# FCI-Standard N°89 / 04. 02. 2000 / GB

# **PODENCO IBICENCO**

**TRANSLATION**: C.Seidler.

**ORIGIN**: Spain (Balearic Islands).

# **DATE OF PUBLICATION OF THE ORIGINAL VALID STANDARD**: 26.05.1982.

UTILIZATION: The Podenco Ibicenco is mainly used for hunting rabbits without guns, by day and at night. Thanks to his particularly good scenting ability, which, coupled with hearing, he uses more than sight, he scents and hunts out rabbits with ease, even in dense cover. Nimble and bright, he catches his prey quickly, specially when hunting together with other dogs. When one dog indicates game, he is surrounded by all the others, which keep a certain distance and stand in wait. They bark only when they see or hear the game and when they have surrounded it. Both when indicating and catching game, all dogs wag their tail fast, but are easily put off their waiting attitude. The Podenco Ibicenco is also used for hunting hare and large game. He is a good retriever. With certain exceptions only bitches are used for the formation of a pack or, at most, with one male only, as the latter do not work together during a hunt and are quarrelsome. When a pack has caught several thousand rabbits, it can happen with this breed, that some dogs from the same pack no longer want to hunt until they have had a considerable rest. The Spanish expression « enconillarse » ( go to rest ) refers to this peculiarity.

<u>CLASSIFICATION F.C.I.</u>: Group 5 Spitz and primitive types. Section 7 Primitive type-Hunting dogs.

Without working trial.

**BRIEF HISTORICAL SUMMARY**: This breed originates in the Balearic Islands of Majorca, Ibiza, Minorca and Formentera, where it is known by the original name of «Ca Eivissec». It is also widely found in Catalonia, round Valencia, in the Roussillon and in the Provence, where it is known by the names Mallorquí, Xarnelo,

Mayorquais, Charnegue, Charnegui and Balearic Dog. Probably these dogs were brought to the islands by the Phoenecians, Carthaginians and eventually also the Romans.

This dog is a typical primitive and robust representative of one of the oldest still existing breeds. Illustrations of these dogs are found in the graves of the Pharaohs and on objects in museums, so that the existence of the breed can already be proved in the year 3400 BC.

<u>IMPORTANT PROPORTION</u>: The distance from the tip of the muzzle to the eyes is equal to that from the eyes to the occiput.

<u>**HEAD**</u>: Seen as a whole, the long, fine head has the appearance of a cone cut off near its base; completely dry, rather small in relation to body.

#### **CRANIAL REGION:**

<u>Skull</u>: Long and flat (dolichocephalic). Occipital bone protruding. Forehead fine and flat.

Stop: Barely pronounced.

#### **FACIAL REGION:**

<u>Nose</u>: Nose leather flesh colour. Nostrils open. Nasal bridge slightly arched.

 $\underline{\text{Muzzle}}$ : Nasal bridge and nose protrude over lower jaw; fine, long and according to colour of coat, flesh colour.

<u>Lips</u>: Thin, close fitting, flesh colour.

<u>Teeth</u>: Perfect fitting bite, scissor bite, white and regular.

Eyes: Slanting, small, light amber colour, reminiscent of caramel colour. The amber colour can be more or less intensive according to coat colour. Without seeming very noble, the expression shows intelligence but also fear and mistrust.

<u>Ears</u>: Always stiff, very mobile. Pointing forward or sideways in a horizontal plane or held backwards. Upright when dog is animated. The center of the ear set on is level with the eyes. The shape is that of an elongated rhomboid, which has been cut off by a third of its long

diagonal. They are fine without hair on the inside of the ear opening; of medium, not exaggerated size.

**NECK**: Very dry, both in its upper and lower part. Its length is a quarter the length of the body, slightly arched and muscular. Skin is taut, smooth, without dewlap. Normally, the coat is longer and denser in the region of the set on to the body, especially in the smooth variety.

**<u>BODY</u>**: Regarded as a whole, the body is symmetric, slightly convex and of medium, even proportions, compact and slightly longer than heigh, without the differences being laid down exactly.

Withers: Well defined, high, dry and long.

Back: Long, straight and pliable. Muscles strong, yet flat.

Loins: Arched, of medium breadth, strong and firm.

<u>Croup</u>: Strongly sloping with bone structure visible; it shows very strong, hard muscles.

<u>Chest</u>: Deep, narrow and long, but not reaching to the elbows. Forechest pointed and strongly protruding. Ribs flat.

Abdomen: Tucked up, but not too much.

<u>TAIL</u>: Set on low; there should be some longer and coarser, slightly offstanding hairs (like ears of grain) towards the tip; long. When the tail is pulled through between the legs, it should reach the spine. Slightly thicker at set on, gradually tapering towards the tip. Hanging naturally in repose; in movement carried in sickle shape more or less tightly curved. Preferably not carried upright or too much curled over back.

## **LIMBS**

<u>FOREQUARTERS</u>: Vertical, symmetric. Seen from front, the position of the front legs is very close together; altogether sturdy, with long limbs which give the impression of a slim, fast, yet strong animal. <u>Shoulders</u>: Shoulder blades slanting, strong and freely mobile.

Upper arm: Very long, straight, strong and very close in position.

 $\underline{Elbow}$  : Broad, set well apart from the body, parallel to the median

plane of the body, but never loose.

<u>Forearm</u>: Broadening towards front pastern. <u>Pastern</u>: Strong, firm, broad and well upright.

**HINDQUARTERS**: Vertical with long, strong, flat muscles.

 $\underline{\operatorname{Hock}}$ : Well angulated, broad, set low, vertical, turning neither out nor in

 $\overline{\text{FEET}}$ : Almost harefoot. Toes long and close together. Profuse hair in space between toes; nails very strong and normally white, occasionally according to coat colour. Pads very hard.

**GAIT/MOVEMENT**: The preferred movement is a suspended trot. Gallop is very fast and gives the impression of great agility.

**SKIN**: Taut, close fitting to body; reddish pigment, but may be a different colour where coat colour differs.

## COAT

<u>HAIR</u>: Smooth rough or long hair.

- The smooth should not be silky, but strong and shiny.
- The rough should be hard and very dense, somewhat shorter on head and ears and somewhat longer on rear of thighs and underside of tail. A beard is highly valued. The longhair is softer and should have at least a length of 5 cm. The head is very densely coated.

<u>COLOUR</u>: Preferred are white and red, or entirely white or red. Fawn dogs are permitted, provided it is an exceptionally good specimen; in smooth coats, however, this colour is not permitted.

**<u>HEIGHT</u>**: Dogs: 66 to 72 cm.

Bitches: 60 to 67 cm.

Without undue strictness, dogs which are close to the required measurements can be accepted, provided they are well proportioned and aesthetic.

**<u>FAULTS</u>**: Any departure from the foregoing points should be considered a fault and the seriousness with which the fault should be regarded should be in exact proportion to its degree and its effect upon the health and welfare of the dog.

#### **SERIOUS FAULTS:**

- Head short and broad.
- Stop markedly pronounced.
- Missing of a premolar.
- Drop ears.
- Barrel ribs.
- Elbows turned outwards.
- Cow hocks.
- Feet turned out.
- Crossing of feet and hocks in movement.

# **ELIMINATING FAULTS:**

- Aggresive or overly shy.
- Skull in the shape of a stair( plane of skull too high in relation to nasal bridge).
- Brown pigment or black spots on nose leather.
- Any form of prognathism.
- Eyelids and lips : Reddish brown.
- Evidence of crossing with a « Galgo » or other form of sighthound :
- Folded ears.
- Dark eyes.
- Croup broad.
- Barely defined forechest.
- Front legs wide apart.
- Thighs rounded and broad with visible veins.

Any dog clearly showing physical or behavioural abnormalities shall be disqualified.

<u>N.B.</u>: Male animals should have two apparently normal testicles fully descended into the scrotum.