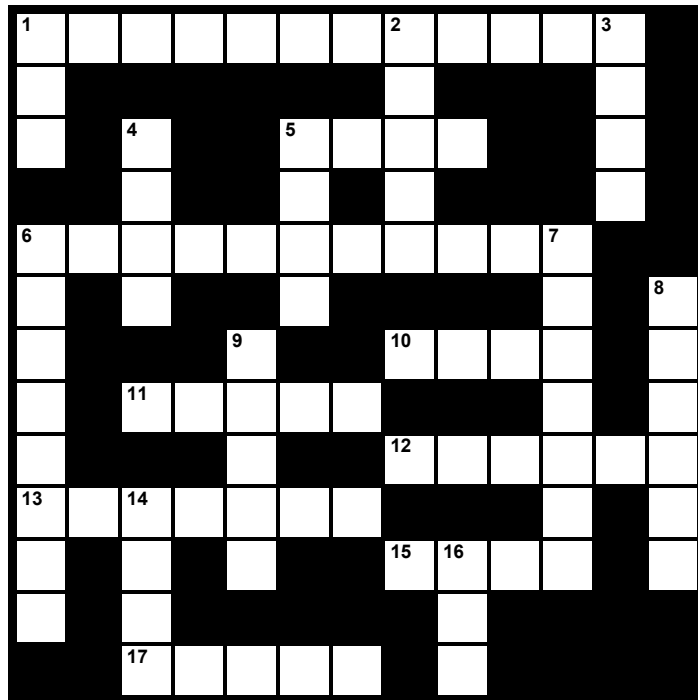


Sports_Pentathlon_13x13_2003-09-11

B.B. Huria



Across

- 1 A broad band worn around a rider's neck. (7,5)
- 5 The interior diameter of a gun barrel. (4)
- 6 An olympic equestrian event where each horse must clear a number of obstacles on a set course within a specified time. (4,7)
- 10 The turnaround by a swimmer at the end of the pool following each lap. (4)
- 11 A swimming stroke made in the prone position characterised by alternate overarm movements and a continuous up-and-down kick; originally known as the Australian crawl. (5)
- 12 A horse's attempt to escape the rider's control

and avoid an obstacle it is supposed to jump. (3-3)

- 13 French for "on guard", the position that fencers take before a bout begins. (2,5)
- 15 The slowest gait of a horse where the legs move individually in a diagonal pattern. (4)
- 17 1. In fencing, a hit with the point of the weapon, scoring a point. 2. In swimming, to touch the end of the pool with the hand or hands, completing a race or relay. (5)

Down

- 1 1. A target that has been hit and broken by the shooter. 2. In fencing, a point scored by a touch with the tip of the blade of a foil or epee or the edge of the blade of a

sabre against any part of the opponent's body in the target. (3)

- 2 The playing strip where a fencing bout occurs; also called a "piste". (5)
- 3 A burst of speed saved for the final stretch of a long race. (4)
- 4 An easy gait of a horse (between a walk and a canter in speed) where the legs move in diagonal pairs alternately. (4)
- 5 A contest in its entirety between two fencers. (4)
- 6 Practice shots fired at the beginning of a match to check sight adjustments, which do not count towards the final score. (8)
- 7 The mechanism of a firearm by which the charge is exploded. (7)
- 8 An easy gait of a horse

(between a trot and a gallop in speed) where, in the course of each stride, three legs are off the ground at once. (6)

- 9 A defensive action where a fencer blocks the opponent's blade. (5)
- 14 Any of a horse's characteristic motions, including, in order of speed, a walk, trot, canter or gallop. (4)
- 16 A prompt that a rider gives a horse, using the hands, legs, voice or body weight. (3)