

WISCONSIN STATE FAIR

Presented By  U.S. Cellular

2018 RABBIT HOPPING ENTRY INFORMATION

Information may be updated if necessary until entry forms are posted in May.

Superintendent: Donna Towell, Mukwonago
Rabbit Hopping Office during Fair: 414.266.7052

ENTRY CLOSING DATE: July 19, 2018

ENTRY FEES:

Straight Line Course:	\$2 per rabbit
Crooked Course:	\$2 per rabbit
High Jump:	\$2 per rabbit
Long Jump:	\$2 per rabbit
Agility:	\$2 per rabbit
Team Relay:	No Charge

Late Entry*: \$10 per rabbit per course

**Anything postmarked after July 19th is considered late and late fees apply. Anything entered online after 5 pm central time July 19th is considered late and late fees apply.*

Entries will not be considered unless accompanied by full remittance. Wisconsin State Fair reserves the right to reject, accept or conditionally accept any entry or late entry from any exhibitor.

RABBIT HOPPING COMPETITION SCHEDULE

	<u>Check in</u>	<u>Exhibitor Meeting</u>	<u>Warm Up</u>	<u>Competition</u>	<u>Release</u>
Long Jump	8/6 – 7:30 to 10:30 am	11 am	11:30 am to Noon	Semi-Finals – Noon	8/6 – after competition
High Jump			1:30 to 2 pm	2 pm	
Long Jump			4:30 to 5 pm	Finals – 5 pm	
Straight Line Crooked Course Team Relay Agility	8/7 – 7:30 to 10:30 am	11 am	12:30 to 1 pm	1 to 6 pm	8/7 – after competition

All rabbit hopping exhibitors are required to attend the exhibitor meeting. Rules and expectations will be reviewed and strictly enforced thereafter.

Hotels near Wisconsin State Fair Park:

- Hampton Inn & Suites Milwaukee West, 8201 West Greenfield Ave, West Allis, 414.436.2300.
- Best Western Woodsvie Inn, 5501 W National Ave, Milwaukee 53214, 800.528.1234
- Days Inn West Allis, 1673 S 108th St, West Allis, 414.778.2200.
- Forty Winks Inn, 11017 W Bluemound Rd, Wauwatosa 53226, 800.946.5746.
- Baymont Inn & Suites, 2111 E Moreland Blvd, Waukesha 53186, 262.547.7770.

Campers/RVs: Please contact the Wisconsin State Fair RV Park at 414.266.7035 for availability and rates.

RULES AND REGULATIONS

- 1) All exhibits will receive the best care and protection the surroundings will afford, but they are at all times subject to the owner's risk. All exhibitors are expected to conform to Wisconsin State Fair participation and exhibition policies. Failure to comply may result in awards, and prize money forfeiture, dismissal from grounds and being barred from immediate and/or future exhibitions. Wisconsin State Fair Management reserves the right to interpret and enforce the rules and regulations; split or combine classes; accept or reject any entry entirely, partially, or conditionally.
- 2) Entries, with the proper fees, may be submitted via mail to Wisconsin State Fair, 640 S 84th St, West Allis, WI 53214, or entered online at www.wistatefair.com. See entry deadline dates listed above. All entries must contain complete information including rabbit name, permanent ear identification tattoo in the left ear, breed, and age. Any entries without proper information will be returned. See the "Open General Rules and Regulations" section on www.wistatefair.com for additional rules. There are no refunds of entry fees. Fees must accompany all applications for entry. Exhibitors may enter up to 2 rabbits per class. If entry numbers exceed 20 head in a class, entries will be accepted using the following criteria in order:
 - A. Exhibitors who are demonstrating at the current Fair (Monday/Tuesday)
 - B. Wisconsin rabbit hopping exhibitors based on seniority of participating in past State Fair exhibitions
 - C. New Wisconsin exhibitors
 - D. Out-of-State exhibitors based on seniority of participating in past State Fair competitions.
 - E. New out-of-State rabbit hopping enthusiasts

Substitutions:

Substitutions will not be accepted without the "Open Substitution Form". No exceptions.

- UNTIL JULY 27th - Any substitutions within department will be allowed at no charge providing the animal being substituted was eligible at the time entries were made using the "Open Substitution Form" (located on www.wistatefair.com). Submit form and copy of registration paper postmarked on or before July 27th to:
Wisconsin State Fair Entry Department
640 S 84th St
West Allis WI 53214
- JULY 28th AND AFTER UNTIL AUGUST 3rd (postmark) – Late substitutions will be allowed within department for a fee providing the animal being substituted was eligible at the time entries were made. The "Open Substitution Form" (located on www.wistatefair.com), proper fees and registration paper must be submitted to show management at check in. **Substitutions are NOT allowed at check in.**

Late Entries: Anything postmarked after July 19th is considered late and late fees apply. Anything entered online after 5 pm central time July 19th is considered late and late fees apply.

- 3) **Admission/Parking:** All exhibitors must have valid admission to enter the Fair Park August 2–12, 2018. Livestock show exhibitors may purchase up to a maximum of 50 admission tickets per exhibitor.

Admission:

- All exhibitors and exhibitors' family members need to purchase daily Wisconsin State Fair admission tickets. Admission fees do not include vehicle parking.
- **Please note: Each admission ticket can only be scanned once.** If an exhibitor would like to exit and re-enter the Fair Park multiple times during the day, he or she MUST get his or her hand stamped at the admission gates. Admission tickets which get wet, sun-damaged, lost or stolen will not be replaced.

Parking:

- **Blue Ribbon Parking:** A free off-site Agriculture Exhibitor vehicle parking lot with easy access from I-94 is available. This free parking lot located one mile east of the Fair Park will have 24-hour security, in and out access and overnight parking privileges. A free shuttle will be run continuously from noon, Tuesday, July 31st through the duration of the Fair. The shuttle will pick up and drop off near Gate 5. No trailers will be allowed to park in this lot (see trailer parking below).
- **Red Ribbon/General Parking:** General Fair parking valid for one vehicle admission per day (no in and out privileges). Available only upon arrival at any vehicle access gate (except Gate 5).

The Red Ribbon parking pass cannot be upgraded to White Ribbon or Platinum status once purchased. Parking is not guaranteed. No overnight parking allowed. \$12 per day/vehicle

- **White Ribbon Parking:** General Fair parking with multiple in and out privileges per day. Available for purchase prior to or during the Fair through the Case IH Coliseum Entry Office for \$15 per day/vehicle. Each date parking pass will be valid only on the date printed on it. The date must be declared on entry form/online entry. *An unused White Ribbon parking pass may be exchanged in the Entry Office for another White Ribbon Parking Pass if requested before the printed date on the ticket. Parking is not guaranteed. White Ribbon parking cannot be upgraded to Platinum status once purchased. No overnight parking allowed. No refunds are given for unused vehicle parking.

Examples:

- Exhibitor Sally Smith has purchased three (3) White Ribbon parking passes one each for August 6th, 7th and 8th. On August 6th, she realizes she no longer needs the parking pass for August 8th. She cannot receive a refund for the August 8th parking pass but can exchange it in the Case IH Coliseum Entry Office for a white ribbon parking pass for any of the remaining Fair days.
- Exhibitor Bill Smith purchased three (3) White Ribbon parking passes - one each for August 6th, August 7th and August 8th. On August 8th, Bill realizes he did not use his August 6th pass and instead wants a parking pass for August 9th. Bill CANNOT exchange his unused August 6th pass or receive a refund since the parking pass expired. If Bill wants a White Ribbon parking pass for August 9th, he must purchase one for \$15 at the Case IH Coliseum Entry Office.
- **Platinum Parking:** A **limited** number of parking passes are available for parking in the Tommy G. Thompson Youth Center lot with in and out privileges for \$25 per day/vehicle. Overnight parking is allowed. **Platinum parking passes are only available for purchase online prior to the Fair with entries.** No refunds are given for unused vehicle parking.
- **Trailer Parking:** A **free** Wisconsin State Fair off-site trailer parking lot will be available and assigned upon arrival. All trailers **MUST** be parked offsite. **Exhibitors cannot sleep in their trailers overnight or keep any animals in trailers at the offsite lots.**

4) **Animal and Exhibitor Safety:**

- All exhibitors are strongly encouraged to display positive animal care/welfare practices while at the Fair. Wisconsin State Fair management reserves the right to disqualify and/or remove exhibitors/entries deemed by Fair management not presenting positive care/animal welfare practices. Refer to the "General Rules and Regulations" section on www.wisstatefair.com for statements about drug testing/unethical fitting and additional rules and information.
- No animals other than those entered will be permitted in the barn.
- Due to animal wellness and safety concerns all rabbits are restricted to the designated Poultry/Rabbit Palace. Animals found outside of the designated area will be immediately disqualified. The Department Superintendent has the discretion to approve special circumstances.
- **Animal Treatment:** While on the Wisconsin State Fair Park grounds, any exhibitor wishing to administer any medication, treatments or other animal health products must submit an "Animal Treatment Form" to the Wisconsin State Fair attending veterinarian prior to use. Animal treatment forms will be available in the Veterinarian trailer located on 5th Street. Animal Treatment Forms are not specifically intended to regulate what products are being used but to demonstrate proactive animal husbandry management. Wisconsin State Fair reserves the right to have the Wisconsin State Fair attending veterinarian administer any and/or all medications, treatments, or other animal health products. The animal treatment tent will be located on 5th Street and North of the Swine Barn for exhibitors to administer (oral drench, IM, IV, Subcutaneous) treatment. Exhibitors who violate the authorized treatment protocol may be disqualified.
- **For public safety and liability reasons exhibitors may not use space in or around their exhibits to conduct any type of direct contact/petting or photo opportunities geared toward Fairgoers/public.**
- No animals are allowed at the designated Wisconsin State Fair off-site parking lots.
- Animals deemed uncontrollable and unsafe to exhibit will be dismissed from the show ring and/or Wisconsin State Fair grounds. Show Management retains the right to warn the exhibitor and

dismiss any animal deemed unsafe or uncontrollable at any time. No prize money will be awarded if an animal is dismissed.

5) **Equipment:**

- **Extension Cords:** All cords must meet Wisconsin State Fair and manufacturer's recommendations for safety. No cords will be permitted in the aisles or in public areas (above or on a surface) without being properly secured. Wisconsin State Fair Management retains the authority to determine what is acceptable.
- **Grooming Stands** are not allowed in the Rabbit Hopping area.
- **Tack:** Feed, bedding and other equipment which is used for the care of the livestock must be kept neatly in the designated area and out of the public aisles. It is important to keep all livestock and livestock housing areas orderly and safe to demonstrate a positive image of animal agriculture to the public.
- **Carrying Cages:** All rabbits must be brought to/picked up at the Fair in a secure carrier with a solid bottom. Carriers should be placed in the designated staging area and away from any walkways. Carriers must be removed for rabbits being cooped. Limited cooping will be available.

6) Rabbits must be owned and entered by the owner(s) only. **DO NOT** enter in champion classes. Eligible entries will be considered for those classes at the judge's discretion. Wisconsin State Fair Management reserves the right to inspect pedigrees or other titles of ownership. All animals are subject to a permanent identification and age inspection by representatives of the breed association, Wisconsin State Fair Veterinarian, or Wisconsin State Fair Management. Questionable age verification will be determined by Wisconsin State Fair Management and that decision is final.

7) Exhibitors are expected to feed and water their animals while at the Fair. Rabbits **MUST** always have access to fresh water. Frozen water bottles are allowed.

8) It is the exhibitor's responsibility to have entries ready to enter the competition arena when management calls for the class to enter the arena. Management will determine the deadline for late arrivals. Classes will not be re-run for any animals missing a class. If an animal misses a class, a substitution into a different class is **NOT** allowed.

9) **Health:** Rabbits showing any evidence of disease may not be exhibited. All rabbits exhibited may be subject to quarantine or harvest if any contagious or infectious disease is discovered among any of the rabbits in the exhibit. If, at any time, any rabbit shows evidence of a contagious or infectious disease, it shall be **removed immediately** from the exhibit, quarantined or harvested as directed by the Wisconsin State Fair Veterinarian or the Wisconsin Department of Agriculture, Trade, and Consumer Protection Representative. Owners must make arrangements for picking up their rabbit(s) within 8 hours of notice or rabbit(s) will be disposed of at the Superintendent's discretion.

RABBIT HOPPING RULES

1) Open to competitors regardless of experience level. Handlers must be at least seven (7) years of age as of January 1st of current Fair year.

Youth: 7 – 19 years of age

2) All competitors acknowledge their participation in the event is an acceptance for the use of their likeness including, but not limited to, photos or video footage for use in print or electronic media.

3) Entries for the **Medium and Difficult course levels** must have a Show Superintendent signed photo copy of an official event score sheet indicating the team (handler and rabbit) qualifies for this level, unless they have participated in previous Wisconsin State Fair Rabbit Hopping competitions.

4) Teams must check in during the designated check in time of 7:30 to 10:30 am or they will not be eligible to compete. No entry fees will be refunded for teams who miss check in or event competition.

5) Video reviews will **NOT** be considered. Decisions by Wisconsin State Fair Management are final.

6) **Handler Requirements:**

- The rabbit and handler are considered a team and may only compete as such. Each rabbit can only show under one handler.
- Due to the nature of this public venue it is of the utmost importance for the handler to never leave rabbits unattended in the competition area and to always use favorable animal handling techniques. Any mistreatment of a rabbit will result in immediate competition disqualification.
- Handlers must always display good sportsmanship and behavior. Poor sportsmanship and behavior may result in disqualification.

- Rabbits may not leave the competition/staging area while at the Fair Park. A staging area will be available for the rabbits before, during and after the competition. Rabbits in the staging area must be removed by 9 pm. ABSOLUTELY no rabbits can be left in a vehicle while on the Fair Park.
 - Handlers must wear appropriate shoes and clothing. Flip flops and open toed/heeled shoes are not allowed. All loose clothing and long hair must be under control so as not to interfere with the judge's view or get caught on equipment.
 - Wisconsin State Fair participants may request reasonable accommodations for disabilities by contacting the Agriculture Department via email at entryoffice@wistatefair.com, via phone (414.266.7051) or by writing 640 S 84th St, West Allis, WI 53214 at least one week in advance of Fair events. The Agriculture department will contact the participant as soon as possible to discuss the request for accommodations and will notify the appropriate State Fair Officials of approved accommodations. Additionally, persons with disabilities may appoint an animal handler for competition assistance.
- 7) **Rabbit Requirements:**
- Breeds: Rabbits do not need to be registered, pedigreed or purebred. All varieties except giant breeds can compete.
 - Age: Rabbits must be 5 months or older to compete.
 - Sex: Bucks, does, spayed or neutered rabbits can compete.
 - Identification: All rabbits are required to have a permanent identification tattoo in the left ear.
 - Health: Rabbits must be free from infections, parasites, contagious or transmissible diseases.
 - Weight: Rabbits weighing more than 9 ½ lbs. will not be allowed to compete. Rabbits in question will be weighed. Overweight, visibly pregnant or nursing does are not allowed to jump.
 - Handlers must supply their own harness and lead/leash. All rabbits competing must wear an "H" style harness (with hook on the top and in back) with a 6' lead at all times except when competing on the Agility course. Mesh or string harnesses are not allowed.
- 8) **Hopping Equipment:** Competitors must treat all equipment with respect. Abuse of any equipment may lead to competition disqualification. Handlers are not allowed to jump over the rails or step on any agility obstacles.
- Lead/leash: Should be marked with colorful tape 24" inches up from the clip.
 - Straight and Crooked Course: Run courses are 3' wide and a maximum of 40' or 60' long. 8 to 10 jumps made of wood will be set for each course. Rails are 24" long rectangle poles, weighing 2.6 ounces each and are set 2" apart (height). Posts are set 24" apart (width) and 4' to 5' apart (distance).
 - High, long and agility jumps/posts are made with flat wood rail sets. Rails are rectangle poles 29" long, weighing 3.6 ounces each, set 2" apart (height). Posts are set 29" apart (width).
 - Runs: The high jump and long jump are 2' wide and 20' long. The agility course is a square 2' wide with 20' sides.
 - Agility Obstacles include Start Platform, A-Frame, Tunnel, Tire Jump, Bridge, Teeter, and Jumps.
 - Dropped Rails: Runs in which rails have fallen (environment or placement) before the rabbit approaches the jump will be re-run with no penalty.
- 9) **Check in:** Each team (handler and rabbit) will be assigned a team number. The team number should be displayed on the handler's chest. Exhibitors competing with two rabbits will have two team numbers. Handlers MUST wear the proper number for each team.
- 10) **Warm Up:** The warm up course will not be set up the same as the competition course. Only one rabbit can warm up on the course at a time. Practicing or training on the course when the course is closed is not allowed.

SCORING

Corrections: A correction is documented any time the handler bends at the waist and touches, snaps or clicks at the rabbit. If the handler bends at the waist and touches the rabbit excessively, it is the judge's discretion to add corrections.

Faults: are totaled in the official scoring system. Faults can be assessed by a specific action or accumulated by a number of corrections. Faults are accumulated by the following:

Straight Line/Crooked Course/Team Relay Faults:

- Three (3) corrections = 1 Fault.

- Team number not easily visible on handler = 1 Fault
- Handler's hand is closer than 24" on the lead = 1 Fault
- Each knocked down rail or post = 1 Fault
- Rabbit jumps outside of the jump posts = 1 Fault
- Lifting rabbit over a jump = 1 Fault (excluding first and last jump)
- Lifting rabbit over the last jump before the lift line = 1 Fault
- Sliding the rabbit more than 6" on the run = 1 Fault
- Exceeding 2-minute time limit. Every 15 seconds = 1 Fault (maximum 4 Faults)
- Rabbit jumps back (wrong way) over a jump = 5 Faults (TEAM RELAY ONLY)

Agility Faults:

- Four (4) corrections = 1 Fault
- Each knocked down rail or side post = 1 Fault
- All four feet do NOT touch the carpet on the obstacle = 1 Fault
- Handler lifts the rabbit off the ground = 1 Fault
- Sliding the rabbit more than 6" on the mat = 1 Fault
- Handler touches an obstacle = 1 Fault
- Not finishing an obstacle by leaping forward or off the side (A-Frame, Bridge, and Teeter) = 2 Faults
- Each time the rabbit steps off the mat = 3 Faults
- Skipping obstacles = 4 Faults

Disqualifications:

Warnings: (one warning bell) is given before a disqualification after the following actions:

- Handler displays improper handling of the rabbit.
- Handler holds the lead too tight, thereby restricting hopping.
- Handler receives assistance from spectators.
- Team is on the course before called to start.
- Team is not available at the start.
- The handler does not place the rabbit where it naturally would have landed after lifting it out of a failed jump.

Immediate Disqualification: (two warning bells)

- Team is not ready to start after a warning.
- The rabbit leaves the competition area.
- Negligent rabbit treatment (kick, hit, drop, throw, misuse of lead/leash).
- Handler loses the lead/leash as the rabbit is hopping over a jump.
- Handler uses feet to guide, push or move a rabbit.
- Handler steps on, walks over or moves jump rails/posts or obstacles.
- Exceeds maximum time limit.
- Rabbit jumps a jump/obstacle out of course order. All four feet must be on the obstacle before it is considered the "wrong way".
- Rabbit is lifted off the ground by the lead/leash.
- Re-jumping a completed jump (exception: Team Relay).

STRAIGHT LINE, CROOKED COURSE AND TEAM RELAY COMPETITION RULES

- 1) **Course:** Only one team will be allowed on the course at a time. Each team will run the course two (2) times. Teams will be assigned a course for Run #1 and then they will move to the other course for Run #2. All teams will make their first run before attempting their second run. Teams may start from either end of the course. The team handler must inform the Gate Keeper which end they will start from.
- 2) The handler should be keeping pace alongside the course but can step on or cross the course between jumps if needed. Handlers may not stand behind their rabbit on the run or step over any of the jump rails and posts.

- 3) First and Last Jumps: These two jumps are considered free jumps and no faults will be counted on either jump. Lifting the rabbit over the last jump will not count as a fault but the handler cannot lift the rabbit until it reaches the marked lift line. Corrections and faults will be counted between the run space after the first jump and the lift line before the last jump.
- 4) The lead/leash cannot be held closer than 24" from the back of the rabbit and must remain loose as the rabbit passes over a jump.
- 5) Rabbits must hop through the course on their own free will. The handler may guide a rabbit forward by using a gentle touch on the back or rib area but may not yell or stomp feet to force the rabbit to hop.
- 6) The course is considered complete and the clock is stopped when the rabbit has touched all four feet on the ground after clearing the final jump.
- 7) Team Relay: Competitors must sign up for the Team Relay on their entry registration form. Competitors will be randomly selected and assigned to a relay team. Three 3 handlers/rabbits make up a relay team. Two team members/rabbits start on one end and the other team member/rabbit will start on the opposite end. Time will start when the first rabbit jumps the first set of rails and time will run continuously until the last (third) rabbit lands over the last set of rails.
- 8) Scoring:
 - Faults and corrections from run #1 and run #2 will be added together.
 - Time (nearest tenth of a second) from run #1 and run #2 will be added together using the official timer's recorded time. If a time is in question the back-up time will be considered.
 - Team Relay: All three team members' faults/corrections and run times will be added together for final place determination.
 - If a tie exists for the final placing the following criteria will break the tie:
 - A. Quickest accumulative time
 - B. Least amount of corrections not converted to faults
 - C. A run off (two new runs) will determine the higher place

HIGH JUMP AND LONG JUMP COMPETITION RULES

- 1) High Jump: Starting height is 4" and will move up every 2" until a winner is determined.
 - Each rabbit gets three (3) attempts to clear a height. A team will continue at a height until the rabbit clears the jump or is eliminated with three (3) misses. Any rail knocked off is considered a miss. The third miss determines the team's final height.
 - Teams may approach the jump from either side during their 30 second approach time. If no jump occurs, it is counted as a miss.
 - A team may take a "Pass" at a height and continue when the next height is called.
 Scoring: The highest cleared jump with the least number of misses determines placing.
 - Tie-Breaker Criteria: starting at the highest cleared height each attempt is compared until the competitors are differentiated by a miss or a higher start height. If a tie still exists, a Jump Off will take place starting at the last height cleared.
- 2) Long Jump:
 - Each rabbit gets three (3) attempts to jump 22 inches during the Semi-Finals. Rabbits that clear the 22 inches will qualify for the Finals. Any rail knocked off is considered a miss. The third miss determines the team's final distance.
 - Teams may approach the jump from either side during their 30 second approach time. If no jump occurs, it is counted as a miss. If the rabbit walks across the set rails it is considered a miss.
 - During the Finals a team may take a "Pass" at a distance and continue when the next distance is called.
 Scoring: The farthest jump with the least number of misses determines placing.
 - Tie-Breaker Criteria: starting at the highest cleared height/length each attempt is compared until the competitors are differentiated by a miss or a higher start height. If a tie still exists, a Jump Off will take place starting at the last distance cleared.

AGILITY COMPETITION RULES

- 1) The agility course is set as a square with 20' sides. The run is 2' wide with a ½' foam mat under.
- 2) All rabbits will run the course in the same direction. All teams will have two (2) runs.

- 3) The competition begins and ends on the start platform. Time is started once the rabbit has all four feet off the start platform.
- 4) Handlers are not permitted to step over the jump rails/obstacles or stand on the mat behind their rabbit. Handlers may step on or across the mats between the jumps/obstacles.
- 5) Rabbits must hop through the course on their own free will. The handler may guide a rabbit forward by using a gentle touch on the back or rib area but may not yell or stomp feet to force the rabbit to hop.
- 6) Rabbits must clear all jumps. Each rabbit will have three attempts at an obstacle before the judge will wave the rabbit on to the next obstacle. That obstacle will then be counted as a missed or skipped obstacle.
- 7) Agility Obstacles/Requirements:
 - **Start Platform:** All four feet of the rabbit must be on the start platform before it can start; time will not stop until all four feet are back on the platform at the end of the course.
 - **Jumps:** Rabbits must clear all jumps over the rails between the posts in the direction indicated by the judge without knocking down any rails/posts.
 - **A-Frame:** The rabbit must stay on the carpet going up the ramp, cross the apex and move down the ramp with all four feet touching the carpet in the direction indicated by the judge. Rabbits should not leap off the top of the A-frame.
 - **Tunnel:** The rabbit must enter the open end and exit the opposite end in the direction indicated by the judge.
 - **Tire Jump:** The rabbit must jump through the tire opening in the direction indicated by the judge. There is no penalty if the rabbit touches the tire.
 - **Bridge:** The rabbit must stay on the carpeted part of bridge. All four feet must touch the bridge while walking up the ramp, across the bridge and down the other side. The rabbit should not jump off from the top of the bridge or skip the down ramp.
 - **Teeter:** The rabbit must stay on the carpeted surface of the teeter while stepping onto it. As the rabbit is moving across the teeter to the pivot point causing it to tilt the rabbit must have all four paws on the teeter as it descends to the ground. The teeter must touch the ground before the rabbit leaves it.
- 8) Scoring: Faults and corrections from run #1 and run #2 will be added together.
 - Time (nearest tenth of a second) from run #1 and run #2 will be added together using the official timer's recorded time. If a time is in question the back-up time will be considered. The winner is determined by the least amount of faults and then the fastest time.
 - Tie-breaker Criteria:
 - A. Quickest cumulative time
 - B. Least amount of corrections not converted to faults
 - C. A run off (two new runs) will determine the higher place

Class Youth: 7 – 19 years of age		1 st	2 nd	3 rd	4 th	5 th	6 th and beyond
1.	Easy Straight Line Course – Youth	\$20 & Award	\$18 & Award	\$16	\$14	\$12	\$10
2.	Medium Straight Line Course – Youth	30 & Award	28 & Award	26	24	22	20
3.	Difficult Straight Line Course – Youth	40 & Award	38 & Award	36	34	32	30
4.	High Jump – Youth	30 & Award	28 & Award	26	24	22	20
5.	Long Jump – Youth	30 & Award	28 & Award	26	24	22	20
6.	Agility – Youth	30 & Award	28 & Award	26	24	22	20
7.	Easy Crooked Course – Youth	20 & Award	18 & Award	16	14	12	10
8.	Medium Crooked Course – Youth	30 & Award	28 & Award	26	24	22	20
9.	Difficult Crooked Course – Youth	40 & Award	38 & Award	36	34	32	30
10.	Team Relay	<i>Award</i>	<i>Award</i>	<i>Rosettes to 6th Place</i>			
	<i>Top Trainer – Youth</i>	<i>50 & Award</i>					
	<i>Reserve Top Trainer – Youth</i>	<i>25 & Award</i>					

PREMIER EXHIBITOR (Top Trainer)

An award will be awarded to the exhibitor accumulating the most points in five individual classes. Points will be awarded as listed below.

PREMIER EXHIBITOR (Top Trainer) POINTS

Easy	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
5 Animals or Less entered per class	10	9	8	7	6	0	0	0	0	0
6 – 10 Animals entered per class	11	9.9	8.8	7.7	6.6	5.5	4.4	3.3	2.2	1.1
11 Animals and Above entered per class	11.5	10.35	9.2	8.05	6.9	5.75	4.6	3.45	2.3	1.1

Medium	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
5 Animals or Less entered per class	11	10	9	8	7	6	0	0	0	0
6 – 10 Animals entered per class	12.1	11	9.9	8.8	7.7	6.6	5.5	4.4	3.3	2.2
11 Animals and Above entered per class	12.65	11.5	10.3	9.2	8.0	6.9	5.7	4.6	3.4	2.3

Difficult	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
5 Animals or Less entered per course	12	11	10	9	8	07	0	0	0	0
6 – 10 Animals entered per course	13.3	12.1	11	9.9	8.8	7.7	6.6	5.5	4.4	3.3
11 Animals and Above entered per course	13.8	12.65	11.5	10.3	9.2	8.0	6.9	5.7	4.6	3.4