



Entente Européenne d'Aviculture et de Cuniculture



Europäischer Verband für Geflügel-, Tauben-, Vogel-, Kaninchen- und Caviazucht

European Association of Poultry, Pigeon, Bird, Rabbit and Cavia Breeders

Association Européenne pour l'Élevage de Volailles, de Pigeons, d'Oiseaux, de Lapins et de Cavia

European Regulations on Kanin Hop Tournaments

**„The freedom of the rabbits does not mean
that it can do what it wants.**

**But the fact that it does not have to do,
what it does not want to do.“**

Chapter 1

Dealing with the rabbit:

1. The health of the rabbit has top priority at any time. The rabbit must not be treated carelessly at any time. The animal should be granted the freedom whether it wants to jump or not. The companion has to respect the free will of the rabbit. It is forbidden to lift the rabbit at the back or neck fur.
2. The rabbit shall move through the course and over the obstacles by choice. It may only be led with the hands. Assistance of the foot is not allowed.
3. The rabbit must not be pulled with the leash or lifted - neither between nor over the obstacles. The leash must not be used as a whip. It has to be loose the whole time. The rabbit should not be stressed through the course by tramping or loud behaviour.
4. The rabbit and his companion are a team. Therefore, it is forbidden to swap rabbits during a competition which consists of several sub-tournaments.
- 5 The rabbit has to be at least 6 months old for official tournaments. Rabbits, competing high and / or long jump tournaments must be at least 10 months old.
- 6 Only rabbit with a licence can participate in official tournaments. The licence states the unique identity of the rabbit.
- 7 All rabbit breeds and crosses can participate in tournaments. The pedigree has no relevance.
- 8 Only healthy rabbits are allowed to participate in tournaments, demonstrations or in a joint training. Pregnant or nursing rabbits are excluded. In case of doubt, the Referee or the Tournament Director has to decide on a possible exclusion.

9. A health check will take place prior the event. Referees and tournament organizers have the right to ask for a veterinary certificate, if they consider it necessary with regard to the safety and protection of the rabbit.

10. The rabbit must be kept on a leash at all time during the tournament.

11. Approved is only the breast harness. A collar without chest strap is not allowed. If the harness drops partially or changes position so that the rabbit is handicapped it needs to be put back in order. The time is not stopped. The run can be continued from the point where the incident happened.

12. The leash of the rabbit must be attached to the chest strap of the harness. It must not confuse the rabbit during the jump over the obstacles. While the rabbit jumps, the leash must not be kept tight, regardless of the leash length

13. The hand of the companion has to be above the rabbit with a loose leash in the moment the rabbit jumps.

14. The leash has to be at least 2 meters long.

Chapter 2

Behavior of the participants:

1 The participants must show good sportsmanship and good behaviour towards the organizers and other participants. The decisions of the referee are authoritative.

2 In tournaments, the participants have be at least 7 years old, an upper age limit does not exist.

3. Referees and tournament organizers may decide an exclusion from the tournament if a participant treats his rabbit in a grossly improper manner. Serious and repeated cases will be reported to the Kanin Hop association of the correspondent country for further judgement.

4. The participant will be disqualified after a warning, if officials or the public still help the participant. If the help comes from another participant, after a warning, he will be disqualified too.

5. The participant may only enter the course or the obstacle course if the referee clearly declares the course open.

6 Excluded from start are participants who fail to arrive at the start within 60 seconds after they have been called.

7 Each participant has to be a member of the official Kanin Hop association of his country.

Chapter 3

Tournaments and ratings:

1 The maximum time recommended is 2 minutes. In the obstacle course the maximum time can also be set to 3 minutes. This will be determined by the Referees and tournament organizers.

2 It may also be determined that additional faults are calculated for exceeding the maximum time. If a different maximum time is agreed, other than 2 minutes, this must be specified before the tournament starts.

3 In case of a tie, both participants have the same number of faults, the rabbit with the faster time wins. If time and faults are equal a tiebreaker has to decide.

4 The tearing down of framing and side pieces of the obstacles also counts as a fault.

5 The following points are considered as 1 fault:

Tearing down of the obstacle (by rabbits or companion)
Improper overleaping of the obstacle, so that the side pieces are overleaped.
The rabbit is lifted over an obstacle.
3 corrections add up into 1 fault.
For each commenced period of time (15 seconds), there is 1 fault.
The companion loses the leash and the rabbit jumps over an obstacle.

6 For the following points there is a warning, which may have a possible disqualification:

Inappropriate handling (rough handling) with the rabbit
Incorrectly held leash, which hinders the rabbit during jumping.
The rabbit is raised on a leash.
The companion walks over the obstacle.
Companion and rabbit stand on the course prior to the start
The participant doesn't reach the start in time

7. The following points result in a disqualification of the correspondent discipline:

The maximum time is exceeded.
Clear displeasure of the rabbit to jump (after a second attempt).
Overleaping an obstacle while following the wrong way on the course,
The rabbit has left the course

Careless handling of the rabbit.

The participant doesn't show up at the start, despite a warning

8. The following points are considered corrections:

Resetting the rabbit in front of an obstacle.

Touch the rabbit to force it to move.

Touching with the hand to prevent the rabbit from exiting the course.

Correction of the direction on the course.
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9. Possible evaluation systems:

1 Run: faults and time are decisive.

1 Run and Finale: The rabbits with the least number of faults advance to the final.

1 Run and Finale: A limited number of participants reach the final. The qualification criteria will be specified in advance.
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2 Runs and Finale: A limited number of participants reach the final. The qualification criteria will be specified in advance.

10. The tournament will be evaluated by the following methods:

Faults and time are added up

The faults are added together, but only the time of the final run / the finale is decisive for the end result

The final will take place as a "pure final", only the result of the final counts (the previous runs are deleted)
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11. The evaluation method has to be specified before the start.

12 Complaints about decisions of the referee must be best addressed immediately after the run. The last opportunity to do so is prior the end of the relevant class directly to the tournament organizers.

Chapter 4

Classification:

1. Straight obstacle course:

Elite class: at least 12 obstacles
at least 220 cm distance between the obstacles
height of 50 cm
at least 4 long jumps, max. Length 70 cm
water ditch mandatory

Hard class: at least 10 obstacles
at least 200 cm distance between the obstacles
height 40 cm
at least 3 long jumps, max. Length 55 cm
water ditch mandatory

Moderate class: at least 10 obstacles
at least 200 cm distance between the obstacles
height 35 cm
at least 2 long jumps, max. Length 40 cm
water ditch mandatory

Novice Class: at least 8 obstacles
at least 180 cm distance between the obstacles
height 25 cm
1 long jump, max. Length 25cm

2. Obstacle parcours:

Elite class: at least 16 obstacles
height 50 cm
at least 4 long jumps, max. Length 70 cm
water ditch mandatory

Hard class: at least 14 obstacles
height 40 cm
at least 3 long jumps, max. Length 55 cm
water ditch mandatory

Moderate class: least 12 obstacles
height 35 cm
at least two long jumps, max. Length 40 cm
water ditch mandatory

Novice Class: at least 10 Obstacles
height 25 cm
1 long jump, max. Length 25cm

In the obstacle parcour, the distance between obstacles shall be at least as long as the minimum distance on the straight obstacle course.

Chapter 5

High jump:

1. The starting height is 40 cm. The height must be specified at the announcement of the tournament. The time per run is 2 minutes; it begins with the referee's start sign and ends with the landing of the rabbit.
2. The rabbit has three attempts per height before it goes to the next height or is eliminated from the competition. These three attempts must be performed consecutive. The obstacle may be overleaped from both sides.
3. If the companion tears down a bar after the rabbit has landed on all four legs, this height is still considered to be overleaped.

4. If the rabbit is inhibited by the companion during the jump, it counts as an attempt.
5. If the rabbit has stepped into the 1 m zone and leaves it again without overleaping the obstacle, it counts as an attempt.
6. If the rabbit runs past the obstacle or jump alongside the obstacle, it counts as an attempt.
7. It is possible to skip a height in the middle of competition. This must be communicated to the referee.
8. For national record height 5 attempts are allowed.
9. For the high jump tournaments, the rabbit has to be at least 10 months old.

Long jump:

1. The initial length is 40 cm. The initial length should be reported at the announcement of the tournament.
2. The length will be extended on each run by 10 cm. At 150 cm, the length is extended by 5 cm per run.
3. The maximum time per run is 2 minutes, it begins with the referee's start sign and end when the rabbit lands.
4. The rabbit gets up to 3 consecutive attempts per distance, before proceeding to the next length or elimination from the tournament.
5. If the companion tears down a bar after the rabbit has landed on all four legs, this length is still considered valid.
6. If the rabbit is inhibited by the companion during the jump, it counts as an attempt.

7. If the rabbit has stepped into the 1 m zone and leaves it again without overleaping the length, it counts as an attempt.
8. If the rabbit runs past the obstacle or jump alongside the obstacle, it counts as an attempt.
9. It is possible to start the tournament at a further distance. It is also possible to skip a length in the middle of the competition. But this has to be communicated to the referee.
10. For national record length 5 attempts are allowed.
11. For long jump tournaments the rabbit has to be at least 10 months old.

Chapter 6

Courses:

1. The course should be fenced in a appropriate manner, so that companions have sufficient space of move along both sides.
2. For the straight course, the minimum width should be 3 m.
3. The distance before / after the first / last obstacle has to be at least 2.30 m.
4. If the course is on a grass, it should be mowed short and without any holes.
5. It is mandatory to use a carpet, if the competition takes place on a hard surface or in a building.
6. The width of the carpet on the straight course has to be at least 1 m.
7. Decorations on the course or at the obstacles shall not affect the passage of the companion. It does not count as a fault, if a companion tears down the decoration.

8. First and last obstacle must be present, but do not count as an obstacle.
9. Other rabbits may not enter the course and should not be near the course wherever possible.
10. The warm-up course should contain at least three obstacles.
11. The warm-up course should be placed near the tournament course but not too close so the participants are not disturbed during their run.
12. In all tournaments, the participants must arrive in starting order in front of the warm-up course.
13. The water ditch must be completely visible. If this is not possible, the water ditch must be controlled by an additional referee.
14. For the straight course the distance between the obstacles needs to be of the same length.
15. The course has to be set up in a fluent manner.
16. The course will be set up logically so that companion and rabbits can easily follow it. The obstacles have to be clearly visible.
17. In the parcours every obstacle may be overleaped only once.
18. The length of the straight course:

Novice Class: at least 23m
Moderate class: at least 32m
Hard class: at least 37m
Elite class: at least 40m

19. Course layout for the straight course:



The straight track is the preferred solution for Kanin Hop tournaments.



The L-form or the U-form are the only alternative to the straight course for Kanin Hop tournaments.

Chapter 7

Obstacles:

1. The dimensions of the obstacles shall be measured as follows:

Height:	Distance between the floor and the highest point of the top bar
Length:	Distance between the front edge of the first bar and the rear edge of the last bar
Width:	The smallest distance between the inner sides of the side pieces

2. First and last obstacle shall consist of side pieces and a bar of maximum 10 cm in height.

3. The minimum width for obstacles is 40 cm.
4. The barriers should be designed so that the rabbit understand with ease how it is to overleap them.
5. The barriers should be designed so that there is no risk of injury.
6. The bar have to be applied they fall easily. But should still be fixed the way they do not fall due to vibration - caused by the steps of the companion.
7. The bars must fall due to contact from both sides. Fixed anchored bars are prohibited.
8. For course obstacles, the distance between the bars should be more than 8 cm.
9. The obstacles must have side pieces that are at least 5 cm higher than the top of the top bar.
10. The side pieces of the obstacles should be placed so that the bars lie loose. On bumpy surfaces, the side pieces may be attached.
11. If the obstacles have different colored bars, the top bar should be of the same color for all the obstacles throughout the course.

Chapter 8

Referee:

1. The referees have to be members of a national Kanin Hop association. Their minimum age should be 18 years.
2. The referees possess basic knowledge about the European Kanin Hop regulations. They have completed a referee course in the correspondent national Kanin Hop association.

3. The approval of the course is mandatory prior the tournament.
4. In each category there have to be two referees in charge.
5. Also for the warm-up course a referee has to be present.

Timing:

1. With a manual time measurement, clock runs when the rabbit jumps over the first obstacle and stops when the rabbit jumps over the last obstacle.
2. With electronic timing the measurement is always taken between the start and the goal barrier.
3. With electronic timing the time to needs to be measured manually in addition.
4. There should be two timing devices: a stopwatch as the main meter and the second as a control device.
5. The timing devices must not be set back to zero before the referee has given his approval.
6. The people who work as timekeeper must not be substituted during a running competition.

Chapter 9

Transition- and final regulations:

Changes of these regulations require the consent of the European Kanin Hop responsible.

The consent shall require a simple majority of countries organizing Kanin Hop tournaments.

These regulations have been approved at the EE conference in Sarajevo on 29 May 2014 and immediately put into effect.

Kanin Hop responsible Entente Européenne:

Jules Schweizer

President division rabbit Entente Européenne:

Erwin Leowsky

CH - Küssnacht am Rigi, 29. Mai 2014/js