**RABBIT HOPPING**

**Rabbit Hopping or Show Jumping is a competition in which trained domestic rabbits leap over a series of appropriately sized obstacles. Rabbit hopping began in the late 1970’s in Sweden as a means of exercising pet rabbits and later became popular in Sweden and the UK.**

**Rabbit Hopping is divided into 4 classes : Straight, crooked, high and long jump.**

**THE CLASSES**

**STRAIGHT:  
In straight course the rabbits are divided into 4 classes:**

**Easy class, where the course has 8 - 12 jumps at max. 25 cm (9.8 inch.) high at a distance of 180 cm (70.9 inch.) between the jumps.**

**Medium class with 10 - 14 jumps at max. 35 cm (13.8 inch.) at a distance of 200 cm (78.7 inch.) between the jumps,**

**Difficult class also with 10 - 14 jumps and a distance of 200 cm (78.7 inch.), but with a max. at 40 cm (15.7 inch.) high.**

**At last the Elite class with 12 - 16 jumps at max. 50 cm (19.7 inch.) at a distance of 220 cm (86.6 inch.) between the jumps.**

**CROOKED:  
In the crooked course there are also 4 classes and the heights are the same as the straight course. The jumps are placed in differing ways; more like show jumping for horses. You follow the numbers at the jumps.**

**HIGH JUMP:  
High jump takes place by letting the rabbit hop over a jump, which can be put up to about 100 cm (39.4 inch.), and you gradually put one more rail on, till the last rabbit goes out. Each rabbit has 3 trials at each height.**

**LONG JUMP:  
Long jump takes place at a jump, where you start at 60 cm - 80 cm (23.6-31.5 inch.), and the length is put out till the last rabbit goes out. Each rabbit has 3 trials at each length.**

**Time Trial Rules:**

~ Time starts on a run when the rabbit's front feet touch the mats off of the pause table.

~ Time stops when the rabbit has all 4 paws on the pause box.

~ Competitors may choose to have their rabbits on or off leash.( note currently we only allow rabbits that are on the leash no rabbits off leash)

~ Any refusal to do an obstacle is a 5 second penalty.

~ Any pole knocked off a jump is a 2 second penalty.

~ Leaving the course is not a penalty, provided the rabbit re-enters the course at the point he left. Carrying your rabbit to this point to re-enter is ok.

~ Lifting or pushing a rabbit while on course is not allowed. There will be 1 warning for the first offense. A 5 second penalty for a second offense. A 3rd offense may result in a DQ for that run.

~ If a rabbit runs past an obstacle (while still on course) you may not carry the rabbit back to the missed obstacle.

~ If a time trial is a single run, that one run is your time. If it's two runs, times are added together. If it's three runs we take your best two times & add them together for your combined time.

~ Some time trial runs may take the form of a No Touch round where the trainer may not touch the rabbit at anytime while on the course.

~ Some may also take the form of a High Bar round where all jumps are placed on their highest poles.

~ Any poles knocked off by trainers and not rabbits is not a penalty.

~ If a rabbit during a run turns around and reverses on the course, any poles knocked off are not penalties as the rabbit has already successfully cleared those poles. However the rabbit must run back and can not carried to the point it turned around.

**Side by Side Elimination Rules:**

~ This is a head to head race with another rabbit. There is no time element.

~ The race starts when the starter says "GO". Race ends when the lead rabbits feet touch down on the mat on the final obstacle.

~ There are no time penalties for knocked off poles, however they must do every obstacle. If a rabbit misses an obstacle, they must go back and complete that obstacle before continuing or that rabbit will be disqualified for that race. The rabbit may not be carried back to the missed obstacle.

~ Races may be single race, best 2 out of 3 or 3 out of 5. Winning rabbit moves on to the next round, losing rabbit is eliminated.

**High Jump Rules:**

~ High jumps are run like a human high jump, with the 3 fouls and you're out rule. A foul is when any pole is knocked off the jump.

~ Competition will start at 3 poles, it will proceed when all competitors have either cleared the height or fouled out.

~ Poles will continue to be added as long as competitors are successful.

~ Winner shall be the competitor that clears the most poles successfully.

~ In the case of a tie, (eg. The last two rabbits both foul out at 5 poles), winner shall be the competitor with the fewest fouls entering the final round. If there is still a tie, we look at where the rabbits got their fouls. If there is still a tie, a jump off will take place.

~ Competitors have 30 seconds to complete an attempt. IF no attempt is made after 30 seconds, it is considered a foul.

~ If a competitor balks it is not a foul, assuming it is still within the 30 seconds allowed and has not knocked off any poles. They may back up to any point and attempt again.

~ If a rabbit touches a bar but it does not fall, it is not a foul.

~ If a trainer knocks pole off, it is not a foul.