

Quidditch is something that a fair number of authors find difficult to write. Additionally, new authors have reported it being harder to get to grips with than other elements of the site. As such, we are throwing open a discussion on how Quidditch should be written.

Below are some suggestions. Feel free to add comments to these in the sidebar. If you have a full on other suggestion for how to write matches, please email us at [sonora.chairs@gmail.com](mailto:sonora.chairs@gmail.com) and it will be added to the document.

### Fast and Furious

One of the issues with Quidditch writing is it's very long descriptions of things that are happening over a very brief period of time. One way of working around this would be to waive the word count and allow 'fast and furious' style posting for Quidditch matches. Therefore posts could focus on just what the ball is doing and hopefully become clearer.

This may mean we reduce match lengths. There may also need to be other rules brought in, e.g. limits on the number of exchanges any one pair can have. There may need to be safeguards, e.g. authors being in chatzy at the same time and stating they are taking a turn in order to avoid lots of double posting. Scoring would probably be simplified down to one point per post.

### Narrative but social

We are primarily a creative writing site, which is one of the reasons there's generally been a feeling that we should not cut Quidditch down. Another option would be to focus on threads the same way we do in class, e.g. people pairing up and posting together to describe a specific incident, rather than all 14 people trying to create a single match narrative. E.g. two players who are friends could work together on writing a subthread that details them making a really good pass that they've practised in training. Someone could decide they want to get hurt this match and write a thread with a beater to make that happen.

Things to consider... It may not hang together well as a match. It might allow for more collaboration on moves - this is currently forbidden in the interests of fairness, but would be a realistic thing for a team to want to do/have worked on.

### All the Stats

Quidditch could become a numbers game, with players having stats and XP. This could be used to generate match outcomes. This might mean that matches aren't written out, as such, but are mostly calculated. However, Quidditch related things could be written - e.g. sign ups, try outs, training (which could be posted like classes), with the narrative contributions that are made to

these contributing to a player's stats. Matches could also be included in this rotation of 'things to write about.'

This combines a maths based approach that allows experience to count for more than it does right now, whilst maintaining narrative writing. However, it removes the pressure to have full matches, though we still could if we wanted. It would involve designing some game mechanics and working out their bugs.

### Spectators

A request has been put in for spectator threads. In the past, this was something that happened fairly regularly, and we are definitely still open to it happening. It wasn't part of the game last year as this was a match hosted within a training session. If people are keen to spectate, this could be seen as a further reason to have 'real games' (in some format or other). In the past, spectator threads have been a separate thread from the game, started spontaneously by those who feel strongly enough about it to write a post of that nature. Some examples can be seen [here](#) and [here](#).

If people want anything more to be done for spectator threads other than making there be public matches and a simple 'go ahead' please add your ideas in the comments bar.