

**Danmarks Kaninavlerforening**



**Competition Rules  
for  
Rabbit Hopping  
in Denmark**

# Competition Rules and Regulations for Rabbit Hopping

These rules and regulations are here to protect the rabbits, for fair competitions and to maintain good sportsmanship between the competitors.

Any violations must be reported to the Danish Rabbit Breeding Association in written form no later than 2 weeks after. The decisions of the Danish Rabbit Breeding Association are final.

These rules replace earlier rules and are valid from October 1<sup>st</sup> 2013 with additions from December 1<sup>st</sup> 2014 and July 1<sup>st</sup> 2015.

*This translation is provided solely as a courtesy to the international rabbit hopping community. The Danish text remains the only official version, and shall prevail in the event of any conflict between the two texts. Suggestions for improvements of the translation are sent to Rasmus Bjerner.*

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# Chapter 1

## BEHAVIOUR AND HANDLING OF THE RABBIT

### The competitor

- § 1** The competitor must show sportsmanship and good behaviour to all organizers, judges and competitors. Judges decision is final, if in accordance with the rules and regulations.
- § 2** It is the competitor's duty to keep it clean and tidy around the rabbit cages, as well as other areas where the competitor is staying. Violation will result in exclusion from the competition until issues are resolved.
- § 3** The handler must be a member of the Danish Rabbit Breeding Association at all official activities. Only rabbits registered with a registration number in the Hopregister and with all the compulsory data filled in can participate in official activities. The handler's membership number and the rabbit's registration number must be contained in the registration for all official competitions. The registration number must appear on the start and results list.

- § 4** Judges and organizers can make decisions about exclusion from a competition, as well as the whole event, if the competitor is guilty of negligent treatment of a rabbit. Serious or repeating cases are given over to the Danish Rabbit Breeding Association for further handling.
- § 5** The rabbit and its handler are considered a team, and the rabbit should not be given to another handler in competitions counting to a common result, e.g. in cups and championships. But it is allowed to let another handler hop with the rabbit, if the owner is not able to participate (e.g. if it is necessary for the execution of the event, the handler needs to judge or has become ill).
- § 6** Competitors are disqualified after warning if assistants or audience helps the participant during a course run, for example, by indicating opponent's position in duel hopping, telling a handler which way to go on a crooked course or the like. If the help is coming from another participant, he/she will get disqualified after warning, too. The handler is allowed to have a helper to catch the rabbit if it hops without lead in high or long jump.
- § 7** In special cases, e.g. small children or disabled persons, where assistance / guidance is required for participation for the sake of the rabbit, the judges may allow a person for assistance.

- § 8 Competitors are not allowed to enter the course before the start. The competitor is allowed to enter a crooked course without bringing the rabbit along, when the judge opens the course for viewing. Violation causes disqualification from the competition in question.
- § 9 Competitors who, without valid reason or notice, have not met for the start of the course within 30 seconds after being called will be excluded from the competition. If the competitor is participating with more rabbits in the same competition, this **must** be taken into account. This is also the case if two competitions are running at the same time.

## **Handling and Treatment of the Rabbit**

- § 10 All breeds and cross breeds are eligible to compete.
- § 11 Rabbits from 4 months can take part in mini classes. Rabbits must be at least 6 months old for competing in competitions for easy class, and competitions and class tests for medium and difficult class. To compete at elite level, class tests for elite, high and long jump and diploma tests, rabbits must be at least 9 months old.

- § 12 Only healthy rabbits are allowed to compete at competitions, class tests, diploma tests, displays, and training days. In case of doubt, the judge or the organisers will decide a possible exclusion. A veterinary check is done upon arrival to the event. Pregnant and lactating does, who are more than 14 days into the pregnancy, are not allowed to compete.
- § 13 The rabbits must wear a harness on the course. Exceptions are made for high and long jump competitions, where they can jump without a harness.
- § 14 Only harnesses are allowed. **Collars are forbidden.** Slipped harnesses or completely lost harnesses, or harnesses that change position and seriously interfere with the rabbit must be adjusted during a timed run without stopping the time, before the rabbit can start again from the place, where it happened.
- § 15 The lead must be fastened at the end of the back piece. The lead must not restrict the rabbit in hopping over the jumps. The lead must stay loose when the rabbit jumps over the jumps no matter how long it is. The hand of the handler may only be over the rabbit when the lead is slack as the jump is passed. Retractable leads or elastic leads are not allowed. The lead must not be held so that it is shorter than 50 cm (20 in) between hand and rabbit while passing the jump.

- § 16** The rabbit must hop through the course and over the jumps of its own free will. It may be steered in the right direction by the handler's hand. Use of the foot is prohibited. The rabbit should not be pulled or lifted by the lead, neither between nor over a jump. The lead must not be used as a whip. The rabbit must not be stressed through the course with stomping or loud noises. The rabbit must not be forced through the course by the handler, handling it too eagerly.
- § 17** Irresponsible handling of the rabbit is not allowed. Do not lift the rabbit by the back skin or scruff of the neck. Do not handle the rabbit in any other way that will cause harm to the rabbit. This is in force both in and out of the competition.
- § 18** If the rabbit is not in a cage in the competition area, it must be supervised at all times. The rabbit must not be left tied to any object.

# Chapter 2

## JUDGING

- § 19** Judging system and maximum time **must** be announced before the start of the competition.
- § 20** Recommended maximum time is 2 minutes. There can be given up to 4 minutes, if the course is considered difficult. The shortest allowed maximum time is **1:30 minutes**. Going over the maximum time results in time faults (see § 28F).
- § 21** If competitors have equal faults, then the winner is awarded by the shorter time. If faults and time are draw, then an additional run is made by both competitors. **For an additional run, all involved competitors should be informed. If a competitor does not want to do a new run, he/she will be ranked lower on the result list.**
- § 22** The rabbit may be lifted over or out of a knocked down jump without being given an extra fault. The rabbit is placed where it naturally would have landed. If rails are lying in the landing area, they can be removed for the sake of the rabbit.
- § 22A** **If the handler do not want the rabbit to do a jump, it can be lifted over or along the jump. The rabbit is not allowed to touch the jump before it is placed on the other site of the jump. This gives 1 fault (if the jump is not already knocked down).**
- § 23** Knock downs of frames or side posts at the jump are also counted as a fault. If the rabbit goes through or hops over a side post, one fault is given. Further knock downs at the same jump do not give more faults.

- § 24** If the rabbit or handler accidentally knocks down a wrong / earlier jump it is a fault. But if the rabbit hops entirely over a wrong / earlier jump, it is disqualified.
- § 25** The water jump is judged in the following way:
- 1) No parts of the rabbit, lead or handler are allowed to touch the water. Excepted are the rabbit's whiskers.
  - 2) Frames and side posts must not be knocked down.
  - 3) The rabbit may take off from the border.
- Violation of points 1-2 give a fault.
- § 26** If several jumps or large parts of the course blows down, the time must be stopped. After restoring the course, the participant must continue the run from the place where the time was stopped, and the result thereof applies, no matter how far across the rabbit reached before the time was stopped.
- § 27** Obstacles that were restored wrongly, blown down or torn down by the previous team are jumped again after the run is over. You can choose to start from the jump just before, but this will not count fault if knocked down. Corrections taken at jumps jumped again are counted in the total count of corrections and might therefore give extra correction faults. The time is not taken at these jumps. If the rabbit passed a jump where the rails was not positioned correct, but where it did not affect the height, length and difficulty of the jump (e.g. lower rails on a straight vertical jump), it is a judge assessment if the rabbit should jump the obstacle again.

<b>§ 28</b>	<b>The following gives 1 fault:</b>
A	Knock down by rabbit or handler.
B	Hopping outside the jump, so that side pieces are passed. See § 23 + 24.
C	Lifting a rabbit over a jump with all rails on. <b>See § 22A.</b>
D	3 corrections give one fault. See § 160.
E	A false start.
F	One fault is given for every 15 seconds exceeding the maximum time.
G	The rabbit is lifted by the lead over a jump. First time a warning is issued. Second time results in disqualification.
H	Breach of the water jump rules. See § 25.
I	The rabbit kicks a rail into an earlier completed jump, so that one or more rails are knocked down.

<b>§ 29</b>	<b>For the following a warning is given before a disqualification of the team in the class where it happened (warnings should be noted on the starting list):</b>
A	Improper handling of the rabbit.
B	Holding the lead incorrectly which hinders the rabbit while hopping.
C	The rabbit is lifted by the lead. If the rabbit is lifted by the lead while going over a jump this also gives 1 fault.
D	The handler walks over the jump.
E	The handler receives help from a spectator during a run or helps another participant during their run.
F	After lifting a rabbit over a jump and placing it somewhere else other than where it would have landed naturally. See § 22.

<b>§ 30</b>	<b>For the following a disqualification is given to the team in the class where it happened:</b>
A	Going beyond the maximum time by one minute.
B	Rabbit shows full reluctance to jump i.e. crawled / gone through more than <b>4-5</b> jumps instead of over. Or if the rabbit bites or shows aggressive behaviour.
<b>C</b>	Wrong direction in the course by jumping a wrong jump or jumping a jump from the wrong side. See § 24.
D	Second false start in the same run.
E	The rabbit has left the competition area.
F	The handler loses the lead and rabbit hops a jump.
G	Negligent treatment of the rabbit.
H	The handler does not come to the start at time. See § 9.
I	The handler or the rabbit enters the course before start without permission.
J	Second time a rabbit is lifted in the lead over a jump in the same competition.

<b>§ 31</b>	<b>For the following a warning is given to the handler before disqualification from whole event:</b>
A	Bad sportsmanship. E.g. provocative behavior towards the judge, event organizer and / or participants or by absence from assigned duties.
B	The handler has a loose rabbit at the course, while another is hopping on that course.

<b>§ 32</b>	<b>For the following a disqualification is given to the handler for the whole event:</b>
A	Repeated bad sportsmanship.
B	The handler repeatedly has a loose rabbit at the course while others are hopping.
C	Extreme negligent treatment of a rabbit (kick, slap or throw).

<b>§ 33</b>	<b>Judging systems:</b>
A	One run through. Faults and time are calculated.
B	One run through + final. Rabbits with fewest equal number of faults after one run through, go on to the final (the best rabbit and rabbits with the same number of faults).
C	One run through + final. A limited number – after, in advance announced criterion – go on to final.
D	Two runs through.
E	Two runs through + final. (Like C – just with 2 runs to all).
F	At least three runs through.

**§ 34** For § 33 B-F the competition has to be held in one of 3 ways:

- 1) Faults are added and times are added
- 2) Faults are added, but only the time from the last run through the course is used.
- 3) The final is held as a pure final, meaning that only the final result counts. (The runs before the final is not counted in the result for the finalists).

Judging system are then called e.g. B3, which would be 1 run through and "pure final".

**§ 35** Complaints against the judge's decisions must be addressed to the judge as soon as the run is completed or before the class is completed.

# Chapter 3

## CLASS DIVISIONS

### Straight and Crooked Courses

#### § 36

	Mini	Easy	Medium	Difficult	Elite
Min. no. of jumps	8	8	10	10	12
Max. no. of jumps	8	12	14	14	16
Max. height (cm)	20	28	35	45	50
Min. height (cm)	10	20	28	35	37
Min. the half of the jumps with a height over (cm)	10	23	30	38	44
Max. length (cm)	20	30	45	60	70
Min. number of jumps with length	1	1	2	3	4
Min. space between the jumps (cm)	180	180	200	220	250
Water jump mandatory			+	+	+

In addition, all classes can be dispensed by +1 cm, if you have bought jumps that do not comply with the heights.

- § 37** At straight course, the course can be bent if necessary with one or two turning jumps which cannot give a fault if knocked down. In Elite the number of jumps can be reduced to 10, but there still has to be min. 4 jumps with length and min. 6 jumps with a height of 44-50 cm. This can NOT be enforced at Championships.
- § 38** In Elite crooked course the number of jumps can be reduced to 10 if required with the same proviso as § 37.
- § 39** Water jump can be exempt from the rules of minimum height, if it measures the maximum length or 17 cm under the maximum length. The water jump must be at minimum 10 cm height. In addition, 2 long jumps can be exempt from the minimum height if they measure the maximum length or up to 5cm less.

## **High and Long Jump**

- § 40** The starting length and height is 40 cm. Deviations from this must be announced at the website of the committee with the starting length or height mentioned. High and long jumps can be split up into elite high and long jump and non-elite high and long jump. There still needs to be 10 rabbits taking part to award certificates for elite high and long jump and certificates are not awarded in non-elite high and long jump.
- § 41** Heats can be included to an agreed height/length before starting. The rabbits still in the competition then competes one at a time at the jump they started on.  
For example for time reasons, high and long jump competitions can be run with more courses, if the jumps can be put on the same heights/lengths. The rabbit is not allowed to change jump during the competition.

- § 42** In long jump the lengths are added 20 cm at a time. From 140 cm the lengths are added at 10 cm at a time. From 200 cm the lengths are added at 5 cm a time.
- § 43** In high jump the maximum of 10 cm is added at a time.
- § 44** The rabbit gets 3 consecutive trials at each length / height. If successful it goes on to the next length or height or otherwise goes out of the competition.
- § 45** The maximum time is 2 minutes for all 3 trials together. The judge says when to start at all 3 trials. When the height /length reach 70/170 cm respectively the maximum time is increased to 3 minutes. At Danish, Nordic or World Record attempts there is no maximum time within a reasonable time frame. 5 trials are given at such record attempts. The time is started at the signal from the judge and is stopped when landing. Timing is restarted at second and third trial.
- § 46** All the bars count if knocked down. However if the handler knocks down a bar after the rabbit has landed on all 4 legs, the attempt counts as successful. Retractable leads are not allowed.
- § 47** If the rabbit takes off and the handler catches the rabbit in mid-air this is counted as 1 trial. If the handler takes the rabbit further back than 1 meter from the jump, after it has started its run and the rabbit was closer than 1 meter from the jump, this is counted as a trial. If the rabbit runs or jumps passing the jump, this is counts as a trial. Within the 1 meter limit the handler may lift / move the rabbit. If the rabbit puts its paws on the obstacle, or takes off from the obstacle it is also considered a trial.

**§ 48** It is possible to start at a later height / length, just as it is possible to leave out a height / length in the middle of the competition. This is mentioned to the judge and to the secretary before the next height / length starts for all rabbits.

**§ 49** If more than one rabbit goes out at the same height / length, then the rabbit which has the fewest knock downs at the previous done height / length wins. If necessary, previous heights / lengths have to be compared. If they still are placed the same, then the rabbit that has left out the most heights / lengths wins. If this is still unresolved then those tying rabbits do a jump off starting 2 levels lower before they went out if they are going to get prizes.

Example:

X = Knock down      O = Done      – = Stand over

50 cm	55 cm	60 cm	65 cm	Plac.
XO	O	O	XXX	2
XXO	–	O	XXX	1
XXO	O	O	XXX	3
O	O	–	XXX	4

**§ 50** The winning rabbit, which is ready for next height / length, has the right to continue at optional height / length to set up a record or improved result.

# OTHER RABBIT GAMES / COMPETITIONS

## Point hopping

- § 51** Point hopping is done on a course with 10 jumps placed in a circle with a diameter of 8 meters or with 12 jumps and a diameter on 9.5 meters. The time is 30 seconds. The time is started by signal from the judge. Each done jump gives 1 point. The rabbit with most points within the time is the winner. The rabbit is not allowed jumping past any jump. At false start 1 minus point are given per jump jumped before the start signal of the judge.
- § 52** The number of knocked down jumps has to be counted too, to be able to place two rabbits with the same number of points. In this case the winner is the rabbit with fewest number of knocked down jumps. If any rabbits are still equal they have to jump again on half the time. This applies only for rabbits within the prize range.
- § 53** The max. height of the jumps is 35 cm.

## Duel hopping

- § 54** Duel hopping is done on two equal parallel courses. Each course consists of at least 8 jumps. The winner of each duel proceeds to the next round. Faults are counted before time. This is repeated. If odd number of participants occurs, a lottery is drawn among those who have been discontinued in the previous round, so that the number of rabbits ends up with 4 at the end. When there are 4 rabbits left, they compete for the two to be in the final, and then run on 1st and 2nd place. The two, who were not in the final, will compete for the 3rd place. At the false start, both participants must start again and the participant who had the false start will have 1 fault from the beginning of the rerun.
- § 55** The run is started with signal of the judge.
- § 56** The max. height of the jumps is 35 cm.
- § 57** At team duel or the like the disqualification are for the whole team in case of a participant violates § 17 by irresponsible handling of the rabbit. The rabbit should be put in its box or to a helper before running back.

## Figure hopping

- § 58** Figure hopping are done on a course with a least 10 jumps. The course is set up as an optional figure, e.g. a loop, S, Z, U or another figure.
- § 59** Figure hopping can usefully be divided into classes as in crooked course. No promotion points are given.
- § 60** The height and the criteria for participation are given at the announcement of the competition.

## **Slalom hopping**

- § 61 Slalom hopping is done on a course with at least 8 jumps put up side by side so that the course from above looks like a dashed line ( - - - - - - - - ). The distance between the jumps must be at least 70 cm.
- § 62 The max. height of the jumps is 35 cm.

## **Terrain hopping**

- § 63 Terrain hopping is done on hilly terrain. Usually on a stretch of 10-15 obstacles in varying height, max. 30 cm. Here are not the same requirements to the quality of the jumps as in other disciplines as obstacles should be built of natural materials such as sticks, branches or the like. The obstacles must be built such that they do not endanger the rabbits.
- § 64 Faults are not counted. However, the rabbit has to pass the obstacle (jumping, crawling, climbing, etc.). All obstacles must be passed, and the rabbit must not be lifted / carried over the jumps. The winner is the rabbit who has the shortest time for the course. Corrections are not counted either.
- § 65 There is no max. time. If there are more participants on the course at the same time, the leading rabbit must give way at any overtaking.

## **General regulations for rabbit games**

- § 66 Other rabbit games/competitions e.g. style jump or agility can be held as long as in accordance with the rabbit's best interests with the existing rules.

**§ 66A** At competitions that can come to a height over 45 cm or a length over 60 cm rabbits with an age below 9 months are not allowed to participate.

**§ 66B** Rabbit games must be judged by educated judges. These are allowed to be changed during the competition and they are allowed to participate themselves in the class.

## Diplomas

**§ 67** Tests for diplomas are done on special diploma days. All tests for each diploma have to be done on the same day. Diplomas have to be taken in the order: Bronze, Silver and Gold.

It is the responsibility of the judge that approved diploma tests are entered in the Hopregister no later than 3 days after approval.

**§ 68** Diplomas with the values bronze, silver and gold are given one time to each rabbit based on the following requirements:

### **Bronze:**

Medium course (§ 36), 10 jumps, 0 faults, max. time 30 seconds, max. 2 tries.

High jump 40 cm. Long jump 110 cm. Max. 3 tries.

### **Silver:**

Difficult course (§ 36), 10 jumps, 0 faults, max. time 45 seconds, max. 2 tries.

High jump 50 cm. Long jump 130 cm. Max. 3 tries.

### **Gold:**

Elite course (§ 36), 12 jumps, max. 2 faults, max. time 1 minute, max. 2 tries.

High jump 60 cm. Long jump 150 cm. Max. 3 tries.

Marks may be developed by the organizing club.

# Chapter 4

## PROMOTION TO NEXT LEVEL

- § 69** Promotion from easy to medium etc. takes place as follows:  
1) After a promotion point system  
2) By class test
- § 70** All promotion results must appear at the rabbit's page in the Hopregister.
- § 71** The competitors themselves are responsible to make sure that the rabbit does not start in a class that it already has been promoted from or one it has not yet been promoted to yet. If the team takes part in a course level that it doesn't belong in by mistake, the team will forfeit the prize, but entry money is not returned.
- § 72** The highest a rabbit can be promoted to is one class a day (per discipline), but it can win promotion points to the next class the same day.
- § 73** It is optional if a competitor wants to take part in mini class or start directly in easy class. When you have got a point either in easy straight or easy crooked, you can no longer participate in mini class. The rabbit cannot take part in both mini and easy classes on the same day.

### Promotion Point System

- § 74** Promotion points are given to the best placed rabbits in an official competition (see more about announcing official competitions in § 118).

**§ 75** 3 promotion points won in the same discipline, so either straight course or crooked course, gives a promotion to the next class in the discipline.

**§ 76** Promotion points are given in competitions in easy and medium after the following table:

<b>Number of rabbits starting in the class</b>	<b>Number of rabbits getting promotion points</b>
3 – 5	1
6 – 10	2
11 – 15	3
16 – 20	4
21 – 25	5
26 – 30	6
31 – 35	7
36 – 40	8
41 – 45	9
46 – 50	10

And so on.

**Promotion points are always given with 0 faults in total on 2 or more runs in the classes easy and medium.**

Promotion points cannot be given out on easy and medium, if the rabbits have more than 1 fault on 2-3 runs. If the competition does only have 1 run (cf. § 33A), or if the rabbit only gets 1 run because it does not qualify for the final (cf. § 33B-C), the run can give 1 promotion point, if the rabbit has 0 faults in the run. By 4 runs (cf. § 33F), promotion points can be given by max. 2 faults.

The number of starting rabbits is counted from the competitors, who are coming to start and who get a ready signal from the judge.

- § 77** In a competition in difficult class a maximum of 1 fault on 2-3 runs gives 1 promotion point to elite class. If the competition only exists of one run through (cf. § 33A) or the rabbit only gets one run through, because it doesn't qualify for the final (cf. § 33B-C), the run through gives the rabbit one promotion point for elite class, if the rabbit has 0 faults. At 4 runs (cf. § 33F), a promotion point is given at a maximum of 2 faults in total.
- § 78** If a rabbit is promoted in straight course, so that there is more than one class between straight and crooked courses, it promotes automatically in crooked course up to the class just under the straight course class it is in. And vice versa, if it is promoted in crooked course.
- § 79** The arranging club decides by itself if a rabbit, which at an event gets its last point in a class and promotes to next class, can start the same day in the next class. The course then has to be totally rebuilt between the 2 classes.
- § 80** The rabbit can only take part in the class in which it is qualified or an open higher class. Except elite class, which cannot be open. Rabbits in easy class cannot participate in difficult open class. The rabbit can only take part in one competition in the same discipline each day.

**§ 81** It is allowed to make a **combination competition** of difficult and elite. The course is built with distance as the elite and with 12-14 obstacles. When difficult rabbits jumps, the height of the jumps should be as in difficult class, and when the elite rabbits jumps, the jumps should be as in elite class. When calculating faults are counted before time - regardless of the class the rabbit belongs to. Points towards “Hopping Rabbit of the Year” are awarded as on difficult course. Certificates are not given out. Promotion points are given to difficult rabbits that meet the requirements for promotion points in difficult class. The competition should be advertised as combination competition for difficult/elite. On enrollment you must state which class the rabbit belongs to and this should also be clear from both the start and results lists.

A combination competition should only take place if one has a prior assumption that there will be few participants to difficult or elite, and possibly at local competitions on training days. Consider, for instance by promoting competition in the difficult and elite class to write that at very low enrollment the competitions will be made as a combination competition.

**§ 82** If the class is open it should be announced at the announcement of the competition.

**§ 83** A rabbit which takes part in a higher open class than the one it belongs to gets 2 promotion points if it is positioned so that it is entitled to promotion points. If a rabbit gets 4 promotion points in a class, the last point is lost. You cannot save points for a class the rabbit has not promoted to at the time of the competition.

## Class Test

- § 84** Class tests are made when it is necessary for the following reasons:
- 1) To give a more advanced rabbit in a lower class the chance to promote quicker than the promotion point system.
  - 2) To give rabbits the opportunity to promote to elite class in time for the Danish Championships.
- § 85** Class tests do not need to be announced on the website of the committee, but must be judged by a judge with a valid license. It is the judge's responsibility to record the results in the Hopregister no later than 3 days after.
- § 86** Class test for a higher class in straight or crooked course can be attempted by a rabbit, by allowing it to do a run with no faults in the class it wants to promote to. Two attempts are allowed. Maximum time is two minutes. At elite class the rabbit is allowed 2 faults in the first attempt or 4 faults all together at the 2 attempts.
- § 87** Class tests can be done as a part of open classes. If you want a class test in an open class, it must be agreed with the judge and organizer before the class starts. In classes with finals, you are not entitled to the second run of the class test.

- § 88 Class test can only be used to promote a rabbit to next higher class, unless promoting directly to elite for the Danish Championships. The rabbit **must** have proof of participation in the championships or it is demoted back to its original class height before the class test.
- § 89 The rabbit can only make one class test per day per discipline.
- § 90 A rabbit that has completed a class test, belongs to that height class in question thereafter. Automatic promotion also counts as well, so there is only one level between the status of the rabbit in straight and crooked course. See § 78.
- § 91 A rabbit that is elite in high jump and is allowed to participate in the Danish Championships in high jump, if it has completed 60 cm or more at an official competition or class test. In long jump the elite limit is 150 cm. In class tests in high/long jump 3 trials are given.
- § 92 The rabbit must be at least 6 months old to be allowed to do a class test for medium and difficult and at least 9 months old for at class test in elite, high and long jump. See § 11.

# VETERAN RABBITS

**§ 93** The handler can choose to give the rabbit a permanent veteran status if it is at least 5 years old. Each time the rabbit are enrolled as veteran, the handler should inform the organizer by writing "(V)" after the name of the rabbit in the enrollment. First time the rabbit is starting as veteran, it will automatically be registered as veteran in that discipline in the Hopregister when the results are sent in. The handler can choose to give the rabbit veteran status in straight, crooked or both straight and crooked course.

**§ 94** Veteran status results in the following:

- 1) A veteran rabbit, who e.g. has been in elite can in the future start in **mini, easy, medium** or **difficult** class, at the handlers own wish. A veteran rabbit can take part in normal competitions outside the competition and prize line, if agreed with the organiser. The normal entry fee applies.
- 2) A veteran rabbit cannot start in a higher class than it was promoted to earlier and it can only take part in one class in every line at each event.
- 3) Veteran rabbits cannot win points, promote through class tests or win ordinary prizes in a competition. Therefore veterans don't count towards number of rabbits entered for giving promotion points. They can however win special veteran prizes.
- 4) Veterans can take part in special veteran classes (just for veteran rabbits) with full prize rights. This class is allowed to be up to a maximum height of medium class. A veteran class cannot be split into different levels.
- 5) Veteran rabbits should appear on the result list with the result that each individual veteran would have had as an ordinary participant in the competition.

# Chapter 5

## COURSES AND JUMPS

### Courses

- § 95 The course should be fenced appropriately and give the competitors plenty of room on both sides.
- § 96 For straight course the smallest width of the fence should be 4 meters and the distance from the start and end jumps should be at least 2.30 meters.
- § 97 For crooked course the fenced area should be at least 8 x 8 meters or the same area, if the course is rectangular.
- § 98 The course must be placed on level ground, which must not be slippery. If the course is a lawn it should be freshly mown and without holes. Carpets must be used if the competition is held on hard ground or indoors.
- § 99 Carpet and mats should be a minimum 80-100 cm in width at straight course.
- § 100 Course decorations or decorations beside the jumps must not hinder the competitor while going through the course. If a competitor upsets a decoration, it is not counted as a fault.

- § 101** Starting and finishing jumps should be available but they do not count as jumps. The rabbit may after a little waiting time be lifted over the jump.
- § 102** Other animals must not enter the course and should not be within the competition area. Judges or organizers must inform the audience with animals and ask them to be considerate of all rabbits.
- § 103** There should be at least 3 warm up jumps (immediate warm up course) to warm up with that are not part of the competition. The warm up jumps should be placed near the competition course. Handlers are required to fix rails if knocked down so it is ready for the next competitor.
- § 104** At competitions where there is an immediate warm up course, only those called for warm up may use it.
- § 105** The open warm up area should be placed far enough away from the competition course that it doesn't disturb the competition. Warm up areas are open to all competitors at competitions currently running. The competitor must put up the warm up course after jumping, so it is ready for the next competitor.
- § 106** The water jump must be placed in an area of the course where the judge has full view over it. Otherwise it must be overlooked by an assistant.
- § 107** At straight course the distance between the jumps has to be identical the whole course through. The distance is measured from last rail of the previous jump to the first rail of the next jump.

- § 108 At crooked course it is important to have the turns as easy as possible. The course must be built logically and is easy to follow both for handler and rabbit. The number at each jump must be clear. The course must be formed so that the handler is not tempted to walk over a jump. The course must be built in a way that the same jump is not used twice in the same run through.
- § 109 The distance to the fence should be, so that the handler unhindered can pass on both sides of the jump.

## Jumps

- § 110 The measurements of the jumps are as follows:

**Height** = the distance between the ground level and the highest point of the highest rail. **Length** = the distance between the front side of the first rail of a jump and the back side of the last rail.

**Width** = the smallest distance between the inside of the side pieces.

- § 111 Starting and finishing jumps must consist of side pieces and rails and must not exceed 10cm (4in) in height. Knock down of these are not counted as a fault.
- § 112 The smallest width for course jumps (including the water jump) is 50 cm, but 60 cm is recommended. For high and long jump the smallest width is 80cm, but 100 cm is recommended.

- § 113 The jumps must be made so that there is no risk that a part of the jump can easily be blown down, or fall over due to possible vibrations in the ground.
- § 114 The side pieces must be at least 5 cm higher than the upper side of the top rail. The water jump must also have side pieces.
- § 115 The maximum vertical spacing between the rails should not exceed 8 cm. The horizontal spacing between the rails should not exceed 20 cm on the most narrow place.
- § 116 The maximum height of the rails is 8 cm. The exception is the lowest rail.
- § 117 The rails should be able to be knocked down from both sides of the jump. Fixed rails **and stacked water jumps are forbidden**. Vertical slate rails are not allowed if they cover the view to rails behind. In high and long jump the lowest / first rail or piece can be fastened.
- § 118 The side pieces of the jumps must be placed so that the rails are lying loose at the side pieces. On uneven ground the side pieces must be adjusted.
- § 119 The jumps must not consist of unsuitable material, so that the rabbit can hurt itself. Support with nails, screws, etc. are forbidden.
- § 119A **The water jump must only contain water.**

# Chapter 6

## COMPETITIONS AND TITLES

### Competitions

- § 120** Official competitions can only be organized within Danish Rabbit Breeding Association. The date of these should be sent to the calendar on the website of the Rabbit Hopping Committee. During the competitions the faults, time and warnings must be written on paper, even when writing on PC during the competition. All official results should be typed up on a PC with all required information and sent by e-mail no later than 3 days after the event to the people responsible for handling results (see further guidance on Hopudvalget.dk).
- § 121** For a competition to be official it must be announced at least 14 days in advance with at least 7 days to last enrolment date at the website. The announcement must contain classes held, where and when or at periodical training (with announced time and place) that competitions might occur. If the announcement does not contain specific classes, points for The Hopping Rabbit of the Year will not be given. Promotion points are given according to the rules. Regional Championships must be announced no later than 5 weeks in advance.

- § 122** Official competitions must be open to all members of Danish Rabbit Breeding Association. The number of rabbits for each participant in an event must be limited. At championships, there might be restrictions on the number of promotion points that rabbit already have for it to participate. Other events can for example be limited by the number of rabbits at the entire event per participant, or in a single class per participant. The form of the limitation must be announced.
- § 123** Only members of Danish Rabbit Breeding Association and associated organizations from other countries are allowed to participate in official competitions.
- § 124** Arrangement of regional championships should be in consultation with the Rabbit Hopping committee. After fixing the date of the Danish Championships other competitions must not be planned on the same weekend. For all championships, titles can only be won by people residing in the championship geographical area.
- § 125** Records can only be set during official competitions. Records must be announced to the Rabbit Hopping committee by the judge in charge.
- § 126** Enrolling for the contests are binding and the organiser has the right to require the entry fee paid for non-attendance rabbits unless they are scratched within a reasonable time.

**§ 127** At large competitions and championships, prizes are awarded up to third place in the form of rosettes, medals, etc.

## **Titles**

**§ 128** Only members of Danish Rabbit Breeding Association and associated organizations from other countries are allowed to win certificates, champion titles and other titles.

**§ 129** Certificates are awarded for a win in the elite straight, elite crooked, high jump and long jump in competitions, which are announced with date, place and class.

Straight and crooked course: At least 10 elite rabbits with 3 different handlers must have completed. The rabbit must have maximum 2 faults on average per run.

Height and long jump: At least 10 rabbits (not necessarily elite rabbits) with 3 different handlers must have done the starting height / length. The rabbit must have done at least 70/170 cm. in height / length to get a certificate.

With participants up to 25 gives one certificate. 26 up to 50 gives two certificates and so on.

At national championships certificates are awarded for at least the 3 best placed rabbits that meet the above requirements.

- § 130** Certificates are written on the result lists before submission, so it will be registered with the rabbit in the Hopregister.
- § 131** Rabbits that have received 3 certificates in the same discipline, from at least 2 different clubs get a Champion Title (Ch.) and Champion Diploma. A rabbit can only win one champions title in each discipline. Championships are awarded only in the disciplines: Elite straight, elite crooked, high jump and long jump. The letters L, K, H and Læ denotes the discipline the rabbit has received the champions title in.
- § 132** Rabbits that have received championships in two disciplines is titled GREAT CHAMPION (GCh.), three disciplines give the title SUPER CHAMPION (SCh.) and four disciplines give the title GRAND CHAMPION (GrCh.).

**§ 133** The rabbit, during a calendar year, that has won the most points will receive the prestigious award of “Hopping Rabbit of the Year”. Points for the award are only counted if there are at least 5 rabbits with 3 different handlers who **has completed** the course and that the competition is announced with the specific class.

Points are awarded as follows:

Easy straight/crooked: 2 points are given to the winner and 1 point to all other rabbits with 0 + 0 faults. At one run, only the winner gets points.

Medium and veteran straight/crooked: 3 points are given to the winner and 2 points to all other rabbits with 0 + 0. At one run, only the winner gets points.

Difficult straight/crooked: 3 points are given to the winner with a max. 2 faults on average per run, 2 points for the winner if more. 2 points are given to all other rabbits with 0 faults in all.

Elite straight/crooked: 4 points are given to the winner with a max. of 2 faults on average per run, 3 points for the winner if 5-7 faults at 2 runs. 3 points to all other rabbits with 0 faults in all.

Long jump: 4 points to the winner if 170 cm or above, 3 points to the winner for 150-169 cm.

High jump: 4 points to the winner at 70 cm or above, 3 points for the winner at 60-69 cm.

All points towards Hopping Rabbit of the Year count even if the rabbit has a different handler at times or has been sold. The points go with **the rabbit**.

## Danish Championships

- § 134** Only elite classed rabbits can participate at Danish Championships.
- § 135** The Danish Championships are held once per year and a winner is determined in all disciplines.

The following titles are awarded:

Danish Champion in elite straight course.  
Danish Champion in elite crooked course.  
Danish Champion in high jump.  
Danish Champion in long jump.  
Danish Champion in straight and high jump (Branch A).  
Danish Champion in crooked and long jump (Branch B).  
Optionally a Danish Champion in veteran medium straight and crooked course.

- § 136** In addition there are donations for extra trophies to be awarded at Danish Championship. Donations may be available by contacting the chairman of the Rabbit Hopping Committee.
- § 137** It is the responsibility of the Rabbit Hopping Committee to make sure that the trophies are handed out correctly.

**§ 138** Application for organizing Danish Championship must be made to Rabbit Hopping Committee no later than October 1<sup>st</sup> of the year before year before the scheduled execution.

The application must include:

- 1) Description of accommodation and facilities.
- 2) Draft program.
- 3) Draft budget.

The starting price at DM is max. 50 kr. per start for DM-disciplines and max. 30 kr. per start for other discipline-is. The Rabbit Hopping Committee in Danish Rabbit Breeding Association as such is partly responsible for the Danish Championship, and the committee must be regularly informed so that they can put their help available - such as the secretariat. However, it is the club(s) organizing the championships which has ultimate responsibility for the execution of the event.

# Chapter 7

## ASSISTANCE AT COMPETITIONS

### Judges

§ 139 Judges needs to be members of the Danish Rabbit Breeding Association and have passed the official judge education – and have received a judge license from the Rabbit Hopping Committee. Judges must be 18 years or above, but can start their education 3 months in advance.

§ 140 To become a judge you **must first take a written test. After the test is passed you have to be** trainee judge in 3 straight, 3 crooked, 2 high jump and 2 long jump competitions with at least 20 starts in each (only 10 starts in elite), at at least 3 different events and under at least 3 different judges. Among the straight and crooked classes, there must be at least one easy, one medium, one difficult and one elite. Trainee in the mini class, veteran class, non-elite high jump and non-elite long jump does not count in the education. When you have been a trainee judge in the 10 competitions, you must also pass a written test which is designed by the Rabbit Hopping Committee. This part of the test is carried out under the supervision of a member of the Rabbit Hopping Committee.

If the class is split into heats or split between more trainees, each trainee should judge at least 40 runs, i.e. 40 rabbits with one run per rabbit or 20 rabbits with two runs per rabbit **(in elite only 20 rabbits with one run per rabbit and 10 rabbits with two runs per rabbit)**. Trainees are not allowed to participate in the same competition.

Judges must have at least 1 year of experience as a judge **and have judged at least 300 starts** to supervise a trainee judge. Being a judge with a trainee judge means compulsory education of the trainee judge during the competition. At national championships trainee judges are not allowed. Trainee judge time must be completed within 2 years unless otherwise agreed with the Rabbit Hopping Committee.

- § 141 Papers to use for the trainee judge education can be obtained from the Rabbit Hopping Committee.
- § 141 To maintain the judge license, judges must judge at least 3 competitions per 2 consecutive years and participate in at least one judging seminar per 5 consecutive years.
- § 143 Persons, who are at least 16 years and are members of the Danish Rabbit Breeding Association, can go through the official judge education for which they are junior judges until the age of 18 years. Junior judges can judge in all competitions; **however, there should be a senior judge or another adult responsible for rabbit hopping in the club in place. At major events and championships**, it must be along with a senior judge. Junior judges must not have trainee judges.
- § 144 Junior judges do automatically become senior judges, at the age of 18 years, but they have to contact the Rabbit Hopping Committee to be registered as a senior judge.
- § 145 The Rabbit Hopping Committee has the right at any time to change rules for the trainee judge program.
- § 146 At competitions as Danish Championships, other championships and big events, two judges should be present.

- § 147** If there are two judges who judge in a competition, they must judge each run in the class, and like in two different courses. About championships see § 143.  
At judging that has disqualifying effect, the judges need to talk together and agree before judgment falls. This does not apply if the class is divided into two different courses.
- § 148** The judge must approve the course before the competition begins. The judge(s) must inform about judging system and maximum time before the start of the competition. A judge has the right to change the course both between first and second run and by suspending a competition after some rabbit has run through and restart the competing after the alteration. This can be done if the course is proving too difficult for the rabbits. Those rabbits that have already jumped are added to the end to redo their jumps within the new course.
- § 149** Judges, main time keepers and trainee judges are not allowed to take part in the competition where they are judging or helping.
- § 150** The judge has the responsibility to announce the result (faults and time) of the run before the next participant is called for start.
- § 151** The judges must position themselves so they do not hinder the participants.
- § 152** It is the responsibility of the judge to judge in accordance with applicable rules and regulations.
- § 153** The judge must be active and engaged in the judging. A judge must be "visible" and can walk around the course (according to § 148). The judge must speak loud and clear, so faults and corrections can be heard, even by persons other than the participant.

## Time Keeping

- § 154** At manual time keeping, it is started when the rabbit passes the first start jump and is stopped when the rabbit passes the final jump. Electronic time keeping starts and stops at special start and stop frames. At electronic time keeping the time must be taken manually, too.
- § 155** Two time keepers must be used. With the first as the primary recorder and the second as a backup, in case the first doesn't work properly. If there is a large difference the most credible one is taken. Times are recorded with /100 sec precision. If there is less than one second difference between the prized rabbits or the rabbits getting promotion points, then a new run is recommended. At electronic time keeping, jump-off is not necessary. The main watch and the main time keeper cannot be changed during the competition.
- § 156** The stopwatches should not be reset before signal from the judge.
- § 157** The time keeper must announce when there is 30 secs and 10 secs left towards the given maximum time, when then maximum time is reached and for every additional 15 sec.

## Replacing Rails

- § 158** There should be at least 2 rail assistants appointed to restore knocked down rails.
- § 159** Rail assistants must wait for the judge to indicate to restore the knocked down rails. Rail assistants are not allowed to be on the course before the time is stopped. Exceptions are made for point hopping and team duel hopping.

# Chapter 8

## COMMENCEMENT AND TRANSITIONAL PROVISIONS

- § 160** These "Competition Rules for Rabbit Hopping" are enforced as of October 1<sup>st</sup> 2013 and are based on "Competition Rules for Rabbit Hopping" from June 1<sup>st</sup> 2003 with later additions and "Competition Rules for Rabbit Hopping" from June 1<sup>st</sup> 2009 with later additions.
- § 161** The rules are applicable to all rabbits, handlers, judges and organisers who from the October 1<sup>st</sup> 2013 want to take part in rabbit hopping in Danish Rabbit Breeding Association.
- § 162** Rabbits which has started rabbit hopping after previous rules will keep their classification and acquired promotion points. The same goes for rabbits that have captured certificates and championships after previous rules.

# Chapter 9

## CORRECTIONS

**§ 163** As a last resort, it is the discretion of the judge to decide a correction. Every three corrections within a run results in a fault. General policy for corrections is:  
*When the handler intentionally maneuvers their rabbit into a better position than the rabbit is currently in to complete a jump, it is considered a correction.*

Examples of corrections include the following:

- The handler takes his/her rabbit a little back from the jump to get a better take off or a new run up.
- The rabbit makes a volt (rotation) in front of a jump (both by help of the handler and without).
- The handler manoeuvres his/her rabbit either with hands or the lead in front of a jump and puts it up (like to high jump).
- The handler clearly stops his/her rabbit in front of a jump to avoid rails being knocked down.
- The handler takes his/her rabbit **back to the front of the jump** after it has run past **the jump** or tried to leave the course.

Corrections are not given at starting, ending or turning jumps.