

**Rabbit Agility and Hopping Contest**

Contest Director – Nadine Crum

**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 that 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, flipflops 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. Leases 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.



**Competition:**

- The course will be set and reviewed the day of the contest.
- Rabbits must be pre-registered by August 1st with entry fee paid. The event will be held on last day of fair (Saturday) at 4:00 p.m.
- 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.
- 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.
- 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.
- 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.



**Faults:**

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

**PREMIUMS: 1<sup>st</sup> \$15.00 2<sup>nd</sup> Ribbon 3<sup>rd</sup> Ribbon**

**Department 22 - Section 5**

**Class**

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| <ol style="list-style-type: none"> <li>1. 8 – 12 Years Of Age</li> <li>2. 13 – 17 Years Of Age</li> </ol> | <ol style="list-style-type: none"> <li>3. 18 Years Of Age And Older</li> <li>4. Best Overall -</li> </ol> |
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