

Basset Fauve de Bretagne

At A Glance

Color: Solid colored ranging from light fawn, golden wheaten, to red brick in hue. A few black hairs dispersed on the back, ears and tail are tolerated as is a small white star on the chest, but not desirable.

Head:

Back skull slightly longer than muzzle
Pronounced occipital protuberance

Neck short & well muscled.

Loin is broad and well muscled

Fault: excessive tuck up

Topline straight and level.

Tail:

Carried sickle fashion.
Carried above the topline

DQ: kinked tail

Forequarters:

Shoulders well laid back
Elbows in line with body
Vertical forearm
Slight bilateral turnout of feet allowed

Fault: excessive crook/turnout of front feet

Feet compact with toes tight together
Front dew claws may be present or removed
Solid color toenails

1: 1.2 height/length ratio

Hindquarters:

Hocks well let down
Feet compact with toes tight.

Fault: rear dewclaws
Fault: any deviation from straight forward with hind feet

Height & Balance:

12.5 to 15.5" at withers
0.5" over/under allowed

DQ: Under 12" or over 16"

Coat:

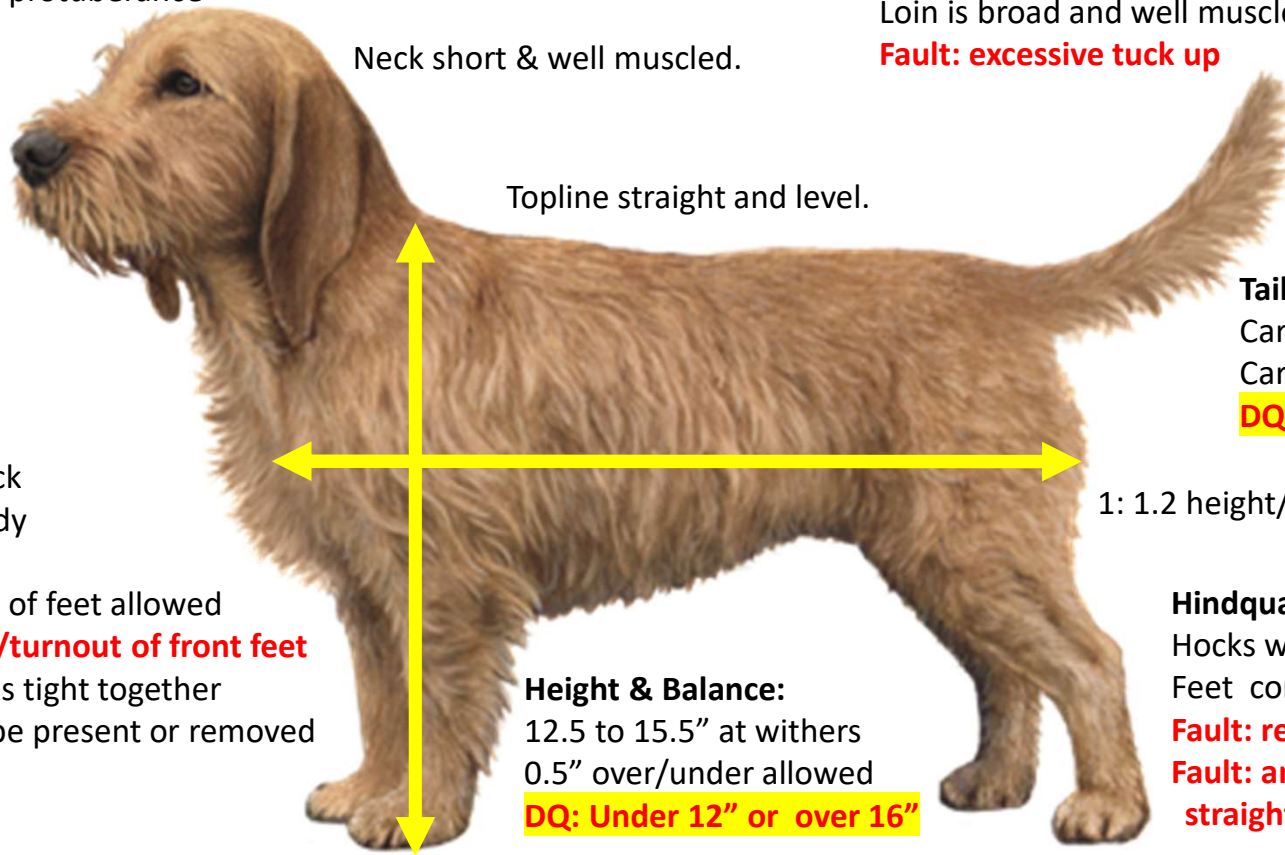
A wiry, rough, harsh, short coat is preferred but a smooth, harsh coat is tolerated.

Eyebrows should be short enough to see the eyes. Mustache and beard should be moderate in length.

Shown in *natural coat*, *not overly groomed*. Sculpted furnishings should be penalized. Sparse, smooth, fine or soft coats are faults.

Fault: Long, woolly coat is a serious fault.

Fault: Soft or curly coat is a serious fault



Basset Fauve de Bretagne Head/Skull

Skull:

Flattened arch when viewed from the front

Muzzle slightly tapered; not rectangular

Fault: prominent superciliary arch

Fault: broad, flat skull

Fault: short or pointed muzzle

Ears:

- attached in line with the eye.
- just reaching the end of the nose when drawn forward
- ending in a point and turning inward
- covered with shorter, finer hair

Fault: flat high-set ears

Fault: large ears with no fold

Muzzle:

Slightly tapered; not rectangular

Fault: heavy pendulous lips

Fault: missing lip pigment



Mouth:

Scissor bite preferred.

Level bite acceptable

Missing first pre-molar acceptable

DQ: overshot/undershot

Eyes:

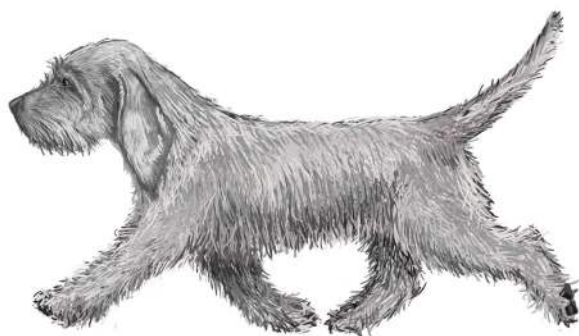
- dark brown
- neither bulging or deeply set

Fault: Light eyes

Fault: Missing eye rim pigment

Nose darkly pigmented black or brown.

Fault: missing/incomplete nose pigment



Basset Fauve de Bretagne On the Move

Gait:

Front action is straight and reaching well forward.

Hind legs move parallel with great drive.

Single tracking is proportional to the speed of his movement.

An active hound, capable of a full day's hunting.