

PIXIEBOB (Longhair [PXL] / Shorthair [PXS]) (Standard Source: TICA 2012)

General:

The Pixiebob is a domestic cat with a visual similarity to the North American Bobcat yet with a loving, trusting, tractable nature. The most notable characteristics of the Pixiebob are the deep-set, heavily hooded eyes, well-developed fleshy chin and short tail. The breed comes in shorthair and longhair varieties.

Head: Medium to large in size with an inverted pear shape (ie wide at top narrowing to broad muzzle). In profile, slightly rounded forehead; concave curve, eye ridge to bridge of nose. Full broad muzzle. Fleshy gently rounded whisker pads. Definite whisker break. Well-developed chin, fleshy, coarse fuzzy fur. Aligns with nose, obvious depth. Large wide nose, slightly convex. Slight nose bump. Chin/Muzzle/Nose forms an equal-sided diamond shape when view from the front.

Ears: Medium height, wide, deep base. Set as much on side as on top of head, slight outward tilt. Rounded top. Tufts extending vertically from the tips of the ears are desirable, more prominent on the longhair. Pale thumbprint on back of ears.

Eyes: Medium-sized, heavily hooded soft triangle. Bushy brow. Deep set, one eye width apart.

Body: Medium to large in size; substantial and rangy. Heavy boned and muscular. Prominent shoulder blades. Back not level, slight upward slope toward hips. Hips medium width, prominent, slightly higher than shoulder sloping downward to tail. Deep flank, broad chest. Primordial belly pouch (ie fatty pad on the lower abdomen).

Legs and Feet: Long, muscular heavy-boned legs. Hind legs slightly longer than front legs. Feet large, long, wide almost round, large fleshy toes. All toes except dew claws must rest on floor pointing forward.

Tail: Tail bone must be 5cm minimum, maximum length to hock with leg extended. Articulated tail desirable, kinks and curls acceptable.

Coat: Coat, colour and pattern, secondary to type. Both coat length's facial hair is full and bushy, with downward growth pattern. Coat separates easily and is weather resistant.

Longhair: Soft texture, lying closer to the body than shorthair. Semi dense. Medium length (no longer than 5 cm). Belly hair longer.

Shorthair: Soft and woolly texture, having lift. Is resilient to the touch. Short length stand-up coat. Belly hair longer.

Remarks: Polydactyl; seven toes maximum. Females proportionately smaller than males.

Faults: Coat: Close lying (shorthair). Too long (longhair)
Head: Deficient chin or brow. Flat head.
Body: Lacking primordial belly pouch. Narrow hips.
Tail: under 5cm or past the hock.
Cow hocking.
Feet: Polydactyl toes, excluding dew claws, not touching table.

Withhold

Challenge: Ruff around neck (longhair only).
Head: Round eyes.
Body: Fine boning.

Disqualify: Tail under 2.5cm or full length tail.

STANDARD OF POINTS

Head:	<i>shape (4), muzzle (5), profile (4), nose (5), chin (6)</i>	24 points
Ears:		6 points
Eyes:		10 points
Body:	<i>torso (11), boning (8), musculature (7)</i>	26 points
Legs and Feet:	<i>feet (5)</i>	10 points
Tail:		3 points
Coat:	<i>length (4), texture (7)</i>	11 points
Colour:	<i>including pattern (5)</i>	10 points
Condition:		~ points

100 points

COLOURS AND PATTERNS RECOGNISED

General Description

Eye Colour: Gold or Brown or Gooseberry Green.

Coat Colour: Brown Spotted Tabby only: all shades of brown permitted. Mouse coat/reverse ticking (ie outermost tip of banded hair is light instead of dark and the base is grey instead of light). Pale colour from throat to belly. White or cream band must surround eye; mascara marking from outer corner down through cheek. Hocks dark brown/black; tail tip should be dark brown/black.

Coat Pattern: Brown Spotted Tabby. Small to medium spots; muted by ticking; random spotting preferred. Belly must be spotted.

Nose Leather: Brick red.

Paws Pads: Dark brown/black.

Remarks: Broken mackerel pattern and white lockets permitted.

Faults: Coat: Belly too dark.

Withhold

Challenge: Coat: Any colour/pattern not described. Lack of ticking or pattern throughout coat.

Disqualify: ~

BREEDERS NOTES

Allowable outcross: none