

DUTCH

VARIETIES: BLACK-BLUE-CHOCOLATE
GRAY-STEEL-TORTOISE



SCHEDULE OF POINTS

GENERAL TYPE	25
Body.....	17
Head.....	5
Ears.....	2
Eyes.....	1
FUR	10
COLOR	10

MARKINGS	50
Cheeks.....	12
Blaze.....	5
Neck.....	5
Saddle.....	10
Undercut.....	8
Stops.....	10
CONDITION	5
TOTAL POINTS	100

SHOWROOM CLASSES & WEIGHTS

Senior Bucks & Does-6 months of age or over, weight 3½ to 5½ pounds. Ideal weight 4½ pounds.

Junior Bucks & Does-Under 6 months of age. Minimum weight 1¾ pounds.

NOTE: Juniors may be shown in a higher age classification. No animal may be shown in a lower age classification than its true age.

GENERAL TYPE

BODY-Points 17: The body is to be short and close coupled. The topline should rise in a gradual curve from the base of the ears to the center of the hips and then fall in a smooth curve downward to the base of the tail. Hindquarters are to be smooth, well rounded, and slightly deeper and wider than the shoulders. Lower hindquarters should be full and round. The Dutch should maintain a close coupled, well rounded appearance, whether it weighs 3½ or 5½ pounds.

Faults-Protruding hips that lose smoothness and roundness. Potty, flat bodied, narrow, or racy specimens are undesirable. Cut severely for pinched, undercut, or chopped hindquarters; prominent dewlap.

HEAD-Points 5: The head is to be rounded and full. Head is to be set close to the shoulders.

Faults-Pear shaped; pinched nose; narrow head.

EARS-Points 2: Ears are to be in proportion to the size of head and body. Ears are to be well furred, carried erect, and set close together on the head.

Faults-Ear length out of balance with body. Thin or poorly furred ears.

EYES-Points 1: Eyes are to be clear, bright, and bold.

FEET & LEGS-The feet and legs are to be straight, medium in bone, and have the proper length and size to balance and harmonize with the compact body.

Faults-Extremely fine bone. Broken toenails, if portion remains and color can be determined.

Disqualification from Competition-Any colored toenail(s).

FUR-Points 10: (Flyback) Fur is to be dense and short. When stroked towards the head, the coat should fly back to its natural position and lie smooth over the entire body. There should be a fine, dense undercoat, interspersed with decidedly heavier, thicker guard hairs. The coat should carry a very high luster. The length and finish of the fur should enhance the markings.

Faults-Long thin coat; coarse, harsh, or wiry coat; guard hairs which are too long; fur too soft; stained or molting coat.

COLOR-Points 10: The colored portions of the Dutch are: from the circle made by the saddle and undercut going towards the rear all the way to the stops, and the circle made by the blaze, cheek, neck, and hairline on each side of the head continuing up the ears. The remaining portion of the rabbit is to be white.

BLACK-Color is to be a very glossy, uniform, jet-black, with a slate blue undercolor. Eyes-Dark Brown.

Faults-White hairs; mealiness; frostiness; brownish or any other tints.

BLUE-Color is to be a very glossy, uniform, medium-dark blue, with a slate blue undercolor. Eyes-Blue-gray.

Faults-White hairs; mealiness; frostiness; brownish or other tints.

CHOCOLATE-Color is to be a very glossy, uniform, dark brown, with dove-gray undercolor. Eyes-Dark Brown, ruby cast permissible.

Faults-White hairs; mealiness; frostiness; any other tints or shades.

GRAY-Color is to have an agouti pattern, showing distinct bands of color. Colors on the hair shaft should be slate blue at the base, followed by medium tan, then a thin charcoal brown band, finishing with a lighter tan band. Colored portions of the body should be uniformly dispersed with black guard hairs. Narrow black lacing on the ears is desirable. Eye circles should be narrow and tan in color. The belly should display a white or cream surface color, with a slate blue undercolor, extending from inside the rear legs over the belly to the undercut. (Note: When the belly color is white, the undercut is determined by blowing into the fur.) Tan lap spots are permissible. Tail color should complement the body color on the topside, and be as close to the belly color as possible on the underside.

Eyes-Dark Brown.

Faults-Brassy tinge; white hairs; light surface color on body. Lack of uniform disbursement of black guard hairs.

Disqualifications from Competition-Absence of intermediate ring color over the colored portion of the body; Absence of slate blue undercolor on the belly.

STEEL-The entire colored portion of the body is to be black, with a uniform disbursement of off-white or cream coloration on some of the hair tips. Undercolor is to be slate blue, carried as deep towards the skin as possible. Surface color of the under portion of the tail, belly, and inside of hind legs is to be as near the body color as possible. Crotch marks are accepted. Eyes-Dark brown.

Faults-Lack of steel coloration over the back; brassy or yellow appearance; white hairs in colored sections.

Disqualifications from Competition-Ring pattern over the back or upper sides. White underside of tail.

TORTOISE-Color is to be a bright, clean orange, blending into smoky-blue shading over the lower rump, and carrying well down the haunches. The top color should carry down into the undercolor, blending into a dark cream color next to the skin. Upper portion of tail color should match top body color. The shadings on the head should be darkest at the whisker bed, blending into lighter shadings on the jaws, darkening again at the ear base, and blending up the ears to match body color. The smoky blue shading is to include the underside of the tail. Eyes-Dark Brown.

Faults-White hairs; smut or smudge throughout the orange color; lack of bold shadings; underside of tail light in color.

Disqualifications from Competition-Complete absence of shadings. White underside of tail.

MARKINGS-Points 50

Markings are to be clear, distinct, and regular, free from colored drags into the white section or white runs into colored sections. Collar (including neck), chest, forelegs, blaze, and foot stops are to be white in all varieties.

Checks-Points 12: Checks are to be full, even, and well rounded, not angular or ragged. Checks are to be carried to the whisker bed, but not into it. They are to follow the jawbone, meeting the line of the neck, and be free from drags into the throat or mouth.

Faults-High cheeks, looking like eye circles; heavy cheeks that drag into the whisker bed; cheeks that run below the jaw line.

Blaze-Points 5: The blaze is the white portion of the head. It should be medium wide and wedge shaped, covering the nose, whisker bed, and tapering up to the ears, where it joins the hair line. The blaze is to continue to the cheeks and should be well rounded and follow the jaw line after passing the whisker bed.

Neck-Points 5: The neck is that portion of the collar behind the ears. It should be wide, wedge shaped, clean, and even. Neck is to be free from drags of the ear color into the collar, or white of the collar running into the base of the ears. Animals possessing a full neck will not receive the 5 points allotted for the neck marking. Dirty necks will be faulted according to the seriousness of the fault.

Hairline-The hairline is to be a narrow white line running between the ears, entirely dividing each cheek marking and ear, connecting the white portions of the blaze and neckmarking. If the hair line is missing, the animal should not be disqualified. If the hairline is partly there, but does not join either the blaze or the neck, it should not be

considered a spot, nor should the animal be disqualified from competition. A hairline between the ears is desirable, although no points are allotted to it.

Saddle-Points 10: Undercut-Points 8: The saddle is the point on the upper body where the white fur ceases and the colored fur begins. The division should be just behind the shoulders and form a perfect circle around the body, with the undercut. The undercut refers to the under part of the body. This is a continuation of the saddle marking and it should run in an unbroken line close behind the forelegs, but not touching them.

Disqualification from Competition-When the body color extends past the elbow joint onto the foreleg.

Stops-Points 10: The hind feet are to have white markings from the toes to a point one third the length of the foot, as measured to the point of the hock. They should be equal in length, clean cut on both feet, and form perfect circles around the feet where the white of the stops meets the body color of the leg. Hind toes may be separated to identify a split stop.

Disqualifications from Competition--When the white portion of the foot stop reaches above the hock joint. When the body color runs between the toes of the hind feet, connecting the color of the upper foot with the color of the bottom of the foot. (Known as a split stop.)

DISQUALIFICATIONS FROM COMPETITION APPLYING TO ALL VARIETIES

Lack of surface or undercolor on the belly, thus failing to show an undercut. An extreme amount of white hairs scattered through the colored sections. Bare spot(s). Three colors in Black, Blue, and Chocolate. Distinct white spot(s) in colored section. Distinct colored spot(s) in white section. Spot or spots must be plainly visible. Any foreign colored area, other than called for in the breed standard, that is plainly visible while the animal is in its natural pose, or can be detected during the normal sequence of examination. (Foreign being a color other than is called for in that particular area.) Colored Toenail(s).
CONDITION-Points 5: Per ARBA definition.

Tied Dutch Front Leg
When the color extends past the elbow joint onto the foreleg, it is a disqualification



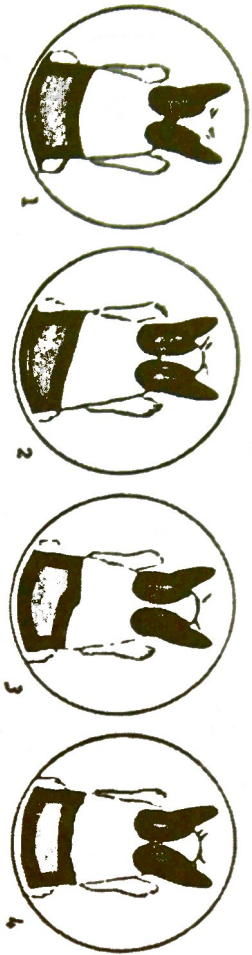
Easy way to check for color below the elbow



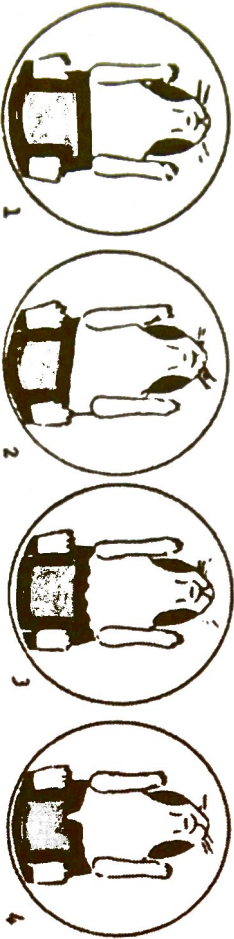
Showing color extending past the elbow joint, onto the foreleg



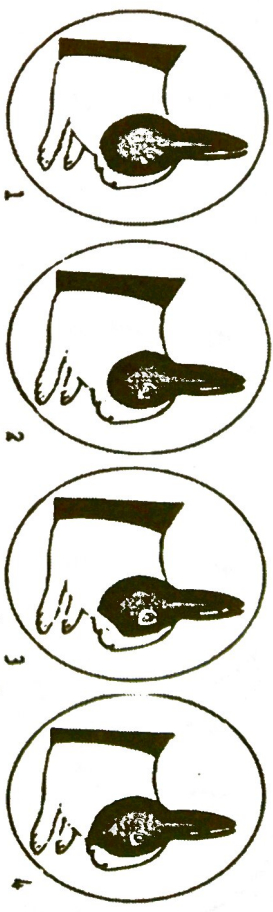
Shows the animal free from disqualification



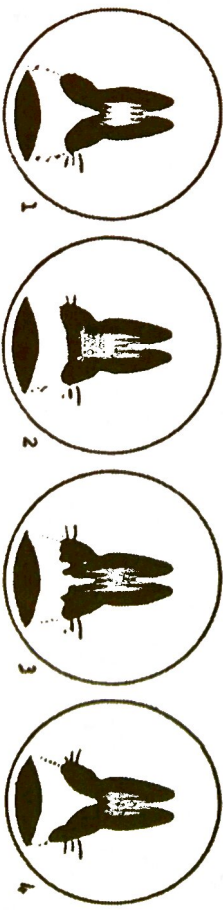
SADDLES: (1) Ideal, showing proper placement just behind shoulders, even and straight; (2) Crossed or Biased, runs across back diagonally; (3) Offset, offset on one side; (4) Wavy, line is rough, ragged, or wavy.



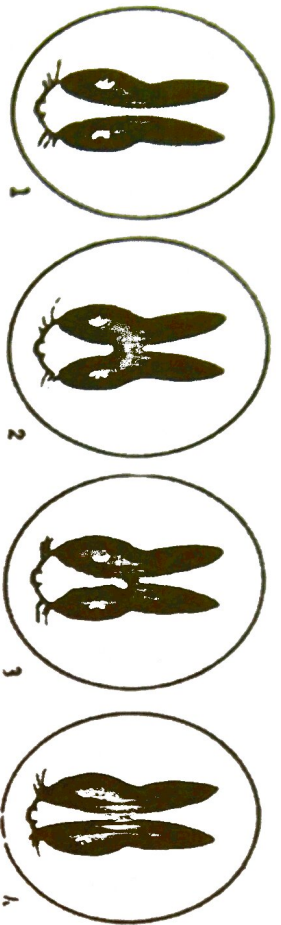
UNDERCUTS: (1) Ideal, proper placement, very even; (2) Crossed or Biased, line runs diagonally; (3) Wavy, line is rough, ragged, or wavy; (4) Drag, white runs back into black; also black may drag forward in white.



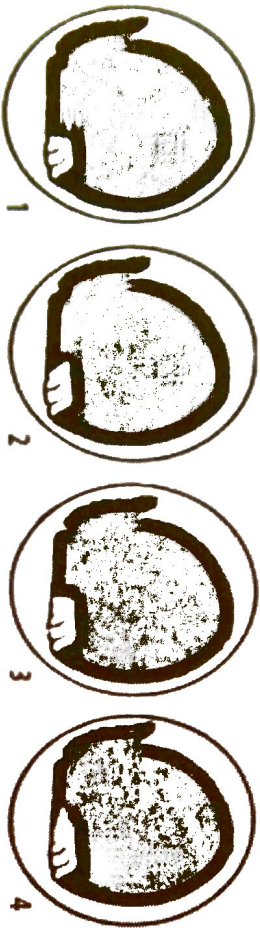
CHEEKS: (1) Ideal, follows jawline cleanly, round with proper depth; (2) High, also shallow, does not go deep enough to follow jawline; (3) Squarred, not rounded on bottom; (4) Hooked, cheek good, but dragging under to jaw



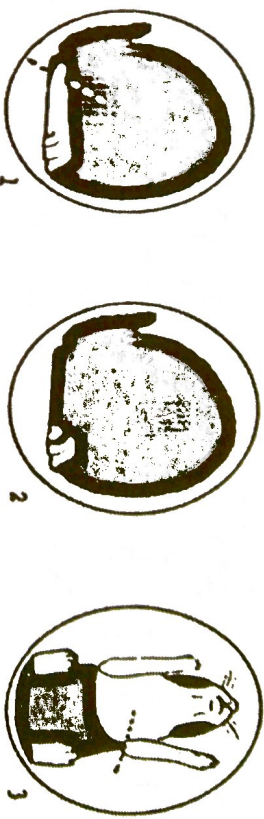
NECKS: (1) Ideal, note even white wedge which divides cheeks perfectly; (2) Full, absence of proper white wedge; (3) Dirty, ragged neck markings; (4) Drags, black drags into shoulder; a result of cheeks running too deep, below jawline.



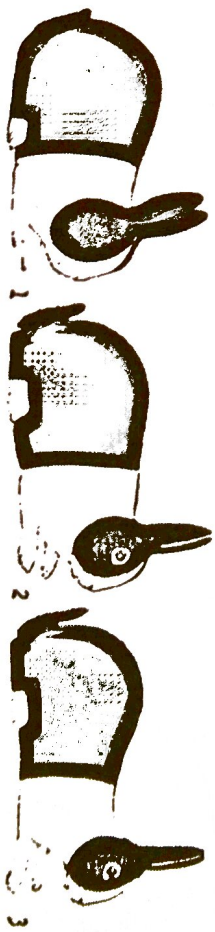
BLAZES: (1) Ideal, proper width and good graduation; (2) Blunt, too short and blunt; (3) Wavy or Rough, markings irregular and edges ragged; (4) Narrow, usually found with low cheeks.



STOPS: (1) Ideal, even on top and sides; (2) Crossed or Biased, line crossed diagonally; (3) Even, though even areas are too long; (4) Run, white of stop running back on outside of stop; also may run on inside.



DISQUALIFICATIONS: (1) Long Stop, a disqualification when the white reaches above the hock joint; (2) Split Stop, a disqualification when color runs between the toes and connects with the color on the bottom of the foot; (3) Undercut - Hooked On Leg, color dragging onto white of leg. When color extends past the joint, it disqualifies.



BODY TYPE: (1) Ideal, short, cobby type, well rounded hips, good depth throughout; (2) Good depth of body, but too long. Cheeks and stops too long; (3) Body too long and narrow, with poor depth. Cheeks and stops long. Pear shaped head.