



Competition Rules and Regulations

for

Rabbit Hopping in Australia

Competition Rules and Regulations for Rabbit Hopping

“Set out by the Rabbit Hopping Committee of Denmark and with help with the translation by Aase and Rasmus Bjerner”

These rules and regulations are here to protect the rabbits and to justify the competitions and to maintain good sportsmanship between the competitors.

If a violation occurs it must be reported to the committee of the Rabbit Hopping Society of Australia in writing no later than 2 weeks after. The decision of the committee is final!

These rules are valid from 1st January, 2013.

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President of Rabbit Hopping
Society of Australia

Contents

CHAPTER 1	5
BEHAVIOUR AND HANDLING OF THE RABBIT	5
<i>The competitor.....</i>	<i>5</i>
<i>Handling and Treatment of the Rabbit</i>	<i>7</i>
CHAPTER 2	10
JUDGING	10
CHAPTER 3	16
CLASS DIVISIONS	16
<i>Straight and Crooked Courses</i>	<i>16</i>
<i>High and Long Jump.....</i>	<i>18</i>
CHAPTER 4	22
PROMOTION TO NEXT LEVEL.....	22
<i>Promotion Point System.....</i>	<i>23</i>
<i>Class Test.....</i>	<i>25</i>
VETERAN RABBITS	27
CHAPTER 5	28
COURSES AND JUMPS.....	28
<i>Courses.....</i>	<i>28</i>
<i>Jumps</i>	<i>30</i>

CHAPTER 6	32
COMPETITIONS AND TITLES	32
<i>Competitions</i>	<i>32</i>
<i>Diplomas</i>	<i>34</i>
<i>Certificates</i>	<i>35</i>
<i>Hopping Rabbit Of The Year</i>	<i>36</i>
<i>Australian Championships.....</i>	<i>37</i>
CHAPTER 7	38
ASSISTANCE AT COMPETITIONS	38
<i>Judges.....</i>	<i>38</i>
<i>Time Keeping.....</i>	<i>41</i>
<i>Replacing Rails</i>	<i>41</i>
CHAPTER 9	42
CORRECTIONS.....	42
CHAPTER 10.....	43
BREED ACCEPTANCE CRITERIA FOR RABBIT HOPPERS	43
CHAPTER 11.....	44
OTHER RABBIT GAMES / COMPETITIONS	44
<i>Point hopping</i>	<i>44</i>
<i>Duel hopping</i>	<i>45</i>
<i>Figure hopping</i>	<i>46</i>
<i>Slalom hopping.....</i>	<i>46</i>
<i>Cross-country hopping</i>	<i>47</i>
<i>General rules for rabbit games.....</i>	<i>47</i>
CHAPTER 8	48
ENFORCEMENT OF RULES AND REGULATIONS.....	48

Chapter 1

BEHAVIOUR AND HANDLING OF THE RABBIT

The competitor

- § 1** The competitor must show sportsmanship and good behaviour to all organizers, judges and competitors. Judges decision is final, if in accordance with the rules and regulations.
- § 2** It is the competitor's duty to keep clean and tidy around the rabbit cages, as well as the competitors sitting area. Violation will cause exclusion from competition until resolved.
- § 3** Rabbits must be registered on the National Rabbit Hopping Registration Database of Australia whether rung or unring. Rabbit registration number should be included on the entry forms.
- § 4** Judges and organizers can make decisions about exclusion from a competition, as well as the whole event, if the competitor is guilty of negligent treatment of a rabbit. Serious or repeating cases are given over to the Rabbit Hopping Society for further handling.

- § 5** The rabbit and its handler are considered a team, and the rabbit should not be given to another handler in competitions counting to a common result like in cups and championships. But it is allowed to let another handler hop with the rabbit, if the owner is not able to participate (if e.g. the handler needs to judge or has become ill).
- § 6** Competitors are not allowed to have assistance by spectators or assistants while on a course run, for example, telling a handler which way to go on a crooked course. The competitor will receive one warning. A second assistance will result in disqualification from the competition. If the help is coming from another participant, he/she will after warning get disqualified too. The handler is allowed to have a helper to catch the rabbit if it hops without lead in high or long jump.
- § 7** In special cases, for example with very small children or someone with a handicap disability, where guidance is necessary for participation, for the sake of the rabbit, the judge can give permission for assistance.
- § 8** Competitors are not allowed to enter the course before the start. The competitor is allowed to enter a crooked course without bringing the rabbit along, when the judge opens the course to view it. Violation will cause disqualification from the competition in question.

- § 9 Competitors who, without valid reason or notice, have not met for the start of the course within 30 secs after being called will be excluded from the competition. If the competitor is participating with more than one rabbit in the same competition, this **must** be taken into account for arrival at the start of the run. This is also the case if two competitions are running on the same time.

Handling and Treatment of the Rabbit

- § 10 All breeds and cross breeds are eligible to compete.
- § 11 Rabbits can from 4 months old take part in mini classes. Once experience in the sport increases the age requirement for mini classes will be 4 months to 8 months old. Rabbits must be at least 6 months old to compete in competitions for easy straight and crooked classes and for class tests for medium and difficult. To compete at elite level straight and crooked, class tests for elite, high and long jump and diploma tests, rabbits must be 9 months old.
- § 12 Only healthy rabbits are allowed to compete at competitions, class tests, diploma tests, and training days. In case of doubt, the judge or the organisers will decide a possible exclusion. Pregnant and lactating does are not allowed to compete. Vet checks of all rabbits are done upon arrival to the event.

- § 13 The rabbits must be in a harness and leash when competing. Exceptions can be made for high and long jump, where they can jump without a harness.
- § 14 Only harnesses are allowed, **not collars**. Rabbits must be in a harness approved by the organisation. Slipped harnesses or completely lost harnesses can be adjusted during a timed run without stopping the time, before the rabbit can start again from the place, where it happened.
- § 15 The lead must be fastened at the end of the back piece. The lead must not restrict the rabbit in hopping over the jumps. The lead must stay loose when the rabbit jumps over the jumps no matter how long it is. The hand of the handler may only be over the rabbit when the lead is slack as the jump is passed. Retractable leads or elastic leads are not to be used. The lead must not be held so that it is shorter than 50 cm (20 in) between hand and rabbit while passing the jump.
- § 16 The rabbit must hop through the course and over the jumps of its own free will. It may be steered in the right direction by the handler's hand. Use of the foot is NOT allowed. The rabbit should not be pulled or lifted by the lead, neither between nor over a jump. The lead must not be used as a whip. The rabbit must not be stressed through the course with stomping or loud noises. The rabbit must not be forced through the course by the handler, handling it too eagerly.

- § 17** Irresponsible handling of the rabbit is not allowed. Do not lift the rabbit by the back skin or scruff of the neck. Do not handle the rabbit in any other way that will cause harm to the rabbit. This is in force both in and out of the competition.
- § 18** If the rabbit is not in a cage in the competition area, it must be supervised at all times. The rabbit must not be left tied to any object.

Chapter 2

JUDGING

- § 19** Judging system and maximum time **MUST** be announced before the start of the competition.
- § 20** Recommended maximum time is 2 minutes. For a course that is considered difficult for example 3 minutes can be given. The shortest allowed maximum time is 1 minute. Going over the maximum time results in time faults and eventually disqualification (see § 27 and § 29).
- § 21** If competitors have equal faults, then the winner is awarded by the quickest time. If equal faults and equal time, then an additional run is made by both competitors.
- § 22** 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 sake of the rabbit.
- § 23** Knock downs of frames or side posts at the jump are also counted as a fault. If the rabbit goes through or hops over a side post, one fault is given. Further knock downs at the same jump do not give more faults.

§ 24 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 disqualified.

§ 25 The water pit jump is judged in the following way:

1. The rabbit is not allowed to drink the water.
2. The paws of the rabbit must not touch the water.
3. Frames and side posts must not be knocked down.
4. The rabbit may take off from the boarder.

The first three points give a fault.

§ 26 Jumps that are put up incorrectly are counted as completed.

§ 27 If rails or jumps are blown down or anything else happens that disrupts the rabbit or the handler during the competition, then the time must be stopped. After the course has been adjusted, the competitor continues from where the time was stopped and the results are counted no matter how far the rabbit went in the course before the time was stopped. If only a few jumps are blown down, the run can continue and these jumps are not counted as faults, no matter if the rabbit knocks these jumps further down.

§ 28	The following gives 1 fault:
A	Knock down made by rabbit or handler.
B	Hopping outside the jump, so that side pieces are passed (see § 23).
C	Knock down of an earlier jump or wrong jump (see § 24).
D	Lifting a rabbit over a jump with all rails on.
E	3 corrections gives one fault (see § 138).
F	A false start.
G	One fault is given for every 15 seconds past the maximum time.
H	The rabbit is lifted in its lead over a jump. First time a warning is given. Second time results in disqualification.
I	Breach of the water pit rules (see § 25).
J	The rabbit kicks a rail into an earlier completed jump, so that one or more rails are knocked down.

§ 29	For the following a warning is given before a disqualification of the team in the class where it happened (warnings should be noted on the starting list):
A	Improper handling of the rabbit.
B	Holding the lead incorrectly which restricts the rabbit while hopping.
C	If the rabbit is lifted in the harness by the lead this gives a warning, if the rabbit is lifted in the harness by the lead while going over an obstacle this also gives one fault.
D	The handler walks over the jump.
E	The handler receives help from a spectator during a run or helps another participant during their run.
F	After lifting a rabbit over a jump and placing it somewhere else other than where it would have landed naturally (see § 22).

§ 30	For the following a disqualification is given to the team in the class where it happened:
A	Going beyond the maximum time by more than one minute.
B	Rabbit shows full reluctance to jump i.e. crawled on lead, gone through more than 4-5 jumps instead of over.
C	Rabbit hops entirely the wrong direction in the course, such as in crooked course the rabbit jumps jump no. 1, 2, and 3 but handler accidentally forgets jump 4 and goes straight to jump 5 and the rabbit jumps it. And secondly if the rabbit hops back in the direction it came. Such as in straight course, the rabbit jumps jump no. 1, 2, 3 and then turns around and jumps number 3 again, if all 4 paws are on the ground on the other side it is a DQ. If only 2 paws are over the jump and knocks down a rail it is a fault and can continue (see § 24).
D	Repeated false starts.
E	Rabbit has left the competition area.
F	The handler loses the lead and rabbit hops a jump.
G	Negligent treatment of the rabbit.
H	The handler does not come to the start at all (see § 9).
I	The handler or the rabbit enters the course before the start.
J	Second time a rabbit is lifted in the lead over a jump in the same competition.

§ 31	For the following a warning is given to the handler before disqualification from whole event:
A	Bad sportsmanship.
B	The handler has a loose rabbit at the course, while another is hopping on that course.

§ 32	For the following a disqualification is given to the handler for the whole event:
A	Repeated bad sportsmanship.
B	The handler repeatedly has a loose rabbit at the course while others are hopping.
C	Extreme negligent treatment of a rabbit (kick, slap or throw).

§ 33	Judging systems:
A	One run through. Faults and time are calculated.
B	One run through + final. Rabbits with fewest equal number of faults after one run through, go on to the final. For example, if there are several that qualify close to 1 st place that have the same number of faults they go on to the final.
C	One run through + final. A limited number – after, in advance announced criterion – go on to final.
D	Two runs through.
E	Two runs through + final. A limited number – after, in advance announced criterion – go on to final.
F	Three runs through

- § 34** For § 33 B-F the competition has to be held in one of 3 ways:
- 1) Faults are added and times are added
 - 2) Faults are added, but only the time from the last run through the course is used or
 - 3) The final is held as a pure final, meaning that only the final result counts.

Judging system are then called e.g. B3, which would be 1 run through and "pure final".

- § 35** Complaints against the judge's decisions must be addressed to the judge as soon as the run is completed or before the class is completed.

Chapter 3

CLASS DIVISIONS

Straight and Crooked Courses

§ 36

	Mini	Easy	Medium	Difficult	Elite
Min. no. of jumps	8	8	10	10	12
Max. no. of jumps	8	12	14	14	16
Max. height (cm)	20	28	35	45	50
Min. height (cm)	0	20	28	35	37
Min. the half of the jumps with a height over (cm)	10	23	30	38	44
Max. length (cm)	20	30	45	60	70
Min number of jumps with length	1	1	2	3	4
Min. space between the jumps (cm)	180	180	200	220	250
Water pit jump	Allowed	Allowed	Mandatory	Mandatory	Mandatory

In addition, all classes can be dispensed by +1 cm, if jumps can not comply with the heights.

- § 37** It is allowable to have a combi-competition of difficult and elite. The course is built with distance as at elite and 12-14 jumps. When the difficult rabbits hop, the jumps must be at difficult height and when the elite rabbits hop they must be at elite height.
- Faults are counted before time no matter which class the rabbit belongs to. Points for “The hopping rabbit of the year” is given for the difficult course. Certificates can not be given. Points are given for promotion to difficult course rabbits which meet the criteria for point giving.
- A combi-competition should only take place if you expect too few rabbits entered for both difficult and elite course as separate classes and at small local competitions. In the announcement of competition in difficult and elite it is possible to write that if few enrolments, a combi-competition will be made instead.
- § 38** If the class is opened for other rabbits, this must be told in the announcement of the competition.
- § 39** At straight course, the course can necessarily be bent with one or two jumps due to lack of room. A fault can not be given at the turning jump. In Elite the number of jumps can be reduced to ten. This can NOT be enforced at Championships.
- § 40** In Elite crooked course the number of jumps can be reduced to ten if required with the same proviso as § 39.

- § 41** Water pit jump can be exempt from the rules of minimum height, if it measures the maximum length or 17cm (7in) under the maximum length. The water pit must be a minimum of 10cm (4in) in height.
In addition 2 long jumps can be exempt from the minimum height if they measure the maximum length or 5cm (0 – 2in) under.

High and Long Jump

- § 42** The starting length and height is 40cm (16in).
Deviations from this must be announced in a periodical to members with the starting length or height mentioned.
High and long jumps can be split up into elite high and long jump and non elite high and non elite long jump.
Certificates can not be given for non elite high and long jump. There still needs to be 10 rabbits taking part to award certificates for elite high and long jump and certificates are not awarded in non elite high and long jump.
- § 43** Heats can be included to an agreed height before starting, if there are a lot of rabbits entered. The heats run parallel to each other up to the agreed upon height. Those rabbits that are still in the competition will then finish the competition.
For example, if on time constraints, high and long jump competitions can be run with more courses, if the jumps can be put on the same heights and lengths.
Once the rabbit has reached and passed the agreed upon height, they must finish at the jump it started at one at a time.

- § 44** In long jump the lengths are added 20cm (8in) at a time. From 140cm (55in) the lengths are added at 10cm (4in) at a time. From 200cm (79in) the lengths are added at 5cm a time.
- § 45** In high jump the maximum of 10cm (4in) is added at a time.
- § 46** The rabbit gets 3 consecutive trials at each length / height before it goes on to the next length or height or goes out of the competition.
- § 47** Maximum time is 2 minutes for all 3 trials together. The judge says when to start at all 3 trials. When the length and height reach 170cm and 70cm (67 / 28in) respectively the maximum time is increased to 3 minutes. At Australian Record and World Record there is no maximum time within a reasonable time frame. 5 trials are given at Australian and World record trials. The time is started at the signal from the judge and is stopped when landing. Timing is restarted at each trial.
- § 48** All the bars count. However if the handler knocks down a bar after the rabbit has landed on all 4 legs, the hop is calculated as done.

§ 49 If the rabbit takes off and the handler catches rabbit in mid-air this is counted as 1 trial. If the handler takes the rabbit further back than 1 meter from the jump, after it has started its run and the rabbit was closer than 1 meter from the jump, this is counted as a trial. If the rabbit runs or jumps past the jump, this is counted as a trial. Within the 1 meter limit the handler may lift / move the rabbit. If the rabbit puts its paws on the obstacle, or takes off from the obstacle it is also considered a trial.

§ 50 It is possible to start at a later height / length, just as it is possible to leave out a height / length in the middle of the competition. This is mentioned to the judge and to the secretary before the next height / length starts for all rabbits.

§ 51 If more than one rabbit goes out at the same height / length, then the rabbit which has the fewest knock downs at the previous done height / length wins. If necessary, previous heights / lengths have to be compared. If they still are placed the same, then the rabbit that has left out the most heights / lengths wins. If this is still unresolved then those tying rabbits do a jump off starting 2 levels lower before they went out. If they are going to get prizes.

Example:

X = Knock down O = Done – = Stand over

50 cm	55 cm	60 cm	65 cm	Plac.
XO	O	O	XXX	2
XXO	–	O	XXX	1
XXO	O	O	XXX	3
O	O	–	XXX	4

§ 52 The winning rabbit, which is ready for next height / length, has the right to continue at optional height / length to make a record or best result.

Chapter 4

PROMOTION TO NEXT LEVEL

- § 53** Promotion from easy to medium etc. takes place as follows:
- 1) After a promotion point system
 - 2) By class test
- § 54** All promotion results must appear in the Starting Book of the rabbit.
- § 55** The competitors themselves are responsible to make sure that the rabbit does not start in a class that it already has been promoted from or one it has not yet been promoted to yet. If the team takes part in a course level that it doesn't belong in by mistake, the team will forfeit the prize, but entry money is not returned.
- § 56** The most a rabbit can be promoted to is one class a day (per discipline), but it can win promotion points to the next class the same day.
- § 57** It is optional if a competitor wants to take part in mini class or start directly in easy class. If you have gotten a point either in easy straight or easy crooked, you can no longer participate in mini class. The rabbit cannot take part in both mini and easy classes on the same day.

Promotion Point System

- § 58 Promotion points are given to the best placed rabbits in an official competition.
- § 59 3 promotion points won in the same discipline, so either straight course or crooked course, gives a promotion to the next class in the discipline.
- § 60 Promotion points are as follows for easy and medium (do not forget to include faults as listed below):

Number of rabbits starting in the class	Number of rabbits getting promotion points
3 – 5	1
6 – 10	2
11 – 15	3
16 – 20	4
21 – 25	5
26 – 30	6
31 – 35	7
36 – 40	8
41 – 45	9
46 – 50	10

And so on.

A rabbit can not be given a promotion point in easy and medium if it has more than 1 fault in an average, per run. In easy and medium class a promotion point is also given for two faultless runs.

The number of starting rabbits is counted from the competitors, who are coming to start and who get a ready signal from the judge.

- § 61** In difficult class the above table does not count as any number of rabbits with zero or 1 fault at two runs through gives one point to elite class. If the competition only exists of one run through (see § 33) or the rabbit only gets one run through, because it doesn't qualify for the final (see § 33 B – C) the run through gives the rabbit one promotion point for elite class, if the rabbit has zero faults.
- § 62** If a rabbit is promoted in straight course, so that there is more than one class between straight and crooked courses, it promotes automatically in crooked course up to the class just under the straight course class it is in. And vice versa, if it is promoted in crooked course.
- § 63** The arranging club decides by itself if a rabbit, which at an event gets its last point in a class and promotes to next class, can start the same day in the next class. It is suggested that the course then is totally rebuilt.
- § 64** The rabbit can only take part in the class in which it is qualified or an open higher class. Except elite class, which can not be open. Easy rabbits can not participate in difficult open class. The rabbit can only take part in one competition in the same class each day.
- § 65** A rabbit which takes part in a higher open class than the one it belongs to gets 2 promotion points if it is positioned so that it is entitled to promotion points. If a rabbit gets four promotion points in a class, the last point is lost. You can not save points for a class the rabbit has not promoted to at the time of the competition.

Class Test

- § 66 Class tests are made when it is necessary for the following reasons:
- 1) To give a more advanced rabbit in a lower class the chance to promote quicker than the promotion point system.
 - 2) To give rabbits the opportunity to promote to elite class in time for the Australian Championships.
- § 67 Class tests do not need to be publicly announced, but must include a judge with a valid license. It is the judge's responsibility to record the results in the starting book if they passed.
- § 68 Class test for a higher class in straight or crooked can be attempted by a rabbit, by allowing it to do a run with no faults in the class it wants to promote to. Two attempts are allowed. Maximum time is two minutes. At elite class the rabbit is allowed 2 faults in the first attempt or 4 faults all together at the 2 attempts (max. two faults in average).
- § 69 Class test can only be used to promote a rabbit to next higher class, unless promoting directly to elite for the Australian Championship show. The rabbit **must** have proof of participation in the show or it is demoted back to its original class height before the class test.

- § 70** The rabbit can only make one class test per day per discipline.
- § 71** A rabbit that has completed a class test, belongs to that height class in question thereafter. Automatic promotion also counts here as well, so there is only one level between the status of the rabbit in straight and crooked course (see § 62).
- § 72** A rabbit is elite in high jump and is allowed to participate in the Australian Championships in high jump, if at an official competition or class test has completed 60cm or more. In long jump the elite limit is 150cm. In class tests 3 turns are given for long and high jump.
- § 73** The rabbit must be at least 6 months old to be allowed to do a class test for medium and difficult and at least 9 months old for at class test in elite, high and long jump (see § 11).

VETERAN RABBITS

§ 74 The handler can for a rabbit which is at least 4 years old, choose to give the rabbit permanent veteran status. The rabbit needs to be noted in the registration database that is now a veteran rabbit. The rabbit doesn't need to be a veteran in all lines. The owner can choose if it should have veteran status in straight, crooked or both.

§ 75 Veteran status as follows:

- 1) It is up to the handler to decide if a veteran rabbit, which for example has been in elite class, in future will start in easy, medium or difficult class. A veteran rabbit can take part in normal competitions outside the competition and prize line, if agreed with the organiser. The normal entry fee applies.
- 2) A veteran rabbit can't start in a higher class than it was promoted to earlier and it can only take part in one class in every line at each event.
- 3) Veteran rabbits can't win points, promote through class tests or win ordinary prizes in a competition. Therefore veterans don't count towards number of rabbits entered for giving promotion points. They can however win special veteran prizes.
- 4) Veterans can take part in special veteran classes (just for veteran rabbits) with full prize rights.
- 5) Veteran rabbits should appear on the result list with the result that each individual veteran would have had as an ordinary participant in the competition.

Chapter 5

COURSES AND JUMPS

Courses

- § 76** The course should be fenced appropriately and give the competitors plenty of room on all sides.
- § 77** For straight course the smallest width of the fence should be 4 meters and the distance from the start and end jumps should be at least 2.30 meters.
- § 78** For crooked course the fenced area should be at least 8 x 8 meters or the same area, if the course is rectangular.
- § 79** The course must be placed on level ground, which must not be slippery. If the course is a lawn it should be newly cut and without holes. Carpets or foam mats must be used if the competition is held on hard ground or indoors.
- § 80** Carpet and mats should be a minimum 80cm in width at straight course.
- § 81** Course decorations or decorations beside the jumps must not hinder the competitor while going through the course. If a competitor upsets a decoration, it is not counted as a fault.

- § 82** Starting and finishing jumps should be available but they do not count as jumps.
- § 83** Other animals must not enter the course and should not be within the competition area. Judges or organizers must inform the audience with animals and ask them to be considerate of all rabbits.
- § 84** There should be at least 3 warm up jumps (immediate warm up course) to warm up with that are not part of the competition. The warm up jumps should be placed near the competition course. Handlers are required to fix rails if knocked so it is ready for the next competitor.
- § 85** At competitions where there is an immediate warm up course, only those called for warm up may use it.
- § 86** The open warm up area should be placed far enough away from the competition course that it doesn't disturb the competition. Warm up areas are open to all competitors at competitions currently running. Warm up areas can consist of 1 – 3 small courses with 3 – 5 jumps.
- § 87** The water pit must be placed in an area of the course where the judge has full view over it. Otherwise it must be watched over by an assistant.
- § 88** At straight course the distance between the jumps has to be identical the whole course through. The distance is measured from last rail of the previous jump to the first rail of the next jump.

§ 89 At crooked course it is important to have the turns as easy as possible. The course must be built logically and is easy to follow both for handler and rabbit. The number at each jump must be clear. The course must be formed so that the handler is not tempted to walk over a jump. The course must be built in a way that the same jump is not used twice in the same run through.

§ 90 The shortest distance to the fence should not be less than 150cm (59in) in any place. This is for all disciplines.

Jumps

§ 91 The measurements of the jumps are as follows:

Height = the distance between the ground and the highest point of the highest rail. Measured at ground level.

Length = the distance between the front side of the first rail of a jump and the back side of the last rail.

Width = the smallest distance between the inside of the side pieces.

§ 92 Starting and finishing jumps must consist of side pieces and rails and must not exceed 10cm (4in) in height. Knock down of these are not counted as a fault.

§ 93 The smallest width for course jumps (including the water jump) is 50cm (20in), but 60cm (24in) is recommended. For high and long jump the smallest width is 80cm (31in), but 100cm (39in) is recommended.

- § 94** The jumps must be made so that there is no risk that a part of the jump can easily be blown down, or fall over due to possible vibrations in the ground.
- § 95** The side pieces must be 5cm (2in) higher than the upper side of the top rail. The water pit must also have side pieces.
- § 96** The maximum space between the rails should not exceed 8cm (3in) neither vertical nor horizontal except for jumps like “| |” and “| | | |” where up to 20 cm are allowed horizontally.
- § 97** The maximum height of the rails is 8cm. The exception is the lowest rail.
- § 98** The rails should be able to be knocked down from both sides of the jump. FIXED RAILS ARE FORBIDDEN. Vertical slate rails are not allowed if they cover the view to rails behind. Except for High and Long jumps the lowest / first rail or piece can be fastened.
- § 99** The side pieces of the jumps must be placed so that the sticks are lying loose at the side pieces. On uneven ground the side pieces must be adjusted.
- § 100** The jumps must not consist of unsuitable material, so that the rabbit can hurt itself. Support with nails, screws, etc. are forbidden. Wood blocks or curved staples are the materials of choice.

Chapter 6

COMPETITIONS AND TITLES

Competitions

§ 101 Any club running a competition needs to notify the society with dates and time of it. A copy of all results following these rules and regulations needs to be sent to the secretary of the society in a spread sheet via e-mail no later than 3 days after the competition. So that points and awards can be recorded. And calculations can be made for The Hopping Rabbit of the Year.

During the competitions the faults, time and warnings must be written on paper, even when writing on PC during the competition.

§ 102 Competitions must be announced at least 14 days in advance with at least 7 days to last enrolment date at the website of the society. The announcement must contain classes held, when and where or at periodical training (with announced time and place) that competitions might occur. If the announcement does not contain specific classes points for The Hopping Rabbit of the Year will not be given. Promotion points are given according to the rules.

- § 103** Official competitions must be open to the general public (non members might pay more), but handlers and rabbits must be registered in advance. The number of rabbits for each participant in an event must be limited. At championships, there might be restrictions on the number of promotion points that rabbit already have for it to participate. Other events can for example be limited by the number of rabbits at the entire competition per. participant, or in a single class per. participant. The form of the limitation must be announced.
- § 104** Arranging of national, state or local championships should be in consultation with the society. After fixing the date of the national championships other competitions must not be planned on the same weekend. For all championships, titles can only be won by people residing in the championship geographical area.
- § 105** Records can only be set during official competitions. Records must be announced to the society of the judge(s) in charge.
- § 106** Enrolling for the contests are binding and the organiser has the right to require the entry fee paid for non attendance rabbits unless they are scratched within a reasonable time.
- § 107** It is the responsibility of the competitor / handler to make sure results are entered by the secretary into their record books during a show.

§ 108 At large competitions and championships, prizes are awarded up to third place in the form of rosettes, ribbons, medals, etc.

Diplomas

§ 109 Tests for diplomas are done on special diploma days. All tests for each diploma have to be done on the same day. Diplomas have to be taken in the order: Bronze, Silver and Gold.

It is the responsibility of the judge to write the diplomas in the starting book of the rabbit.

§ 110 Diplomas in gold, silver and bronze are given once to each rabbit as follows:

Bronze:

Medium course (see § 36), 10 jumps, faultless, max time 30sec, max 2 attempts.

High jump 40cm (16in). Long jump 110cm (43in). Max 3 attempts.

Silver:

Difficult course (see § 36), 10 jumps, faultless, max time 45 seconds, max 2 attempts.

High jump 50cm (20in). Long jump 130cm (51in). Max 3 attempts.

Gold:

Elite course (see § 36), 12 jumps, max 2 faults, max time 1 minute, max 2 attempts

High jump 60cm (24in). Long jump 150cm (59in). Max 3 attempts.

Certificates

- § 111** The certificate awarded for a win in the elite straight, elite crooked, high jump and long jump in competitions, which are announced with date, place and class (see § 102).
Straight and crooked course: At least 10 elite rabbits with 3 different handlers must have participated. The rabbit must have maximum 2 faults on average per. run.
Height and long jump: At least 10 rabbits (not necessarily elite rabbits) with 3 different handlers must have participated. The rabbit must have done at least 70/170 cm. in height / length.
With participants up to 25 gives one certificate. 26 up to 50 gives two certificates and so on.
At national championships certificates are awarded for at least the 3 best placed rabbits that meet the above requirements.
- § 112** Issue of certificates must be recorded alongside the official recorded results sent to the society.
- § 113** Rabbits that have received 3 certificates in the same discipline, from at least 2 different clubs get a Champion Title (Ch.) and Champion Diploma. A rabbit can only win one championship in each discipline. Championships are awarded only in the disciplines: Elite straight, elite crooked, high jump and long jump. The letters S, C, H and L denotes the discipline the rabbit has received the championship in.

§ 114 Rabbits that have received championships in two disciplines is titled GREAT CHAMPION (GCh.), three disciplines give the title SUPER CHAMPION (SCh.) and four disciplines give the title GRAND CHAMPION (GrCh.).

Hopping Rabbit Of The Year

§ 115 The rabbit, during a calendar year, that has won the most points will receive the prestigious award of “Hopping Rabbit of the Year”. Points for the award are only counted if there are at least 5 rabbits entered with 3 different handlers and that the competition is announced with the specific class. Only sent in results are counted.

Points are awarded as follows:

A win in easy straight & crooked: 2 points are given to the winner and 1 point to all other rabbits with 0 faults on all runs (minimum 2 runs).

A win in medium straight & crooked: 3 points are given to the winner and 2 points to all other rabbits with 0 faults on all runs (minimum 2 runs).

A win in difficult straight & crooked: 3 points are given to the winner with a max of 2 faults on average per run, 2 points for the winner if more. 2 points to all other rabbits with 0 faults in all.

A win in elite straight & crooked: 4 points are given to the winner with a max of 2 faults on average per run, 3 points for the winner if 5 – 7 faults at 2 runs. 3 points to all other rabbits with 0 faults in all.

A win at long jump gives 4 points to the winner if 170cm or above, 3 points to the winner for 150cm – 169cm.

A win at high jump gives 4 points to the winner at 70cm or above, 3 points for the winner at 60 – 69cm.

All points towards Hopping Rabbit of the Year count even if the rabbit has a different handler at times or has been sold. The points go with the rabbit.

Australian Championships

§ 116 The championships are held once per year.

§ 117 The following titles are given out at the championships:
Australian Champion for straight course at the highest level at the time
Australian Champion for crooked course at the highest level at the time
Australian Champion for high jump
Australian Champion for long jump

Once experience in the sport increases the difficulty of the levels will change.

Chapter 7

ASSISTANCE AT COMPETITIONS

Judges

- § 118** Judges needs to be financial members of the society and have passed the official judge education either as judge trainee or at a judge seminar. Judges must be 18 years or over, but can start their education 3 months in advance.
- § 119** To become a judge you have to be a trainee judge in 4 straight, 4 crooked, 2 high jump and 2 long jump competitions with at least 5 starts in each, at least 3 different events and under at least three different judges. When you have been a trainee judge in the 12 competitions, you must also pass a written test which is designed by the society. This part of the test is carried out under the supervision of a member of the society board. Judges must have at least 1 year of experience as a judge to have a trainee judge. Being a judge with a trainee judge means necessary education of the trainee judge during the competition. At national championships trainee judges are not allowed. Trainee judge time to be completed within 2 years unless otherwise agreed with the society.
- § 120** Papers to use for the trainee judge education can be obtained from the society.

- § 121** To maintain the judge license, judges must judge at least 3 competitions per. 2 consecutive years and participate in at least one judging seminar per. 5 consecutive years.
- § 122** Persons who are at least 14 years and are financial members of the society, can go through the official judge education, after where they are junior judges until the age of 18 years. Junior judges can judge by all competitions, however, at major events and championships it must be along with a senior judge. Junior judges must not have trainee judges.
- § 123** Junior judges may, at the age of 18 years, apply the society of a regular judge license without have to undergo additional training. The society meet the application, unless exceptional circumstances apply.
- § 124** The society has the right at any time to formulate rules for the trainee judge program.
- § 125** At large competitions such as the Australian championships there should be at least 2 judges present.
- § 126** If there are two judges who judge in a competition, they must judge each run in the class, and like in two different courses. At judging that has disqualifying effect, the judges need to talk together and agree before judgment falls. This does not apply if the class is divided into two lanes.

- § 127** The judge must approve the course before the competition begins. The judge must inform about judging system and maximum time before the start of the competition. A judge has the right to suspend a competition if the course is proving too difficult, for the rabbits entered, to make an alteration. Those rabbits that have already jumped are added to the end to redo their jumps of the new course.
- § 128** Judges, main time keepers and trainee judges are not allowed to take part in the competition where they are judging or helping.
- § 129** The judge has the responsibility to inform the result (faults and time) of the run before the next participant is called for start.
- § 130** The judge must position themselves so as not to obstruct the participants.
- § 131** It is the responsibility of the judge to judge in accordance with applicable rules and regulations.
- § 132** The judge must be active and engaged in the judging. A judge must be "visible" and can walk around the course. The judge must speak loud and clear, so faults and corrections can be heard, even by persons other than the participant.

Time Keeping

- § 133** At manual time keeping, it is started when the rabbit passes the first start jump and is stopped when the rabbit passes the final jump. Electronic time keeping starts and stops at special start and stop frames. At electronic time keeping the time must be taken manually too.
- § 134** Two time keepers must be used. With the first as the primary recorder and the second as a backup, in case the first doesn't work properly.
If there is a great difference the most credible is taken. Times recorded are with /100sec.
If there is a second (or less) difference between the prized rabbits or the rabbits getting promotion points, then a new run is recommended. At electronic time keeping, it is not necessary with a new run. The main watch and the main time keeper can not be changed during the competition.
- § 135** The time keeper must announce when there is 30 secs and 10 secs left in the given maximum time, when then maximum time is reached and for every 15 sec to disqualification.

Replacing Rails

- § 136** There should be at least 2 rail assistants appointed to fix knocked down rails.
- § 137** Rail assistants must wait for the judge to indicate to fix the knocked down rails. Rail assistants are not allowed to be on the course before the time is stopped. Exceptions are made for point hopping and team duel hopping.

Chapter 9

CORRECTIONS

§ 138 As a last resort, it is the discretion of the judge to decide a correction.

§ 139 Every three corrections within a run results in a fault.

§ 140 Generally for corrections:

When the handler intentionally manoeuvres their rabbit into a better position than the rabbit is currently in to complete a jump, it is considered a correction.

§ 141 Examples of corrections include the following:

- The handler takes his/her rabbit a little back from the jump to get a better take off or a new run up.
- The rabbit makes a volt (rotation) in front of a jump (both by help of the handler and without).
- The handler manoeuvres his/her rabbit either with hands or the lead in front of a jump and puts it up (like to high 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.

§ 142 Corrections are not given at starting, ending or turning jumps.

Chapter 10

BREED ACCEPTANCE CRITERIA FOR RABBIT HOPPERS

§ 143 Breeds not allowed due to high weight or too bulky:

- British Giants
- Flemish Giants
- Any other giant variety
- Californians
- Anything over 5 kgs

§ 144 The above rabbits are not allowed to compete as they are too bulky and can severely injure themselves upon landing due to their weight.

Chapter 11

OTHER RABBIT GAMES / COMPETITIONS

Point hopping

- § 145** Point hopping is done at a course with 10 jumps placed in a circle with a diameter of 8 meters or with 12 jumps at a diameter of 9.5 meters. The time is 30 sec. The time is started at the judge's signal. For every finished jump 1 point is given. The rabbit that gets the most points within the time has won. The rabbit must not skip any jump. At false start one point per jump will be subtracted for every jump reached before the start command of the judge.
- § 146** Faults also have to be counted to be able to place two rabbits with the same number of points. In this situation, the winner is the rabbit with the fewest faults. If they still are even, they hop again at half the time. This is only if the rabbits are within the prized rabbits.
- § 147** Max height at the jumps is 35 cm (14 in.).

Duel hopping

- § 148** Duel hopping is done at two identical parallel placed courses. Each course consists of at least 8 jumps. The winner from each duel is placed in next turn. Faults go before time. This is repeated. If there are an uneven number of competitors, an extra competitor is randomly chosen from the group that dropped out in the previous turn to make four at last. When there are four rabbits left, they race about the two, who are going to the final, and who after this run race about first and second place. The two who didn't go to the final, fight about the third and fourth place. At false start, they **have** to start again, and the rabbit, which had started too early, is given one fault from the start of the new run.
- § 149** The run is started at the command of the judge.
- § 150** The max height of the jumps is 35 cm (14 in.).
- § 151** At team duel hopping, or relay races like this, the disqualification of the whole team is in force if a competitor breaks § 17 about negligent handling of the rabbit. The rabbit has to be put in its box or given to an assistant before run back.

Figure hopping

- § 152** Figure is made at a course with at least 10 jumps. The course is put up in an optional figure. For example loops, S, Z, U or some other figure.
- § 153** Figure hopping can with advantage be graduated as a crooked course hopping. Promotion points are not given.
- § 154** The height and the criterion for taking part are mentioned in the advertising of the competition.

Slalom hopping

- § 155** Slalom hopping is done at a course with at least 8 jumps placed beside each other, so that the course from above looks like a dot-and-dash line (- - - - - - - -). The distance between the jumps has to be at least 70 cm (28 in.).
- § 156** The max height at the jumps is 35 cm (14 in.).

Cross-country hopping

- § 157** Cross-country hopping is made at a hilly ground, usually at a long distance with 10-15 jumps in varying height, still max 30 cm (12 in.). Here, the same demand to the quality of the jumps is not made, as in other competitions, as the jumps are built of nature stuff such as sticks, branches or the like. The jumps must be built so that they can't harm the rabbits.
- § 158** Faults are not given for knock downs. Still the rabbit has to pass the jumps itself (hopping, crawling, climbing etc.). All jumps have to be passed and the rabbit must not be lifted/carried over the jumps. The winner is the rabbit, which had the shortest time in the run. No corrections are judged.
- § 159** There is no max time. If more rabbits are on the course at the same time, the rabbit in front has to give way at an overtaking if any.

General rules for rabbit games

- § 160** Other rabbit games/competitions for example style hopping or agility, can be held as long as attention is paid to the need of the rabbit and the existing rules.

Chapter 8

ENFORCEMENT OF RULES AND REGULATIONS

§ 161 The rules are enforced as of the 1st January, 2013.

§ 162 The rules are applicable to all rabbits, handlers, judges and organisers who from the 1st January, 2013 want to take part in rabbit hopping in Australia.