

**DEPARTMENT 09**  
**Youth Rabbit Agility**

**Thursday, July 28<sup>th</sup>, 2022**  
**5:00 P.M.**

**General Rules:**

1. The rabbit and handler are considered a team. Exhibitor may not hand their rabbit over to anyone else during competition to compete in other events.
2. Hopping rabbits must be entered to show in fair to be able to compete.
3. All rabbits must be at least 4 months of age to compete.
4. The rabbit must comply with all general rules and requirements listed in the 2022 YSF PPRC catalog.
5. The rabbit needs to be properly socialized able to move freely, meaning the rabbit needs to be structurally sound: free of physical abnormalities and injury, as well as not overweight.
6. If the rabbit is pregnant or nursing babies, she can not compete.
7. All and any mistreatment of a rabbit will not be tolerated.
8. If the rabbit is out of its carrier or cage, it must never be left unattended or tied up in the competition area.
9. The rabbit must hop through the course at their own free will. Handlers may encourage or guide their rabbits forward vocally (softly) or with gentle touches/tickles.

**Handlers:**

1. During the event, exhibitors clothing should be clean and neat in appearance. Jeans are acceptable and should have no tears or holes in them. No flip flops or sandals are permitted.
2. You may not jump the jumps and/or walk over or through any equipment with your rabbit.
3. You are responsible for repairing or replacing any damaged or wrecked equipment because of your actions.
4. You should bring your own rabbit to the hopping course for competition.
5. You may use voice commands or hand commands, to guide your rabbit through the course. Handlers will be allowed to touch their rabbits to encourage them to move, with your voice or gentle touches by your hands. No directing with your feet.
6. You are encouraged to talk to and cheer your rabbit on as he or she does the course, but do not scream at your rabbit.
7. Do not drag your rabbit through, onto or over a jump by its leash.

**Rabbit Equipment:**

1. Harnesses must be plain, flat "H" style harness. The harness needs to be loose enough not to restrict the rabbit's movement, but not let the rabbit slip out of the harness.
2. Leashes must be between 4 and 6 feet long depending on the size of the competitor.
3. Leashes and harnesses not meeting safety standards for rabbits will not be allowed to be used on the rabbit.
4. No treats (for the exhibitor or rabbit) will be allowed on the hopping course.
5. You will be told what the course will be before you compete.

**General Competition:**

1. Leashes need to be held at all times.
2. You are responsible for cleaning up after your rabbit. Cleaning equipment will be available for disinfecting and cleaning equipment if your rabbits make messes on the course.
3. **Your rabbit will be allowed three tries at any jump before the judge will ask you to place the rabbit over the jump.**
4. If the rabbit leaves the course it is not a penalty as long as the rabbit re-enters the course at the point where it left within the time limit.
5. The rabbit must finish the course or it will be disqualified.
6. The rabbit has completed the course when on two different instances the rabbit has been able to complete all of the jumps on the course without elimination.
7. Course direction will be announced at the start of the class by the Judge.

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**Rabbit Classes**

**Class 1. Beginner:** straight line course

6 to 10 jumps include start and finish jump.

- Maximum Height – 10” Minimum Height – 4”
- The distance between each jump is 4 feet.
- 6 faults allowed
- 8 points must be earned in “Beginner Class” with 2 clear runs in order to advance to Intermediate Class

**Class 2. Intermediate:** Medium class {maximum time limit 3 minutes}

10 to 12 jumps to include start and finish jump

- Maximum Height – 14” Minimum Height – 6”
- 6 faults allowed
- Distance between each jump is 4 to 6 feet
- 4 points must be earned in “Intermediate Class” with 2 clear runs in order to advance to Advance Class

**Class 3. Advanced:** Medium Class- Multi Course Design {Maximum time limit 3 minutes}

10 to 12 jumps to include start and finish jump.

- Maximum Height – 16” Minimum Height – 8”
- 6 faults allowed
- Distance between each jump is 6 feet
- 4 points must be earned in “Advanced Class

	<b>Premiums</b>	
<b>1<sup>st</sup> - \$10.00</b>	<b>2<sup>nd</sup> - \$7.00</b>	<b>3<sup>rd</sup> - \$4.00</b>