



GROUP V: TOYS

GRIFFON (BRUSSELS)

RECOGNIZED: 1889

Effective: January 2015

The breed standard outlines the ideal characteristics, temperament and appearance of a breed, and ensures that a dog can carry out its original purpose. Breeders and judges should be mindful to prioritize dogs that are healthy and sound in both mind and body.

GENERAL APPEARANCE

A toy dog, intelligent, alert, sturdy, with a thick-set short body, a smart carriage and set-up, attracting attention by its almost human expression.

SIZE

For the class of dogs and bitches of a small size, the weight should not exceed 3.25 kg (7 lb).

For the class of dogs and bitches of a large size, that is weighing more than 3.25 kg (7 lb), the weight should not exceed 5 kg (11 lb) for dogs and 5.5 kg (12 lb) for bitches.

Note: Type and quality are of greater importance than weight; a smaller dog that is sturdy and well proportioned should not be penalized.

COAT

There are two distinct types of coat: rough and smooth.

The **rough coat** should be wiry and dense, the harder and more wiry the better. On no account should the dog look or feel woolly, and there should be no silky hair anywhere. The coat should not be so long as to give a shaggy appearance but should still be distinctly different all over from the smooth coat. The head should be covered with wiry hair, slightly longer around the eyes, nose, cheeks, and chin, thus forming a fringe.

The **smooth coat** is similar to that of the Boston Terrier or English Bulldog, with no trace of wire hair.

COLOUR

In the rough-coated type, coat is either:

- Reddish brown, with a little black at the whiskers and chin allowable
- Black and reddish brown mixed, usually with black mask and whiskers
- Black with uniform reddish-brown markings, usually appearing under the chin, on the legs, over the eyebrows, around the edges of the ears and around the vent
- Solid black

The colours of the smooth-coated type are the same as those of the rough-coated type. Any white hairs in either the rough or smooth coat are a serious fault, except for “frost” on the black muzzle of a mature dog, which is natural.

HEAD

Skull: Large and round, with a domed forehead. **Nose:** Very black, extremely short, its tip being set back deeply between the eyes so as to form a layback. The nostrils large, the stop deep. Lips edged with black, not pendulous but well brought together, giving a clean finish to the mouth. Chin must be undershot, prominent, and large with an upwards sweep. **Teeth:** The incisors of the lower jaw should protrude over the upper incisors and the lower

jaw should be rather broad. Neither teeth nor tongue should show when the mouth is closed. **Eyes** should be set well apart, very large, black, prominent, and well open. The eyelashes long and black. Eyelids edged with black. **Ears:** Small and set rather high on the head. May be cropped or natural. If natural they are carried semi-erect.

NECK

Medium length, gracefully arched.

FOREQUARTERS

Forelegs of medium length, straight in bone, well muscled, set moderately wide apart and straight from the point of the shoulders as viewed from the front. Pasterns short and strong.

BODY

Back level and short, brisket should be broad and deep, ribs well sprung.

HINDQUARTERS

Hind legs set true, thighs strong and well muscled, stifles bent, hocks well let down, turning neither in nor out. Feet round, small and compact, turned neither in nor out. Toes well arched. Black pads and toenails preferred.

TAIL

Set and held high. If docked to about one-third.

FAULTS

Any departure from the aforementioned ideals shall be considered faulty to the degree in which it interferes with the health and well-being of the dog and the breed's traditional purpose.

- Any white hairs in either the rough or smooth coat are a serious fault.
- A wry mouth is a serious fault.

DISQUALIFICATIONS

- Dudley or butterfly nose
- White spot or blaze anywhere on coat
- Hanging tongue
- Jaw overshot

SCALE OF POINTS

Head

Skull	5	
Nose and stop	10	
Eyes.....	5	
Chin and jaws	10	
Ears	5	35

Coat

Colour	12	
Texture.....	13	25

Body and General Conformation

Body (brisket and rib)	15	
Legs.....	10	
Feet.....	5	30

General Appearance

(neck, topline, and tail carriage)	10	10
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TOTAL **100**