

## **BREED CODE: JBL – JAPANESE BOBTAIL LH**

### **GENERAL TYPE STANDARD**

The Japanese Bobtail should present the overall impression of a medium sized cat with clean lines and bone structure, well-muscled but straight and slender rather than massive in build. The unique set of its eyes, combined with high cheek bones and a long parallel nose, lend a distinctive Japanese cast to the face, especially in profile; quite different from the other oriental breeds. Its short tail should resemble a bunny tail with the hair fanning out to create a pom-pom appearance which effectively camouflages the underlying bone structure of the tail.

**HEAD:** Although the head appears long and finely chiseled, it forms almost a perfect equilateral triangle ( the triangle does not include the ears) with gentle curving lines, high cheekbones, and a noticeable whisker break, the nose long and well-defined by two parallel lines from tip to brow with a gentle dip at, or just below, eye level. Allowance must be made for jowls in the stud cat.

**EARS:** Large, upright, and expressive, set wide apart but at right angles to the head rather than flaring outward, and giving the impression of being tilted forward in repose.

**MUZZLE:** Fairly broad and rounding into the whisker break; neither pointed nor blunt.

**CHIN:** Should be full, neither undershot nor overshot.

**EYES:** Large, oval rather than round, but wide and alert; set into the skull at a rather pronounced slant when viewed in profile. The eyeball shows a shallow curvature and should not bulge out beyond the cheekbone or the forehead.

**BODY:** Medium in size, males proportionately larger than females. Torso long, lean and elegant, not tubular, showing well developed muscular strength without coarseness. No inclination toward flabbiness or cobbiness. General balance of utmost importance.

**NECK:** Neither too long nor too short, in proportion to the length of the body.

**LEGS:** In keeping with the body, long, slender, and high, but not dainty or fragile in appearance. The hind legs noticeably longer than the forelegs, but deeply angulated to bend when the cat is standing relaxed so that the torso remains nearly level rather than rising toward the rear. When standing, the cats forelegs and shoulders form two continuous straight lines, close together.

**PAWS:** Oval. Toes: five in front and four behind.

**COAT:** Length medium-long to long, texture soft and silky, with no noticeable undercoat in the mature adult. Frontal ruff desirable. Coat may be shorter and close lying over the shoulders, gradually lengthening toward the rump, with noticeable longer hair on the tail and rear britches. Ear and toe tufts desirable. Coat should lie so as to accent the lines of the body.

**TAIL:** The tail is unique not only to the breed, but to each individual Cat. This is to be used as a guideline, rather than promoting one specific type of tail out of the many that occur within the breed. The tail must be clearly visible and is composed of one or more Curves, angles, or kinks or any combination thereof. The furthest extension of the tail bone from the body should be no longer than three inches. The direction in which the tail is carried is not important. The tail may be flexible or rigid and should be of a size and shape that harmonizes with the rest of the cat.

**COLOUR:** In the bi-colours and tri-colours (MI-KE) any colour may predominate with preference given to bold, dramatic markings and vividly contrasting colours. In the solid colour cat the coat colour should be of uniform density and colour from the tip to the root of each hair and from the nose of the cat to the tail. Nose leather, paw pads, and eye colour should harmonize generally with coat colour. Blue eyes and odd eyes are allowed.

**PENALIZE:** Short round head, cobby build.

**DISQUALIFY:** Tail bone absent or extending too far beyond body. Tail lacking in pom-pom or fluffy appearance. Delayed bobtail effect (i.e., the pom-pom being preceded by an inch or two of normal tail with close-lying hair rather than appearing to commence at the base of the spine).

<b>SCALE OF POINTS</b>		
Head	incl. size & shape of eyes, ear shape & set	20
Body Type	incl. shape, size, bone	30
Coat	Texture	10
Colour	Colour & Markings	20
Tail		20
Total		100