

**MANX BREED GROUP (MXL/MXS/MXLV/MXSV)**

<b>HEAD</b>	35 points
Shape	6
Ears	6
Eyes	5
Chin	5
Nose/Muzzle/Profile	8
Neck	5

<b>BODY</b>	40 points
Torso	10
Legs and Feet	10
Tail(less)	8
Boning/Musculature	12

<b>COAT</b>	15 points
Coat Length	5
Coat Texture	5
Pattern/Color	5

<b>OTHER</b>	10 points
Balance	5
Condition	5

**CATEGORY** : All.  
**DIVISION** : All.  
**COLORS** : All.

**PERMISSIBLE  
 OUTCROSSES:**  
 None.

**HEAD:**

Shape: Medium sized, rounded and slightly longer than broad. Prominent cheeks and stud jowls in mature males. The forehead is slightly rounded.

Ears: Medium size and set wide apart. Rather wide at base, tapering to a rounded tip. Viewed from behind, they resemble the rocker of a cradle.

Eyes: Large rounded and angled.

Chin: Strong.

Muzzle: A bit longer than broad with a definite muzzle break and round whisker pads.

Profile: Gentle nose dip

Neck: Short and thick.

**BODY:**

Torso: Medium-sized cobby. With good depth of flank, short and slight arched back.

Legs: Sturdy boning and well-muscled. Back legs are slightly longer than front legs. The straight back legs have substantial muscle tone.

Feet: Medium sized round feet.

MXL/MXS Tail: Appears tailless. When stroke with a flat hand it should be a smooth flow.

MXLV/MXSV: Appears full tail that reach the shoulder. Thick with tapered or blunt end.

Boning: Sturdy.

Musculature: Well-muscled.

**COAT/COLOR:**Length:

(MXS/MXSV): Short, double coat, not close-lying. Well-padded. Open outer coat and thick close under coat.

(MXL/MXLV): Medium double coat. Well-padded. Open outer coat and thick close under coat.

Texture:

(MXS/MXSV) Soft. The coat should have a soft.

(MXL/MXLV): Silky.

Pattern: All.

Color: All.

**ALLOWANCES:** Seasonal changes in coat length and texture. White button or lockets.

**PENALIZE:** Eyes set straight across in head or eyes close together; rangy body, level back; short hind legs, fine boning, bowed or cow-hocked (knock-kneed) hind legs.

**WITHHOLD ALL AWARDS(WW):**

Evidence of illness or poor health.

**DISQUALIFY (DQ):** Any congenital deformity. Weak hindquarters causing inability to stand or walk properly.