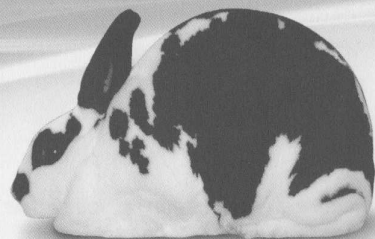




# Standard of Perfection Mini Rex



Currently there are 19 showable varieties of Mini Rex: Black, Blue, BEW, Broken, Castor, Chinchilla, Chocolate, Himalayan, Lilac, Lynx, Opal, Otter, Red, Sable Point, Seal, Silver Marten, Smoke Pearl, Tortoise and White.

## Schedule of Points

General Type .....	45 points
Body .....	35
Head .....	5
Ears .....	5
Fur .....	35 points
Color .....	15 points
Condition .....	5 points
<b>Total .....</b>	<b>100 points</b>

## Showroom classes and weights

**Senior Bucks:** 6 months of age and over, weight 3 pounds (1.36 kg) to 4-1/4 pounds (1.928 kg). Ideal weight 4 pounds (1.814 kg).

**Senior does:** 6 months of age and over, weight 3-1/4 pounds (1.474 kg) to 4-1/2 lbs (2.041kg). Ideal weight 4-1/4 pounds (1.474 kg) pounds (1.814 kg).

**Junior Bucks & Does:** Under 6 months of age, maximum weight 3-3/4 pounds (1.70 kg) Minimum weight 2 pounds (0.907 kg).

**Note:** Juniors exceeding maximum weight limits may be shown in higher age classifications. No animal may be shown in a lower age classification than its true age.

Each variety and Broken Group is to be exhibited individually.

## General Type

**Body.....Points 35:** The ideal Mini Rex is a well proportioned animal that gives the overall impression of balance and uniformity. The body is to

be compact and smooth. The shoulders, midsection and hindquarters are to be well developed and well filled. Throughout the body, there is good depth, which is in balance with the body's width. When viewed from above, the body is to show a slight taper from the hindquarters to the shoulders. When viewed from the side, the top bodyline is to rise in a gradual curve from the base of the ears to a high point over the center of the hips and then round downward to a full lower hindquarter at the base of the tail. A small dewlap is permissible in does.

**Faults:** Narrow, long, racy, or rangy body; body in which depth is not in balance to the width throughout the body; roughness over the spine or hips; potty belly.

**Disqualifications from Competition:** Extremely low shoulders; body which is extremely rangy and racy.

### Shoulders:

Shoulders are to be firm, well developed and well fleshed. They are to blend smoothly to a slightly wider and deeper midsection. Shoulders are to have enough width and depth to balance with the rest of the body.

**Faults:** Shoulders that are too narrow, too wide, too low or too flat as not to balance with the rest of the body.

### Midsection:

Midsection is to be firm, well developed and well fleshed. It is to be slightly wider and deeper than the shoulders and should blend smoothly to slightly wider and deeper hindquarters. Midsection is to

have enough width and depth to balance with the rest of the body.  
**Faults:** Midsection that is too wide or too narrow to balance with the shoulders and hindquarters; midsection that is too low or too flat to balance with the rest of the body; midsection that is rough or poorly fleshed.

### Hindquarters:

The hindquarters are to be firm, well developed, and well fleshed. They are to be broad, deep, and well rounded. The depth of the hindquarters is to be in balance with the width of the hindquarters. The lower hindquarters are to be well developed and full. The hindquarters are to be slightly wider and deeper than the midsection. There is to be a taper from the hindquarters to a slightly narrower shoulder. Hindquarters are to have enough width and depth to balance with the rest of the body.

### Faults:

Narrow, flat, pinched, undercut, or bony hindquarters; hindquarters in which the depth does not balance with the width.

## Head .....Points 5

The head is to balance with the body. It should be set relatively close to the shoulders and should be full, with a well filled face and jaws. It is slightly refined in does.

**Faults:** Head that does not balance with the body. Head too broad as to give the impression of a Netherland Dwarf; long or narrow head.

## Ears .....Points 5

The ears are to balance with the body. The ears are to be thick, relatively short, and well set on the head. They are to be carried erect and close together, without the showing of flanges.

**Faults:** Ears that do not balance with the body. Ears having thin flesh or fur.

## Disqualification from Competition:

Ears over 3½ inches in length.

**Eye:** The eyes are to be bright and bold.

**Feet & Legs:** The legs are to be straight, rather short in length, and medium to fine in bone.

**Faults:** Long legs that give impression of raciness or ranginess; feet that lack a complete padding of fur; bare skin.

**Tail:** Size of the tail is to be in proportion to the body and is to be carried straight.

## Fur ..... Points 35

Fur is to be extremely dense, straight, and upright, with an ideal length of 5/8 inch. It is to be the same length, density and texture over the entire animal. Guard hairs, which are not to be noticeably protruding, are to be plentiful and evenly distributed throughout the coat. Fur is to have a lustrous appearance, good body, and a plush-like effect that offers a distinct springy resistance when touched. Fur is to feel and look extremely smooth and even.

**Faults:** Fur that is lacking in density, uneven in length, harsh, soft, cottony or silky in texture; fur that is dull, lacking luster or has noticeably protruding guard hairs; fur that does not offer a distinct springy resistance when touched.

## Disqualifications from

**Competition:** Any of the above faults if severe enough to destroy typical Mini Rex appearance; average fur length that is less than ½ inch or more than 7/8 inch.

## Color ..... Points 15

Per individual color description.

*(See color pages for individual color variety descriptions)*