

Rabbit Hopping Contest Rules

Wabaunsee County Fair 2026

Revision date: 5.21.26

Fair Book 2026 Content (Brief overview) - Open Rabbit Hopping Contest

CONTEST DATE: Monday, July 6, 6:00 pm Competitions start

Pre-Registration: email mypetvet@gmail.com with:

- **Competitor name**
- **Rabbit name**
- **Events entering (check age requirements for rabbits)**
- **Contact phone number**

Day of Registration: begins at 5:30 pm

Courses Offered:

- Agility
- Straight Line
- High Jump

Brief Rules:

1. There is no age restriction, but exhibitor must be able to handle the rabbit on his/her own on the course.
2. Exhibitors may enter and bring no more than two (2) rabbits per event.
3. Each rabbit may only have 1 handler. The same rabbit may participate in straight line, agility, and high jump provided they are with the same handler.
4. Rabbits must be at least 4 months old to participate in the straight line & agility competition, and at least 1 year old to participate in high jump.
5. All rabbits must have a permanent tattoo in their left ear, be healthy, free of disease and injury to participate.
6. All breeds (including rabbits having disqualifications) and mixed breeds of rabbits are eligible to compete in hopping.
7. No pens will be provided for rabbits, as you will be showing out of your own solid-bottomed travel carrier cages. Space for cages inside a moderately-conditioned space will be available.
8. H-harnesses are required for all rabbits in hopping, with detachments at neck and girth straps. A D-ring must be in the back at the girth strap. Leashes must be a minimum of 4 ft with a snap hook and at least 3/8" wide. Retractable and elastic leashes are prohibited. The leash must be securely attached at the girth strap of the harness and may only be used to carefully retrieve and guide rabbits. The leash should hang loose when-ever the rabbit jumps.
9. For additional rules and regulations, please see the rabbit hopping document on the County Fair page of the Extension website.

ONLINE MORE COMPLETE RULES (rev. 5.21.26)

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Superintendent: Jenny Howe, (785) 250-8978 – call/text or email mypetvet@gmail.com

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General Rules:

- Rabbits must be at least 4 months old to participate in the Straight Line and/or Agility Courses, and at least 1 year old to participate in the High Jump.
- There is no handler age restriction, but exhibitor must be able to handle the rabbit on his/her own on the course.

- Exhibitors may enter and bring no more than two (2) rabbits per event.
- Each rabbit may only have 1 handler. The same rabbit may participate in Straight Line, Agility, and High Jump provided they are with the same handler.
- All rabbits must have a permanent tattoo in their left ear and be healthy and free of disease and injury to participate.
- All breeds (including rabbits having disqualifications) and mixed breeds of rabbits are eligible to compete in hopping.
- No pens will be provided for rabbits – you will be showing out of your own solid-bottomed travel cages. Space for your cages inside a moderately-conditioned space will be available.
- 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 rails and jumps when you exit the area.

Equipment:

- H-harnesses are required for all rabbits in hopping, with detachments at neck and girth straps. A 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 rabbit's throat are allowed in competition.
- Leashes must be a minimum of 4 ft with a snap hook and at least 3/8" wide. Retractable and elastic leashes are prohibited. The leash must be securely attached at the girth strap of the harness and may only be used to carefully retrieve and guide rabbits. The leash should hang loose whenever the rabbit jumps. Leash is optional for high jump.

Straight Line and Agility Courses:

Classes (Youth/Adult):

- Straight Line Course (Easy only): 8 "official" jumps (6"-12" high, one may be a spread jump of 8-10" in length) + starting/ending & transitional jumps
- Agility (Novice only): 8 obstacles (may consist of standard jumps, A Frame, Bridge, Teeter Totter, Hoop Jump, Tunnel and/or Spread or X Jumps) + starting/ending & transitional jumps

Maximum Time:

- Straight Line Course: two minutes
- Agility Course: three minutes
- If you exceed the maximum time the judge will inform you, and your score will indicate DNF (did not finish). The DNF does not affect the score for subsequent runs.

Scoring:

- The best of two runs will be considered the official score.
- Rabbit that completes the course with the fewest faults wins. In the event of a tie, the rabbit with the fastest time wins. If both faults and time are tied, the two competitors may be asked to have a runoff.
- Rabbits may be lifted over the start and end jumps (these are not counted as part of the course) without penalty. The time starts when the rabbit's feet land on the mat after the start jump and stops when all feet land after the end jump.

Faults Include:

- Starting before the judge indicates for the competitor to start.
- Knocking down a rail/obstacle component or entire jump/obstacle by a rabbit or handler. This is counted as a 1 fault regardless of the number of rails/components knocked down.
- Not completing an obstacle.
- Hopping past a jump/obstacle, or the rabbit does not jump over the rails, but to the side of the jump.

- Knocking down an earlier jump/obstacle that has already been completed by either the rabbit or the handler.
- Pulling the rabbit by the lead to get it to attempt a jump/obstacle.
- Lifting the rabbit over a jump with all the rails on or over an obstacle.
- Lifting the rabbit by the leash over the jump or obstacle. The first time this occurs a fault and warning are given. The second time is a DQ from the class.
- The rabbit turns away from the jump/obstacle or significantly hesitates before attempting it.
- The handler steps over a jump/obstacle. The first time this occurs a fault and warning are given. The second time is a DQ from the class.
- Failure to pick up the rabbit at the end of the run.
- The rabbit bites the judge, handler, or others at the event.
- Three corrections = 1 fault

Corrections Include:

- The handler moves the rabbit further back from the jump/obstacle to get a better take off.
- The rabbit makes a rotation in front of the jump/obstacle.
- The handler maneuvers the rabbit with hands or the lead in front of the jump/obstacle and pulls it up over the jump/obstacle.
- The handler clearly stops the rabbit in front of a jump/obstacle to avoid rails/components being knocked down.
- The handler clearly stops the rabbit in front of a jump/obstacle to avoid it not completing the jump/obstacle correctly or leaving the course.

DNF for Current Run

- Exceeding the maximum time.
- The rabbit jumps over a jump/obstacle it has already cleared.
- The rabbit goes around or misses a jump/obstacle completely (e.g. jumps the next jump).
- The rabbit has left the competition area by more than 5 feet.
- The handler drops the lead and the rabbit jumps over a jump/obstacle.
- 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/obstacle.
- The second time the handler steps over a jump/obstacle.

DQ and Eliminated from All Classes

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

High Jump:

- Divisions – Youth, Adult
- Starting height is 6”.
- Maximum Time: Two minutes for each of three trials. Time begins when judge indicates for you to go and ends when landing.
- Each competitor has 3 trials at each height.
- A competitor may choose to stand out or pass on a height, but must announce it to the judge before the next height starts for all rabbits.
- Leash is optional for High Jump. The H-harness is required.

Scoring:

- The rabbit that successfully jumps the highest jump wins. In the event of a tie, the rabbit that has the fewest misses at the previously completed height wins. If still tied, the rabbit that stood out the most height wins. If still tied, then a jump off occurs.

A Trial is Considered Complete:

- If the handler knocks down a bar after the rabbit has landed all four feet on the mat, the jump is calculated as complete.
- If the rabbit takes off, and the handler catches it midair, this is counted as one trial.
- 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 one trial.
- Exceeding the maximum time for a trial; this scores as a miss.

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 the jump.

DQ and Eliminated from All Classes

- Extreme negligent treatment of a rabbit (kick, slap, throw)
- Bad sportsmanship