

Rabbit Hopping Rules (Div. E)

Exhibitor Requirements:

1. Exhibitors may enter and bring no more than two (2) rabbits per event. Rabbits can be entered in multiple events. Rabbits do not need to be entered in pet or breed division to compete in hopping.
2. Clothing:
 - a. Flip flops and open toed/heeled shoes are not allowed.
 - b. Loose clothing and long hair must not interfere with the judge's view or get caught on equipment.
 - c. Handlers must wear pants, cropped pants, or shorts that are knee length or longer.
 - d. Handlers who do not comply with these guidelines may be disqualified.

Rabbit Requirements:

Breeds: Rabbits do not need to be registered, pedigreed or purebred. All varieties except giant breeds can compete.

Age: Rabbits must be 5 months or older to compete.

Sex: Bucks, does, spayed or neutered rabbits can compete.

Identification: All rabbits are required to have a permanent identification tattoo in the left ear. Speak with the rabbit superintendent if you need assistance.

Weight: Rabbits weighing more than 9 ½ lbs. are not allowed to compete. Rabbits in question will be weighed. Overweight, visibly pregnant, or nursing does are not allowed to jump.

Harness and lead/leash: Handlers must supply their own harness and lead/leash. Rabbits competing must wear an "H" style harness (with hook on the top and in back) for all events. A 6' lead or longer is required.

Rules for Straight Run, Team Relay and Crooked Course:

1. All teams will make their first run before attempting their second run
2. Teams may start from either end of the course
3. The team handler must inform the gate keeper which end they will start from.
4. The handler should be keeping pace alongside the course but can step across the course if needed. Handlers may not stand behind their rabbit on the run or step over any of the jump rails and posts.
5. First and last jumps: These two jumps are considered free jumps, and no faults will be counted on either jump. Lifting the rabbit over the last jump will not count as a fault but the handler cannot lift the rabbit until it reaches the marked lift line. Corrections and faults will be counted between the run space after the first jump and the lift line before the last jump.
6. Rabbits must hop through the course on their own free will.
7. The course is considered complete, and the clock is stopped when the rabbit has touched all four feet on the ground after clearing the final jump.
8. Scoring
 - a. Faults and corrections from run #1 and run #2 will be added together.
 - b. Time (nearest tenth of a second) from run #1 and run #2 will be added together using the official tier's recorded time. If time is in question the back-up time will be considered.
 - c. If a tie exists for the final placing the following criteria will break the tie
 - i. Quickest accumulative time
 - ii. Least number of corrections not converted to faults
 - iii. A runoff (two new runs) will determine the higher place
9. Faults:
 - a. 3 corrections = 1 fault
 - b. Team number not easily visible on handler = 1 fault
 - c. Handler's hand is closer than 24" on the lead = 1 fault

- d. Each knocked down rail or post = 1 fault
 - e. Rabbit jumps outside of the jump posts = 1 fault
 - f. Lifting rabbit over a jump = 1 fault for each rail and side post present for that jump (excluding first and last jump)
 - g. Lifting rabbit over the last jump before the lift line=1 fault for each rail and side post present for that jump
 - h. Sliding the rabbit more than 6' on the run=1 fault
 - i. Handler lifts the rabbit off the ground = 1 fault
 - j. Exceeding 2-minute time limit. Every 15 seconds = 1 fault (maximum 4 faults)
10. Warnings to Disqualifications;
- a. The handler displays improper handling of the rabbit
 - b. The Handler holds the lead too tight, thereby restricting hopping
 - c. The handler receives assistance from spectators
 - d. Team is on the course before called to start
 - e. The handler does not place the rabbit where it naturally would have landed after lifting it out of a failed jump
 - f. The handler stands on the mat behind the rabbit
11. Immediate Disqualification:
- a. Team is not ready to start after a warning
 - b. The rabbit leaves the competition area. (past the judging area)
 - c. Negligent rabbit treatment (kick, hit, drop, throw, misuse of lead)
 - d. If the handler is on the course and they lose or drop the lead
 - e. Handler uses feet to guide, push, or move a rabbit
 - f. Handler steps on, walks over or moves jump rails/posts, or obstacles
 - g. Exceeds maximum time limit (3 minutes total – one fault every 15 seconds after 2 minutes)
 - h. Rabbit jumps a jump/obstacle out of course order. All four feet must be on the obstacle before it is considered the “wrong way”
 - i. Rabbit is lifted off the ground by the lead/leash

Event 1-3: Straight Run Courses: Only one team (one handler/one rabbit) will be allowed on the course at a time. Each team will run the course 2 times. Teams that have scored two zero fault runs will then advance a level for the next competition year.

	Number of Jumps	Minimum Height	Maximum Height	Distance Between Jumps	Other
Easy	8	2"	12"	5'	50% of jumps must be 8 - 10 inches
Medium	10	6"	14"	6'-6.5"	50% of jumps must be 12 - 14 inches No more than 3 triple or double jumps
Difficult	10	10"	24"	6-6.5"	50% of jumps must be 12 - 24 inches No more than 3 triple or double jumps

Event 4: Team Relay: a team of 3 rabbits and 3 handlers will complete a course one after the other. Competitors will be randomly selected and assigned to a relay team. Three 3 handlers/rabbits make up a relay team. The first rabbit must touch all four feet on the ground after clearing the final jump before the

next one starts. The scoring shall be the combined score of all three animals, and the winning team shall be the one with the fewest faults. In the case of a tie, the team with the faster time wins.

Event 5: Crooked Course: Only one team (one handler/one rabbit) will be allowed on the course at a time. Each team will run the course 2 times. Course will be setup like straight course but course will have turns in the course.

All classes are for all ages. Each class will receive a ribbon only, and no premium

Class Description

- 1** Straight Run Course-Easy
- 2** Straight Run Course- Medium
- 3** Straight Run Course- Difficult
- 4** Team Relay
- 5** Crooked Course