ABRA 2020 World Championship Show
Hunter Hack All classes (Classes 98-99-100)

Show Date: 07-20-2020-07-26-2020

Pattern Provided by:

World Show Committee

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ABRA 2020 World Championship Show
Hunt Seat Equitation Am. Select- 13 & Under -Class 121-122-

Show Date: 07-20-2020-07-26-2020

Pattern Provided by:

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1. Walk halfway from A to B
2. Sitting trot to B
3. At B canter on the left lead halfway to C
4. Posting trot to C
5. At C canter on the right lead to D
6. Stop at D and perform a 180 degree turn to the right on the forehand
7. Back 4 steps
1. Walk A to B.
2. At B posting trot a circle to the right on the proper diagonal.
3. At B posting trot a circle to the left on the proper diagonal.
4. At B sitting trot to C.
5. At C stop and back approximately one horse length.

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7.6.20
ABRA 2020 World Championship Show
Hunt Seat Equitation AM-14-18 YTH- Buckskin Bred 119-120-123
Show Date: 07-20-2020-07-26-2020

Pattern Provided by:
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1. Sitting trot A to B
2. Stop at B and perform a 90 degree turn to the left on the forehand
3. Posting trot on the left diagonal in a half circle to C
4. At C change diagonals and posting trot a half circle to D
5. At D canter on the left lead in a half circle to C and continue in a half circle to B
6. Stop at B and back 4 steps
7. Perform a 270 degree turn to the right on the hindquarters
ABRA 2020 World Championship Show
Horsemanship AM, 14-18 YTH- Buckskin Bred Class 146,147,148,222

Show Date: 07-20-2020-07-26-2020

1. Walk A to B.
2. At B lope on the right lead to C.
3. At C perform a lead change and continue on the left lead around C.
4. Stop at C.
5. Perform a 180 degree turn to the right.
6. Extend the jog around C.
7. Stop at D and back 4 steps.

Pattern Provided by:
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ABRA 2020 World Championship Show
Horsemanship: Youth & Amateur Walk Trot (Class 143, 144, 145)
Show Date: 07-20-2020-07-26-2020

1. Walk A to B.
2. At B jog around C to D.
3. At D perform a 180 degree turn to the right.
4. Back 4 steps.

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[WH/WT-10]
Be ready at A.
1. Jog from A to B.
2. Extend the jog at B and circle to the right at the extended jog.
3. Lope on the left lead to C.
4. Change leads between C and D.
5. Lope on the right lead to E.
6. Stop at E and back one horse length.

Retire to the rail or line up at a jog.
ABRA 2020 World Championship Show
Horsemanship AM Select, 13 Under Class 150-151

Show Date: 07-20-2020-07-26-2020

Be ready at A.
1. Jog from A to B.
2. Extend the jog at B and circle to the right at the extended jog.
3. Lope on the left lead to C.
4. Change leads between C and D.
5. Lope on the right lead to E.
6. Stop at E and back one horse length.

Retire to the rail or line up at a jog.

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7.6.20
ABRA 2020 World Championship Show
Showmanship Am. Select- 13 & Under -Class 173-174

Show Date: 07-20-2020-07-26-2020

Be ready at A.

1. Walk A to B.
2. Stop at B and perform a 360 degree turn.
3. Trot until even with Judge.
4. Stop and perform a 90 degree turn; set up for inspection.
5. When dismissed, back to C.
6. Perform a 270 degree turn and trot straight away.

Follow the instructions of your ring steward.

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7.6.20
ABRA 2020 World Championship Show
Showmanship AM 14-18 YTH-Buckskin Bred - 170, 171, 172, 175
Show Date: 07-20-2020-07-26-2020

1. Walk from A to B.
2. Stop at B. Perform a 270 degree turn.
3. Trot around C and D to E. Stop at E.
4. Back 5 steps. Perform a 90 degree turn.
5. Walk to the Judge and set up for inspection.
6. When dismissed trot to the line-up.

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ABRA 2020 World Championship Show
Showmanship AM Walk Trot - Youth Walk Trot Class 167-168-169

Show Date: 07-20-2020-07-26-2020

1. Trot A to B.
2. Stop at B.
3. Back halfway to A.
4. Perform a 270 degree turn.
5. Walk to the judge, stop and set up for inspection.
6. When dismissed, perform a 90 degree turn and trot away from judge.

Follow the instructions of your ring steward.

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7.6.20
ABRA Ranch Riding Pattern 8

1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk across logs
4. Extended trot
5. Trot
6. Stop, 360 degree turn each direction (either direction 1st)
   (L-R or R-L)
7. Lope right lead
8. Extended loppe (right lead)
9. Collect loppe, change leads (simple or flying)
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.
Mandatory Marker along Fence or Wall. 
The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:
1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four right spins at the center marker; hesitate
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop.
7. Do four left spins, hesitate
8. Take a right lead & make a large fast circle to the right, change leads and make a large fast circle to the left, change leads
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence
10. Continue back the arena, run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence.
11. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.
Mandatory Marker along Fence or Wall.
The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50’ from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.
1. Beginning on left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run up to other end of arena, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern.
ABRA RANCH REINING 3
Edited from printed Rule Book (7.6.20)

Mandatory Marker along Fence or Wall.
The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50’ from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin a large circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right
5. Run up center of arena to the opposite end, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back
ABRA WESTERN RIDING 1

1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back
ABRA 2020 World Championship Show
Reining
Amateur, 18U Youth & 18U Youth Buckskin Bred (Classes 94, 95 & 97)

ABRA Reining Pattern 7
adopted from NRHA

1. Run at speed to the far end of the arena past the end marker and do a left rollback-no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback-no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback-no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback-no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.
Stake Race Pattern 2

ABRA 2020 World Championship Show
Stake Race
(All Classes)
1. JOG OVER POLES
2. JOG OVER POLES
3. JOG OVER POLES
4. JOG UP TO BOXES, STOP OR BREAK TO THE WALK, THEN WALK OVER POLES, AND WALK INTO BOX, EXECUTE A 360 TURN RIGHT, WALK OVER POLES AND WALK OUT THE CHUTE.
5. JOG OVER POLES
6. JOG OVER POLES STOP IN FRONT OF LAST POLE
7. WALK AROUND THEN, BACK THROUGH POLES
8. WALK OVER POLES.
1. JOG OVER POLES
2. JOG OVER POLES
3. JOG OVER POLES
4. JOG OVER POLES
5. JOG OVER POLES
6. JOG OVER POLE AND STOP, WALK OVER POLE AND WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX OVER POLES.
7. JOG OVER POLES
8. JOG OVER POLES STOP IN FRONT OF LAST POLE
9. WALK AROUND THEN, BACK THROUGH POLES
10. WALK OVER POLES.
1. JOG OVER POLES
2. LOPE OVER POLES (RIGHT LEAD)
3. LOPE OVER POLES (RIGHT LEAD)
4. BREAK TO THE JOG, JOG OVER POLES
5. LOPE OVER POLES (LEFT LEAD)
6. BREAK TO THE JOG, JOG OVER POLES
7. LOPE OVER POLES (LEFT LEAD)
8. BREAK TO THE JOG, JOG OVER POLES
9. TURN 180 DEGREES LEFT, SIDE PASS RIGHT BETWEEN THE POLES
10. BACK THROUGH POLES
11. WALK OVER POLES.
1. JOG OVER POLES
2. LOPE OVER POLES (RIGHT LEAD)
3. LOPE OVER POLES (RIGHT LEAD)
4. BREAK TO THE JOG, JOG OVER POLES
5. LOPE OVER POLES (LEFT LEAD)
6. BREAK TO THE JOG, JOG OVER POLES
7. LOPE OVER POLES (LEFT LEAD)
8. BREAK TO THE JOG, JOG OVER POLES
9. TURN 180 DEGREES LEFT, SIDE PASS RIGHT BETWEEN THE POLES
10. BACK THROUGH POLES
11. WALK OVER POLES.
1. WALK OVER BRIDGE.
2. TROT A FEW STRIDES THEN EXTEND THE TROT OVER LOGS AND AROUND MARKERS.
3. COLLECT THE TROT AND TROT UP TO POLE, STOP AND SIDE PASS OVER POLE TO THE RIGHT.
4. BACK BETWEEN LOGS AND BACK AROUND THE CORNER.
5. WALK FORWARD, AND WALK OVER LOGS.
6. LOPE OFF RIGHT LEAD, LOPE OVER LOG, LOPE A CIRCLE AROUND MARKER, THEN LOPE OVER SECOND LOG RIGHT LEAD.
7. BREAK TO THE TROT, TROT OVER LOGS.
8. BREAK TO THE WALK, WALK INTO BOX. EXECUTE A 360 DEGREE TURN EITHER DIRECTION AND WALK OUT BOX.
9. PICK UP THE LOPE LEFT LEAD, THEN, EXTEND THE LOPE AROUND THE LOGS
10. BREAK TO THE WALK, WALK OVER LOGS.