

# Keeper Guide

## Qualification Suggestions:

Typing speed should be at least 50 words per minute. The keeper position requires extremely fast typing of short commands.

The keeper requires the fastest reflexes of any of the positions.

The prospective keeper should be able to type gets ready in approximately 1.5 second intervals after the first day of practice.

## Possible Commands:

gets ready  
blocks left  
blocks right  
blocks center  
moves  
moves and

**Note: The keeper position requires a strong working knowledge of, if not ability to play, the chaser position. Please take the time now to read the chaser guide before continuing with this manual.**

## Basic timing:

*Rule:* The keeper must place gets ready after the first valid approaches x goal of an opposing chaser. Additionally, blocks x must come after shoots x goal and before scores x goal to be a valid block.

*Example:*

[18:10:42] \* I-Salvator-Chaser reaches  
[18:10:44] \* I-Salvator-Chaser grabs  
[18:10:44] <WTF> Salvator (Chaser,Stallions) is now in possession of the quaffle.  
[18:10:45] \* K-Angie-Keeper gets ready  
[18:10:46] \* I-Salvator-Chaser approaches left goal  
[18:10:47] \* K-Angie-Keeper gets ready  
[18:10:48] \* I-Salvator-Chaser shoots left goal  
[18:10:49] \* K-Angie-Keeper blocks left  
[18:10:49] <WTF> Angie (Keeper,Kestrels) BLOCKED THE GOAL! The quaffle is now dead.  
[18:10:50] \* I-Salvator-Chaser scores left goal

*Timing:* It is good practice to start the gets ready after reaches is posted in the case that the chaser uses grabs and approaches x goal. It is also a good habit to react to each command as it comes (or doesn't come) and try not to predict when the valid approaches will happen.

## Advanced Scenarios:

*Isolated moves:* The keeper should repeat the command they had entered previously if a chaser posts the command **moves**.

[18:10:42] \* I-Alysia-Chaser reaches  
[18:10:44] \* I-Alysia-Chaser grabs  
[18:10:44] <WTF> **Alysia (Chaser,Stallions) is now in possession of the quaffle.**  
[18:10:45] \* A-Paige-Keeper gets ready  
[18:10:46] \* I-Alysia-Chaser moves  
[18:10:47] \* A-Paige-Keeper gets ready  
[18:10:48] \* I-Alysia-Chaser moves  
[18:10:49] \* A-Paige-Keeper gets ready  
[18:10:50] \* I-Alysia-Chaser moves and approaches left goal  
[18:10:51] \* A-Paige-Keeper gets ready  
[18:10:52] \* I-Alysia-Chaser moves  
[18:10:53] \* A-Paige-Keeper blocks left  
[18:10:54] \* I-Alysia-Chaser moves and approaches right goal  
[18:10:55] \* A-Paige-Keeper blocks left  
[18:10:56] \* I-Alysia-Chaser shoots right goal  
[18:10:57] \* A-Paige-Keeper blocks right  
[18:10:57] <WTF> **Paige (Keeper,Arrows) BLOCKED THE GOAL! The quaffle is now dead.**  
[18:10:58] \* I-Alysia-Chaser scores right goal

*Multiple approaches:* gets ready is only required after the first valid approaches x goal. After the first valid gets ready, the keeper may focus on blocking.

[18:10:42] \* U-James-Chaser reaches  
[18:10:44] \* U-James-Chaser grabs  
[18:10:44] <WTF> **James (Chaser,Puddlemere) is now in possession of the quaffle.**  
[18:10:45] \* B-Dani-Keeper gets ready  
[18:10:46] \* U-James-Chaser moves and approaches left goal  
[18:10:47] \* B-Dani-Keeper gets ready  
[18:10:48] \* U-James-Chaser moves and approaches right goal  
[18:10:49] \* B-Dani-Keeper blocks left  
[18:10:50] \* U-James-Chaser moves and approaches left goal  
[18:10:51] \* B-Dani-Keeper blocks right  
[18:10:52] \* U-James-Chaser moves and approaches center goal  
[18:10:53] \* B-Dani-Keeper blocks left  
[18:10:54] \* U-James-Chaser shoots center goal  
[18:10:55] \* B-Dani-Keeper blocks center  
[18:10:55] <WTF> **Dani (Keeper,Bats) BLOCKED THE GOAL! The quaffle is now dead.**  
[18:10:56] \* U-James-Chaser scores center goal

*Grabs and approaches x goal:* The keeper should always post their first **gets ready** after a chaser of the opposing team enters **reaches**. This is in preparation for the possible entry of **grabs and approaches x goal**.

[18:10:42] \* K-Tracey-Chaser **reaches**  
[18:10:44] \* K-Tracey-Chaser **grabs and approaches left goal**  
[18:10:44] <WTF> **Tracey (Chaser,Kestrels) is now in possession of the quaffle.**  
[18:10:45] \* A-Liz-Keeper **gets ready**  
[18:10:46] \* K-Tracey-Chaser **shoots left goal**  
[18:10:47] \* A-Liz-Keeper **blocks left**  
[18:10:47] <WTF> **Liz (Keeper,Arrows) BLOCKED THE GOAL! The quaffle is now dead.**  
[18:10:48] \* I-Salvator-Chaser **scores left goal**

*Faking:* Chasers will intentionally mistype commands in order to fake out a keeper. There are two types of fakes. One causes a keeper to miss a gets ready and the other causes a keeper to block the wrong goal or miss the block entirely. There are too many faking possibilities to list here. However, the ability to spot ever-changing fakes and react to them appropriately is often the crux of the keeper position. One example of a fake is listed here to demonstrate the concept. Faking will vary from chaser to chaser.

[18:10:46] \* H-Brad-Chaser **reaches**  
[18:10:48] \* H-Brad-Chaser **grabs**  
[18:10:48] <WTF> **Brad (Chaser,Harpies) is now in possession of the quaffle.**  
[18:10:49] \* U-Amy-Keeper **gets ready**  
[18:10:50] \* H-Brad-Chaser **moves**  
[18:10:51] \* U-Amy-Keeper **gets ready**  
[18:10:52] \* H-Brad-Chaser **moves and approaches right goal**  
[18:10:53] \* U-Amy-Keeper **gets ready**  
[18:10:54] \* H-Brad-Chaser **moves and approaches left goal**  
[18:10:55] \* U-Amy-Keeper **blocks right**  
[18:10:56] \* H-Brad-Chaser **shoots right goal**  
[18:10:57] \* U-Amy-Keeper **blocks right**  
[18:10:47] <WTF> **Amy (Keeper,Puddlemere) BLOCKED THE GOAL! The quaffle is now dead.**  
[18:10:58] \* H-Brad-Chaser **scores right goal**

*Passing:* This is perhaps the most difficult of the tactics to assess as a keeper. It is possible for two or more chasers of an opposing team to approach at the same time. The **gets ready** only needs to come after the first valid **approaches x goal** of any chaser of the opposing team. However, it is up to the keeper to decide who to block thereafter.

[18:10:53] \* C-Kristus-Chaser **reaches**

[18:10:55] \* C-Kristus-Chaser **grabs**

[18:10:55] <WTF> **Kristus (Chaser,Cannons) is now in possession of the quaffle.**

[18:10:56] \* W-Salina-Keeper **gets ready**

[18:10:57] \* C-Kristus-Chaser **moves**

[18:10:58] \* W-Salina-Keeper **gets ready**

[18:10:58] \* C-Drew-Chaser **moves and approaches center goal**

[18:10:59] \* C-Kristus-Chaser **passes to drew**

[18:10:00] \* W-Salina-Keeper **gets ready**

[18:11:00] \* C-Drew-Chaser **catches and shoots center goal**

[18:11:00] <WTF> **Drew (Chaser,Cannons) caught the pass from Kristus (Chaser,Cannons)**

[18:10:02] \* W-Salina-Keeper **blocks center**

[18:10:02] <WTF> **Salina (Keeper,Wanderers) BLOCKED THE GOAL! The quaffle is now dead.**

[18:11:02] \* C-Drew-Chaser **scores center goal**

**How to practice:** It is the recommendation of the author to learn each aspect (or scenario) one at a time. After a player has mastered one level of keeping, the chaser practicing with them can add in the next element on the list. This should NOT be done in a short amount of time and may take many practice sessions.

1. Practice with a single approach.
2. practice with isolated moves and a single approach
3. practice with 2 multiple approaches
4. Practice with many multiple approaches
5. Practice with isolated moves and multiple approaches
6. Practice with a grabs and approaches x goal
7. Practice with one fake approach and one valid approach (in either order.)
8. Practice with a mix of moves, valid approaches, and fake approaches.
9. Experiment with passing.