Name:			Color:			**Date:**		
Ear #:			Genotype:					
Sex:			Sire:					
Breed:			Dam:					
Weight:			DOB:					

Never changes: Chest depth, ear shape/placement, Pinched HQ, pins, head mount/width, shoulders.

May change: Ear thickness, head, overall balance/width/fullness.

Note: I want about a quarter sized clear spot on the saddle at 8 weeks. Breeding bucks tend to lose their manes earlier. Ears stop growth a 8-12wks. Shoulders lengthen as they age.

Head (10 points)

Between Eyes		Length	
1= wide		1= short	
2= narrow		2= average	
Muzzle		3= long	
1= full		Profile	
2= pinched		1= narrow/pointd	
		2= correct	
		3= round	

Fur (45 points)

Ears		Breaks	
1= skimpy		1= No break	
2= well furred		2= starting	
3= Wool1/2UpEa		3= clear	
Mane		Saddle	
1= missingspots		1= heavy wool	
2= full circle		2= starting	
3= into saddle		3= clear	
Wool Cap		Wool Quality	
1= no cap		1= medium soft	
2= full		2= coarse	
3= on face		3= fine	
Skirt		Crimp	
1= No skirt		1= slight crimp	
2= skirt 1"-4"		2= medium	
3= skirt >4"		3= full of crimp	

Legs/Feet:

Hock Position		Hopping&Posed	
1= | |		1= Toes in	
2= || or \ /		2= Toes out	
3= V			
Bone:		Front Limb	
1= thin		1= Long	
2= medium		2= Short	
3= thick		3= medium	
Fur		Ankles	
1= thin/wooly		1= weak (Lshape)	
2= thick rollback		2= in between	
3= flyback		3= straight	

Notes:

Body (25 points)

Head mount		Shoulder Depth		Hindquarters	
1= up, no neck		1= depth=width		1= narrow	
2= forward		2= depth > width		2= broad	
3= low		3= width > depth		3= pinched	
Shoulder length		Midsection Length		Chest Width	
1= 1 finger		1= 1 finger		1= pinched	
2= 2 fingers		2= 2 fingers		2= wide	
3= 3+ fingers		3= 3+ fingers		3= narrow	
Undercut		Stance		Chest Depth	
1= 0 fingers		1= wide apart		1= broad	
2= 1/2 finger		2= tepee		2=narrow	
3= 1 finger		3= narrow		In Inches:	
Posing ability		Topline		Pins:	
1= natural		1= round/curve		1= smooth	
2= too low		2= long/flat		2=slightly rough	
3= too high		3= flat spots		3= jutting out	
Loin:		Rib spread			
1= narrow/tapers		1= wide			
2= flat		2= narrow			
3= wide		3= smooth			
Depth@Loin		4= juts out			