



New Jersey 4-H Rabbit Hopping and Rabbit Agility Guidelines and Competition Rules

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Acknowledgments

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Overview of Rabbit Hopping and Agility

History

Rabbit hopping originated in Sweden in the early 1970's. It was patterned after miniature horse jumping. The first national rabbit hopping championship was held in 1987 in Sweden. The popularity of hopping has spread throughout Europe, and now there are rabbit hopping clubs in Norway, Sweden, Denmark, Finland, Germany, and the UK. Rabbit hopping came to the United States in 2001. In 2012, the American Hopping Association for Rabbits and Cavies was chartered by the American Rabbit Breeders Association. Other countries where rabbit hopping is becoming popular include Japan and Australia.

Rabbit agility was developed in Canada and includes many aspects of rabbit hopping, as well as other obstacles that are patterned after dog agility.

What is Rabbit Hopping?

Rabbit hopping is a performance sport where rabbits are directed to run through a course of jumps ranging from 4"-20" high. The jumps are similar to the jumps used for horse jumps, but on a much smaller level. All jumps are made with displaceable rails so that if a rabbit does not make it over the jump the rails will fall away. The goal is to go through the course with the least number of faults. There is also a long jump and a high jump which can be very challenging for a rabbit.

What is Rabbit Agility?

Rabbit agility includes the jumps used in rabbit hopping, as well as other obstacles similar to the ones used for dog agility. Many of the obstacles have contact zones, and rabbits can be taught how each obstacle works.

Selecting a Good Hopping or Agility Rabbit

There are 47 recognized breeds of rabbits. Not every rabbit is a good candidate for rabbit hopping or agility. A good hopping rabbit is energetic and willing to please. It is important to note that rabbit hopping and agility is a relationship between a rabbit and his or her handler.

- English Lops have very long ears and a long backbone. They are not a good candidate because their ears may knock over the jump and they are more prone to back injuries.
- Giant breeds such as Flemish Giant and French Lop have a lot more mass to get up and over the jump. Their temperament is generally not energetic enough to do well at hopping or agility.
- Himalayans have a long backbone and may be prone to injury. They are more suitable for rabbit agility, as the jumps are generally lower.
- Belgian Hares have fine bones on their front legs. They may be used for hopping and agility but shouldn't be hopped at extremely high heights.
- Angora breeds are likely to get their wool caught in the harness and may get dirty if hopped

on some surfaces. It is also difficult to fit the harness properly on an Angora because of the bulk of the wool.

The following breeds may be good selections for a hopping or agility rabbit. Keep in mind that the rabbit's temperament and the patience of the trainer are the determining factors in hopping or agility success.

- | | | |
|-----------------------|--------------------|-----------------|
| ✓ American Sable | ✓ Harlequin | ✓ Mini Satin |
| ✓ Britannia Petite | ✓ Havana | ✓ Satin |
| ✓ Checkered Giant | ✓ Holland Lop | ✓ Silver |
| ✓ Standard Chinchilla | ✓ Lilac | ✓ Silver Fox |
| ✓ Cinnamon | ✓ Mini Rex | ✓ Silver Marten |
| ✓ Dutch | ✓ Netherland Dwarf | ✓ Tan |
| ✓ Dwarf Hotot | ✓ Polish | ✓ Thrianta |
| ✓ English Spot | ✓ Rex | |
| ✓ Florida White | ✓ Rhineland | |

Training Your Rabbit for Hopping or Agility

A rabbit that is 4 to 6 months old is easiest to train, but most rabbits will learn at any age if worked with on a regular schedule. You should never hop an overweight rabbit because this might cause physical injury to the rabbit. Rabbits are easily startled. By exposing your rabbit to different noises, surfaces and surroundings you are teaching your rabbit to pay attention to the obstacles and not to the distractions. Your rabbit needs to learn to relax when you put him or her on the course.

Ground Work

The first step in training your rabbit for hopping or agility is ground work. Put the harness and leash on the rabbit and get your rabbit use to walking around in an open area out in front of you with the leash fully extended.

When the rabbit stops in front of you, bend over and touch the rabbit near the tail or tickle it in the rib area. The rabbit will eventually start to move forward when it sees you approaching it from behind. Wearing white shoes may help the rabbit to see your feet. This is what you want the rabbit to do. ***It is very important to never touch the rabbit with your feet.***

Rabbits do not naturally run in a straight line. To avoid predators, rabbits tend to run in a zig zag pattern. This is where ground work comes in. When the rabbit starts to run to the left you need to step on your left foot where the rabbit will see your feet or you may bend over and place your hand beside the rabbit. Because of natural instincts, the rabbit will move in the opposite direction.

Practice time should be limited to 15 or 20 minutes once a day for the first week. By the second week you can advance to 20 minute sessions twice a day.

Next, set up a series of wooden rails, PVC or boards painted white in front of you. They should be placed horizontally approximately 6" apart in a straight line. Walk your rabbit while in the harness and leash over the rails or boards. Walk directly behind your rabbit so you can help guide it by slightly touching it with your hands to keep it on course.

Pick up your rabbit at the end of the course and bring it back to start again. Repeat the process. Do not let the rabbit turn around and go back over the course during training. This teaches the rabbit to look at the objects in front of it and to stay focused on something set in front of its path. Practice this method daily for one week twice a day until it hops through the rails at a quick pace. This is an important process as part of the “ground work.”

Training Your Rabbit to Go Over Jumps

After you have been working on ground work and your rabbit understands that they need to move forward, it is time to begin working with a little added height.

Begin by setting up a short jump with the rail no more than 2” off of the surface. Once the rabbit is able to complete this, add 2 more elevated rails, each 2” off the surface so the rabbit will learn that they need to go through a series of jumps.

To teach your rabbit to go over the jump you may need to place one hand underneath the front legs of the rabbit and the other hand under the rabbit’s bottom. Lift the rabbit forward and over the jump bar gently letting it land on the other side. You will have to repeat this several times until the rabbit understands that it can hop over the bars on its own.

Talk to your rabbit in training using cue words such as “over”, “hup up”, or “jump” so they will understand you want them to jump each time.

Gradually add height to your jumps, not more than 2” per training session. Always start sessions off with a low jump to warm-up, and always end sessions on a positive note. If the rabbit is having trouble with the 6” height you are trying to get them to jump, before ending the session reduce the height to 4” and let them complete the jump successfully.

When the rabbit has learned how to hop up to 8 jumps at 2”, 4” and 6” intervals in a straight line, you can then set up a few higher jumps. Never exceed 2” at a time when you raise the bar to the next height.

Training sessions at least twice a week must be maintained for the rabbit to remember what they have learned. Always listen to the rabbit’s body language. If they lay down on the course it means they are tired and need to rest. Make the training different each time by placing the jumps in a different location to get the rabbit used to all types of surroundings.

Safety is the first step to having a fun hopping experience for you and your rabbit. Always train in a safe environment away from dogs, cats or other animals that may harm your rabbit. Unless you are in a totally fenced area, keep your rabbit on a leash at all times.

Equipment Needed

- Hopping and agility competitions should take place on a level, shock absorbent surface. Mats or carpeting are ideal, but dirt, sand or sawdust are also acceptable. If hopping or

agility is done on grass it must be free of pesticides. The type of hopping surface that will be used must be published in the show catalog.

- All jumps must have displaceable bars that fall free if hit by the rabbit from either direction.
- All jumps and obstacles must be painted with all-weather non-toxic water based paint. Jump bars should have stripes painted or taped on them to allow the rabbits to view the height and width of the obstacle. Colored vinyl or electrical tape is acceptable.
- The use of a fully fenced area is encouraged, but not required. If no fence is used, the hopping or agility arena must be in an escape free area, such as a building. The catalog must state what type of enclosure (fence or building) will be at the event and must state if the event will occur indoors or outdoors.
- The hosts of the event should have adequate cleaning and disinfecting supplies for soiled equipment.
- H style harnesses and leashes are required for all rabbit hopping or agility events. Leashes should be made of a similar webbing material as the harness and should be 4'-6' in length. Retractable, chain and rope leashes are not permitted. Leashes may be optional for rabbit agility events, provided the event takes place in a secure area.
- Leashes and harnesses not meeting safety standards for rabbits will not be allowed to be used on a rabbit in the competition or warm-up area.
- A warm-up area should be provided with a maximum of 2 jumps that are a maximum of 10" high. This area should be supervised.
- Equipment must be cleaned as needed between competitions and events.

Equipment Specifications for Hopping and Agility

- Design additions to the top of the jumps may not extend over 24" for overall jump post height. Additions should not be in the way of a handler or the leash as the leash passes over the jump post.
- Design additions to the outside edge of the jump posts may not extend more than 12" past the outer edge of the jump. All items should be fixed so as not to blow in the wind or distract or scare the rabbit.
- Design additions to the front or back of the jumps should not extend over 16" in depth.
- If decorations are used between the jump posts they should not be taller than 6" high.
- All equipment must be able to be cleaned and disinfected, or replaced in the event of sudden illness of a rabbit or defecations.

- There may not be splinters or other items that will cause injury to a rabbit on any equipment.

Obstacle Descriptions

The following obstacles are used for rabbit agility:

Open Tunnel: The open tunnel should be made of a lightweight, water resistant material, supported so that the rabbit will not get tangled up inside or have open holes or spaces that the rabbit can escape from. It should be open at both ends. The diameter of the tunnel should be no less than 18” and the length should be 18”-30”. There should be at least two tunnels that can be switched out and cleaned in the case of defecation by a rabbit. The tunnel should be secured so that it cannot roll or move out of place. The tunnel may be made so it is a semicircle that the rabbit travels under.

A-Frame: The A-frame should be made of at least ½” plywood and sturdy so that the A-frame can support giant breeds. Each side should be 2’ in length and at least 12” wide. The surface of the A-frame should be made of a non-slip material that will not damage or harm the rabbit in any way. The A-frame should have a secure adjustable chain or other apparatus that will allow it to be adjusted to a height at the center of up to 24”

Tire Jump: Tire jump frames should be wide enough and tall enough to encircle and hold up a “tire” that is 18” in diameter. The frame must be freestanding. The frame can be made of PVC pipe (1¼” is ideal) or wood. It is suggested that it be 36” tall and 36” wide. The “tire” should be made of a lightweight material such as a bicycle tire, 2” or 4” drainpipe, a vacuum hose, or a hula hoop. The “tire” may be painted if desired. The height should be able to be adjusted. The bottom of the tire should not be more than 6” off the ground.

Bridge: The bridge should be made of 1” x 12” planks. The bridge shall consist of three sections: two ramps and a crosswalk. Each ramp should be 1’-2’ in length with the crosswalk in the center that is 4’ long. Each section should be able to be connected to one another and can be hinged together to make travel easier. The surface of the bridge should be made of a non-slip material that will not damage or harm the rabbit in any way. The supports of the bridge must be sturdy and secure. The height of the bridge should be 12’-18”. If the bridge is adjustable, it must not be able to slip, lowering the bridge while the rabbit is crossing it.

Pause Box or Table: The top of the pause box or table should be 24” wide X 24” long and made of at least ½” plywood with supports 6” high and securely attached to the top. The surface of the pause box should be made of a non-slip material that will not damage or harm the rabbit in any way. A couple of options on the pause box or pause table would be to use a square of PVC or a cavy show board.

Teeter Totter: The teeter totter should be made of a 1” x 12” wooden plank, 4’-6’ long. The surface of the teeter should be of a non-slip material that will not damage or harm the rabbit in any way. The fulcrum should be a piece of 4” PVC pipe and secured so that it will not slip out while a rabbit is crossing it. The plank should be attached to the pipe so that it will tilt in the opposite direction easily as the rabbit crosses it.

Closed Tunnel: The closed tunnel may be made of any hard plastic barrel or waterproof cleanable and supported material. It should be no less than 18” in diameter and be 18”-24” long. There must be a tarp attached to one end of the tunnel that can be removed for cleaning or replacement. The tarp must be made of waterproof, cleanable material 2’-3’ long. It is to be made in such a way that the rabbit can’t get tangled in it. The tarp should wrap $\frac{3}{4}$ around the pipe. The rabbit should not walk on the tarp.

Weave Poles: The weave poles may be made of PVC pipe, no more than $\frac{3}{4}$ ” thick and set into a flat base or PVC base of the same thickness with legs for support. There should be 8 poles and the space between the poles should be 8”-10” apart. The poles should be at least 24” high. The poles must be made so they will fall over if hit lightly.

The vertical jump and the jumps with lengths obstacles can be used in hopping as well as agility.

Vertical Jump: Vertical jumps can be made of any type of material. The rails should be made of PVC pipe, dowels or wood slats and must be 24”-36” wide. The rails may be painted or taped with colored tape so the rabbit may see them better and for decoration purposes. All rails must be able to be displaced from either side if a rabbit doesn’t make it over the jump. The rails must be placed on 2” intervals. The top of the first rail should be 2” off the ground, and then the top of the next rail should be 2” above the top of the first, and so on. The height of the vertical jump may vary from 10”-24”.

Jumps with Length: (sometimes called spread jumps) Jumps with length can be made of any type of material. The rails are the same as for Vertical Jumps and are placed at the same intervals. Jumps with length can be one long jump or several vertical jumps placed together so that the distance is at least 4” wide. The maximum length for jumps with length is listed in the class section for hopping and agility.

The long and high jumps are separate classes for rabbit hopping. Either a long jump or a high jump is the only jump on the hopping course at one time. (*See Rabbit Hopping Games section for more information*).

Long Jump: All rails must be able to be displaced from either side if a rabbit doesn’t make it over the jump. Rails may be made out of the same material as the rails for the vertical jumps, but need to be 36” wide. The bases for the side rails must be stable, and the sides of the jump may be made in sections that connect together for ease in transport. The first rail is to be 4” from the ground. Rails are placed at 4” intervals for the first 3’, and then 2” intervals thereafter. It is suggested to make the long jump 6’ in length. The last rail (at the 6’ length) is to be 6” from the ground.

High Jump: The high jump is made just as the vertical jumps with the same interval in the rails, except it is made taller. The height may be up to 40” tall. The base for the high jump needs to be larger than the vertical to jump in order to make it stable. All rails must be able to be displaced from either side if a rabbit doesn’t make it over the jump. Rails may be made out of the same material as the rails for the vertical jumps, but need to be 36” wide. A mark may be placed on the jump at the 12” starting point.

Obstacle Performance Requirements

A-Frame: The rabbit must stay on the surface of the A-Frame, ascending the ramp, crossing the apex, and descending the ramp in the direction indicated by the judge.

Open Tunnel: The rabbit must enter the opening designated by the judge and exit the opposite opening.

Vertical Jumps: The rabbit must jump the vertical in the direction indicated by the judge, passing between the two uprights and over the rails without lowering the height of the jump.

Jump with Length: The rabbit must jump the spread jump in the direction indicated by the judge, passing between the two uprights and over the rails without reducing the height or width of the jump.

Tire Jump: The rabbit must jump through the tire in the direction indicated by the judge. There will be no penalty if the rabbit touches the tire.

Bridge: The rabbit must stay on the surface of the bridge, ascending the ramp in the direction indicated by the judge, crossing the cross plank, and descending the other ramp.

Teeter Totter: The rabbit must stay on the surface of the teeter's plank while ascending, cross the plank's pivot point, causing the teeter to tilt to the ground on the other end before descending the remainder of the plank. The plank must touch the ground prior to the rabbit leaving the plank.

Pause Box or Table: The rabbit must stay on the pause box for a count of 5.

Closed Tunnel: The rabbit must enter the opening and exit the draped end of the tunnel.

Weave Poles: The rabbit must enter the weave poles by passing between poles number 1 and number 2 from right to left. They must then pass from left to right through poles number 2 and number 3 and continue this weaving sequence until they pass between the last two poles. If the sequence is broken, the rabbit must restart the correct sequence, either at or anywhere before the location of the error.

General Rules for Competition

Note: 4-H Cloverbud members (grades K-3) may only participate in an exhibition class and will not be scored. All 4-H members (grades K-3) who participate in the 4-H Cloverbud Exhibition Class must receive the same participation ribbon or recognition award.

1. Animal handlers are responsible for ensuring that they and their family members do not behave in a disruptive manner. Violations will result in warnings, followed by disqualification.
2. Animal entered may be any breed of domestic rabbit, no pedigree is required.

3. Animals must be at least 4 months of age to compete. Animals younger than 4 months are not permitted in harnesses or on leashes in the showroom.
4. Rabbits must be healthy and free of any disease or parasite. Any animals found to be in poor health must be removed from the showroom immediately. Health checks should be done prior to any rabbits entering the competition area. This check should include a check for mites, lice, diarrhea, discharge, any open wound, or dirty bottoms, feet, or fur. Nails should be trimmed. If a rabbit has any of these health issues it shall not be allowed in the competition area.
5. Pregnant does are not permitted to compete. In addition, any doe that has had a litter in the past 8 weeks is not permitted to compete.
6. Animal handlers will be responsible for cleaning up any debris their animal leaves on the competition course during the competition and in the warm-up area.
7. Careless handling of rabbits will result in a warning. Serious negligent handling will result in a disqualification. No refunds need to be given for disqualifications.
8. Rabbits shall proceed through the course and over the jumps voluntarily. Animal handlers are prohibited from forcing or carrying animals through the course, but may lift them over jumps or obstacles, if necessary. Assistance and encouragement may not involve yelling loudly or any other method that would subject a rabbit to excessive stress. **Touching your rabbit with your feet is not permitted.**
9. Handlers and rabbits are considered a team. A rabbit can only have one handler at a competition. Persons with disabilities may appoint an animal handler for a competition.
10. Handlers will not use the leash to hit a rabbit to get it moving or as a means of discipline. Rabbits may not be lifted with the leash.
11. If, in the opinion of the judge, the rabbit becomes lame or the course is too difficult for the rabbit, the rabbit will be disqualified for its safety.
12. Animal handlers must always use good sportsmanship. Violations will result in warnings and disqualification. It is up to the judge's discretion as to what constitutes poor sportsmanship. The judge's decision is final.
13. Rabbits must be brought to the competition in a solid bottom carrier unless it is a cooped show.
14. Only one rabbit is permitted on the course at any time.
15. In large competitions, with more than 20 competitors, giant breeds may be put into a separate division.
16. A familiarization period may be allowed prior to the start of competition. Each rabbit may investigate each obstacle for a brief time. Three attempts may be made at any obstacle. The

order of obstacles in this time period shall not be the order used in the competition. This familiarization period shall be supervised by the ring crew.

17. Judges will inspect all equipment prior to the beginning of the show and may modify the requirements to the extent needed to eliminate any unsafe equipment.
18. Animal handlers are not permitted to step over jumps. They must go around the jump. Repeated violations will result in disqualification.
19. Beginning and ending jumps must always be present and are not taken into account on scoring (no faults will be given for displacing rails on these jumps).
20. Any course which is not a straight line course shall have the obstacles numbered.
21. The final obstacle must be cleared in the right direction for the clock to stop. Once the rabbit has touched all four feet on the ground after clearing the final obstacle the clock is stopped and the course is considered complete.
22. No treats (for you or your rabbit) will be allowed on the hopping course or in the warm-up area.
23. Leashes, when used, must be held at all times except when going through a tunnel or tire jump. After each tunnel or tire jump, the leash must be picked up before the next obstacle.
24. Rabbits may not be left unattended outside of their carrier or coop. Rabbits may not be tied up with their leash.
25. Show catalogs must list the following:
 - ✓ where the event is being held, if the event is in a fenced in area, building or other enclosure
 - ✓ what type of hopping surface will be used (carpet, mats, sawdust etc.)
 - ✓ what courses are being offered
 - ✓ if the event is an agility event, the obstacles used must be listed

Staff Required for Hopping or Agility Events

- Show Secretary- accept entries for all competitors. In charge of all paperwork and the distribution of awards. Manages registration table.
- Ring Crew – set up and tear down of equipment and reset poles as needed.
- Warm-up Area Supervisor – monitors activity in the warm-up area.
- Judge – judge the event. Keeps track of faults and times.
- Time keeper – keeps time in addition to the judge.
- Scribe (optional) – assists the judge by recording scores.

Rabbit Hopping Classes

A start and finish jump (with name applied to each) no higher than 6" should be placed at the beginning and end of each course.

Easy Class

- 10 jumps to include a start and finish jump.
- Example: Start Jump -- 6" 8" 10" 8" 10" 8" 10" 6" -- Finish Jump
- Maximum Height -- 10" Minimum Height -- 6"
- At least half of the jumps must be 8-10" in height.
- 6 faults allowed.
- At least 1 jump must include length (maximum of 10" length).
- Minimum distance between jumps: 4'
- The rabbit must have 2 clear runs in order to advance to Medium Class.

Medium Class

- 10 to 14 jumps to include the start and finish jump.
- Maximum Height -- 14" Minimum Height -- 8"
- At least half of the jumps must be 8-14" in height.
- Not less than two jumps must include length (maximum of 16" length).
- Minimum distance between jumps: 5'
- 6 faults allowed
- A rabbit must have 2 clear runs in this class in order to advance to Difficult Class.

Difficult Class

- 10 to 14 jumps to include the start and finish jump.
- Maximum Height -- 16" Minimum Height -- 12"
- At least half of the jumps must be 14-16" in height.
- Not less than three jumps must include length (maximum of 22" length).
- Minimum distance between jumps: 6'
- 6 faults allowed.
- A rabbit must have 2 clear runs in this class in order to move to the Elite Class.

Elite Class

- 10 to 12 jumps to include the start and finish jump.
- Maximum Height -- 20" Minimum Height -- 14"
- 6 faults allowed.
- At least half of the jumps must be 18-20" in height.

- Not less than four jumps must include length (maximum of 28" length).
- Minimum distance between jumps: 7'

Rabbit Agility Classes

In rabbit agility classes, a H harness and leash are optional. If a harness and leash are used, the leash must be picked up as soon as the tunnel is completed.

Any courses which are not a straight line must have obstacles clearly numbered.

Novice Course Class

- This class is for all first and second time agility competition rabbits.
- Obstacles may be placed in a straight line or a simple U shaped course. Obstacles are to be 4' apart.
- There will be 6 to 12 obstacles. The following obstacles may be used:
 - Open Tunnel
 - A-Frame
 - Spread Jumps
 - Vertical Jumps
 - Teeter Totter
 - Bridge
- **Novice A** Maximum 4" jumps, 2 rails wide for spread jumps
- **Novice B** Maximum 8" jumps, 2 rails wide for spread jumps

Open Tunnel



Medium Course Class

- This class is for rabbits that have completed the Novice Course.
- Obstacles may be placed in a straight line or a simple M or U shaped course. Obstacles are to be 4' apart.
- There will be 8 to 14 obstacles. All the obstacles listed for Novice may be used as well as the pause box or table.
- Maximum of 12" high, 3 rails wide for spread jumps.

Advanced Course Class

- This class is for rabbits that have completed the Intermediate Course.
- Rabbits will be shown in a flat harness. Leashes are optional. There will be no penalty for the use or lack of a leash.
- Obstacles may be placed in a straight line or variations of a figure 8. Obstacles are to be at least 4' apart.
- There will be 10 to 14 obstacles. All the obstacles listed for Medium Course may be used as well as the tire jump and closed tunnel.

- Maximum of 16” high, 4 rails wide for spread jumps.

Elite Course Class

- This class is for rabbits who have completed the Advanced Course.
- Rabbits will be shown in a flat harness without a leash.
- Obstacles may be placed in a straight line or a slightly more difficult figure 8. There will be at least two changes of direction. Obstacles are to be at least 4’ apart. There will be 12 to 16 obstacles. All the obstacles listed for the Advanced Course may be used as well as weave poles.
- Maximum of 20” high for jumps. No more than 5 rails wide for spread jumps.

Other Rabbit Hopping Games

High Jump: The high jump is the only jump on the course. The lowest initial height for a high jump is 12”. The start location for the handler and the rabbit is to be 9’ from the jump and the handler and rabbit must remain at this point until the judge indicates that they are ready. Competitors may choose which direction they attempt the high jump. Leashes are not required for this course. The rabbit is allowed 3 attempts, immediately following one another, at each height. After successful completion of a height, another jump rail is added. All bars are counted in scoring upset faults. If a handler upsets an obstacle after the rabbit’s clears it and lands with all four feet on the ground, the jump is counted as successful. The winner is the rabbit that is able to successfully complete the jump at the highest setting.

Long Jump: The long jump is the only jump on the course. Leashes are not required for this course. The shortest initial length is 24”. The long jump is very similar to the high jump, with 3 attempts allowed at each length. The rabbit that is able to jump the longest distance is declared the winner.

Duel Hopping: 2 rabbits and 2 handlers will complete side by side courses at the same time. The scoring shall be the total score of the two animals combined. 8 obstacles, not to include a start and finish jump. The minimum jump height is 4” and the maximum jump height 10”.

Scoring for duel hopping is to be the combined faults of both rabbits. In the case of a tie the faster duel wins. Time is started when the first rabbit crosses over the start jump and ended when the last rabbit touches all four feet on the ground after the finish jump.

Team Relay: a team of 3 rabbits and 3 handlers will complete a course one after the other. The first rabbit must touch all four feet on the ground after clearing the final jump before the next one starts. The scoring shall be the combined score of all three animals, and the winning team shall be the one with the fewest faults. In the case of a tie, the team with the faster time wins. The minimum jump height is 4” and the maximum jump height is 10”.

Scoring for Rabbit Hopping and Agility Classes

The Danish Rabbit Hopping and Agility Scorecard shall be used. (*See attached*). If two rabbits have the same number of faults, the rabbit with the faster time is placed higher. The total time of all three runs is taken into account in the score. In the event of a tie, there shall be one run at a course. This run will determine the winner.

Faults will constitute any of the following:

1. **Upsetting an obstacle**, or any part of an obstacle. One fault shall be issued for the upset, regardless of how many rails were upset.
2. **Lifting** over undisturbed obstacle. A rabbit may be lifted over or around an obstacle, but one fault per obstacle will be issued.
3. **Missed contact zones** (if there are contact zones on equipment).
4. **False starts**: a false start is issued when the rabbit starts the course before the judge has indicated to the animal handler that they are ready to go. One fault will be issued and repeated false starts will result in disqualification.
5. **Out of bounds**: if a rabbit goes more than 5' off the course it shall be considered an out of bounds fault. One fault shall be given for each out of bounds instance in a course.
6. **Leaving the pause table or box**: if the rabbit leaves before the five second count is up (in agility).
7. **Exceeding time**: there shall be a recommended time limit for each course (usually 3 minutes). Exceeding this time limit may result in disqualification in the interest of safety for the rabbit.
8. **Outside assistance**: any help from parents, 4-H leaders, or other youth or adults, such as telling the handler which obstacle is next, cues to the rabbits, etc.

NJ 4-H RABBIT HOPPING AND AGILITY COMPETITION SCORECARD

Exhibitor Name _____ Course _____

Rabbit _____ Breed _____

	Run 1 Time _____ Run 2 Time _____ Run 3 Time _____ Total Time _____	Points Awarded	Comments
10 Possible Points	PARTICIPANTS A. Show good sportsmanship(2 pts) B. Appropriate harness and attire(2 pts) C. Within time limits (2 pts) D. On time for competition (2 pts) E. Handle animal humanely (2 pts) <p style="text-align: center;">SECTION SCORE</p>		
90 Possible Points	FAULTS A. Number of obstacles completed *(5 pts per obstacle) B. Deduct 5 points for each general fault (missed start, out of bounds, outside help, exceeding time, or leaving the pause box before time is up) <p style="text-align: center;">SECTION SCORE</p>		
100 Possible Points	TOTAL SCORE (do not score Cloverbuds, indicate comments only)		

90-100 = Excellent

80-89 = Very Good

79 & below = Good

Judge Name _____

Date of Event _____ Place of Event _____

The 4-H Pledge

I PLEDGE . . .

. . . my HEAD to clearer thinking,
. . . my HEART to greater loyalty,
. . . my HANDS to larger service,
. . . and my HEALTH to better living,
for my club, my community, my country, and my world.

4-H Motto

“To Make the Best, Better”

4-H Slogan

“Learning by Doing”

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