WHO WILL WIN $50,000+ AT THE APHA WORLD CHAMPIONSHIP SHOW?

2017 FARNAM PLEASURE STAKES CLASSES

2-Year-Old Hunter Under Saddle Stakes and 2-Year-Old Western Pleasure Stakes

Whose Eligible: Only horses consigned through the 2016 Farnam Breeders’ Trust Select Sale

$50,000 (combined total payout)
- Payout will be split 75% Open / 25% Limited
- Total combined $50,000+ purse includes stakes fees and $5,000 minimum added guaranteed per class. Remaining added money split based on percentage of entries.

$7,000 Added (combined total added)
Non-Pro 3- and 4-Year-Old Pleasure Stakes
(additional entry fees required)

NEW 2018 FARNAM PLEASURE STAKES CLASSES

An expanded entry fee structure replaces the Farnam Select Sale

Whose Eligible: Beginning for the 2018 APHA World Show (2017 yearlings), the following criteria will be used to make horses eligible for the Farnam Stakes classes.

Simplified Requirements:
- Horses must be nominated to the Breeders’ Trust to be eligible.
- All Solid Paint-Bred horses that have been genetically tested and confirmed to carry at least one approved Paint pattern gene will be eligible to compete with Regular Registry horses.

Entry Fees:
- Yearling year – Postmarked November 1, 2017 – $1,500 payment
- 2-year-old year – Postmarked August 1, 2018 – $1,000 + $225 administration fee

Classes:
- 2-Year-Old Western Pleasure and 2-Year-Old Hunter Under Saddle
- Non-Pro 3- & 4-Year-Old Western Pleasure and Non-Pro 3- & 4-Year-Old Hunter Under Saddle
(additional entry fees required)

Impulsive Popstar & Mike Kechtel - 2016 Farnam 2-Year-Old Western Pleasure Stakes Champion

Want Me Don’t Cha and Laura Spell - 2016 Farnam 2-Year-Old Hunter Under Saddle Stakes Champion

For complete rules and eligibility criteria visit apha.com/oawcs
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1. Be ready at A. Walk two horse lengths.
2. Sitting trot toward center of arena.
3. Posting trot on correct diagonal in a half circle to the left.
4. Corner and change diagonals to the left diagonal toward center of arena.
5. Break to walk for eight steps, resume posting trot on left diagonal, trotting two square corners.
6. Halt, sidepass right.
7. 360 degree turn on the forehand left, back.
8. Exit at sitting or posting trot.
Hunt Seat Equitation

Novice Amateur and Amateur Solid Paint-Bred

1. Be ready at A. Begin at posting trot on left diagonal, sitting trot a corner, posting trot right diagonal.
2. Canter left lead around end of arena, perform a simple lead change.
3. Canter right lead.
4. Break to trot and trot a circle to the right on the correct diagonal.
5. Canter right lead around two corners.
6. Break to walk for two strides, back one horse length.
7. Perform a 180 degree turn on forehand to the right.
8. Exit at sitting or posting trot.

Pattern Legend

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Canter
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Back
- Judge
- Marker
- Sidepass
1. Be ready at A. Back four steps, then begin posting trot on left diagonal for five strides.
2. Canter on right lead building into the hand gallop around the corner to the right.
3. Break to trot, while remaining in two point position, at center of arena for approximately four strides.
4. Resume the hand gallop on the left lead collecting the canter around the end of the arena.
5. Change leads (simple or flying) when crossing the midpoint of the arena.
6. Break to walk before even with A, drop irons and walk a square corner when even with A.
7. Pick up the sitting trot and perform a square corner, immediately trotting on the left diagonal for ½ of the line, assume the two point position for ½ of the line and trotting on the right diagonal for ½ of the line. Stop.
8. Pick up irons. Perform 180 degree turn on the forehand to the left. Exit at sitting or posting trot.

**Pattern Legend**

- **Walk**
- **Jog/Trot**
- **Lope/Canter**
- **Extended Trot/Jog**
- **Leg Yield**
- **Extended Lope**
- **Change Lead/Diagonal**
- **Back**
- **Judge**
- **Marker**
- **Sidepass**
Hunt Seat Equitation

Masters Amateur

1. Be ready at A. Walk a horse length, halt.
2. 180 degree turn on the forehand left, back one horse length, 180 degree turn on the haunches left.
3. Sitting trot to center of arena.
4. Steer slight left and pick up right diagonal for ½ the line, change to left diagonal for ½ the line, trotting a corner to the right.
5. Canter right lead around a rounded corner continuing in a straight line to canter a square corner toward center of the arena.
6. Change leads (simple or flying) in center of arena and continue across arena, canter a corner and continue in a quarter circle toward A, canter a square corner toward center of arena.
7. Break to posting trot on right diagonal to center of arena, change to left diagonal and trot ½ circle. Halt.
8. Exit at sitting or posting trot.

Pattern Legend

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Back
- Judge
- Marker
- Sidepass
Hunt Seat Equitation Over Fences
Warm-Up, Novice Amateur and Amateur

Course design by
Classy Courses, Inc./Tucker Williams
www.GetJumps.com
Hunter Hack
Amateur, Novice Amateur, Junior and Senior

Start

Stop And Back

In/Out

59'
First Round Fences 1-8
Jump-off Fences 1, 3, 4A, 4B, 5, 7, 8

Course design by
Classy Courses Inc./Tucker Williams
www.GetJumps.com

1" = 30’
110’ x 260’
Ranch Riding

Amateur

1. Walk past saddle bags.
2. Back up and pick up saddle bags.
3. Extended trot to near center of arena.
4. Walk and turn left, stop, 1½ spins to the left.
5. Trot past center.
6. Lope right lead.
7. Extended lope across the diagonal.
8. Change leads (simple or flying).
9. Lope left lead to cattle pen.
10. Stop, pivot ¼ turn right, rollback left.
11. Extend trot down center.
12. Walk over logs, replace saddle bags, and exit.

Pattern Legend

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Gate
- Back
- Judge
- Cone
- Sidepass

Course design by Chris Jeter
1. Enter at a walk, pick up saddle bags.
2. Walk over logs.
3. Extend trot to cattle pen.
4. Stop, pivot ¼ turn left, then rollback right.
5. Lope right lead.
6. Extended lope right lead across the diagonal.
7. Change leads (simple or flying).
8. Lope left lead.
9. Cross center and break to a trot.
10. Stop and execute 1½ spins to the left.
11. Walk, turn right, then extended trot.
12. Stop and back.
13. Walk over and replace saddle bags, then exit.

Pattern Legend
- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Gate
- Back
- Judge
- Cone
- Sidepass

Course design by Chris Jeter
Ranch Trail

Amateur

1. Walk to log. Sidepass right over log.
2. Trot to drag, drag right circle at walk or trot (100lb drag).
3. Trot over logs.
4. Lope right lead into chute.
5. Back out, and ¼ turn right.
6. Lope left lead over log and to cattle pen.
7. Walk to cattle pen, open gate, and push cattle either direction around pen. Exit.
8. Trot to bridge.
9. Walk over bridge.
10. Trot serpentine through hay and over logs.
11. Exit at a walk.

Pattern Legend

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Gate
- Back
- Judge
- Cone
- Sidepass

Course design by Chris Jeter
Ranch Trail
Open and Solid Paint-Bred

1. Trot serpentine through hay and over logs.
2. Walk over bridge.
3. Trot to cattle pen.
4. Open gate to cattle pen, push cattle either direction around pen, then exit.
5. Lope right lead over logs.
6. Lope into chute.
7. Back out and ¼ turn right.
8. Lope left lead and trot over poles.
9. Drag right circle at walk or trot (100lb drag).
10. Trot to the log.
11. Sidepass right over log and exit at a walk.

Pattern Legend

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Gate
- Back
- Judge
- Cone
- Sidepass

Course design by Chris Jeter

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1. Be ready at A. Begin at walk toward center of arena.
2. Stop with horse’s hip even with the judge.
3. Perform a 450 degree turn to the right and set up, hesitate briefly (approximately two seconds).
4. Walk toward judge and turn corner, continue to walk two horse lengths.
5. Stop, 180 degree turn right, walk past judge.
6. Back until horse’s hip is even with the judge.
7. Set up for inspection.
8. Exit at walk.

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Showmanship

Novice Amateur and Amateur Solid Paint-Bred

1. Be ready at A. Begin at trot, trot a square corner toward center of arena, break to walk for two horse lengths.
2. Trot a square corner and then perform sharp corner toward the center of the arena, ½ way to center break to a walk.
4. Perform 540 degree turn to the right.
5. Trot back around original line of travel, continuing to trot until horse’s head is even with judge.
6. Stop, perform 360 degree turn to the right.
7. Set up for inspection.
8. Exit at a walk.

Pattern Legend

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Back
- Judge
- Marker
- Sidepass
Showmanship
Amateur Preliminaries and Masters Amateur Preliminaries

1. Be ready at A, begin at trot toward center of the arena, trot ⅔ of the line, break to walk for ⅓ of the line, perform a square corner and continue walking for ⅓ of new line, trot ⅔ of the line.
2. Stop and perform a 495 degree turn to the right.
3. Trot toward center line of arena and perform a square corner.
4. Stop and perform a 540 degree turn to the right.
5. Back until horse’s hip is even with the judge, perform a 90 degree turn to the right.
6. Walk to judge, perform a 270 degree turn right.
7. Set up for inspection.
8. Exit at a trot.

Pattern Legend

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Back
- Judge
- Marker
- Sidepass
1. Begin at A. Back until horse’s hip is even with the judge.
2. Perform a 270 degree turn to the right and walk ½ way to center line of arena.
3. Trot then perform a square corner at center line of arena, trot a circle to the left then continue to trot a straight line.
4. Stop and perform a 540 degree turn to the right.
5. Trot a square corner to the left toward the judge, ½ way to judge break to walk, walk to judge.
6. Set up for inspection.
7. When dismissed perform a 270 degree turn, back until horse’s hip is even with cone A, perform a 180 degree turn to the right.
8. Exit at a walk or trot.

Pattern Legend

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Back
- Judge
- Marker
- Sidepass
Showmanship

Masters Amateur Finals

1. Begin at A. Back until horse’s hip is even with the judge.
2. Perform a 270 degree turn to the right and walk ½ way to center line of arena.
3. Trot then perform a square corner at center line of arena, break to walk and walk a circle to the left then continue to trot a straight line.
4. Stop and perform a 540 degree turn to the right.
5. Trot a square corner to the left toward the judge, ½ way to judge break to walk, walk to judge.
6. Set up for inspection.
7. When dismissed perform a 270 degree turn, back until horse’s hip is even with cone A, perform a 180 degree turn to the right.
8. Exit at a walk or trot.

Pattern Legend

Walk
Jog/Trot
Lope/Canter
Extended Trot/Jog
Leg Yield
Extended Lope
Change Lead/Diagonal
Back
Judge
Marker
Sidepass
Amateur Walk Trot, Yearling In-Hand Open and Yearling In-Hand Solid Paint-Bred

1. Walk to and work gate (left hand).
2. Jog over poles.
3. Turn 360 degrees (either way for Walk Trot, Right for Yearling In-Hand). Walk out of box.
5. Jog through and over poles.
7. Walk over poles and bridge.

Pattern Legend

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Gate
- Back
- Judge
- Cone
- Sidepass

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Trail
Novice Amateur

1. Lope (left lead) over poles.
2. Jog serpentine over poles.
5. Extended walk serpentine.
6. Extended jog over poles.
7. Lope (right lead) over poles. Stop in chute.
8. Turn 360 degrees (either way). Walk out.
9. Walk over poles.

Pattern Legend

Walk
Jog/Trot
Lope/Canter
Extended Trot/Jog
Leg Yield
Extended Lope
Change Lead/Diagonal
Gate
Back
Judge
Cone
Sidepass

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1. Lope (left lead) over poles.
2. Jog serpentine over poles.
5. Extended walk serpentine over poles.
6. Extended jog over poles.
7. Lope (right lead) over poles. Stop in chute.
8. Turn 360 degrees (either way). Walk out.
9. Walk over poles.
10. Extended lope (left lead).

Pattern Legend

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Gate
- Back
- Judge
- Cone
- Sidepass

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1. Lope (right lead) over poles.
2. Walk over bridge and poles to gate (lope to stop or walk).
3. Gate (right hand push).
4. Jog serpentine over poles.
5. Extended jog over and through poles.
6. Turn 360 degrees (either way). Jog out.
7. Jog over poles.
8. Sidepass.
   A. Sidepass (right)
   B. 180 degree turn (either way) and back.
   C. Sidepass (left)
9. Walk over poles.
10. Lope (left lead) over poles.
12. Lope (either lead) over poles. Pattern complete. Proceed to exit.

**Pattern Legend**

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Gate
- Back
- Judge
- Cone
- Sidepass
1. Jog over poles.
   A. Jog.
   B. Extended Jog.
   C. Jog.

2. Lope over poles (left lead). Stop in chute.


4. Jog over poles.

5. Lope (right lead) over poles.


7. Extended lope (right lead) over poles. Stop in box.

8. 360 degree turn (either way). Walk out.

9. Walk over bridge and pole.


Pattern Legend

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Gate
- Back
- Judge
- Cone
- Sidepass

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1. Lope (right lead) over poles.
2. Walk over bridge and poles (lope to walk).
3. Gate (right hand push).
4. Jog serpentine over poles.
5. Extended walk serpentine over poles.
6. Turn 360 degree (either way). Jog out.
   A. Extended Jog.
   B. Jog.
   C. Extended Jog.
8. Sidepass.
   A. Sidepass (right)
   B. 180 degree turn (either way) and back.
   C. Sidepass (left)
9. Walk over poles.
10. Lope (left lead) over poles.
12. Lope (either lead) over poles. Pattern complete. Proceed to exit.

Pattern Legend

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Gate
- Back
- Judge
- Cone
- Sidepass

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1. Jog over poles
2. Lope (left lead) over poles. Stop in chute.
4. Jog over poles.
5. Lope (right lead) over poles.
7. Lope (right lead) over poles. Walk into box.
8. 360 degree turn (either way). Walk out.
9. Walk over bridge.

Pattern Legend
- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Gate
- Back
- Judge
- Cone
- Sidepass

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1. Walk to and work gate (left hand).
2. Jog over poles.
3. Turn 360 degrees (either way). Walk out.
5. Jog through and over poles.
7. Walk over poles and bridge.
8. Lope (left lead) over poles.
10. Lope (right lead) over poles. Pattern complete. Proceed to exit.

Pattern Legend

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Gate
- Back
- Judge
- Cone
- Sidepass

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Trail

Yearling In-Hand Amateur and Yearling In-Hand Amateur Solid Paint-Bred

1. Jog serpentine over poles.
2. Jog over poles.
4. Walk serpentine over poles.
5. Jog over poles.
7. Walk over bridge and into box.
8. Turn 360 degrees (either direction). Walk out.

Pattern complete. Proceed to exit.

Pattern Legend

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Gate
- Back
- Judge
- Cone
- Sidepass

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1. Walk to and work gate (left hand).
2. Jog over poles.
3. Jog through and over poles.
4. Back straight to opening.
5. Sidepass (right). Walk out.
6. Walk over poles and bridge.

Pattern Legend

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Gate
- Back
- Judge
- Cone
- Sidepass

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1. Park trot serpentine.
2. Walk the twist.
3. Figure eight at park gate.
4. Walk straight and narrow (either wheel).
5. Road gate.
6. Walk U Turn.
7. Walk over bridge.
8. Back one horse length. Exit at a walk.
Western Horsemanship

Amateur Walk Trot

1. Be ready facing A. Back one horse length.
2. 180 degree turn to the right and walk two horse lengths, stop and perform a 90 degree turn to the right.
3. Jog, jog corner to the right and then corner left toward center of the arena.
4. At center of arena extend the jog in a circle to the left.
5. Break to walk, walk two horse lengths, corner right, walk two horse lengths, corner right.
6. Trot to exit.

Pattern Legend

Walk
Jog/Trot
Lope/Canter
Extended Trot/Jog
Leg Yield
Extended Lope
Change Lead/Diagonal
Back
Judge
Marker
Sidepass
1. Be ready at A. Walk approximately two horse lengths, back approximately one horse length.
2. Perform a 270 degree turn to the left.
3. Jog to mid-line of the arena.
4. Perform left lead lope in a half circle toward center of the arena.
5. Perform a simple lead change before center of arena, then lope a corner loping down center line of arena.
6. Stop and perform a 180 degree turn to the left and lope left lead.
7. At center of arena break to jog and jog a circle to the right, close circle and continue in a straight line until even with A. Stop.
8. Exit at a walk.

**Pattern Legend**

- **Walk**
- **Jog/Trot**
- **Lope/Canter**
- **Extended Trot/Jog**
- **Leg Yield**
- **Extended Lope**
- **Change Lead/Diagonal**
- **Back**
- **Judge**
- **Marker**
- **Sidepass**
Western Horsemanship

Amateur

1. Be ready at A. Jog for three horse lengths then build into an extended jog, performing a square corner at midpoint of the arena continuing on at the extended jog for approximately ½ the line.
2. Break to a walk for two horse lengths.
3. Pick up the left lead to midpoint of width of arena, perform a square corner, lope approximately four to five strides and perform a square corner, extend the lope in a diagonal line.
4. Jog a rounded corner and pick up the right lead, perform a simple lead change just past A.
5. Perform a square corner on the left lead and change leads halfway to midpoint of arena.
6. Extend the lope in a right lead circle, collect the lope at ¾ of the circle, close circle and corner heading across center line of arena.
7. Break to jog at center of arena, and continue across arena. Stop.
8. Perform a 360 degree turn to the right, back one horse length, perform a 270 degree turn to the left.
9. Exit at a jog.

Pattern Legend

- Walk: ...............  
- Jog/Trot: — — — — 
- Lope/Canter: — — — — 
- Extended Trot/Jog: — — — — 
- Leg Yield: || || || || 
- Extended Lope: — — — — 
- Change Lead/Diagonal: ≠ 
- Back: 22 
- Judge: J 
- Marker: ○ 
- Sidepass: ← ← ←
Western Horsemanship
Masters Amateur

1. Begin at A, walk two horse lengths.
2. Execute a slight corner and begin extended jog towards center of arena, performing a square at the extended jog.
3. Stop at center of arena and perform a 405 degree turn to the right.
4. Lope a large circle to the right on the correct lead with speed, at ⅔ point of circle collect lope.
5. Change leads (simple or flying) at center of arena, continuing across arena and lope a square corner.
6. Stop. Back approximately a horse length. Turn 180 degrees to the left.
7. Jog to exit.

**Pattern Legend**

- Walk
- Jog/Trot
- Lope/Canter
- Extended Trot/Jog
- Leg Yield
- Extended Lope
- Change Lead/Diagonal
- Back
- Judge
- Marker
- Sidepass
Working Hunter

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1' = 30'
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1" = 30’
110’ x 260’
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