



Easter Egg Hunt Briefing

This is a point accumulation game with an Easter Theme! There are eggs in a container in the middle of the ring; each time the dog successfully does one obstacle, the handler gathers one egg and places it in his/her basket.

Points value of obstacles:

- Jumps - 1 pt
- Tunnel - 3 pts
- Aframe, dogwalk, weaves - 5 pts
- Teeter - 7 pts

In addition, the team will receive points added to their score at the end of the run based on how many eggs they collected, 1 point per egg collected.

Each obstacle can only be taken once. If it is taken a second time, no points will be awarded and no egg may be gathered.

If the dog faults an obstacle, performs an obstacle already performed for points, or takes more than one obstacle before gathering an egg, the team must perform another obstacle (can be the same one previously attempted or a new obstacle) before gathering an egg. The judge will call FAULT if this occurs so that the handler knows to take another obstacle before gathering an egg.

If a bar is dropped, the handler must reset it if he/she wants to take that obstacle for points, or go on and take a different obstacle that the dog hasn't taken yet.

Times: large dogs 55 seconds
small dogs 60 seconds

When time is up the handler directs the dog to the finish jump to stop the clock.

CDAFG
Easter Egg Hunt
March 21, 2026