

Editor's note: This article was kindly submitted to us by Bob Chote. The title of the book is PHILOSOPHY OF JUDGING 1889 by Felch, Babcock, and Lee.

This is a very interesting read as Bob explains to us "This Chapter talks about how the Games are starting to go in a new direction and there needs to be two separate breeds. In fact in England there already is two classes." Thanks to Bob Chote for this historic submission.

CHAPTER VII

APPLICATION OF PRINCIPLES TO THE SCORING OF THE DIFFERENT BREEDS CONTINUED.

GAMES.

For a long time English and American breeders have been developing a fowl that is a great departure in form from the original stock. The Pit Game retains the original type. The prevailing characteristic of the modern Exhibition bird is expressed in the term "reachiness." Length of shank and thigh, length of neck, and a general slimness throughout, except at the shoulder, has been sought for as the acme of perfection. It is a common proof that fanciers are drawn to extreme types, but after a certain limit has been passed, the gain in type is a loss in grace and beauty. Already in England we begin to see signs of the inevitable reaction. Classes for the old fashioned Game are being provided at some of the leading shows; prominent fanciers are beginning to characterize the modern Game as "storks"; and "reachiness" is a quality that is beginning to lose some of its attractiveness in certain influential quarters. While, to a limited extent, we cannot help approving this reaction, we sincerely hope that it will not go too far. We believe that the Exhibition Game ought not, and will not, revert to the Pit type: that it should have a type of its own; that that type should be a combination of substance and elegance, of grace and strength. An Exhibition Game should possess enough of this quality, "reachiness," to give it a thoroughbred appearance: enough of substance to make it look powerful and strong. Too great a length of neck and limb produces an impression of febleness, and febleness is not a quality that heightens beauty. A weak looking bird can never produce a feeling of satisfaction in the beholder, and the sense of satisfaction is one of the elements which helps to determine the question of beauty.

In our illustration we have attempted to present our ideal of the Exhibition Game. We may have departed somewhat from the ideal of those fanciers who find in "reachiness"

the sole quality worth breeding for, but we believe we have not departed from nature in her best developments. We cannot believe that it is wise to make a profile for a class—an absolute rule by which the whole class must be judged—from the most exceptional development of a single variety in that class, and we do not hesitate to affirm as our belief, that only the extreme types of the Black-breasted Red Game can reach or nearly approximate to the profile which has been adopted by the American Game Club—a profile, let us cheerfully say, which is the best embodiment of the extreme type of "reachiness" that we have yet seen, and which emphasizes the characteristic for which extreme fanciers have for some time been breeding. If this profile had been limited in its application to the single variety which can approximate to its requirements, its results on judging would not have been so widespread, but as there is but one description in the Standard for form in the whole Game class, and as the American Game Club has adopted this profile for all varieties and will use its influence to secure the judging of them by this profile, the Pyles, Duck-wings, and other varieties will have to be considered in reference thereto, so far as this profile can have any influence upon judging.

To compel them to submit to this rule, based upon some rare exception, would be similar to requiring all the members of the human family to be joined together in pairs by a cartilaginous band, like the Siamese twins, because nature in one of her moods had produced such a type. With the illustration, which we have given, we believe that all the Game class can be fairly judged, and that by bringing them to this type the fowl will be brought to its greatest beauty. In what we have said we do not wish to be understood as criticising the gentlemen who procured the Game Club's profile. If the "reachy" modern type is to prevail, if the chief merit of a Game is its length of joint, then, while the profile may be open to some objections, we can consistently commend the spirit of the work. As we understand it, that was the object and desire of these gentlemen. We call attention to this matter because we are obliged to, because we believe the type we have illustrated is really more beautiful, and because we believe that, while it is now nearer to nature, it will before long become the accepted type among fanciers of the Game fowl. Certainly the trend of opinion is in this direction, and we shall be happy to chronicle the consummation of so-much-to-be-desired a result.

What do we find in our best specimens? Do we not find the point of the hackle meeting the rear edge of the cape at a point from which the back takes a straight line to the tail coverlets? Is not this point some two to two and a half inches to the rear of the shoulder joints? Is not the perfect height in a Game cock twenty-five to twenty-six inches? Are we in error in saying that a bird of this height is superior to one of more than twenty-six inches, other things equal? Ought a bird twenty-seven inches in height to win over one that is twenty-five? Of course, between one twenty-seven inches in height and one less than twenty-five, other things equal, the former bird should win, for an exception in favor of height is better than an exception that is below the ideal height. But exceptions are not more valuable, nor so valuable, as the rule which gives us the perfect height, for with perfection of height perfection of form is likely to be found. Comparative length of body, and comparative breadth at the shoulders, must be united with the ideal height to produce the ideal Game form, yet when length, breadth and height are duly proportioned

any height may be considered perfect.

The straight line of the back should slope downward to the tail. This can be seen when the hackle reaches the rear edge of the cape; if it falls short of that there will be a depression in front of the line which gives the back an arched or "roach-ed" form. We have seen illustrations in which the hackle reached only to the shoulder joints, but if they had been true to life, they would have caused the back to have this reached appearance. But dare any Game breeder maintain that a furnished male has a hackle of this length in its natural state? Would that be a perfect representation of the true Game form? The vent in a prime specimen comes near the thighs, with a nice roll to the soft plumage under the tail as it meets the crease at the vent. The shortness of the plumage gives a neat tucked up look to the stern, adding greatly to the vivacity and activity of appearance of the fowl.

In the true view for the profile—that is when the fowl is placed at an elevation of three and a half feet from the ground and in a position by which a line from the eye of the observer is at right angles to the plane which would divide the fowl lengthwise in the center, a drop line from the eye of a Game, standing in an erect posture, will touch the middle toe near the nail. Such a position our cut represents, and a fowl which, equals our representation should be passed as perfect in symmetry so far as the profile view is concerned, when judged by a Scale of Points containing symmetry as a section, Such is the true carriage of the Game fowl,

THE COMB—The adult males always and the young males usually are shown "dubbed" or trimmed. The trimming should be done smoothly so as to leave no rough or ragged places. When improperly done it should receive a cut of from $\frac{1}{2}$ to 1 point, in proportion to its imperfection. If the cockerels are untrimmed and the combs are other than small, fine in texture and evenly serrated cut from $\frac{1}{2}$ to 2 points, the latter cut to be made when the comb is coarse in texture and has folds or twists or is unevenly serrated, If the comb is large in size and twisted in front, cut $2 \frac{1}{2}$ points. To females, as they are shown undubbed, the rule for cutting undubbed cockerels applies, though the cases will be rare, when $2 \frac{1}{2}$ points will need to be cut.

THE HEAD—The head should be very long in appearance and have a clean, lean look. The beak should be strong; and slightly curved. If the head be short in appearance or the beak much curved, cut from $1 \frac{1}{2}$, to $1 \frac{1}{2}$ points. A weak looking beak should be cut from $\frac{1}{2}$ to 1 point, according to degree.

THE NECK—The neck should be nearly straight, nicely tapering from the shoulders to its junction with the head, which gives a gentle curvature to it, most pronounced at its upper part, long in appearance, and with short, close hackle which should never extend beyond the cape feathers in the center of the back. In a perfect specimen the hackle meets at the back of the cape feathers, at a point from which the back makes a straight line to the tail. Any illustration representing a shorter hackle is not in accordance with nature, and the specimen so represented is either deficient in hackle naturally or the

lower feathers have been pulled out to produce this effect. As we have already said, such a hackle would produce a nature a reached back, a defect not to be tolerated in a first-class specimen. A short hackle is very desirable but a roached back is very undesirable. If the hackle is so long as to cover in part or wholly the shoulders of the wing, cut from $1/2$ to $1\frac{1}{2}$ points, the latter in an extreme case in males, and in females, when the hackle impairs the prominent appearance of the shoulders, cut 1 point. If the neck in either sex is too short, cut from $1/2$ to 1 point.

THE BACK—The back should be wide at the shoulders, narrowing of the tail with a curving taper at the sides, while viewed in the profile, it should be a downward sloping straight line. It is not inaptly compared to a flat-iron in shape when viewed from above. Any departure from a straight line in the profile producing a convex curve, should be cut from $1/2$ to $1\frac{1}{2}$ points, the extreme cut being for a well developed roached back. A hollow back is seldom seen but should be cut the same as a reached back, from $1/2$ to $1\frac{1}{2}$ points. For narrowness of the back which shows want of substance cut from $1/2$ to 1 point. For lack of downward slope in the carriage of the back, when the profile line becomes horizontal, cut 1 point.

THE BREAST—The breast of a Game should be well developed, but the erect carriage and length of neck and limb produces a very different impression. The "robin breast" that is so greatly a desired feature in other breeds, is not to be had in a fowl that carries itself so erect as the Game. Viewed from the side, the breast extends but little forward of the wing fronts; viewed in front it is wide, the quarters well rounded, the upper sides having a sharp curve which is in keeping with the prominence of the shoulders, and the lower taking a longer arc in their sweep to the keel-bone. For fullness of breast, which necessarily accompanies a low carriage, cut 1 point. For narrowness of breast viewed from the front, cut 1 point.

THE BODY AND STERN—The body should be well rounded at the sides, and feel solid and hard in the handling. There should be a sense of firmness and compactness in the body. Flat sides should be cut from $1/2$ to $1\frac{1}{2}$ points. The stern narrows from thigh to tail, and from keel to tail, and any bagginess is a serious fault, and should be cut from $1/2$, to $1\frac{1}{2}$ points. The vent should be near the thighs—old cockers say the vent should be between the legs—and anything like a long stern and the vent placed far from the thighs should be regarded as a defect worthy a cut of from $1/2$ to $1\frac{1}{2}$ points. All slimness and lightness of the posterior parts must come from closeness and hardness of plumage, not from a lack of muscular development. In this breed as in no other strength is all important, for strength is an element of its beauty. The muscles should be firm and hard, the pelvis bones near and firmly held together. An open pelvis is a sure sign of weakness an indication of lack of vigor. In the female we expect the above to be slightly modified, for the necessity of producing eggs demands a more open

pelvis and results in a somewhat fuller stern. This produces a less prominent breast in appearance and causes her to look thicker through the thighs. This modification, however, is slight, and is only a sexual difference, the description of the male applying very closely to the female.

The keelbone should be straight, and a crooked one, though not a disqualification, is a defect which should be cut from $\frac{1}{2}$ to 2 points. If this seems a large cut, it is to be remembered that the closeness of the plumage on the Game and its peculiarly erect carriage, brings this defect peculiarly into view, very much more so than in longer feathered breeds. A short crook is not nearly so bad as a long curvature, for the latter turns the whole body to one side, and is a more certain indication of constitutional weakness. The former might, have resulted from an accident, but the latter could hardly be referred to that cause. The latter should, therefore, be cut with twice the severity of the former.

THE WINGS—The wings should be large, powerful, adhering closely to the body at the tip, closely folded, the fronts slightly detached from the body and carried well forward toward the front line of the breast. The prominence of the wing

fronts and their slightly raised position at the shoulder, gives the fowl the appearance alertness and readiness for action which is a characteristic of the breed. In our opinion the wing should reach the entire length of the body, though not extend beyond. Extreme shortness of hackle will be likely to influence the length of feather in other parts, and if it is bred for, it is probable that the wings will become shorter, and will therefore, cease to be so characteristic a feature of the breed as they have been in the past.

The usual defects in wings are imperfect folding, and carriage over the back; the latter especially in females, is often so marked, that the plumage of the back is nearly completely hidden by the wings. A loose, badly folded wing is an abomination in the Game and should be cut from $\frac{1}{2}$ to 2 points. When carried over the back it should be cut 1 point. The fronts partially or wholly hidden in breast plumage cut $\frac{1}{2}$ to 1 point. For twisted feathers in the wing cut 1 to 2 points.

THE TAIL—For the past fifteen years the tail of the Exhibition Game has been diminishing in size, and if this is continued for a like period and at the same rate, it will be our duty to chronicle the fact that the fashionable Game is a tailless bird, able to compete with the Rumpless fowl if it only can get rid of the "pope's nose." Is it not time to call a halt and save the most beautiful feature of the fowl? In the profile, to which we have before referred, the extreme shortness of tail has been illustrated. The other extreme is found upon the old fashioned Pit fowl. Neither the one nor the other should be regarded as perfection, but one such as we have represented in our illustration. To give us the true idea of grace, beauty, and symmetry, and typical characteristics will permit. The craze for long shanks, crane necks, and bob tails, brought about by a probable infusion of Ma

blood, should be checked. Game breeders owe it to themselves and to their fowls secure this. We so far enough when we say that the tail should be medium small, that should by no means look large nor exceedingly small, but that it must have length enough to give the style that is so taking to the eye. The tail is popularly described a "whip tail," but it should not be a whip with, the tip broken off, robbed of flexibility and snap. In carriage the tail should be a little above the horizontal. carried too high it should be cut from $\frac{1}{2}$ to $2\frac{1}{2}$ points, the full cut being for the defect known as squirrel, tail. If too large and bushy it should be cut from $\frac{1}{2}$ to 3 points, the latter when broad and wide like the old time fowl. The sickles should not be cut to length, provided they are nearly straight and narrow and properly tapered and the secondary sickles are in keeping. Proper proportion demands this. If the neck, the shanks, the thighs and the body are all long, the sickles and tail coverts should also be long to be in keeping with the rest. A Game's tail is short only when compared with a fowl like the Hamburg, It is medium short when compared with the tails found in fowls of its own breed. A comparatively short whip tail in a Game is of course to be preferred to a large, long Game tail. The comparison of length and size must be confined to the breed under discussion, and not carried to other breeds,

In the female the tail is carried a trifle more erectly than in the male, as her carriage is less erect than that of the male, and the line of the back less descending. The angle of the tail with the back, however, is the same. The defects in shape and carriage of the tail in females are usually $\frac{1}{2}$ to $1\frac{1}{2}$ points.

THE LEGS AND FEET--The thighs should be long and firm in muscle. They cannot be called muscular in the sense of appearing large, for they look rather small and light but at the junction with the second joint, they look large in proportion and denote strength. A short thigh is bad form, and should be cut $\frac{1}{2}$ to 2 points. The shank should be strong in bone, clean, long, and smoothly sealed. Any bunches under the hock joint or enlargement of the bone below should be cut $\frac{1}{2}$ to $1\frac{1}{2}$ points. Too short shanks should be cut, like the thighs, from $\frac{1}{2}$ to 2 points, the latter being demanded only in extreme cases. The thighs slope but little towards the hock and the shank should stand perpendicularly, or nearly so, be well apart, parallel, and if they be turned inward at the hock, becoming "knock-kneed," should be cut $\frac{1}{2}$ to 3 points, this defect being so observable in this breed as to demand a severer cut than in most breeds. Natural absence of spurs in males, cut 2 points. The toes should be long and rest flatly upon the ground, the hind toe being placed low down. If the rear toes only touch the ground at the tip, cut 1 point; if the same are turned in so as to form a right angle with the inside toe, cut 1 point for each toe. Each crooked toe, cut 1 point. Absence of toe nail, cut $\frac{1}{2}$ point. Loss of first joint of any toe, cut 1 point.