

Open Rabbit Hopping Contest

1. Competitor

The competitor must show sportsmanship and good behavior to all organizers, judges, and competitors. Judge's and Superintendent decision are final when in accordance with the rules and regulations. If the competitor is guilty of negligent treatment of a rabbit, judges and superintendent may make decisions about exclusion from a competition, as well as the whole event. Negligence includes, but is not limited to, extreme care issues including sickness, malnutrition, sores, or abusive handling of the animal at the event (i.e. use of force by hand, foot, or lead, along with other actions).

2. The Rabbit

All breeds and cross breeds are eligible to compete. Rabbits must be at least four months old to participate in competitions. All rabbits must have a permanent and legible tattoo in their left ear. Rabbits not legibly earmarked must be disqualified from the class. Legibility of the earmark is at the discretion of the judge. Rabbits must be entirely healthy and free of any contagious disease to participate in any competition or show. The determination as to whether any rabbit is fit to compete rests with the presiding judge or Superintendent. Rabbits exhibiting signs of illness shall be immediately removed from competition.

3. Equipment

Only approved H-style harnesses are allowed. The H-style harness must have detachments from the neck strap and girth strap and the D-ring must be in the back to ensure the least pressure on the rabbit's neck. No vests, collars, figure 8 harnesses nor harnesses with the metal part at the rabbit's throat area are allowed in the competition. Leashes must be a minimum of 4 feet with a snap hook. The leash is to be made from soft flat material no less than 3/8" inch wide. Retractable and elastic leashes are prohibited. Rabbit's leashes must be securely attached at the girth straps of their harnesses and may only be used to carefully retrieve and guide rabbits. Leashes should hang loose whenever rabbits jump. Harnesses must be worn at all time when competing.

4. Course

A. General Info

The rabbit must move through the course of its own free will. The rabbit may be guided in the right direction by the handler's hand. Use of the foot in any form, whether touching or blocking the rabbit, is not allowed. The rabbit should not be pulled or lifted by the lead at any time. The lead must not be used as a whip. Stomping or loud noises are prohibited, as this is defined as neglect/abuse. Rabbits must always be handled carefully so as not to cause them harm. A clean run is one with no faults. The rabbit that completes the course and commits the fewest faults wins. In the event of a tie, the competitor with the fastest time wins. The rabbit may be lifted over or out of a knocked down jump without being given an extra fault. The rabbit is placed where it naturally would have landed. If rails are lying in the landing area, they can be removed for the safety of the rabbit. The clock does not stop. Harnesses that have slipped can be adjusted during a timed run without stopping the time. Harnesses completely lost must be replaced without stopping the time. Rabbits must start again from the place, where the harness was compromised. If the rabbit or handler accidentally knocks down a wrong / earlier jump it is a fault. But if the rabbit hops entirely over a wrong / earlier jump, it is

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DNF.

B. Faults

- a. Knocking down of a rail or entire jump by rabbit or handler is 1 fault regardless of the number of rails knocked down.
- b. Hopping around the jump, so that the lateral supports of a spread jump are passed.
- c. Knock down of an earlier jump or wrong jump by the handler or rabbit.
- d. Lifting a rabbit over a jump with all rails on.
- e. Three corrections give one fault.
- f. Starting before the judge indicates for a competitor to start. This is called a false start.
- g. The rabbit is lifted in its lead over a jump. First time a warning is given. Second time results in DNF from all subsequent runs and disqualification from the class.
- h. Refusal. The rabbit turns away from the jump or significantly hesitates before attempting the jump.
- i. Failure to pick the rabbit up at the end of the run.
- j. The handler deliberately takes an action that appears to be for the purpose of training the rabbit rather than trying to run the course correctly.
- k. The rabbit bites the judge, handler, or others at the event. Any signs of vicious intent and the animal will be disqualified for the balance of the day. Multiple incidences will be reason to refuse the rabbit from future events.

C. Correction Definition

The handler takes his/her rabbit further back from the jump to get a better take off or a new run up to the jump. The rabbit makes a rotation in front of a jump (both by help of the handler and without). The handler maneuvers his/her rabbit either with hands or the lead in front of a jump and pull it up over the jump. The handler clearly stops his/her rabbit in front of a jump to avoid rails being knocked down. The handler takes his/her rabbit back after it has run past a jump or tried to leave the course.

D. Disqualifications from a run

- a. Exceeding the maximum time.
- b. Rabbit hops over a jump it has already cleared.
- c. The rabbit goes around or misses a jump entirely.
- d. Rabbit has left the competition area by more than 5 feet.
- e. The handler loses the lead and the rabbit hops a jump.
- f. Exceeding the maximum number of faults.

E. Disqualifications from entire Competition

1. Bad sportsmanship
2. The handler has a loose rabbit on the course while another is hopping on that course.
3. Extreme negligent treatment of a rabbit (kick, slap or throw)
4. Vicious rabbits will be disqualified for the day. Continued behavior could result in the rabbit being barred from future events.

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F. Course

The course will consist of 10 jumps including the start and finish jump with a max height of 12" and a minimum height of 4" with 6' between jumps. (Superintendent holds the right to decrease number of jumps or space between jumps as space allows) Course will be matted. Each team will Complete 2/3 runs through the course with a max time of 2 minutes to complete the course.