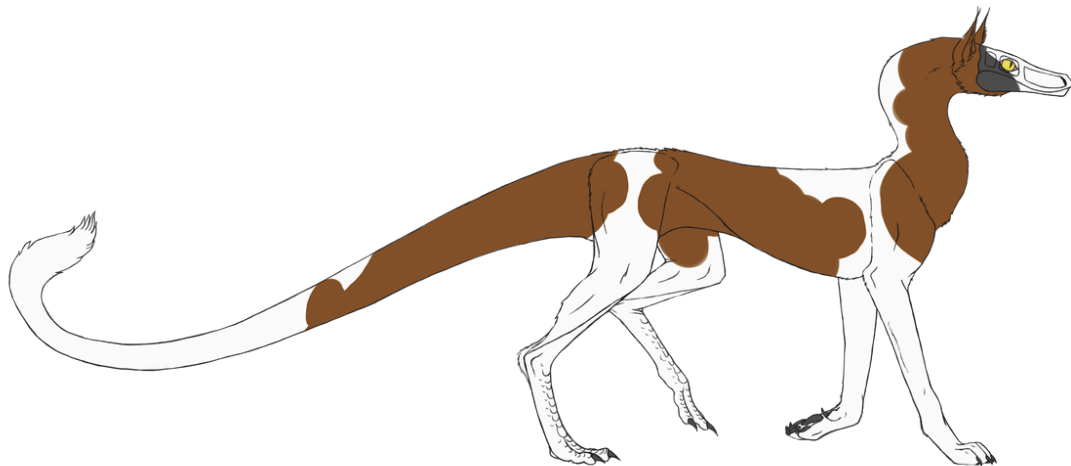


BELTON - b

- Belton is a white marking modifier. It differs from other gene modifiers by being able to appear in any white marking, not just a certain one.
 - To see how modifier/white marking mutations work, please go [here](#)
- If your white marking has belton, it will have a little b at the end of it.
 - For example Tobiano would look like: TobTob, ToTob, or nTob
- Belton will add holes into the white marking.
- The holes can take up the entirety of the white marking or just parts of it!
 - Commonly the spots are on the extremities like the legs, face/neck, and tail.
- It can resemble leopard, but obviously genetically it is not the same. The flecks can be smaller and don't have to be round.
- Belton will also affect Dom White! So if you choose to have it affect the whole body for this, it should not resemble any leopard complex gene.

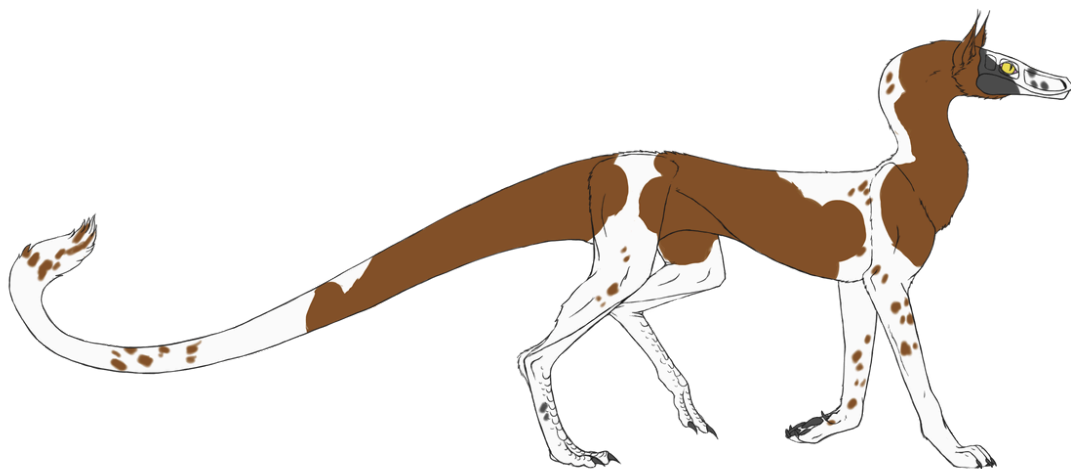
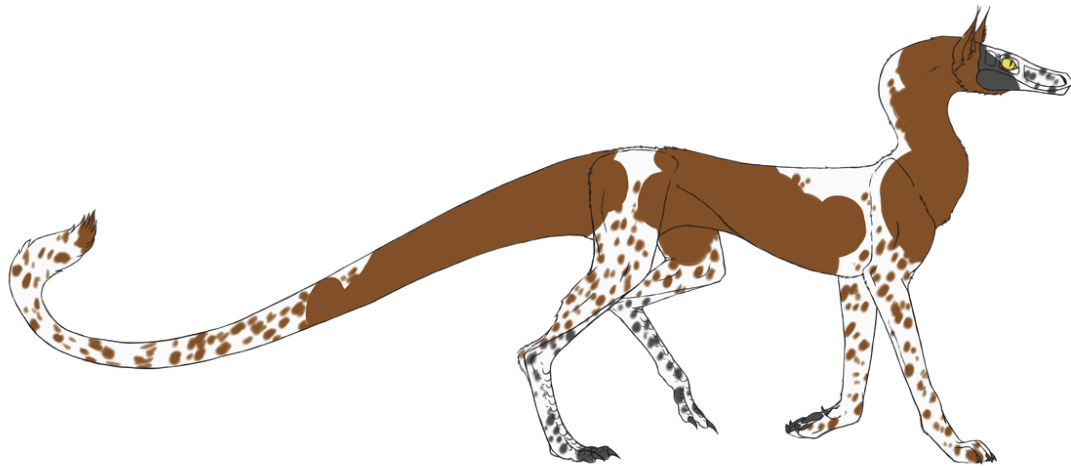
Base Example:

This is a red tobiano without any Belton



And here are Belton examples

- there is no min/max area for the Belton, however the Belton shouldn't take away the fact that it's obviously a white marking. You'll see in the do's and don'ts example below these two what is okay and not okay.
- As for the minimum amount of spots, it can be very minimal, but should not be confused with cat tracks (which can occur in tobiano and are just small hard edged holes) or leopard complex genes. So at least more than 10 speckles.



DO's and DONT'S

- Belton can be varied in size and shape, they can range from small speckles to larger spots, HOWEVER they should not be large enough to confuse with leopard complex, so any larger than your Sindows eye is too big.
- They should generally look like small speckles and flecks rather than perfectly rounded spots.
- They shouldn't look like thin ticking or nearly wipe out the whole white marking.



I included a little correct tidbit so you could see the wrong vs the right.

GROUP EXAMPLES:



Flaxen Gold Dun Viper with Belton Splash White