SECTION 10: Rabbit Agility & Hopping Contest

Contest Director - Linda Berkibile

RULES

- 1. Rabbits being entered for this event must already be entered at the American Legion County Fair in either Department 9 or 10 and have successfully met the requirements of those respective departments.
- 2. It is recommended the rabbit be at least 4 months of age to compete, not bred or nursing offspring with the past 8 weeks.
- 3. Any handler showing unacceptable behavior toward their or any other animals will forfeit their awards/placing. Unethical or In-Humane Practices are not permitted and will result in disqualification.
- 4. In the event a handler is not able to participate due to injury or illness, another handler may be assigned. However, the handler must be physically present during the run.
- 5. The handler must be supervising the rabbit at all times. The rabbit should never be tied to an object at any time.
- 6. The handler is responsible for the welfare of their rabbit. The American Legion County Fair will not be held responsible for any injuries that may occur during competition.
- 7. The handler is responsible for replacing any damaged equipment.
- 8. Show clothing should be neat and clean. Handler cannot wear heels, flip flops or heavy boots Tennis Shoes are required.
- 9. H-style (clip on the neck strap and belly strap with a metal D-ring attached to the belly) harness no less than 3/8" in width are required. No vests, collars, figure 8 harnesses nor harnesses with the metal part at the rabbit's throat area are allowed.
- 10. Leashes must be at least 4 feet in length and no more than 6 feet in length with a metal snap hook are required. The leash is to be made from soft flat material no less than 3/8" wide. Retractable and elastic leashes are prohibited.
- 11. Leashes should hang loose whenever rabbits jump.

NEW FOR 2024 - RABBIT AGILITY COMPETITION

AGILITY RULES

- 1. Rabbit agility combines rabbit hopping with obstacles commonly seen in dog agility (scaled down of course) such as the A-frame, bridge, hoops, tunnels and see-saws. The course can be run in a straight line, with turns or like a dog agility course set up over an area with a set order and way to do them.
- 2. All the same rules from hopping apply with the addition of the following that are specific per obstacle.
- 3. A frame: all 4 feet of the rabbit must touch both sides.
- 4. Bridge: 2 feet of the rabbit must make contact with the incline and decline. All 4 feet must touch the level part of the bridge.

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Department 22 (Open Class)

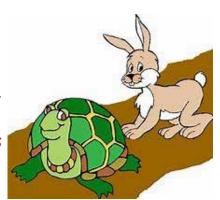
- 5. See-saw: all 4 feet must touch both sides and the rabbit can not jump off until the ending side of the see-saw has made contact with the ground.
- 6. Hoop and tunnel: rabbit must go through and the handler must pass the leash through from one side to the other without knocking it over.

EXPLANATION OF FAULTS FOR AGILITY

- If the rabbit does not correctly complete an obstacle it counts as 1 fault.
- If the rabbit totally avoids the obstacle it counts as a fault. At this point the human team mate has the option to re-set the rabbit in front of the obstacle for 1 more chance however this takes time or continue going and take the fault with the quicker time.

As with hopping....THE FASTEST TIME WITH THE LEAST AMOUT OF FAULTS IS THE WINNER!

Remember, the turtle has proven slow and steady and can win the race.



RABBIT HOPPING COMPETITION

RABBIT HOPING RULES

- 1. The course will be set and reviewed the day of the contest.
- 2. Rabbits must be pre-registered by August 1st with entry fee paid. The event will be held on Thursday in the tent the time is yet to be determined please see either Nadine Crum or Linda Berkibile for details.
- 3. Three runs will be given on the course with the best score used. In the event of a tie, the competitor with the fastest time wins. Two competitors with the same number of faults and the same time participate in a run-off.
- 4. 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.
- 5. 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. Two competitors with the same number of faults and the same time will be tied in the standings. If standings are at issue the competitors in question must participate in a run-off.
- 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.
- 7. The handler is responsible for cleaning up any debris left by their rabbit on the competition course during a competition and in the warm-up area. Violation can result in exclusion from competition until the situation is resolved.

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HOPPING Faults:

- Knocking down of a rail or entire jump by rabbit or handler is 1 fault regardless of the number of rails knocked down.
- Hopping around the jump, so that the lateral supports of a spread jump are passed.
- Knock down of an earlier jump or wrong jump by the handler or rabbit.
- Lifting a rabbit over a jump with all rails on.
- Three corrections give one fault.
- Starting before the judge indicates for a competitor to start. This is called a false start.
- 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.
- Refusal. The rabbit turns away from the jump or significantly hesitates before attempting the jump.
- Failure to pick the rabbit up at the end of the run.
- 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.
- The rabbit bites anyone at the event or any signs of vicious intent and the animal will be disqualified.

Multiple incidences will be reason to refuse the rabbit from future events.

Department 22 - Section 10 - AGILITY

PREMIUMS: 1st \$10.00 2nd \$700 3rd \$5.00

Class

- 1. 6 11 Years Of Age
- 2. 12 17 Years Of Age
- 3. 18 Years Of Age And Older
- 4. Best Overall

Department 22 - Section 11 - HOPPING

PREMIUMS: 1st \$10.00 2nd \$7.00 3rd \$5.00

Class

- 5. 6 11 Years Of Age
- 6. 12 17 Years Of Age
- 7 18 Years Of Age And Older
- 8. Best Overall

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Return Entry Form & Check for All Fees Payable To:

AMERICAN LEGION COUNTY FAIR

P O Box 147, 883 North Julian St. Ebensburg, PA 15931

- 1. Carefully read and understand the General Rules and Regulations.
- 2. Registrations submitted after August 1st will not be accepted.

Due in part by the state government cutbacks or circumstances that adversely affect the receipts of the fair. The American Legion County Fair Board reserves the right to prorate the funds available for Premiums. Payment on a prorated share, though less than the amount advertised shall constitute a full and complete discharge of any premium obligation.

I understand as an exhibitor I am solely responsible for any loss, injury, damage done or occasioned by or arising from any exhibit I have entered. I shall indemnify and hold harmless the American Legion County Fair against such loss, injury or damage.

The exhibitor is responsible for providing a Complete Name and mailing Address. Premium checks will be held at the fair office due to illegible / insufficient addresses. Returned checks will not be reissued.

Phone:

Address_				_City	State	Zip Code:
Depart.	Section	Class			ription	
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				e by the Code of Show Ring that all Judge Decisions Arc		
(Signature of Exhibitor)				—— DATE:		I would like to donate my premiums back to the fair.
(Signature of Parent/Guardian)				DATE:		□ No

One Exhibitor per form.