

2 Bludgers Beater Guide

Before reading this guide, please read the Beater Guide located under the manuals section on the main website.

This guide is very similar to the Beater Guide, however there are some differences between beating with 1 bludger and beating with 2 bludgers.

Qualifications: A high wpm, around 70-100+, is recommended for beating. Unlike regular 1 bludger beating, there are more ifs/thens/buts. They should be able to type 'deflects bludger' in 2 second intervals.

This guide is very similar to the Beater Guide, however there are some differences between beating with 1 bludger and beating with 2 bludgers.

The main differences between 2 bludgers and 1 bludger:

1 Bludger = Only 1 bludger to follow, one offensive beater and one defensive beater.

2 Bludgers = 2 bludgers to follow, both beaters need to be knowledgeable of defensive and offensive commands (depending on strategy).

Offensive Commands:

moves to bludger

reaches bludger

hits bludger at nick (nick = nickname of opponent)

hits nick (nick = nickname of opponent)

Defensive Commands:

deflects bludger

dodges

Side Notes

- 1 deflect will deflect 1 bludger, 1 deflect will NOT deflect two bludgers.

- If you dodge a bludger, but your opponents hits their bludgers at your partner, it will result in your partner being hit. HOWEVER if your opponents hit their bludgers at you, and you dodge, both bludgers will be dodged.

Examples of a valid hits:

a-erik-beater: hits bludger at marisa

a-chris-beater: hits bludger at marisa

b-marisa-beater: deflects bludger

Refbot: **marisa (Beater,Bulgaria) deflected the bludger sent by erik (Beater,Arrows). Dead Bludger.**

a-erik-beater: hits marisa

Refbot: **The bludger sent by Chris (Beater,Arrows) hits marisa (Beater,Bulgaria) hard.**

Appleby Arrows gains 2 points. [SCORE]: (Arrows 2, Bulgaria 0)

a-chris-beater: hits marisa

b-marisa-beater: deflects bludger

b-cody-beater: moves to bludger

Example:

a-erik-beater: hits bludger at marisa

a-chris-beater: hits bludger at cody

b-marisa-beater: dodges

Refbot: **marisa (Beater,Bulgaria) dodged the bludger sent by: erik (Beater,Arrows). Dead Bludger**

a-erik-beater: hits marisa

a-chris-beater: hits cody

Refbot: **The bludger sent by Chris (Beater,Arrows) hits cody (Beater,Bulgaria) hard.**

Appleby Arrows gains 2 points. [SCORE]: (Arrows 2, Bulgaria 0)

b-cody-beater: moves to bludger

Examples of valid deflects

a-erik-beater: hits bludger at marisa

b-marisa-beater: deflects bludger

Refbot: **marisa (Beater,Bulgaria) deflected the bludger sent by erik (Beater, Arrows). Dead Bludger.**

a-erik-beater: hits marisa

a-chris-beater: hits bludger at marisa

b-marisa-beater: deflects bludger

Refbot: **marisa (Beater,Bulgaria) deflected the bludger sent by chris (Beater,Arrows). Dead Bludger.**

a-chris-beater: hits marisa

b-cody-beater: moves to bludger

Example:

a-erik-beater: hits bludger at marisa

a-chris-beater: hits bludger at marisa

b-marisa-beater: dodges

Refbot: **marisa (Beater,Bulgaria) dodged the bludgers sent by: Erik (Beater,Arrows), Chris (Beater,Arrows). Dead Bludger.**

a-erik-beater: hits marisa

a-chris-beater: hits marisa

Example:

a-chris-beater: hits bludger at marisa

a-erik-beater: hits bludger at marisa

b-cody-beater: deflects bludger

Refbot: **cody (Beater,Bulgaria) deflected the bludger sent by chris (Beater,Arrows). Dead Bludger**

b-marisa-beater: deflects bludger

Refbot: **marisa (Beater,Bulgaria) deflected the bludger sent by erik (Beater,Arrows). Dead Bludger**

a-chris-beater: **hits marisa**

a-erik-beater: **hits marisa**

Side Notes

- This is where double deflects comes into play. The only way for marisa to deflect both of these bludgers would be to use the command dodges or deflects bludger and dodges (combination explained later) or to have both her partner and herself deflect.

IF chris-beater hit at cody, they would still both be deflected because cody would deflect the first bludger and marisa would deflect the second bludger.

IF both beaters **WITHOUT** possession performed dodges, both bludgers would be dodged (they would only be dodged by marisa, because the bludgers are sent at marisa, not cody).

IF both beaters **WITHOUT** possession performed dodges and 1 bludger was sent at cody, both bludgers would be dodged. One by cody and one by marisa.

IMPORTANT:

- If beaters on opposite sides have possession, and one beater hits that beater who has possession of the bludger, they **WILL** lose possession of the bludger.

- When one member on each team is devoiced or out of the game, or for any reason the game becomes a 1v1 beating matchup. This will result in there being only 1 bludger. Once a team has 2 respective beaters that are both able to play, 2 bludger beating will resume.

Command Combinations:

deflects bludger and dodges
moves to bludger and dodges
reaches bludger and dodges

Example:

moves to bludger and dodges
reaches bludger and dodges

Refbot: **marisa (Beater,Bulgaria) flies up to a bludger**

b-marisa-beater **hits bdlguer at chris**

a-chris-beater **moves to bludgre and dodges**

Refbot: **chris (Beater,Arrows) dodged the bludgers sent by: Marisa (Beater, Bulgaria).**

DEAD BLUDGER

a-chris-beater **moves to bdgluer and dodges**

a-chris-beater **reaches bludger and dodges**

Refbot: **chris (Beater,Arrows) flies up to a bludger.**

a-chris-beater **hits bdgluer at marisa**

a-chris-beater hits marisa

Refbot: **The bludger sent by chris (Beater,Arrows) hits marisa (Beater,Bulgaria) hard. Appleby arrows gains 2 points. [SCORE]: (Arrows 2, Bulgaria 0)**

Example:

deflects bdgluer and dodges

Refbot: **marisa (Beater,Bulgaria) flies up to a bludger.**

Refbot: **amy (Beater,Bulgaria) flies up to a bludger.**

b-amy-beater thsi bludegr at chris

@b-marisa-beater stih bludger at aleks

a-chris-beater deflects bdluger and dodges

Refbot: **chris (Beater,Arrows) deflected the bludger sent by marisa (Beater,Bulgaria).**

DEAD BLUDGER.

Refbot: **chris (Beater,Arrows) dodged the bludgers sent by: amy (Beater,Bulgaria). DEAD BLUDGER.**

a-aleks-chaser shoots left goal

Example:

dodges nad deflects bludger

Refbot: **marisa (Beater,Bulgaria) flies up to a bludger.**

Refbot: **amy (Beater,Bulgaria) flies up to a bludger.**

b-amy-beater thsi bludegr at chris

@b-marisa-beater stih bludger at aleks

a-chris-beater dodges and deflects bludger

Refbot: **chris (Beater,Arrows) dodged the bludger sent by marisa (Beater,Bulgaria). DEAD BLUDGER.**

Refbot: **chris (Beater,Arrows) deflected the bludger sent by: amy (Beater,Bulgaria). DEAD BLUDGER.**

a-aleks-chaser shoots left goal

Fakes:

Fakes can be used in a 2v2 game and you will NOT lose possession by typing certain commands. Test some out for yourself to see what you like!

FAQ

Q: if both bludgers are hit at 2 different people and 1 person deflects, which bludger gets deflected?

A: the first "hits bludger at x" will be deflected, the other bludger will not be deflected.

Q:What if one team has both bludgers and they hit them at a chaser, does the chaser have to dodge twice?

A:Chasers/Keepers can use the command moves to dodge both bludgers simultaneously.

Using the command dodges will not work for chasers/keepers, only for beaters.

Q: Is passing the bludger allowed?

A: No, there are no commands that will allow beaters to pass the bludger between eachother.

Q: What if both beaters on a team use "dodges" instead of "deflects bludger"?

A: Both bludgers would be dodged! However, only if both bludgers were sent at the beaters.

For example:

1 and 2 hit bludgers at 3 and 4.

3 and 4 are typing dodges

3 would dodge the bludger sent at them, and 4 would dodge the bludger sent at them.

Also, by using dodges, this leaves open chasers/keepers/seekers vulnerable to getting hit by bludgers.

For example:

1 and 2 hit bludgers at 5

3 and 4 type dodges.

Neither bludger will be dodged/deflected by 3 and 4 because they were sent at 5, resulting in 5 being hit by both bludgers!

Q: if a-beater1 and b-beater2 get possession and hit at eachother + and dodges, will they be able to dodge?

A: No, and here is what will happen

a-beater1 hits bdluger at b-beater2

b-beater2 hits bludger at a-beater1 and dodges

a-beater1 hits b-beater2

Refbot: b-beater2 is hit hard! 2 points! [Score 2-0]