

## 2023 ARBA Convention Rabbit Hopping Exhibition

Complete rules can be found on the American Hopping Association for Rabbits and Cavies website:  
[www.AHARC.net](http://www.AHARC.net).

Rabbits must be at least 4 months old to participate in the straight line competition, and at least 1 year old to participate in high or long jump.

Each rabbit may only have 1 handler. The same rabbit may participate in straight line, high, and long jump provided they are with the same handler.

All rabbits must have a permanent tattoo in their left ear.

Rabbits will be cooped for the duration of the ARBA Convention. You may enter your rabbit in the breed classes as well as hopping if desired.

All breeds and mixed breeds of rabbits are eligible to compete in hopping.

A warm up area will be provided the day of the event. This area is only for animals entered in the competition. It is not to be used as a training area. Please limit your time to 10 minutes and be respectful if others are waiting. It is the handler's responsibility to clean any mess your rabbit makes on the mats. Please return the rails and jumps when you exit the area.

### Equipment

H Harnesses are required for all rabbits in hopping. The harness must have detachments from the neck strap and girth strap. The D ring must be in the back at the girth strap. No vests, collars, figure 8 harnesses, or harnesses with the D ring at the rabbits throat area are allowed to be used in competition.

Leashes must be a minimum of 4 feet with a snap hook. The leash is to be made from soft flat material no less than 3/8" wide. Retractable and elastic leashes are prohibited. Leashes may only be used to carefully retrieve and guide your rabbit. Leashes should hang loose whenever the rabbits jump.

Leashes are optional in high and long jump.

### Maximum Time

The maximum time to complete the course is 2 minutes. If you exceed the maximum time the judge will inform you, and your score will indicate a DNF (did not finish). The DNF does not affect the score for subsequent runs.

## Straight Line Courses Offered

	Number of Jumps	Minimum Height	Maximum Height	Spread Jumps	Maximum Length of Spread Jump	Distance Between Jumps	Maximum Faults Allowed
Easy	8	8"	12"	1	10"	6'	4
Intermediate	10	10"	14"	2	14"	6 ½'	5
Advanced	10	14"	18"	3	18"	7'	5

**The Easy Course will be run on carpet.**

**The Intermediate, Advanced, High, and Long Jumps will be run on foam mats.**

Please note that ½ of the jumps will be the maximum height in each course.

Exceeding the maximum number of faults will result in a DQ.

The rabbit that completes the course and has the fewest faults wins. In the event of a tie, the rabbit with the fastest time wins. If there are two rabbits with the same number of faults the faster rabbit wins. In the event that both faults and time are tied, the two competitors may be asked to have a run off to determine the winner.

Rabbits may be lifted over the start and stop jumps (these are not counted as part of the course) without penalty. The time will start when the rabbit's feet land on the mat after the start and stop jump.

### Faults Include:

- Knocking down of a rail or entire jump by a rabbit or handler. This is counted as 1 fault regardless of the number of rails knocked down.
- Hopping around the jump, the rabbit does not jump over the rails, but to the side of the jump.
- Knock down of an earlier jump that has already been completed by either the rabbit or the handler.
- Lifting the rabbit over a jump with all the rails on.
- Three corrections.
- Starting before the judge indicates for the competitor to start.
- Lifting the rabbit by the leash over the jump. The first time this occurs a fault and warning are given. The second time is a DQ from all classes.
- Failure to pick up the rabbit at the end of the run.
- The rabbit turns away from the jump and obviously refuses to jump.
- The rabbit bites the judge, handler, or others at the event.

### Corrections

- The handler moves their rabbit further back from the jump to get a better take off.

- The rabbit makes a rotation in front of the jump.
- The handler maneuvers their rabbit with hands or the lead in front of jump and pulls it up over the jump.
- The handler clearly stops their rabbit in front of a jump to avoid rails being knocked down.
- The handler takes their rabbit back after it has run past a jump or tried to leave the course.

#### DNF for Current Run

- Exceeding the maximum time.
- Rabbit jumps over a jump it has already cleared.
- The rabbit misses a jump in the course and jumps the next one.
- Rabbit has left the competition area by more than 5 feet.
- The handler drops the lead and the rabbit jumps over a jump.
- Exceeding the maximum number of faults.

#### DQ and Eliminated from the Class

- Negligent or abusive treatment of the rabbit.
- The handler does not come to the start.
- The second time the rabbit is lifted by the lead over a jump.
- The handler steps over a jump for the 2<sup>nd</sup> time.

#### DQ and Eliminated from all Classes

- Extreme negligent treatment of a rabbit (kick, slap, or throw)
- Bad sportsmanship
- The handler allows their rabbit to enter the course while another rabbit is competing.

#### Judging System for Straight Line Hopping

The best of 2 runs will be considered the official score.

Maximum time will be 2 minutes for all Straight Line Hopping Courses.

#### High and Long Jump

- Leash is optional for the High and Long Jumps. H harnesses are required.
- Starting height is 16" for High Jump, and starting length is 20" for Long Jump.
- Each competitor gets 3 trials at each height/ length.
- Maximum time for each trial is 2 minutes. Time starts when the judge indicates for you to go.
- If the handler knocks down a bar after the rabbit has landed all 4 feet on the mat the jump is calculated as complete.

#### A Trial is Considered Complete

- If a rabbit takes off and the handler catches it mid air, this is counted as 1 trial.

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- The handler may lift or move the rabbit within 40 inches of the jump, but if the rabbit is moved more than 40 inches away from the jump by the handler this is considered a completed trial even if the rabbit does not attempt the jump.
- If the rabbit runs past the jump, this is counted as 1 trial.

A competitor may choose to stand out a height/length. Skipping a height they know their rabbit can easily complete may conserve energy for the rabbit to compete at the higher level.

The rabbit that jumps the highest high jump or longest long jump is declared winner. In the event of a tie there may be a jump off to determine the winner.