into Mr. Ollivander, who will provide you with a wand and spell to keep the dementors away! You must say the spell before they tag you or someone else! You will need 2 snitches in order to purchase a wand, and remember, the wand chooses the wizard.

