

Slither (ER2)

Briefing

The objective of Slither is to score as many points as possible in the allowed time. Time begins with either end of the tunnel marked "A". After the tunnel the handler directs his dog through the line of winged or non-winged jumps using either a serpentine or by a series of threadles. When the third jump is successfully completed the dog scores points. Then the handler must direct the dog to the tunnel marked "B". The team begins the sequence again; ending alternately with the opposite tunnel. Play continues in this manner until time expires, marked by the time-keeper's whistle or shout. Points are given for the successful completion of a full sequence only.

Tunnels are not worth any points. The timer will either blow a whistle or shout to the handler that the Point Accumulation Time (indicated below) has ended. At that point the team must immediately complete a tunnel to end time. The tunnel must be repeated if the dog is caught in the tunnel when time expires.

Earned Points

- 10 points for a simple serpentine
- 15 points for a series of threadles
- 20 points a simple serpentine with the handler behind the containment line
- 25 points for a series threadles with the handler behind the containment line

The handler may work the same sequence using the same handling on each repetition, or they may use a different handling skill on each pass. Stepping over the containment line will reduce the points earned but will not negate all points.

Qualifying Time

Time begins when dog enters the tunnel and when the dog finishes the final tunnel.

Point accumulation ends after:

Large dogs (jump heights 12, 16): 50 seconds

Small dogs (jump heights 2, 4, 8): 55 seconds

Faults

Faults will not result in deductions other than the fact that no points will be given for a attempted sequence. Teams must "reset" if faulted. The judge will call "Fault!" to alert the team to reset. Faults include:

- Dog goes off course
- Dog switches from threadle to serpentine, or serpentine to threadle

- Dropped bars. Although a dropped bar requires completion of a tunnel to “reset,” the handler *may choose to* replace the dropped bar or use only the other line of jumps to continue play.

Qualifying

To qualify a team must score a minimum of:

Games 1 – 50 points

Games 2 – 60 points

Games 3 – 70 points

Scoring

Slither is scored Points, Then Time. ER2