

## Puzzle #5: Egg Toss

Rather than a puzzle, the Egg Toss is an event to which you will need to send two of your team members (more than two teammates may come, but only two will participate). The event will take place in the park across the street from Eric's House (the park where the EPP14 kickoff announcements were made). **Your participating teammates must be at the park by 2:00 PM. Expect the event to take up to 60 minutes.** Participants do not need to bring any puzzle solving materials (or eggs).

How a single round of the Egg Toss works:

- From the pairs of players from each team, one will decide to be the Thrower, and the other Catcher.
- There will be a Start Line at which all of the Catchers will stand, and when Eric says, "pick your distance," the Catchers may all walk away from the Start Line (in the same direction) some distance.
- At some point, each Catcher will have decided he is far enough away and stop. Once all Catchers have stopped, the one who is farthest from the Start Line holds still and is the only one who continues the round; all of the other Catchers must clear the field.
- The Catcher being alone on the field, his Thrower-Partner will stand at the Start Line and throw a *raw* egg to him. There are several possible outcomes:
  - If the thrown egg breaks (regardless of whether caught or not), the Thrower and Catcher are disqualified from the event and will receive no Points.
  - If the egg is not caught, but does not break when it hits the ground, the Thrower may try again by tossing another egg to the Catcher.
  - If the egg is caught (and has not broken), but the Catcher has returned any distance back *toward* the Start Line to make the catch, then the catch does not count and the result is the same as if the egg broken (i.e. disqualification).
  - If the egg is successfully caught and the Catcher did not move any closer to the Start Line to make the catch, then the Thrower and Catcher are done with the event and their team will score **10 Points per pace/step (measured by Eric) of distance between the Start Line and the point where the egg was caught.**
- This ends a given round of the game, and a new round is begun with the remaining Catchers.

In short, where the farthest Catcher stands is his bet that he will be able to catch the thrown egg at that distance or farther from the Start Line.

Once a pair of teammates is done with their toss-and-catch (whether successful or not), they may leave the event. **Any team whose members leave before attempting a toss-and-catch (or just fail to show up by the start of the event) will receive a penalty of -100 Points.**

Eric will enter the earned score into your team's dashboard. There is no Clutch-of-Eggs sticker to find for this puzzle/event.