

Epagneul Breton Working Standard

From Société Centrale Canine (French Kennel Club)
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France
Member of the Fédération Cynologique Internationale (FCI)

*Translated from French to English by the Honorable Reynald Lefebvre, Field Trial Judge
(France, Canada, USA)*

The Epagneul Breton : an energetic and intelligent dog, with a keen eye. Petite Cob

Gait.

Happy, alert, lively, with an energetic and rolling gallop; a fast succession of short movements. A long extended gallop or *gallop piqué** is prohibited.

* “*Gallop piqué*” means when the dog appears as if it is plunging forward with its head first and the front legs are digging in and pounding the ground heavily to drive the dog forward.

Carriage of the Head.

The head must be held high without exaggeration above the topline. The top lines of the skull and muzzle are slightly inclined. The head is always mobile showing confidence and a constant olfactory flexibility in the search of the game. However, in certain difficult scenting conditions, occasional rapid scenting of the ground is acceptable.

The Hunt.

The search of the game must be intelligent and methodical, without being mechanical, showing that the dog is hunting intensively and constantly, adapting itself to the cover and the type of terrain in such a way as to stay in contact with the handler.

The Point.

As he detects the scent of a bird, after a quick confirmation of the location of the scent, the dog must go boldly to the game to block it with authority. The Epagneul Breton on point is standing up, even when the point is made spontaneously. However, in a sudden point made by surprise, a different posture will be tolerated on the condition that the forehead is held high in the game's direction, showing that the dog is dominating it.

A dog pointing with his belly close to the ground, no matter what the situation, is not acceptable.

The *Couler* [pronounced “Koo-lay”] (Following the game or relocating).

Done on command of the handler, it must be immediate but decisive, and careful to maintain contact with the handler and the game until the game is flushed.

The refusal to *couler* on command is a serious fault (unless the game is very close).

The Retrieve.

On land or in deep water, the retrieve is done happily and quickly with no hesitation.