

The Golden Snidget

- Seeking the Truth -



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www.OnlineQuidditch.com

New Era Begins In OQL Community

OQL Changes in the Near Future

By TEDDY

The start of a new era has arrived. The OQL community has come together over the past several months in light of some much needed change.

Unfortunately, the departure of our current Head of OQL, Rishi, is approaching. Rishi has inducted Jamie as Co-Head of OQL for the time being, and they both will be coordinating this Winter League season. Jamie has been the long awaited front runner to be the next Head of OQL and is more than qualified to do so. She has played an unprecedented 15 seasons, she has been on numerous cup winning teams, and mounted on her shelf at home are her multiple cup MVP and Best Overall Seeker awards. Jamie is often thought of as the best seeker who has ever, and will ever play OQL. She brings to

Draft Analysis

-Page 3, 4

A Deathly Hallows Review

-Page 6, 7

An Interview With a Rookie

-Page 8

OQL not only her experience on the field, but also off as well. She has been maintaining the website for The OQL since her beginnings here and has had a major influence on the development of the league. Jamie is a beloved team member and friend to many and will continue to push OQL in the right direction.

Another important change being implemented this season is an upgraded version of the BR Lowrider. Thanks to the talented Jonathan (OQLs newly appointed Scripting Guru), he has crafted the all new BR Phoenix. The BR Phoenix is equipped with an integrated ignore feature, great for unwanted commentary and the ever so annoying snitch. Also included, is a lag display enable/disable feature as well as a sleek yet simple design that will surely catch the eyes and hearts of the crowd as players fly throughout the quidditchpitch during matches. The new BR Phoenix is mandatory for all players and can be easily -

(Continued on page 2)

(Continued from page 1)

found on OQLs main website as well as instructions for downloading and setting up with mIRC.

Some further changes for this season and for many seasons to come are some minor and major rules and modifications to the refbot commands, referee game rules, substitutions, and most notably a new change to rescheduling which is as follows:

“Reschedules must be determined 48+ hours before a scheduled game. Captains then have those 48 hours before the original scheduled time to decide on a new date/time for the game. If they cannot decide, a ref will decide for them. The rescheduled date must be within a 10 day limit following the original scheduled date. The game **MUST** be played on the rescheduled date, no exceptions.

A team will be given the option to forfeit if they have less than 4 players at a game. If they have 4 or more players, they must play.”

Concluding the changes for this season and for many seasons to come, there has been an update to the staff list in light of some recent absences.

All of the changes this season can be easily accessed through OnlineQuidditch.com and will continued to be posted on the forums and twitter.

An Unexpected Return

By TEDDY

“...And the snitch is released!” - Dean Thomas

The Golden Snidget is back! By popular demand, the golden resource for the happenings around the quidditch-pitch has finally been revived. Like always, TGS promises to keep it's Quidditch enthusiasts up to speed with OQL news in an informative yet humorous way.

Unfortunately, last season TGS closed down due to time conflicts and it would be unjust to not mention brief summary of last season.

Last season's Fiji Gnomes took the cup with a stunning victory over the Australian Nifflers by a score of 500-24. Fiji Gnomes was captained by Jonathan, who was named last years cup MVP and walked away with several awards.

Not to be forgotten are some top award winners including: Best Overall Keeper: Sujeewan, Best Seeker: Amy, Best Chaser Team: William/Erik/Jennifer, Best Beater Team: Chris/Jonathan, Best Fakes: Brandon, Best Rookie Chaser: Jim, Best Rookie Seeker: Alice, Rookie of the Year: Alice, and Most Improved player: Irving

A mighty CONGRATULATIONS to everyone who participated last season. For those players who have their hearts set on obtaining such honors as to receive an award someday, your opportunity is just around the bend, because the season starts TODAY!

Week 1 Games

December 4: Cloaks vs. Wands @ 5pm

December 5: Stones vs. Wands @ 6pm

(All times in EST.)

The 2010-11 Winter League Draft Analysis

By BRANDON

Round 1, Pick 1: Stones - William - After being ranked 1st in the pre-draft rankings for the forth time in a row, William was the obvious choice for the Stones. He has no equal in chasing and provides his team with a top-notch keeper.

Round 1, Pick 2: Wands - Brandon - The number two player on the board has been teammates with Wands' captain Ashley for the past two seasons. Brandon possesses the abilities to play every position well and has excellent leadership abilities.

Round 1, Pick 3: Cloaks - Jonathan - Last season's Most Valuable Player will provide the Cloaks with an excellent deflector. Entering his fourth season, Jonathan has already acquired a strong knowledge of the game.

Round 2, Pick 4: Cloaks - Timothy - The first player to jump up from his pre-draft ranking, Timothy is a threat at all three positions.

Round 2, Pick 5: Wands - Teddy - This pick provides the Wands with an excellent dual-threat beater who can both hit and deflect.

Round 2, Pick 6: Stones - Jamie - Falling from her number four pre-draft ranking, the fastest typist in the world will play a huge role for the Stones.

Round 3, Pick 7: Stones - Amy - Hitting ability combined with good chasing skills makes Amy a hot pick for the Stones.

Round 3, Pick 8: Wands - Grace - With the ability to distort her approaches beyond all recognition, Grace is a legitimate chasing threat.

Round 3, Pick 9: Cloaks - Jennifer - Good knowledge of each position landed Jennifer a spot on the Cloaks.

Round 4, Pick 10: Cloaks - Paras* - The first limited player selected in the draft can play every position very well.

(A full list of the Draft Analysis can be found at: <http://pastebin.com/jBdfJter>)

Inside the Draft: Team Anaylsis

By BRANDON

Elder Wands, Captain: Ashley

Strengths: With no other keepers on board, Brandon may be forced to tend to the goals. With their number-one pick blocking shots, keeping should be the Wands' forte.

Sleepers: The Wands' 6th round pick, Irving, will be able to play in four games and I strongly believe he will play a major role in each of them.

Invisibility Cloaks, Captain: Taylor

Strengths: The Cloaks enter this season as my favorites to win Best Beating Team as MVP deflector Jonathan teams up with a slew of capable offensive beaters such as Taylor, Timothy, and Lisa.

Sleepers: I think Lisa will be given the chance to showcase her abilities as a beater this season and exceed the expectations of a 5th round draft pick.

Resurrection Stones, Captain: Melanie

Strengths: With potential chasers like William, Jamie, and Amy, the Stones' obvious strength is their chasing, although I believe they will spread these players out and play more balanced.

Sleepers: If the Stones trust Andreea to play keeper, I think she will perform very well - especially with the best chaser in the league keeping the pressure off.

A Deathly Hallows Captain Interview

By BRANDON

TGS did an exclusive interview with the three captains of this season's teams, Melanie, Ashley, and Taylor.

TGS: How did you prepare for the draft?

A: Do a million and one fake drafts. Plan out every possibly scenario. Go without sleep for many nights, worrying and thinking about what I'd do.

M: I made a lot of draft plans and mock drafted like six times.

T: I did a lot of fake drafts with my fellow captains and also just imagining different ways it could turn out. I also asked some people I was planning to draft if there was anyone they couldn't work well with so I could be sure not to have much conflict on my team.

TGS: Who is your co-captain and why did you select them?

A: Everyone is my co-captain because I love everyone on my team equally and I wanna share the love.

M: William is my co-captain. I selected him because he's got a lot of experience.

T: My co-captain is Timmy. I chose him because he was an excellent captain to his own team last season, and he's also experienced at both OQL and captaining an OQL team. As a first-time captain, I thought it might be helpful to have a co-captain who fits both of those descriptions.

(Continued on page 5)

(Continued from page 4)

TGS: What was your plan going into the draft?

A: Wing it.

M: Wing it.

T: I had the third pick going into the draft, so I knew I was going to get to choose two people. So my strategy was to choose two strong players who could play any position I needed them to play.

TGS: Is there anybody on your team that has exceeded your expectations so far?

A: Everyone because I thought OQL was dying because no one ever wanted to play, but my team actually wants to practice often. And that warms my heart and gives me hope that it won't die as soon as I was worried it would.

M: Jamie for showing up more than twice. Hopefully she keeps that up. And Deea cause, well, she's still pretty good at OQLing after missing 239,283 seasons.

T: I think I pretty much knew the skill level of everyone on my team when I started out since I'd been on a team with almost all of them in the past. But I think that so far this season, I'd say that almost everyone I drafted has exceeded the expectations I had for them.

TGS: What are your goals and expectations for this season?

A: Win. Maybe have fun.

M: My goal is to win the cup and not be a bad captain and have a fun..ish season all at once.

T: My biggest goal is to make everyone who wants to play gets that chance. I've been lucky enough to have captains in past seasons who always gave me a chance to play and improve, and I think it's really important now that I'm in that position to give other players who might not be as experienced yet chances to participate.

TGS: Alright, that's all we've got. Anything you want to say to the readers of TGS?

A: ...

M: Nope, they just need to expect a great season.

T: Just that I'm looking forward to starting the season. From the look of it so far, it's shaping up to be a great one.

TGS: Alright, thank you for your time.

Deathly Hallows: Reviewed by the Master of Death

By RISHI

I don't remember ever being as excited for a Harry Potter movie as I was for this one. Perhaps I am biased, considering the 7th and final book is my favorite, but this movie was hyped up like no other. One can argue easily that the trailers leading up to this movie were some of the best we've seen and the movie being split into two was the perfect solution to get as much detail as possible. So going into the movie, I was expecting greatness.

I'd like to start off by describing the experience at the theater I was watching the movie at. Being a theater predominately visited by college students, the atmosphere is usually not up to the level it should be. This time however, the anticipation could be seen in everyone's eyes as the theater was packed with fans. The school I attend actually offered a 9pm pre-screening to the actual movie and about 5 theater screens were sold out from these so the lines were intense. Being a true MNC Harry Potter fan, I was naturally the first to arrive and got my first spot in line.

The movie itself can be separated into 3 main parts. The first part ending when they escape the ministry, the second ending when they decide to go to Xenophilius's house, and the third ending with the movie. I believe the first and third parts were fantastic whereas the second part dragged the movie on a bit too much. I will list the highlights of all three sections.

First part highlights:

- Voldemort taking Malfoy's wand: Awesome; nothing else to say to that.
- Seven Potter Scene/Fight: What can I say? Definitely one of the best scenes in all of the movies. Funny to start, exciting throughout. Hedwig's death was a better version than what was in the book.
- "Zip me up will you" lol
- Kreacher and Dobby fighting over who gets to tell Harry the news
- The ministry theft of the locket: By far my favorite scene of the movie. The three actors portraying the trio did a fantastic job and the mix of humor and intrigue was fascinating. Also loved how similar it was to the book for the most part and lived up to my mind's interpretation.

Second part highlights:

- Godric's Hollow: Pretty amazing overall; the tomb scene was touching. Bathilda Bagshot was absolutely frightening. Only thing I didn't like was the lack of Voldemort screaming in Harry's head throughout.
- Doe + Horcrux: Also pretty well done. The horcrux was even more graphic than I imagined and the Harry and Hermione horcrux ghosts were haunting and absolutely hot.

I didn't really like how they sat around too much and also didn't like the entire dance scene. Pretty pointless to the story.

(Continued on page 7)

(Continued from page 6)

Third part highlights:

- The Deathly Hallows story: Brilliantly done. I was extremely glad the entire story was narrated as it is vital to the entire storyline. The graphics were a great way to show the story unfold before our eyes.
- Bellatrix torture: Scary. Both actresses did a fantastic job; you could feel the emotion in the room.
- Dobby: How can anyone not like doobby after that? Great humor, great speech, great death.

Major dislikes of the movie:

The part of the book where Remus shows up to Grimmauld Palace and Harry finds out that Remus is abandoning his son is completely omitted. I thought this was a very important part of the book and shouldn't have been left out.

I did not like the lack of emphasis on Dumbledore in this movie. Instead of doing random things like trying to blow up the horcrux or dancing for no reason, more time should have been spent putting doubt in the viewer's mind about Harry's trust with Dumbledore. It wasn't even mentioned that he and Gellert were best friends or that Gellert was really evil (only HP fans would know that).

The Wormtail 'death' did not go as it should have. His remorse in that cellar and his death by silver hand was important in terms of all Marauder's dying and just stunning him was a poor way to show that.

Overall thoughts:

This movie matched my expectations and then some. Most of the movies left out too many details, but this one hit most of the major scenes and did them well. Maybe its the fact that they had more time due to the two movies, but the producers and directors did a great job. You could feel the emotion of the characters as well; the danger; the fear; the love; the anguish; it was all there.

One can only hope that they finish off the story with a bang and do not let us down with the final movie. We better see some intense Gringotts action, we better see Neville chop off Nagini's head, we better see the entire Snape story, we better see the entire resurrection stone scene, and we absolutely better see Molly destroy Bellatrix. If not, I'm sure many of us will feel cheated; I know I would be.

An Interview With a Rookie

By TAYLOR

Molly, Age: 25 Location: Minnesota

How did you come across OQL?

Erik recruited me through HOL.

What do you think about OQL in general?

It is a lot of fun and you can meet awesome new people.

Which position is easiest for you to understand?

Chaser or Seeker

What is your favorite position to play?

Chaser

What have you been trained for so far?

All Positions

Do you plan on continuing?

Yes, because I love quidditch and this is a fun challenge for me.

What is your favorite thing about OQL?

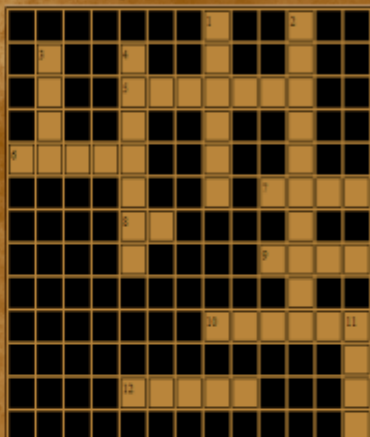
All the new friends i have made.

What do you want to get out of this season?

To improve my playing and get to play in a few games.

Next Week's Interview With a Rookie: ALICE

Crossword



Down

1. Wand up the nose
2. Have a drink
3. Bronze Coin
4. Updated Broomrider
11. Death by greed

Across

5. In Common: Emma & Tinkerbell
6. Death revived
7. Hagrid's favorite wizard
8. Hermione's is high
9. Trevor, Crookshanks, & Scabbers
10. of Erised
12. Death by choice

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