

British Giant

Ring Size H	Points
1) Weight	10
2) Coat	30
3) Body & Type	40
4) Colour	10
5) Condition	10
Total	100

- Weight** - Minimum weight - Does 6.123kg (13.1/2lb.) Bucks 5.670kg (12.1/2lb)
- Coat** - Should be a very dense, full coat 19-25mm (length 3/4-1in). Thick to touch, and with enough resistance to resume normal position when stroked backwards. Texture, not too harsh or too soft.
- Body & Type** - Should be large; long; roomy, as flat as possible. Broad front and hindquarters well formed. Firm, muscled body.
Head - Should be broad, large, full and bold. Ears to be erect; not to exceed 19cm (7.1/2in) in length.
Eyes - Bold eyes.
- Colours**
White - Snow white, as near white as possible. Eye colour red or blue.
Black - Jet black top extending well down the hair shaft with dark blue under colour extending to the skin. Eye colour brown or blue.
Dark Steel Grey - Dark steel grey cover evenly ticked all over the body (head allowed a little darker) with slate blue under colour. The whole topped with black guard hairs. Dark belly preferred but white belly permissible. Eye colour brown.
Blue - Dark blue top colour extending well down the hair shaft. Blue under colour the deeper the better. Eye colour blue, grey or brown.
Brown Grey - Slate blue base colour under a band of yellow/orange topped by a bank of black with light to nut brown tips to the fur. The whole to be topped with black guard hairs. Belly to be white with slate under colour. Eye colour blue/grey or brown.
Opal - Pale blue top colour over well defined band of fawn with slate under colour. Ears laced blue. Belly colour, eye circles and underside of tail to be white with slate under colour. Eye colour blue or brown.
- Condition** - The exhibit should be in a perfect state of health, alert and vigorous. Free from soiling of the feet, ears and genitals. The coat should reflect the overall good health of the exhibit.

FAULTS - Bagginess. Excessive fat. Narrow head. Woolly coat. White hairs, any banding of the undercoat. Plus general faults.