

COYOTE

SECTIONS

The texture (silkeness) of the fur and length of the grotzen are characteristics of coyote fur that vary geographically. Coyote pelts are often simply sorted into Eastern and Western sections.

Eastern: Include Coyotes from Eastern Canada and the Eastern United States. The sizes are large, texture is coarse and colour is dark. Heavy and Semi weights separate the Heavier Canadian Coyote from the Flatter United States Coyotes in this section.

Western: Softer in texture, paler in colour and somewhat smaller than the Easterns. Three weights are used to separate the Western Coyotes: Heavy, Semi & Flat.

SIZE

| | | |
|------|-------------|-----------|
| XL-L | Over 91 cm | Over 36" |
| M-SM | Under 91 cm | Under 36" |

COLOUR

Coyote pelts are first sorted into categories based on the belly colour (clarity). Four categories are recognized.

Clear: These pelts have fur on the belly that is almost white. The underfur and guard hairs are clear and bright with no yellowish or brownish tint. Most pelts in this category are Western pelts; Clear pelts are very rare in Eastern sections.

Slight Off: The fur on the belly of these pelts is slightly grayish at the base of the underfur and has a slight yellowish cast to the tips of the underfur and guard hairs.

Off: These pelts have a distinct yellowish cast to the tips of the underfur and guard hairs of the belly, and the base of the underfur is gray.

Badly Off: These pelts have a strong yellowish orange cast in the underfur and guard hairs of the belly.

Coyotes are sorted secondarily by back colour based on the degree of brownish tinting in the tips of the underfur and in the midband of the guard hairs. Up to six categories are usually recognized.

Good Colour (GC): This is similar to the pale colour with a slight yellow tone.

Tawny (TNY): This colour is more yellow or sandy than the good colour.

Medium (MED): This colour has an orange to light-brownish tone to the guard hair and underfur.

Dark Brown (DBR): This colour has a darker brown tone to the guard hair and underfur.

Dark: Very dark brown or red tones to the guard hair. Usually a coarser textured pelt.



(a) good (b) medium (c) dark brown (d) dark

COLOUR CATEGORIES OF COYOTE BACKS



(e) clear (b) slight off (c) off (d) badly off

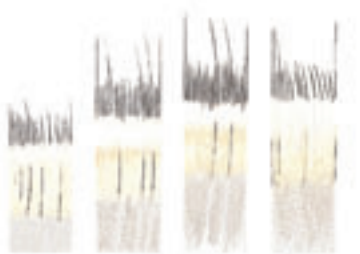
COLOUR CATEGORIES OF COYOTE BELLIES

TOP: WHOLE PELTS | BOTTOM: CROSS-SECTIONS OF FUR



GRADING SECTIONS

| CODE | SECTIONS | DEFINITION |
|------|------------|--|
| HVY | HEAVY | Pelts from Western Canada and the Northwestern U.S. Large in size. Dense, deep underfur. Longer guard hairs. |
| EAST | EASTERN | Pelts from Eastern Canada and the Northeastern U.S. Fur length similar to HVY. They are larger in size. Have darker coloured fur. Generally coarser. |
| SH | SEMI-HEAVY | Pelts from the Central part of Western U.S. Smaller in size. Good underfur. Shorter guard hairs. |
| FL | FLAT | Pelts from South Central regions of the U.S. Smaller in size. Short underfur and guard hairs. |



(a) very early (b) early (c) prime (d) late

PRIMING SEQUENCE OF THE COYOTE
TOP: WHOLE PELTS
BOTTOM: CROSS-SECTIONS OF FUR

CATALOGUE SECTION I

| CODE | GRADE |
|-------------|------------------|
| SEL | SELECT |
| I | FIRST |
| I-II | FIRST AND SECOND |

DEFINITION

Best possible quality.
 Full bodied, fully prime, fully covered skins.
 Top coloured backs and bellies (pale and gray clear).
 Fur and leather free of imperfections.

Very good quality.
 Fully prime, fully covered skins except for very slight weakness on the flanks (guard hair weakness).
 Full, dense underwool and full belly.
 May have very minor imperfections.

I-II (Gd.): Prime or slightly overprime.
 Slightly open showing weakness.
 Neck, flanks or grotzen not fully covered.

I-II (Av.): Overprime.
 Pronounced weakness in the neck.
 Broken and wiry appearance on the neck or flanks.

I-II (Pr.): Underprime.
 Less dense and underdeveloped.
 Dull and mushy appearance.
 Minor slight damage.

I-II (Early): Underprime.
 Well-furred with reasonably dense underwool, fully covered.
 Neck, flanks and backs open.
 Underdeveloped in middle of back, colours tend to be dull and unfinished.
 Blue to light blue leather.

I-II (Extra Early): Very early pelts.
 Guard hair has developed but not the underwool.
 Very dull appearance.
 Leather blue to black colour.

| | | |
|------------|----------------|--|
| II | SECOND | <p>II (Gd.): Overprime. Very weak, open coverage. Rough, ragged appearance. Minor slight damage.</p> <p>II (Av.): Overprime. Very open pelt. Pronounced weakness. Minimal slight damage.</p> <p>Early: Underprime. Less dense and more underdeveloped. Dull and mushy appearance. Back colours tend to be dull and unfinished. Blue to light blue leather. Minor slight damage.</p> <p>Extra Early: Very underdeveloped. Little underwool development, mainly guard hair. Very dull in appearance. Blue to dark blue leather.</p> <p>II (Pr.): Same as I-II (Pr.) but with more pronounced weakness.</p> |
| SDG or SLT | SLIGHT DAMAGED | <p>SDG (Gd.): I-II (Gd.) or I quality skins with limited damage to leather or fur by way of holes, scars, tears, matts or patches of missing fur. Example: two 4" sew jobs allowed.</p> <p>SDG (Av.): I-II (Gd.), I-II (Av.) or II (Gd.) quality skins with limited damage to leather or fur by way of holes, scars, tears, matts or patches of missing fur.</p> |

CATALOGUE SECTION III

| CODE | GRADE | DEFINITION |
|---------|-------------|--|
| DGD | DAMAGED | <p>DGD (Gd.): SEL or I quality skins that are up to 25% damaged.</p> <p>DGD (Av.): SEL or I quality skins that are more severely damaged. I-II (Gd.) or II (Gd.) quality skins that are up to 25% damaged.</p> <p>DGD (Pr.): I-II quality skins that are more severely damaged. II (Av.) quality skins that are up to 25% damaged.</p> |
| DGD III | DAMAGED III | <p>II (Pr.) quality skins that are up to 25% damaged. Better quality skins that are more than 50% damaged.</p> |
| IV | FOURTH | <p>Summer skins, badly damaged, pieces. No commercial value.</p> |

Blemishes

Cosmetic irregularities which result in no fur loss.

Imperfections

These must all result in fur loss that would require repair after dressing.

Leather: holes, sew jobs, false cuts or poor handling, excess fat, taints and snare marks.

Fur: rubs, clips, mange and matts.