

2019 PaSRBA

Rabbit Hopping & Agility Rules

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Chapter 1

Behavior of Rabbit and Handler

The Handler

1. The handler is defined as the owner and trainer of the rabbit.
2. The handler should be courteous and considerate of other handlers.
3. The handler cannot wear heels, flip flops, or heavy boots as this may cause harm to the rabbit.
4. The handler must not abuse the rabbit in any way (hit, kick, slap, throw, yell, or drag with the leash.)
5. The handler must be supervising the rabbit at all times.
6. The handler should never leave the rabbit tied to any object.
7. The handler is responsible for cleaning up after their rabbit on the competition course and practice area.
8. The handler/parent of handler is responsible for replacing any damaged equipment.
9. The handler is responsible for the welfare of their rabbit, including any injuries that may occur during competition.
10. Poor sportsmanship of the handler can lead to disqualification from competition.
11. Poor sportsmanship from family members of the handler may also lead to disqualification from competition.
12. If the handler is disabled, they may appoint an alternate handler for their rabbit.

The Rabbit

1. The rabbit must be at least 4 months of age to compete.
2. The rabbit is required have a legible tattoo in the left ear.
3. The rabbit must be healthy and free of disease. A health check may be required to compete.
4. Pregnant or nursing does may not compete. Does that have had a litter in the past 8 weeks may not compete.
5. Rabbits may be any breed or mix of domestic rabbit.
6. Rabbits are not required to have a pedigree.
7. The rabbit must be properly fitted with a H-Style Harness with a clip on the neck strap and belly strap, with a metal D-Ring attached to the belly strap. Harnesses may be made out of a lightweight flat webbing material that is no less than 3/8" in width.
8. The harness may be adorned with ID tags or other embellishments as long as it is connected to the D-Ring and does not interfere with the rabbit's performance.
9. The leash must be at least 4 ft in length and must have a metal snap hook. Leashes and handles must be made out of the same webbing material as the harness, but round nylon webbing is allowed for leashes only.
10. Leashes are allowed to have handles, but the handle must be the same material as the rest of the harness and leash.
11. Elastic, Retractable, Chain, and Light-Up leashes are prohibited.

12. Rabbits must wear a harness at all times while on the practice courses and competition courses.
13. Rabbits are permitted to be off-leash for fenced Agility, High Jump, and Long Jump Competitions only. Rabbits must still wear a harness.

Chapter 2

Judging & Competition

The Judge

1. ARBA rules are to be followed regarding judges.
2. The Judge should have passed a short test on general knowledge and rules, and judged with another judge for at least two competitions.
3. The Judge has the final say for any changes or variations of the courses.
4. The Judge has the final say on any handler showing poor sportsmanship.
5. The Judge should not interfere with the course or the handler.
6. The Judge should have a clear view of the course and the handler at all times during competition.
7. The Judge may give comments or advice to the handler after his/her runs.
8. The Judge should be available before and after competitions to answer any questions.

Timer & Rail Setter

1. The Timer may also be the Judge.
2. The Timer should have a clear view of the Start and Finish Jumps at all times.
3. The Timer may use a stopwatch or mobile device for timing.
4. Rail Setters may be handlers, helpers, or timers.
5. Rail Setters must not interfere with a handlers run.
6. Rail Setters should make sure the Judge sees all downed poles before re-setting the course.
7. Rail Setters should stand or sit away from the edge of the course so they do not interfere with a handler's run.

Steward

1. The Steward may also be a Show Secretary or a timer if needed.
2. The Steward checks tattoos, harnesses, handler attire, and the overall health of the rabbit prior to the competition.
3. The Steward may also be in charge of making sure handlers are ready for their classes.
4. When the Steward is no longer needed at the competition, they may also act as a supervisor for the Practice Area(s).

Show Secretary

1. The Show Secretary is in charge of entries and giving out awarded Points at any competition.
2. The Show Secretary can also serve as a Timer, Rail Setter, or Steward if there are limited show staff.
3. The Show Secretary may also appoint Rail Setters, and makes sure the overall competition runs smoothly.

Practice Area

1. At least one practice area is required at any competition.
2. There may be no more than 3 practice areas at a single competition.
3. The practice area must not have more than 3 jumps.
4. The practice area must have mats/or carpeting for footing.
5. The practice area may be fenced, or left open.
6. Every handler competing should have access to the practice area prior to their run.
7. Only one rabbit is allowed in the practice area at a time.
8. The practice area may be supervised by a Steward or volunteer show staff.
9. Cleaning supplies are recommended but not mandatory for show staff to provide for the practice area.

Competition Courses

1. Only one competing handler and rabbit is allowed on the competition course at a time.
2. Competition Courses must be at least 4 ft away from a wall.
3. If there is a doorway along the Competition Course, it must be closed or fenced off.
4. Competition Courses must be at least 6 ft apart if placed side by side. If needed, a fence or other barrier can be placed between courses.
5. There should be at least 4 ft between the first foam mat/carpet piece and any wall or aisleway.
6. Straight- Line courses should be in a long, straight line. To accommodate for smaller venues, they may also be U-Shaped, Square Shaped, or L-Shaped. Handlers should be made aware of course shape prior to the competition.
7. Competition Courses must have at least 1 jump at the maximum height and at least 2 jumps at the minimum height for each class.
8. Agility Courses can be fenced or open.
9. Agility Courses may be placed in a large open square, rectangle, or a solid square or rectangle.
10. Crooked Courses must be a solid square or rectangle, with each jump numbered with cones or signs.

Competition

1. Each handler is given 3 runs through the desired course. In the case of larger events the Show Committee may decide to give 2 runs instead of 3.
2. Each run has a maximum time limit of 2 minutes.
3. A Start and Finish jump is placed at the beginning and end of the course. These jumps do not count for Faults or Disqualifications.
4. For a square Agility course, one Start/Finish Jump can be used instead of two.
5. When all four feet of the rabbit touch the other side of the Start Jump, the timer starts.
6. When all four feet of the rabbit touch the other side of the Finish Jump, the timer ends.
7. Each run is timed and judged for faults.
8. The best of 3 runs is the final result.
9. In the case of 2 runs per handler, the best of 2 runs is the final result.
10. In the case of a course disruption (ex: someone walking through the course area, door slamming, etc) the Judge may allow the handler to re-run the disrupted run.

Events

1. A copy of the rules should be present at the entry table for all handlers to view.
2. If needed, the Judge may gather handlers and answer questions concerning the rules.
3. If possible, a copy of the rules may be included in a show catalog. This is not mandatory for small events.
4. For larger events, a board, poster, or list of competing entries can be made. An order-of-go can also be issued by the Show Committee if needed.
5. The Show Committee can decide if they would like to set a designated time for each class. Handlers are responsible for making sure they arrive on time for their class.
6. A Show Committee must be appointed prior to the competition. Committee members may include the Judge, Timer, Show Secretary, Rail Setters, and Steward. They may also be volunteers.
7. The Show Committee is summoned if there are any issues during the competition. This may include abuse of a rabbit, disruptive handler and/or family member, poor sportsmanship, etc. Their decision is final.
8. It is the handler's responsibility to review and understand all rules before competing. Any issues regarding the rules shall be brought to the Show Committee at the event.

Scoring

1. Each run is judged by faults first, and then time.
2. In the case of a tie, the judge can call a Jump Off.
3. In a Jump Off, the tying handlers take 1 run down the desired course and that run is their final result.
4. If the tie is not broken, another jump off can be issued until the tie is broken.

High Jump and Long Jump

1. Each handler gets 3 attempts at each height and length.
2. Once the rabbit clears the current height within their 3 attempts, they move up to the next height.
3. All High Jump and Long Jump handlers are allowed to choose their starting heights/lengths to give their rabbits the best chance of completing the maximum height/length possible. In that case the Judge would put their first competing height as their first attempt. (ex: If a handler chooses to start at 20" vs 14", their first attempt would be 20")
4. All High Jump and Long Jump handlers are allowed to practice one jump each direction to choose their starting height/length.
5. Handlers may go either direction to allow their rabbit the best chance of completing the desired height.
6. In the event of a tie, a Jump Off can be issued.

Scoring Examples

Straight Line Scoring

Run#1 Run#2 Run#3

<i>Faults</i>	<i>Time</i>	<i>Faults</i>	<i>Time</i>	<i>Faults</i>	<i>Time</i>	<i>Best Faults</i>	<i>Best Time</i>	<i>Placement</i>	<i>Rabbit / Handler</i>
2	20s	3	18s	1	21s	1	21s	1st	Thumper/ Mary Smith

- Run #2 had the fastest time, but also had 3 faults.
- Faults are judged before time. Therefore, Run #3 is the best run.

High Jump Scoring

<i>Attempt 1</i>	<i>Attempt 2</i>	<i>Attempt 3</i>	<i>Attempt 4</i>	<i>Attempt 5</i>	<i>Final Height</i>	<i>Placement</i>	<i>Rabbit / Handler</i>
14"	X X 16"	X 18"	X X 20"	X X X	20 Inches	1st	Rascal / Polly May
X X 14"	16"	X X 18"	X X X		18 Inches	2nd	Molly / Lisa Tucker

- Here we have a High Jump class where both handlers started at 14 Inches.
- Each "X" marks a failed attempt at that height, each handler gets 3 attempts per height.
- Each handler may continue to any height as long as they reach the height within 3 attempts. Here, we have a table with 5 Attempt columns.
- Rascal and handler Polly May are the clear winners with a final height of 20 Inches.

Chapter 3

Faults and Disqualifications

Faults

One fault shall be issued for each of the following:

1. **Upset-** Upsetting an obstacle, or any part of an obstacle. One fault shall be issued for the upset, regardless of how many rails were upset.
2. **Lopsided jump-** to clear an obstacle the rabbit must jump with its body between the obstacle supports. A lopsided jump fault will be called if the rabbit jumps outside of the obstacle supports, or off of the footing area.
3. **Lift-** Lifting over undisturbed obstacle. A rabbit may be lifted over or around an obstacle, but one fault per obstacle will be issued.
4. **False start-** a false start is issued when the rabbit starts the course before the judge has indicated to the animal handler that they are ready to go. One fault will be issued, and repeated false starts will result in disqualification.
5. **Out of bounds-** if a rabbit goes more than 5 foot off the course it shall be considered an out of bounds fault. One fault shall be given for each out of bounds instance in a course.
6. **Handler Upset-** Handler upsetting an obstacle also constitutes as a fault. One fault will be given for handler upset.
7. **Incomplete obstacle-** If the rabbit does not complete an obstacle, jumps off the middle of an obstacle, or avoids a part of the obstacle.
8. **Correction-** One fault shall be given for a correction. A correct constitutes as the rabbit being lifted to avoid hitting a jump, leaving the course, or avoiding an obstacle. The rabbit must be lifted by the handler to count as a correction.

Disqualifications

These Disqualifications are valid for all classes.

Each DQ only disqualifies the run where the disqualification occurred. Repeated DQ's shall result in Disqualification from the competition.

1. **Wrong Course-** This DQ is issued when the rabbit goes off course and begins to hop a different course.
2. **Refusal-** This DQ is issued when the rabbit refuses to move after 20 seconds, leaves the course, or lays down.
3. **Fault Limit-** This is issued when the handler has exceeded the maximum fault limit. (20 Faults)

4. **Sportsmanship-** Poor sportsmanship in the form of physical or emotional abuse of others and/ or rabbit.
5. **Abuse-** This DQ is issued when any form of rabbit abuse is seen on course or off course. (See **The Rabbit**)
6. **Wrong Touch-** Handler uses feet to touch/direct rabbit (one warning will be issued before disqualification).
7. **Wrong Harness or Leash-** Harness checks are required before an event, but if a handler is found to be using an improper harness or leash during a competition it shall result in a DQ.
8. **Footwear-** Handler not wearing proper footwear. (See **The Handler**)
9. **Wrong Way-** A "wrong way" judgment is declared when the rabbit jumps a jump in the wrong direction of the run, and all four feet land on the opposite side of the jump.
10. **Disruption-** Excessive disruptive behavior of the handler or family members.
11. **Skipped Jump or Obstacle-** This DQ is issued when the rabbit skips any jump or obstacle. This only DQ's the run that the Jump or Obstacle was avoided.
12. **Off Course-** An "Off Course" judgment is declared when the rabbit leaves the course area. (Ex: if the rabbit goes 5ft or more out of the course area, or leaves a fenced area.)

Example

This is an example of a Straight Line or Crooked Course Class

Run #1		Run #2		Run #3		Best Faults	Best Time	Placement	Rabbit / Handler
Faults	Time	Faults	Time	Faults	Time				
21- DQ	N/A	10	35s	3	3.20m DQ- Refusal	10	35s	3rd	Joey / Marshall Smith
12	DQ- Wrong Way	13	25s	6	2m	6	2m	2nd	Cupcake / Sarah Jane
23- DQ Faults Exceed ed	N/A	2	30s	4	25s	2	30s	1st	Quackers / Kendra Lee

- Each of these handlers had a DQ'd run.
- Each of these handlers were still judged on their remaining runs.
- Handler Kendra Lee with Quackers is the clear winner, with her best run being 2 faults and a time of 30s.

Chapter 4

Hopping Equipment

Single Jumps

1. Jumps can be constructed out of a wide range of materials.
2. Jumps must be constructed so that the height of each rail is 2 inches from the hopping surface to the top of the first pole.
3. Rail holders must be constructed so that the poles fall easily when touched.
4. Rail holders can be made out of any lightweight material, and must be shallow enough to allow the poles fall easily and cleanly.
5. Posts should be constructed so that there is 2 inches above the top of the top rail.
6. Posts should be no wider than 2X2 inches.
7. Bases should be square and can be 5X5 inches to 7X7 inches in construction.
8. Bases should be sanded or made of a material that will not cause harm to the rabbit or handler if it falls.
9. The overall design of the jump must be made so it will fall easily and not be heavy enough to cause harm to the rabbit or handler.

Spread Jumps

1. Spread Jumps should be constructed on a single base that must be at least 8X8 inches.
2. Posts should be placed apart far enough that the center of each pole is measured at no less than 4" and no more than 5".
3. The center of each pole should be no longer than 5".
4. Multiple posts can be added to a single base to create a longer Spread Jump.
5. The maximum length of a Spread Jump is 24".

Specialty Jumps

1. A Specialty Jump is any other jump design that does not fall under the category of Single or Spread Jump.
2. An X-Jump, V-Jump, Round Top, and A-Frame Jump all fall under the Specialty Jump category.
3. Some Specialty Jumps resemble Spread Jumps, but Specialty jumps may be over 5" between the center of each pole depending on their design.
4. Specialty Jumps are only allowed in Intermediate Level, Advanced Level, and Elite Level Classes.
5. Specialty Jumps must still follow the rules concerning rail holders, spacing, and overall construction.

Poles & Planks

1. Poles and Planks must be made out of a lightweight material that will fall easily if touched.
2. PVC and Wood are two examples of acceptable materials.
3. Poles must be round in shape, Planks can be made with a square shape as long as the edges are designed/sanded to be smooth and round.

4. Poles and Planks must be at least 24" in length. The most popular length is 30" for competition.
5. Poles and Planks must be no more than 30" in length.
6. Poles must be a minimum of ½" in width and a maximum of 1" in width.
7. Poles can be made out of PVC, wood, or plastic. If made of wood they must be sanded and/or painted to prevent injury.
8. Planks can be a maximum of 4" in depth.
9. Planks must have rail holders on each end that allow them to fall easily if touched.
10. Planks are allowed to sit on the second rail of a jump if they are 4" in width.
11. Planks may also be used instead of poles on Start and Finish Jumps.

Water Jumps & Flower Boxes

1. Water Jumps must be constructed with wood or plastic.
2. Water Jumps must be at least 2" in height, and no more than 3".
3. Water Jumps can be anywhere from 10 inches to 18 inches in depth depending on the class level.
4. Water Jumps should be the same length as the poles or planks being used.
5. Water Jumps may be filled with water, but water must not be deeper than 2 inches.
6. Flower Boxes must be no more than 4 inches in width.
7. Flower Boxes should be the same length as the poles or planks being used.
8. Flower Boxes must only use plastic flowers or fillers.
9. Flower Boxes must be light enough to fall easily when touched.
10. Flower Boxes must have rail holders on each end. Rail holders can be made out of wood, plastic, or PVC.

High Jump and Long Jump

1. High Jumps must be a minimum height of 36" including 2" high above the top pole.
2. High Jumps should be sturdy, but still able to fall easily if hit.
3. High Jumps and Long Jumps must be used with ½" poles to prevent injury.
4. Long Jumps must be a minimum length of 36" including 2" high beyond the last pole.
5. Long Jumps are constructed so that the first pole is 2" high from the hopping surface, to the top of the first pole. The jump will reach 10" from the top of the last pole to the hopping surface, which is a 13 degree angle.
6. Long Jumps should have 2" from the center of one pole to the next.
7. Long Jumps may be constructed with one large base, or smaller bases and supports.

Decoration

1. Decorations may be added to the posts of any jump.
2. Decorations may be attached with clips, string, zip ties, tape, or glue.
3. Decorations must not be wider than the base of the jump and should not stick out enough to potentially catch the leash, harness, rabbit, or handler.
4. Flashing lights, sharp points, electrical components, and edible items are prohibited.
5. Decorations must not have any "loose" parts that could potentially cause harm to the rabbit or handler.
6. Decorations may not be added to the poles (besides rail tape or paint).

Agility Equipment

A-Frame

1. The A-Frame is constructed using two solid wood boards no thicker than 1 inch.
2. The A-Frame panels can be anywhere from 9 inches to 12 inches in width.
3. Panels must be 24 inches in length.
4. Rounding the edges of the panels, beveling, or otherwise decorating the panels is allowable as long as there are no sharp edges that could potentially harm the rabbit.
5. A metal hinge connects the two boards, creating the A shape.
6. The hinge may have a cover over the edges of the panels, such as plastic treading.
7. A thin chain is attached either to the outside of the boards or the inside, allowing the A-Frame to stay in place while in use. This chain may be any kind of chain, as long as there are no sharp edges or points that could potentially harm the rabbit.
8. The surface of the panels may be painted with a textured paint to allow traction for the rabbit, as long as the paint texture will not harm the rabbit in any way.
9. The surface of the panels may be fitted with small wood slats, plastic treating, or other forms of texturing to allow traction for the rabbit.

Teeter Totter

1. The Teeter Totter is constructed using a single solid wood board no thicker than 1 inch.
2. The Teeter Totter panel must be 3ft in length.
3. The panel may be anywhere from 9 inches to 12 inches in width.
4. The pivot point of the Teeter Totter must be constructed from 4 ½ inch PVC.
5. The surface of the panels may be painted with a textured paint to allow traction for the rabbit, as long as the paint texture will not harm the rabbit in any way.
6. The surface of the panels may be fitted with small wood slats, plastic treating, or other forms of texturing to allow traction for the rabbit.

Bridge

1. The Bridge is constructed out of three solid wood panels no thicker than 1".
2. Wood panels can be anywhere from 9 inches to 12 inches in width.
3. The center panel for the Bridge must be 3ft in length, with each side panel being 1ft in length.
4. Hinges and chains may be used to construct the Bridge.
5. The surface of the panels may be painted with a textured paint to allow traction for the rabbit, as long as the paint texture will not harm the rabbit in any way.
6. The surface of the panels may be fitted with small wood slats, plastic treating, or other forms of texturing to allow traction for the rabbit.

Hoop Jump

1. The Hoop Jump should be at least 11 inches in circumference.
2. The Hoop Jump is constructed of two parts, the hoop, and the post that holds the Hoop Jump upright.
3. The Hoop itself may be made out of fabric, foam, or lightweight PVC.
4. The post must be at least 14 inches in height.
5. The post must have a base that is 5X5 inches to 7X7 inches.

6. A Single Jump post may be used as a post for the Hoop Jump.
7. Posts can be secured to the hoop using a clip, tape, or can be permanently attached.
8. The Hoop Jump must be able to fall easily if upset.

Tunnel

1. The Tunnel must have a circumference of at least 15".
2. The Tunnel may be made out of a lightweight plastic, fabric, or canvas.
3. The Tunnel must be supported on each end to prevent the Tunnel from rolling.
4. Single Jump posts may be used as supports for each end of the Tunnel.
5. The Tunnel must be at least 2ft in length.

Pause Box

1. The Pause Box may be constructed out of wood or plastic.
2. The Pause Box can be anywhere from 11X11" to 14X14".
3. The Pause Box should have carpet, foam, or fabric on the top of the pause box to allow traction for the rabbit.
4. The Pause Box should be no higher than 6" off the ground.

Footing

Foam Mats

1. Foam Mats must be at least ½" in thickness to provide a shock absorbent surface for the rabbits to perform on.
2. Foam Mats must be black or gray in color.
3. Foam Mats may be of multiple colors for Agility only.
4. Foam Mats should be at least 24X24".
5. Foam Mats need to have a textured surface to allow proper traction for the rabbit.

Side Pieces

1. Side Pieces are to be anywhere from 3X3" to 15X15" to accommodate all base sizes.
2. Side Pieces may be made out of ½" thick foam or carpet.
3. Side Pieces must not be more than 3" wider on each side than the base of the jump sitting on top of it. This is to prevent the handler from tripping over them while on the course.

Carpet

1. Carpet pieces or strips must be at least ½" in thickness.
2. Carpet pieces or strips need to provide a shock absorbent surface for rabbits.
3. Carpet pieces or strips must be at least 24X24".
4. Carpet pieces or strips should be gray or black, or another dark solid color.
5. Carpet pieces or strips may be multiple colors for Agility only.

Grass

1. Grass areas may be used instead of foam mats or carpet as long as it is flat.
2. Grass areas should be free of debris, chemicals, pesticides, or poisonous/toxic plants.
3. Grass areas should be well maintained and grass should not be overly short or overly tall.

Chapter 5

Classes

Descriptions

1. **Novice (Intro):** Novice Level is specifically for rabbits who are just beginning to hop. These rabbits are just at or just past 4 months of age or are older rabbits just getting into the sport. Handlers are allowed to get assistance from a volunteer to help them complete their course. *(Assistants may not hold the leash of the rabbit, and should stay on the opposite side of the course to the handler. Assistants may cue the rabbit or lift the rabbit if needed. An Assistant's actions can also constitute as faults and disqualifications, as if they were a handler.)*
2. **Beginner:** Beginner Level is for rabbits who have already completed Novice Level, or have completed a Class Test to compete at a higher level. These rabbits are learning the ropes and are moderately trained. The handler is expected to be familiar with hopping, so no assistance is given from this level on.
3. **Intermediate:** Intermediate Level is for rabbits who have already completed Beginner Level or rabbits who have completed a Class Test to compete at higher level.
4. **Advanced:** Advanced Level is for rabbits who have done well in their training and are ready to move up. These rabbits are on their way to becoming professionals.
5. **Elite:** Elite Level is for rabbits who are absolute professionals and know their job. This Level is the hardest level, and includes challenges to excite any hopper.
6. **Veteran:** Veteran Level is for rabbits who are 4 years of age or older, or simply cannot compete above Beginner Level. Once a rabbit is retired as a Veteran, they are not allowed to compete in the regular classes. Veteran rabbits can earn points in Veteran class, and also earn points towards Veteran Certificates.

Straight-Line and Crooked

Number of Jumps includes Start and Finish Jumps

Class	Novice (Intro)	Beginner	Intermediate	Advanced	Elite	Veteran
Number of Jumps:	8	10	10-12	10-14	10-14	8-10
Minimum Height:	4"	6"	10"	12"	14"	6"
Maximum	6"	10"	14"	16"	20"	10"

Height:						
Minimum Distance Between Jumps:	4-6ft	5-6ft	5-6ft	6-7ft	6-8ft	5-6ft
Number of Spread Jumps:	0	1	2	3	4	2
Maximum Length of Spread Jumps:	0	10"	16"	22"	24"	10"
Specialty Jumps:	0	0	1	2-3	3-5	0
Number of Water Jumps:	0	0	1	2	3	0
Length of Water Jumps:	0	0	10"	16"	18"	0

Agility

Water Jumps and Specialty Jumps are not permitted in Agility

Number of Jumps includes Start and Finish Jumps

Class	Novice (Intro)	Beginner	Intermediate	Advanced	Elite	Veteran
Number of Jumps/Obstacles:	8	10	10	10-12	10-14	8-10
Minimum Jump Height:	4"	6"	10"	12"	14"	6"
Maximum Jump Height:	6"	10"	14"	16"	20"	10"
Minimum Distance between Jumps/Obstacles:	4-6ft	5-6ft	5-6ft	6-7ft	6-8ft	5-6ft
Minimum Number of Obstacles:	3	4	5	6	6	4
Maximum Number of Obstacles:	5	6	7	8	8	6

Obstacles Allowed:	A-Frame, Bridge, Tunnel, Pause Box, Hoop Jump	A-Frame, Bridge, Tunnel, Pause Box, Hoop Jump, Teeter Totter	A-Frame, Bridge, Tunnel, Pause Box, Hoop Jump, Teeter Totter	A-Frame, Bridge, Tunnel, Pause Box, Hoop Jump, Teeter Totter	A-Frame, Bridge, Tunnel, Pause Box, Hoop Jump, Teeter Totter	A-Frame, Bridge, Tunnel, Pause Box, Hoop Jump, Teeter Totter
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High Jump and Long Jump

Each handler has 3 attempts at each Height/Length

Class	High Jump	Long Jump
Starting Height/Length:	14" +	14" +
Distance before the Jump:	6-10ft	6-10ft