

# **RABBIT HOPPING SOCIETY OF AUSTRALIA**

## **Competition Rules And Regulations**

### **for Rabbit Hopping In Australia**

*“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 competitors.

If a violation occurs it must be reported to the committee of the Rabbit Hopping Society Of Australia in writing. The decision of the committee is final!

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# 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 competitors duty to keep their rabbits cage clean and tidy and **around the cage.**
- 3 - Rabbits must be registered on the National Rabbit Hopping Registration Database of Australia whether rung or unrung.
- 4 - Judges and organizers can make decisions about exclusion from a competition, if the competitor is guilty of negligent treatment of a **rabbit during a course run.**
- 5 - A rabbit and handler are considered a team, and thus can not be **altered during a competition, unless the handler 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.**
- 7 - In special cases, for example with very small children, 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 have not met for the start of the course within 30 secs after being called will be excluded from the competition.

## **HANDLING AND TREATMENT OF THE RABBIT**

- 10** - All breeds and cross breeds are eligible to compete, but they must all **be registered with the society whether rung or unring.**
- 11** - Rabbits can from 4 months old to 8 months take part in mini class. 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, rabbits must be 9 months old.
- 12** - Only healthy rabbits are allowed to compete. Pregnant and lactating does are not allowed to compete. Vet checks of all rabbits are done upon arrival to the show. And a second vet check at completion of the show.
- 13** - Rabbits must be in an approved H harness and leash when competing. Exceptions can be made for high and long jump.
- 14** - Only harnesses are allowed, not collars.
- 15** - Slipped harnesses or completely lost harnesses can be adjusted during a timed run without stopping the time.
- 16** - 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. Rolling leads are not to be used, or elastic leads. The lead must not be held so that it is shorter than 50cm (20in) between hand and rabbit while passing the jump.
- 17** - The rabbit must hop through the course 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 or over a jump. The lead must not be used as a whip. Stomping or loud noises are not allowed while a rabbit is running a course.
- 18** - 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.
- 19** - If the rabbit is not in a cage in the competition area, then it must be supervised at all times. The rabbit must not be left tied to any object.

# JUDGING

- 20** - Judging system and maximum time **MUST** be announced before the start of the competition.
- 21** - Recommended maximum time is 2 minutes. You can give up to 3 minutes, if the course is considered difficult. The shortest allowed maximum time is 1 minute. Going over the maximum time results in time faults and eventually disqualification.
- 22** - 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.
- 23** - The rabbit maybe 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.
- 24** - 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.
- 25** - If the rabbit or handler accidently knocks down a wrong / earlier jump it is a fault. But if the rabbit hops entirely over a wrong / earlier jump, it is disqualified.
- 26** - 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.Breach of points 1 ,2 and / or 3 results in a fault.
- 27** - Jumps that are put up incorrectly are counted as completed.
- 28** - If rails or jumps are blown down or anything else happens that disrupts the rabbit or the handler during the competition, than the time must be stopped. After the course has been adjusted, the competitor continues from where the time was stopped.

## **29 - FAULTS**

- 1) Knock down made by rabbit or handler
- 2) Hopping askew over the jump, so that side posts are passed.
- 3) Knock down of an earlier jump or wrong jump
- 4) Lifting a rabbit over a jump with all bars on.
- 5) 3 corrections gives one fault (see 160)
- 6) A false start
- 7) One fault is given for every 15 seconds above and beyond the maximum time.
- 8) The rabbit is lifted in its lead over a jump (first time a warning is given. Second time results in disqualification)
- 9) Breach of the water pit rules (see 26)
- 10) The rabbit kicks a rail into an earlier completed jump, so that one or more rails are knocked down.

## **30 - WARNINGS**

- 1) Improper handling of the rabbit
- 2) Holding the lead incorrectly which restricts the rabbit hopping
- 3) If the rabbit is lifted in the lead while going over an obstacle it also Gives a fault
- 4) The handler walks over the jump
- 5) The handler receives help from a spectator during a run or helps Another participant during their run.
- 6) After lifting a rabbit over a jump and placing it somewhere else other than where it would have landed naturally

## **31 - DISQUALIFICATION**

- 1) Going beyond the maximum time by more than one minute
- 2) Rabbit shows full reluctance to jump ie crawled on lead, gone through more than 4 jumps instead of over.
- 3) Rabbit hops entirely the wrong direction in the course, such as in crooked course the rabbit jumps jump 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 1, 2, 3 and then turns around and jumps number 3 again, if all 4 paws are off the ground it is a DQ. If only 2 paws are over the jump and knocks down a rail it is a fault and can continue.
- 4) Repeated false starts
- 5) Rabbit has left the competition area
- 6) The handler loses the lead and rabbit hops a jump
- 7) Negligent treatment of the rabbit
- 8) The handler does not come to the start at all
- 9) The handler or the rabbit enters the course before the start
- 10) Second time a rabbit is lifted in the lead over a jump in the same competition

**32 - FOR THE FOLLOWING A WARNING IS GIVEN BEFORE DISQUALIFICATION FROM WHOLE EVENT**

- 1) Bad sportsmanship
- 2) The handler has a loose rabbit at the course, while another is hopping on that course.

**33 - THE HANDLER IS DISQUALIFIED FROM THE WHOLE EVENT**

- 1) Repeated bad sportsmanship
- 2) The handler repeatedly has a loose rabbit at the course while others are hopping.
- 3) Extreme negligent treatment of a rabbit (kick, slap or throw)

**34 - JUDGING SYSTEM**

- 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. ie. If there are several that qualify close to 1<sup>st</sup> 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

**35 - For 34 B – F the competition has to be held in one of 3 ways**

Faults are added and times are added

Faults are added, but only the time from the last run through the course is used or

The final is held as a pure final, meaning that only the final result counts.

**36 - Complaints against the judges decision must be addressed to the judge as soon as the run is completed or before the class is completed.**

# CLASS DIVISIONS

## 37 - STRAIGHT AND CROOKED COURSE

	Mini	Easy	Medium	Difficult	Elite
Min. jumps	8	8	10	10	12
Max. jumps	8	12	14	14	16
Max. height	20	28	35	45	50
Min. height	-	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

**38** - At straight course, the course can necessarily be bent with one or two jumps due to lack of room. No fault given if jump is knocked down around a bend. In Elite the number of jumps can be dropped to 10. This can NOT be enforced at the Australian Championships.

**39** - In Elite crooked course the number of jumps can be reduced to ten if required with the same proviso as 38.

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

## HIGH AND LONG JUMP

**41** - The starting length and height is 40cm (16in).

Deviations from this must be announced in a periodical to members with the starting length and height mentioned.

High and long jumps can be split up into elite high and long jump and non – elite high and long jump.

Certificates can not be given for non elite high and long jump. There must be 10 rabbits taking part to award certificates for elite high and long jump.

- 42** - Heats can be included
- 43** - 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.
- 44** - In high jump the maximum of 10cm (4in) are added at a time
- 45** - 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.
- 46** - 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 Danish, Nordic and world record there is no maximum time. Here 5 trials are given. The time is started at the signal from the judge and is stopped when landing. Timing is restarted at each trial.
- 47** - All the bars count. However if the handler knocks down a bar after the rabbit has landed on all 4 legs, the hop is done.
- 48** - If the rabbit takes off and the handler catches rabbit in midair this is count 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 pass 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 an obstacle, or takes off from the obstacle it is also considered a trial.
- 49** - 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 turn starts.
- 50** - 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.

Example :

X = knock down, O = done, - = stand over

50 cm	55 cm	60 cm	65 cm	Placing
xo	o	o	xxx	2
xxo	-	o	xxx	1
xxo	o	o	xxx	3
o	o	-	xxx	4

**51** - 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.

## PROMOTION TO NEXT LEVEL

**52** - Promotion from easy to medium etc. Takes place as follows:

After a point system

By class test

**53** - All promotion results must appear in the Points Book of the rabbit

**54** - 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.

**55** - The most a rabbit can be promoted to is one class a day, but it can win points to the next class the same day.

A) 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.

## POINT SYSTEM

**56** - Promotion points are given to the best placed rabbits in an official competition

**57** - 3 promotion points can be won in the same line, so either straight course or crooked course, gives a promotion to the next highest class in the line

**58** - Promotion points are as follows for easy and medium

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	

In easy and medium class a promotion point is also given for two fault less 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.

**59** - In difficult class 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 point for elite class, if the rabbit has zero faults.

**60** - If a rabbit is promoted in a 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.

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.

**61** - The rabbit can only take part in the class in which it is qualified or an open higher class. Except elite class, which can't be open. Easy rabbits cannot join in difficult class. The rabbit can only take part in one competition in the same class each day.

- 62** - 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 there are too few rabbits entered for both difficult and elite course as separate classes.
- 63** - If the class is opened for other rabbits, this must be told in the announcement of the competition.
- 64** - A rabbit which takes part in a higher open class than the one it belongs to, gets 2 promotion points. If a rabbit gets four promotion points in a class, the last point is lost. You cant save points for a class the rabbit has not promoted to at the time of the competition.

## **CLASS TEST**

- 65** - 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 point promotion system.  
2)To give rabbits the opportunity to promote to elite class in time for the championships.
- 66** - The rabbit can only do one class test per day in each course.
- 67** - Rabbits that have completed a class test, belong 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)
- 68** -To advance to a higher class in straight and crooked course, the rabbit is allowed 2 run throughs and must have 0 faults in the class it wants to go into. Maximum time is 2 minutes per run through. Still 2 faults are allowed for elite level progression, or maximum 4 faults at the 2 trials.
- 69** -Class tests can only progress the rabbit to the next qualifying level. i.e. easy to medium or medium to difficult, etc.
- 70** -A rabbit is elite in high jump if at an official competition or class test it has completed 60cm or more.
- 71** -A rabbit is considered elite in long jump if at an official competition or class test it has completed 150cm or more.
- 72** -In class tests 3 turns are given for long and high jump.
- 73** -The rabbit must be 6 months old to be allowed to do medium and difficult class in straight or crooked and at least 9 months old at class test in high and long jump.

## **VETERAN RABBITS**

- 74** -The handler can for a rabbit older than 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 just those courses the handler chooses.
- 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. 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 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 have a right to be informed of the result of the rabbit in comparison with the other rabbits in the class.

## **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 2.30 meters.
- 78** -For crooked course the fenced area should be 8 x 8 meters.
- 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.
- 84** -There should be at least 3 warm up jumps 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 a marked warm up area, only those called for warm up may use it.
- 86** -The warm up area should be placed far enough away from the competition course that it doesn't disturb the competitor here. Warm up areas are open to all competitors that have entered classes and classes that are going on. Warm up areas can consist of 1 – 3 small courses with 3 – 5 jumps.
- 87** -The water jump 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.

## **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 be included in, but are not part of the course 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 50m (20in), but 60cm (24in) is recommended. For high and long jump 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 height between the rails should not exceed 8cm (3in) The exception is the lowest rail.
- 97** -The rails should be able to be knocked down from both sides of the jump. **FIXED RAILS ARE FORBIDDEN.** Except for High and Long jumps the lowest / first rail or piece can be fastened.
- 98** -The side pieces of the jumps must be placed so that the sticks are lying loose at the side pieces.
- 99** -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.

## **COMPETITIONS AND TITLES**

- 100** -A copy of all results run by other clubs following these rules and regulations needs to be sent to the Society no later than 2 weeks after the competition. So that points and awards can be recorded. And calculations can be made for The Rabbit Hopper of the year.
- 101** -It is the responsibility of the competitor / handler to make sure results are entered into their record books during a show.
- 102** -At large competitions and championships, prizes are awarded to third place in the form of rosettes, ribbons, medals, etc.

## **DIPLOMAS**

- 103** -Diplomas in gold, silver and bronze are given once to each rabbit as follows:

### **Bronze:**

Medium course, 10 - 14 jumps, faultless, max 35cm (14in) height, max time 30sec, max 2 attempts.

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

### **Silver:**

Difficult course, 10 - 14 jumps, faultless, max 45cm (16in) height, max time 45 seconds, max 2 attempts

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

### **Gold:**

Elite course, 12 - 16 jumps, max 2 faults, max 50cm (20in) height, max time 1 minute, max 2 attempts

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

## MERIT CERTIFICATES

- 104** -Merit certificates are awarded once a rabbit progresses from one level to the next, for example
- 105** -easy to medium it receives an easy level merit, then from medium to difficult a medium certificate and difficult to elite a difficult level certificate.
- 106** -Only members of The Rabbit Hopping Society of Australia have the right to claim titles such as champion, grand champion and supreme champion and multi supreme champion.
- 107** -The above championship titles are point based as follows:

The following are only awarded to elite rabbits and high and long jumpers

Champion – 1 discipline

Grand champion - 2 disciplines

Supreme champion – 3 disciplines

Multi supreme champion - all 4 disciplines

- 108** -Merit Certificates are given for a win in elite class straight course and elite crooked course, high and long jump
- Straight and crooked  
At least 10 rabbits must be entered and the winning rabbit is allowed maximum 2 faults at each run through
- High and long jump  
At least 10 rabbits must be entered and the winning height / length must be at least 70cm / 170cm
- 109** -At the Australian championships merit certificates are given to the three best placed rabbits if they meet the above criteria.

## TITLES

- 110** -A rabbit has to receive 3 merit certificates in the same discipline in order to receive a championship title in that discipline. A rabbit can only receive one title per discipline.
- 111** -The letters S, C, H and L indicate which discipline the championship was awarded for.
- 112** -Rabbits that have achieved 2 championships from 2 disciplines, receive the title Grand Champion (GRCH), in 3 disciplines they receive the title Supreme Champion(SCH) and in all 4 disciplines they receive the ultimate title of Multi Supreme Champion(MSCH)

## **RABBIT HOPPER OF THE YEAR**

**113** -The rabbit, during a calendar year that has won the most points will receive the prestigious award of “Rabbit Hopper Of The Year”  
Points for the award are only counted if there are at least 5 rabbits entered.

Points are awarded as follows:

A win in easy straight & crooked – 2 points and an additional 1 point if 0 faults

A win in medium straight & crooked – 3 points and an additional 2 points if 0 faults

A win in difficult straight & crooked – 3 points with a max of 2 faults average per run, 2 points for the winner if over 4 faults at 2 runs and an additional 2 points if 0 faults

A win in elite straight & crooked – 4 points with a max of 2 faults average per run, 3 points for the winner if 5 – 7 faults at 2 runs and an additional 3 points if 0 faults.

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

**114** -All points towards Rabbit Hopper 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**

**115** -The championships are held once per year.

**116** -The following titles are given out at the championships

Australian Champion for straight course at all levels

Australian Champion for crooked course at all levels

Australian Champion for high jump

Australian Champion for long jump

# COOPERATION AT COMPETITIONS

## JUDGES

- 117** -Judges must be 18 years and over
- 118** -Must go through an approved judges course.
- 119** -At large competitions such as the Australian championships there should be at least 2 judges present.
- 120** -Judges must approve a course before the competition begins.
- 121** -To become a judge one must be a trainee judge at three competitions for crooked and straight courses and 2 for high and long jumps. There must be at least 10 rabbits in each class and at a minimum of 3 different competitions and under 3 different judges. There is also a written exam that needs to be passed.
- 122** -Judges must have 1 year experience before they can have a trainee judge.
- 123** -At the Australian championships, trainee judges can not be judging elite classes.
- 124** -Judges must approve the course. A judge has the right to suspend a competition if the course is proving to be 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.
- 125** -Judges/time keepers/trainees are not allowed to take part in the competition where they are judging or helping.

## Time Keeping

- 126** -Manual time keeping is started when the rabbit passes the first start jump and is stopped when the rabbit passes the final jump.
- 127** -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.
- 128** -If there is a great difference the most credible is taken. Times recorded are with /100sec.
- 129** -If there is a second (or less) difference between the 2 first and second place getters, then a new run is recommended.
- 130** -The time taker must announce when there is 30 secs and 10 secs left in the given maximum time.

## Replacing Rails

- 131** -There should be at least 2 people appointed to fix knocked down rails.
- 132** -Rail assistants must wait for the judge to indicate to fix the rails.

## **Enforcement Of Rules and Regulations**

**133** -The rules are enforced as of the 1<sup>st</sup> January, 2013

**134** -The rules are applicable to all rabbits, handlers, judges and organisers who from the 1<sup>st</sup> January, 2013 want to take part in rabbit hopping in Australia.

### **CORRECTIONS**

**135** -As a last resort, it is the discretion of the judge to decide a correction.

**136** -Every three corrections results in a fault.

**137** -Generally for corrections one can say:

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

**138** -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.

**139** -Corrections are not given at starting or ending jumps

## **BREED ACCEPTANCE CRITERIA FOR RABBIT HOPPERS**

**140** -Breeds not allowed due to high weight or too bulky.

British Giants

Flemish Giants

Any other giant variety

Californians

Any long haired breed, unless clipped

Anything over 4 kgs

**141** -REW's (red eye whites) and Sables are not allowed due to poor eye site.

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



