

The Journal of Broom-Mounted Sports

Issue #1

Editor-in-Chief: Alejandro Enriquez

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<https://jbms.howtoplayquidditch.org>

Produced by Victoria Quidditch



Photo taken of a game of quidditch, a broom-mounted sport. Photo credit: Victoria Quidditch.

The Journal of Broom-Mounted Sports (JBMS) is a peer-reviewed publication, planned to be issued quarterly both online and in print, designed to advance broom-mounted team sports such as quidditch.

Each journal issue will have several articles written for a novice reader, both to help establish new teams and to help teams develop from a startup to a fully functioning team. In addition, the back pages of the journal are a forum for the publication of independent research, review articles, and proposals.

All of these articles may be submitted by anyone from the community, and they will be reviewed by a team of content experts who are associated with the journal. *This journal is now requesting article submissions, content experts, and editorial board members, among other volunteers.*

MISSION STATEMENT:

To develop a regular publication with the twin goals of producing content on playing broom-mounted sports in an easily absorbed manner for new and aspiring players, and creating a forum for scientific inquiry into the playing, coaching, and refereeing theory and practice for the purposes of developing the sports.

The definition of a broom-mounted sport, for the purposes of this publication, is:

1. A **team sport** played between two teams where a score is kept and used to define a winning and losing team.
2. A sport with **at least two types of balls in play** at the same time.
3. A sport with at least **two different player positions**, where each position is **restricted** on which ball or balls the player may put in play and use. Headbands of different colors may be used to denote position.
4. A sport where in order to be in play, a player must be “**mounted**” on a broom between the player’s legs as through riding on a witch’s broom.
5. A sport with a **knockout effect**, where at least one ball in play does not contribute directly to the score but instead when striking a player causes the player to be compelled to dismount and not return to play until completing the knockout procedure.

BASIC DRILL: Pass and Score (2+ people)
By Alejandro Enriquez – Edited by Debbie Seacrest

INTRODUCTION: Chasers must master many skills to be effective threats on offense, including throwing, catching, moving towards the hoops in a scoring route, and scoring immediately on receiving a pass. This drill, often used as a warmup, is one of the most effective ways to practice all of these key skills at a basic level and help develop timing for advanced teams. Be sure to keep people moving, as it is an active drill.

MECHANICS: All players are put into two lines. All available quaffles are placed at one line, and the people at the front of each line become partners for that play. The ball-holder directs the non-ball-holder to run (advanced versions of this drill involve more complex routes and verbiage) and executes a pass to the receiver such that they catch the pass at the hoops, so they can catch with two hands and immediately score.

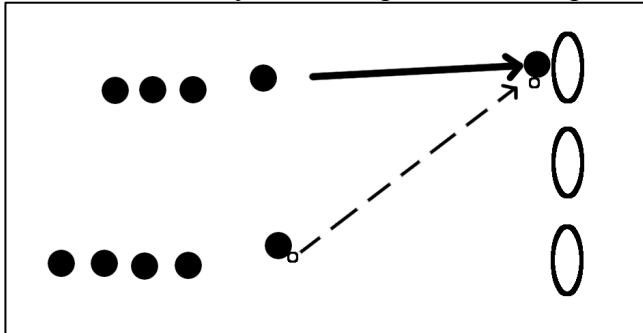


Image A: diagram of pass (dashed arrow) to runner (solid arrow). Image B: Photo of typical drill.
Photo Credit: Victoria College.

TECHNIQUE: The Turn Beat
By Alejandro Enriquez – Edited by Debbie Seacrest

INTRODUCTION: To play the beater position effectively requires full use of the legs, hips, shoulders, and arms to throw the bludger with power. The turn beat is an effective way to train the player to use their full body to throw, and as another advantage, helps train beaters to rapidly acquire a target behind them and beat them while they are receiving a pass. This can be used against a wall or a live moving target.

MECHANICS: At the beginning of the turn beat, the leg on the same side as the dominant (throwing) arm should be forward and most of the weight should be borne on that leg. This leaves little weight on the back leg, which can swing backwards and behind the player to allow a full rotation of the hip. As the weight shifts from the dominant-side to non-dominant-side leg, this hip rotation can power a shoulder rotation. The head should turn quickly to acquire the target as well. The elbow should be in a cocked position (to engage the chest muscles) and when all movements are synchronized, maximum power can be delivered on the throw.



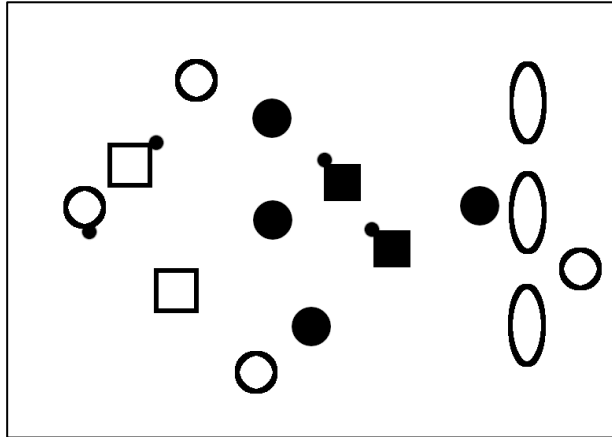
Image A: the pickup. Image B: acquiring the target. Image C: windup and hip opening. Image D: launch.
Photo Credit: Victoria Quidditch. Thanks to Brooke Garza for modeling.

COMMUNICATION PROPOSAL: Diagram Notation

By Alejandro Enriquez – Edited by Debbie Seacrest

To standardize notation when drawing plays, the following proposal is set forth:

- Quaffle players (chasers/keepers) are drawn as circles while bludger players are drawn as squares.
- There is value in using different shapes that can both be easily drawn but are visually distinctive.
- Team of interest is drawn as white or hollow symbols while opponents are drawn shaded or black.
- This permits drawing assignments in the team of interest using letters or numbers, while opponents' assignments are (presumably) unknown. For consistency, Xs are not recommended.
- A small dot is placed next to a player with a ball. Which ball is held depends on the position.
- Solid arrows signify a player's running. Dashed arrows signify the throwing of a ball.



Sample diagram showing a full field, with the team of interest on offense. Defense has bludger control, offense is using a standard alignment against an apparent “man” (1-on-1) defense.

DRILL: 3v3 Set (6 people)

By Alejandro Enriquez – Edited by Debbie Seacrest

INTRODUCTION: This is a drill commonly used by teams to warm up before a game or tournament. It is also often used in medium-sized practices lacking sufficient numbers for a full-team scrimmage that still encapsulates the essence of the game. It is one of the best ways to introduce new people to the sport.

MECHANICS: Three chasers on offense may pass the ball and run around freely, defended by (1) a point chaser marking the first ball carrier, (2) a beater with a bludger, and a keeper protecting the hoops who must also be responsible for any unmarked chasers.

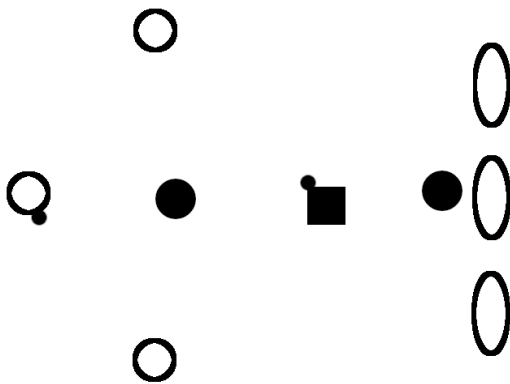


Image A: Diagram showing typical alignment of 3v3 set. Image B: photo taken during 3v3 warmup.

Photo credit: Ethel Arambula, Victoria Quidditch.

FULL DISCLOSURE: Due to a lack of volunteer personnel, the author of all these articles is also the Editor-in-Chief and Content Expert in the designated fields. Please consider volunteering to reduce self-review in the JBMS.

A letter from the Editor-in-Chief:

I am very excited to announce the creation of the JBMS, but this project will go nowhere without the energy of many other great people that I know are out there in the quidditch community. I am asking you, if you have something to contribute, please do so. I want to help grow and develop the quidditch community by both making it easier for new people to play and also for experienced people to share their knowledge both with new people and with each other in a scholarly fashion. I am fully aware that I am potentially asking for a lot of your time and energy, but I am making a solemn promise that the energy you have to contribute will not be wasted. Thank you and keep being awesome!

--Alejandro Enriquez

The following positions in the JBMS are currently open for recruitment. Please consider applying.

VOLUNTEER POSITION DUTIES

Member of Editorial Board	Evaluate articles for adherence to mission
Content Expert	Evaluate articles for content accuracy
DEI Editor	Editorial Board member with responsibility for promoting diversity, equity & inclusion in articles published and in operation of JBMS
Other Volunteers	Graphic design, marketing, copy editors and any other contributions welcome

The following types of articles for publication in the JBMS are being called for.

TOPIC	TARGET AUDIENCE	NOTES
Essentials Article	New players and coaches	Must be illustrated and written in plain language to be accessible
Communication Proposal	All members of the community	Attempts to standardize the language we use to describe how we play
Primary Research Article	Experienced participants	Original data collected and analyzed
Review Article	Experienced participants	Review of other research and how it applies to broom-mounted sports

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Apply to be a content expert: <http://jbms.howtoplayquidditch.org/expert/>

Submit an article: <http://jbms.howtoplayquidditch.org/article/>

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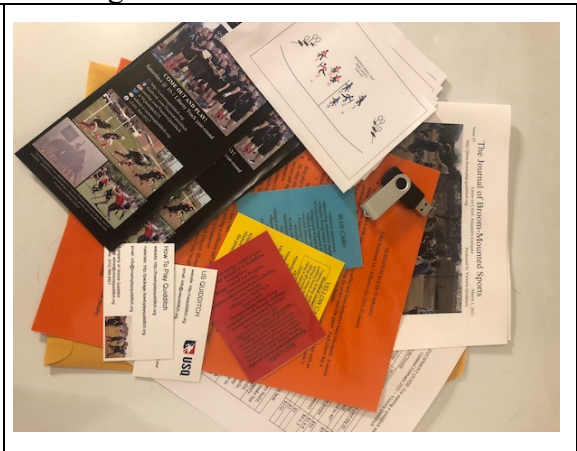
Starting a new team or know someone who is? Order a care package for them using the link below! Includes:

Flash drive w/videos	Referee cards w/rules
Pamphlets for how to play	Vendor business cards
Recruitment handbook	Equipment guide
Study cards for the game	Contact info for RCs
2-page rulebook summary	Issue #1 of JBMS

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Cost: \$10 payable via PayPal: admin@victoriaquidditch.org

Donations also accepted for free packages to new teams. If you know someone starting a new team please help get them a package with all the materials they need to get started!



*FULL DISCLOSURE: The producer of this advertisement is also the Editor-in-Chief and Executive Officer of the Journal of Broom-Mounted Sports. Victoria Quidditch (which runs the JBMS and H2PQ) is a non-profit organization.

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