

Easter Egg Hunt Jane McManus April 1, 2008

Briefing

An assortment of colored plastic Easter eggs with a number marked on them, are placed in the 10 x 10 foot marked squares on each side of the course. The obstacles are set at random, with no designated sequence. Each obstacle is assigned a point value by the judge.

The handler is given an Easter basket at the start of the run. When each obstacle is performed without fault by the dog, the handler earns the point value of that obstacle and picks up an egg from either 10 x 10 foot square, and places it in the basket. The team continues earning points picking up eggs by continuing to successfully perform obstacles. Each obstacle on the field can be performed for points only once and are as followed:

- 5 points – dogwalk, A-frame, & teeter
- 3 points – tunnel, chute, & tire
- 1 point - jumps

The course time will be 40 seconds. The timekeeper will blow a whistle when course time has expired, and the handler must direct his dog across the finish line to stop the clock.

The penalty for traditional performance faults is that the dog must re-attempt the obstacle. The judge will indicate a performance fault by saying “Fault!” immediately after it occurs. The handler must then re-attempt the faulted obstacle. If a bar is dropped on a jump, the handler must put the bar back up before attempting the jump again. This game has certain unique faults which end scoring before course time elapses. The judge will indicate that the fault is an end-of-scoring fault by blowing the whistle. Faults that will end scoring include:

- Performing 2 obstacles in succession with no egg collected
- Collecting 2 eggs without successfully performing an obstacle in between
- Taking an obstacle that has previously been performed
- Performing an obstacle in an unsafe manner.

Scoring

Easter Egg Hunt is scored eggs plus points then time. The numbers on the collected eggs will be added up and added to the point value of the completed obstacles. If there is still a tie, time will be used with the lower time placing ahead of the others.

Qualifying criteria for each level is:

- Games I - 15 points
- Games II – 25 points
- Games III – 40 points

