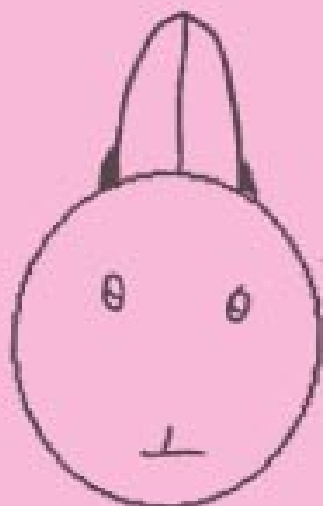


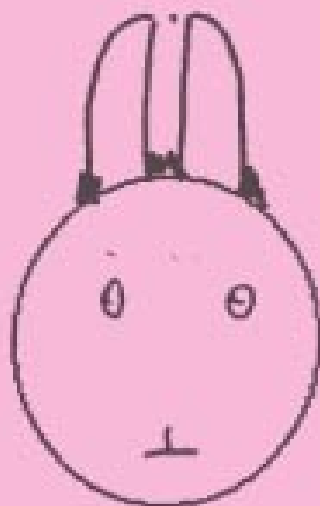
SPECIAL TIPS FOR JUDGES

- * Remember Polish have FLYBACK coats. A rollback coat is a DISQUALIFICATION! Many Polish have rollback coats. DQ them!**
- * A Dewlap is a Disqualification in Polish. The best way to evaluate whether or not it is a dewlap is to let the animal move on the table. If anytime during the animals movement you see a double chin larger than a pencil, DQ it.**
- * Maximum weight for juniors is 2 1/2 pounds. It is very common to see mature juniors reach that weight. If it's close, weigh it. Weights are protestable so don't overlook it.**
- * Polish are to be posed with the head close to the table. Without a proper pose evaluating body type would be very difficult.**
- * Watch for Blues with brown eyes.**
- * Beware of Blues with frosty or silvered color. They are to be DQed or given an unworthy of an award.**

Ears - 15 Points



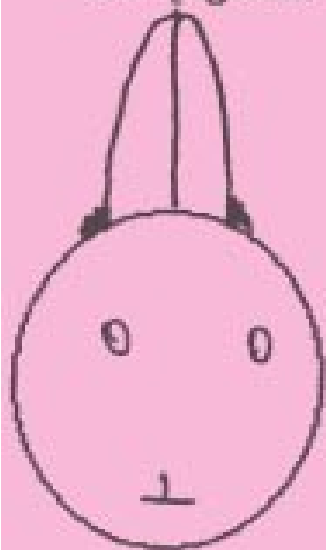
**Excellent Ears
Good Length
Good Shape
Set Together**



**Ears Set Apart
Good Length
Good Shape
Medium Fault**



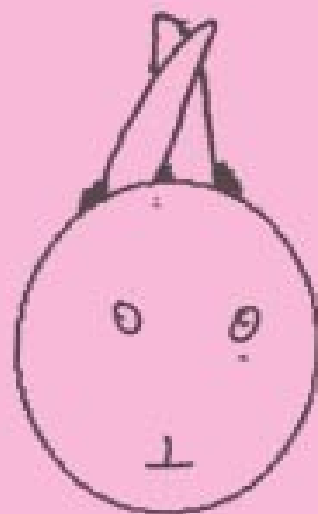
**Ears Set Apart
Good Length
Ears Are Bowed Inward
Serious Fault**



**Ear Length Long
Set Together
Well Shaped
Slight Fault**



**Ear Length Long
Set Apart
Bowed
Serious Fault**



**Ear Length Good
Ears Are Scissored
Medium Fault**

**Measure those Ears!!!!
Polish have a 3" Maximum**

Eye - 15 Points

Bright

Bold

Expressive



Poor eye - Small and Lazy



Good Eye Large and Bright

**Note to Judges: Eyes are worth 15 pts, equal to the Head and the Ears.
Surely, they deserve a comment!**

Head - 15 Points



Head set too high



Proper head set



**Head is too long
resembles a horse**



Head is well shaped



**Head is too round
resembles a Dwarf**



**Good width between
the eyes**



**Lacks width between the
eyes**



**Too much width between
the eyes**

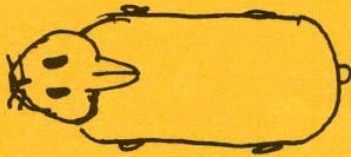
Body Type - 25 points



Good Taper



**Too Much Taper
Slight Fault**



**No Taper
Major Fault**



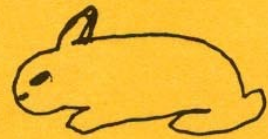
**Reverse Taper
The Most Serious Fault**



**Lack of Depth
Good Rise
Very Slight Fault**



**Long in Body
Good Rise
Slight Fault**



**No Rise
Serious Fault**



**Extremely Long Body
Good Rise
Medium Fault**



**Short Body
Good Rise**



**High Point
Too Far Forward
Serious Fault**

Problem Areas To Watch

