



Entente Européenne d'Aviculture et de Cuniculture

EE

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

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

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

European Regulation for Kanin-Hop Tournament

**"The rabbit's freedom does not lie in
that it can do whatever it wants.
But in the fact that it doesn't have to do,
what it doesn't want."**

Chapter 1

Handling the rabbit:

1. The rabbit's well-being is our priority at all times. The rabbit must not be treated carelessly at any time. The animal should be given freedom whether it wants to jump or not. The companion must respect that. The rabbit must not be lifted by its back or neck fur at any time.
2. The rabbit should move through the track and over the obstacles of its own free will. It may only be steered forward with your hands. The use of the foot is not permitted.
3. The rabbit must not be pulled on the leash or picked up - neither between nor over the obstacles. The leash must not be used as a whip. It must be always kept loose. The rabbit must not be stressed by stomping or excessively noisy behaviour throughout the track.
4. The rabbit and his companion are a team. It is therefore not permitted to leave your rabbit with other companions during a tournament.
5. The rabbit must be at least 6 months old for official tournaments. Rabbits competing in high and/or long jump competitions must be at least 10 months old.
6. Only rabbits with a starting book or an official identification number can take part in official tournaments.
7. All rabbit breeds and crossbreeds can participate in tournaments. No proof of parentage is required.
8. Only healthy rabbits are allowed to take part in tournaments, demonstrations, or joint training. Pregnant or lactating female rabbits are excluded. In case of doubt, the referees or the tournament management will decide on a possible exclusion.
9. A health check will take place before the start of the event. Referees and tournament management have the right to award a to request a veterinary certificate if they consider it necessary for the safety and protection of the rabbits.
10. The rabbits must always be kept on a leash during tournaments.
11. All harnesses are permitted, but a collar alone is not permitted. If the harness completely or partially falls off in one pass or changes position in such a way that the rabbit is obviously obstructed, this must be corrected. Time is not

stopped. The run must be continued from the point where the disadvantage arose.

12. The rabbit's leash should be attached to the harness's chest strap. It must not hinder the rabbit when jumping over the obstacle. While the rabbit is jumping, the leash must not be held taut, regardless of the leash length.

13. The companion's hand may only be above the rabbit now the rabbit jumps if the leash is loose.

14. The leash must be at least 2 meters long.

Chapter 2

Behaviour of participants:

1. Participants should show good sportsmanship and good demeanour towards the organizers and other participants. The decisions of the referees must be accepted.

2. In tournaments, participants must be at least 10 years old; there is no maximum age.

3. The referee and tournament management can decide to exclude the participant from the tournament if the participant is guilty of grossly careless handling of a rabbit. Severe and repeated cases are referred to the Kanin - Hop Association of the respective country for further treatment.

4. The competitor will be disqualified after a warning if officials or the audience assist the competitor. If the help comes from another participant, that person will also be disqualified after a warning.

5. The rabbit may be placed in front of the starting obstacle before the start. However, the team is only allowed to start once the track/course has been expressly approved by the referee.

6. Participants will be excluded from the start if they do not show up at the start 60 seconds after the call without a good reason or announcement.

7. Each participant must be a member of the Kanin-Hop organization, which officially works with the European Commission for Kanin-Hop.

Chapter 3

Tournaments and Ratings:

1. The maximum recommended time is 2 minutes. For an obstacle course, the maximum time can also be set at 3 minutes. This is determined by the tournament management and the referee.
2. It can be determined that additional errors will be calculated if the maximum time is exceeded. If a maximum time other than 2 minutes is agreed, this must be stated in the advertisement.
3. If the number of errors is the same, the rabbit that runs through the track in the shortest time wins. If the number of errors and the same time are the same, a jump-off takes place.
4. The following points count as 1 error:

Breaking down the obstacle (by rabbit or companion)
Jumping over the obstacle at an angle so that the side parts are jumped over.
The rabbit is lifted over an obstacle that has not been knocked down.
3 corrections result in 1 error.
For each time-period exceeded (15 seconds) there is 1 error.
Touching the water in the moat
False start

5. The following points will result in a warning, which may result in possible disqualification:

Inappropriate handling (rough handling) of the rabbit.
Incorrectly held leash that hinders the rabbit from jumping.
The rabbit is lifted on the leash.
The companion goes over the obstacle.

Companions and rabbits are on the train before they are released for the start.

Tightly pull on the leash

The companion does not show up in time for the start.

Help from outside

6. The following points lead to a disqualification of the respective discipline:

The maximum time has been exceeded.

The rabbit's clear displeasure

Taking the wrong path on the track by jumping over an obstacle. (Wrong way)

The rabbit has left the railway facility.

Careless handling of the rabbit.

The companion does not show up for the start on time despite being warned

The companion loses the leash and the rabbit jumps over an obstacle.

7. The following points are considered corrections:

Backing up the rabbit in front of an obstacle.

Touch the rabbit to make it move forward. (petting is permitted)

Touch with your hand to prevent leaving the track.

Pulling on the leash

Directional correction in the course.

8. Possible rating systems:

1 pass: Errors and time are crucial.

1 round and final: The rabbits with the lowest number of errors advance to the final after the 1st round.

1 round and final: A limited number of participants make it to the final. The criteria for this will be announced in advance.

2 rounds and final: A limited number of participants make it to the final. The criteria for this will be announced in advance.

2 runs: Count errors/time from both runs

9. The tournament will be judged using the following methods:

Errors / time are added together

The errors are added together, but only the time of the last run/final is decisive for the result

The final is carried out as a "pure final", i.e. only the result of the final counts (the previous round or rounds are "forgotten")

10. The tournament mode must be specified before the start.

11. Complaints about the referee's decisions should best be addressed to the referee immediately after the round. The last opportunity to do this is to contact the tournament director directly before the end of the relevant class. It is advantageous to appoint an arbitration tribunal in advance.

Chapter 4

Classification:

1. Straight track and course

Rabbits must start in the class in which they are also eligible to compete in their own country.

	Easy class	Intermediate class	Heavy class	Elite class
Minimum number of obstacles	8	10	10	12
Maximum number of obstacles	12	14	14	16
Minimum height	20	28	35	37

Maximum height	28	35	45	50
At least half of the obstacles must exceed the following height.	23	30	38	44
Maximum length	30	45	60	70
Minimum number of obstacles long jump	1	2	3	4
Minimum distance between obstacles	180+	200+	220+	250+
Moat mandatory		+	+	+

All information is given in cm.

A measurement tolerance of +/- 1 cm is permitted.

Chapter 5

High and long jump

1. The initial length/height is 40 cm. If there is a deviation from this requirement, this must be announced in the tender.
2. In the long jump the length increases by 20 cm. enlarged. From 140 cm, the length can be increased by 10 cm. From 200 cm it can be increased by 5 cm. be enlarged.
3. In the high jump the height is increased by a maximum of 10 cm.
4. The rabbit has up to 3 consecutive attempts at each length/height before moving on to the next length/height or being eliminated from the competition.
5. The maximum time for 3 attempts is 2 minutes. The referee gives the start signal for all three attempts. If the length/height is 170 cm or 70 cm. the maximum time is increased to 3 minutes. There is no maximum time for the national or world record, but it must be within reason for the rabbit. Five attempts are also given here. The time is started on the referee's command and is stopped upon landing. The clock will be restarted on the 2nd and 3rd attempt.
6. All poles count when tearing down. If the companion tears down a pole after the rabbit has landed on all four legs, the jump counts as completed.

7. If the rabbit is about to jump and is grabbed in the air, this is an attempt. If the companion takes the rabbit back more than 1m from the obstacle after it has started the run-up and it has come closer than 1m to the obstacle, this is considered an attempt. If the rabbit runs or jumps past the obstacle, it counts as a try. In the 1m zone, the companion is allowed to support the rabbit.

8. It is possible to start at a later length/height, just as it is possible to skip a length/height in the middle of the competition. This must be communicated to the referee before the round in question starts.

9. If several rabbits are eliminated at the same height/length, the rabbit that used the fewest attempts to complete the previous height/length wins. If necessary, multiple lengths/heights are compared back.

If a rabbit skips a height/length, it is better than those who jumped that height/length. Except if the subsequent height/length didn't make it.

Example:

x = tear down o = done - = not jumped

50 cm	55 cm	60 cm	65 cm	Rank
xo	o	o	xxx	2.
xxo	-	o	xxx	1.
xxo	o	o	xxx	3.
o	o	-	xxx	4.

10. The winning rabbit, ready for the next height/length, has the right to continue the competition at a freely chosen height/length to set a record or improve its result.

Chapter 6

Lanes:

1. The lanes should be appropriately fenced so that participants have sufficient freedom of movement on both sides.
2. For the straight railway system, the minimum width should be 3 m.
3. The distance in front of/behind the start/finish obstacle must be at least 2.30 m.
4. If the track is on a grass field, it should be mown short and without holes.

5. Carpet must be used if the competition is held on a hard surface or in a building.
6. The width of the carpet on the straight track must be at least 1 m.
7. Decorations on the track or on the obstacles must not interfere with participants' ability to run through the track. If a participant knocks over a decoration, this does not count as a mistake.
8. Start and finish obstacles must be present, but do not count as obstacles.
9. Other rabbits are not allowed on the track and, if possible, should not be in the tournament environment.
10. There should be at least three practice obstacles per warm-up track.
11. The warm-up track should be located close to the tournament track, but far enough away to not disturb tournament participants.
12. In all tournaments, participants must line up at the warm-up track in the starting order. If possible, there should be two free warm-up lanes available.
13. The moat must be completely visible. If this is not possible, the moat must be controlled by an additional referee.
14. On the straight track, the distance between obstacles must be the same throughout the track.
15. The course must be set up in a flowing line.
16. The course should be structured logically so that companions and rabbits can follow it easily. The obstacle numbers must be clearly visible.
17. During the course, each obstacle may only be jumped over once.
18. On the straight track without a leash, the track must be shielded with 60 cm high barriers. This variation is intended as an alternative to the high jump and long jump. It may only be practiced if a high jump and long jump tournament is not possible.
19. Track shapes for straight tracks:



The straight track is the optimal solution for rabbit hop tournaments.



The L-shape or U-shape is the only alternative to the straight track at rabbit hop tournaments. (with turning obstacle)

20. The turning obstacle serves to help the rabbit understand the path. It is handled in the same way as the start and finish obstacles. Tearing down does not count as a mistake. The height should be a maximum of 15cm.

Chapter 7

Obstacles:

1. The size of the obstacles should be measured as follows (measuring tolerance +/- 1cm).

Height:	Distance between the ground and the highest point of the top bar
Length / width:	Distance between the front edge of the first bar and the back edge of the last bar
Width:	smallest distance between the insides of the side pieces

2. The start and finish obstacles should consist of side pieces and a pole no more than 10 cm high.

3. The minimum width for railway obstacles is 60 cm.

4. The obstacles should be designed in such a way that the rabbit can easily understand how to jump over them.

5. The obstacles should be designed in such a way that there is no risk of injury.

6. The poles must rest so that they fall easily. However, they should still hold strong enough so that they do not fall due to the vibration caused by the accompanying person's steps.
7. The bars must fall when touched from both sides. Fixed anchored poles are prohibited.
8. In the case of railway obstacles, the distance between the poles must not be greater than 8 cm.
9. The obstacles must have side pieces that are at least 5 cm higher than the top of the top pole.
10. The side pieces of the obstacles should be placed so that the poles rest loosely. If the surface is uneven, the side pieces may be attached.

Chapter 8

Referee:

1. The referees must be members of a Kanin-Hop regional association. Your minimum age must be 18 years.
2. The referees have basic knowledge of the European Kanin-Hop regulations. You must have completed a referee course in the respective regional associations.
3. Inspection of the track is mandatory before the tournament.
4. There must always be two referees in each category.
5. A referee/representative must always be present at the warm-up track.

Timing:

1. With manual timing, the time begins when the rabbit jumps over the starting obstacle and ends when the rabbit jumps over the finish obstacle.
2. With electronic timing, the measurement always takes place between the start and finish gates.
3. With electronic timekeeping, the time must also be measured manually.
4. Two timing devices should be used: one stopwatch as the main measuring device and the second as the control device.

5. The timing devices may not be reset to zero before the referee has given his consent.
6. The persons acting as timekeepers may not be replaced during an ongoing competition.

Chapter 9

Transitional and final provisions:

At a European Championship, one title can only be awarded in a class/discipline if at least three nations are registered.

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

Approval requires a simple majority of countries organizing Kanin-Hop tournaments.

These regulations were approved at the EE meeting in Sarajevo on May 29, 2014 and came into force immediately.

At the first meeting of those responsible for Kanin-Hop from the individual countries on 5/6. September 2015 in Weissenbrunn v. Wald / D, various adjustments were agreed upon together and adjusted again on October 5, 2019 in Lysà nad Labem / ČSCH.

Kanin Hop responsible Entente Européenne:

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