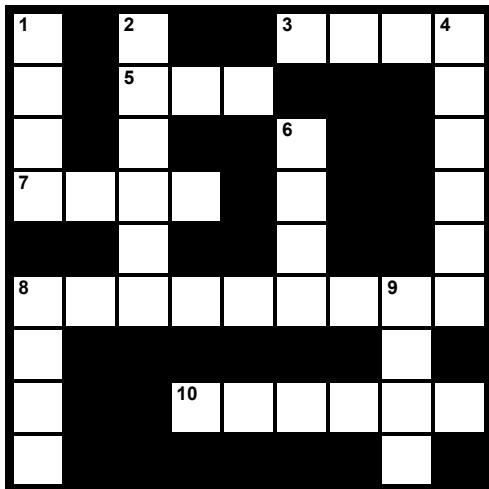


**Sports\_Equestrian\_9x9\_2003-09-03**  
**B.B. Huria**



**Across**

**3** An obstacle which requires a horse to jump over it. (4)

**5** A prompt that a rider gives a horse to change gaits, turn, etc., using the hands, legs, voice or body weight. (3)

**7** In jumping, the thin white strip that defines the boundary of a water jump. (4)

**8** A rhythmic turning on the spot at the walk and canter where the inside hind foot is the pivot for the circle and ideally returns to the spot each time it is lifted

from the ground. (9)

**10** The fastest gait of a horse, essentially equivalent to running. (6)

the horse's head ideally is vertical and the neck raised and arched. (6)

**6** The long hair growing about the neck and neighbouring part of a horse. (4)

**8** Manner of stepping; gait (4)

**9** An easy gait of a horse (between a walk and a canter in speed) where the legs move in diagonal pairs alternately. (4)

**Down**

**1** A jump simulating an actual solid wall. (4)

**2** A smooth 3-beat gait; between a trot and a gallop. (6)

**4** A highly elevated and majestic trot on the spot, with each diagonally opposite pair of feet raised and returned to the ground alternately while