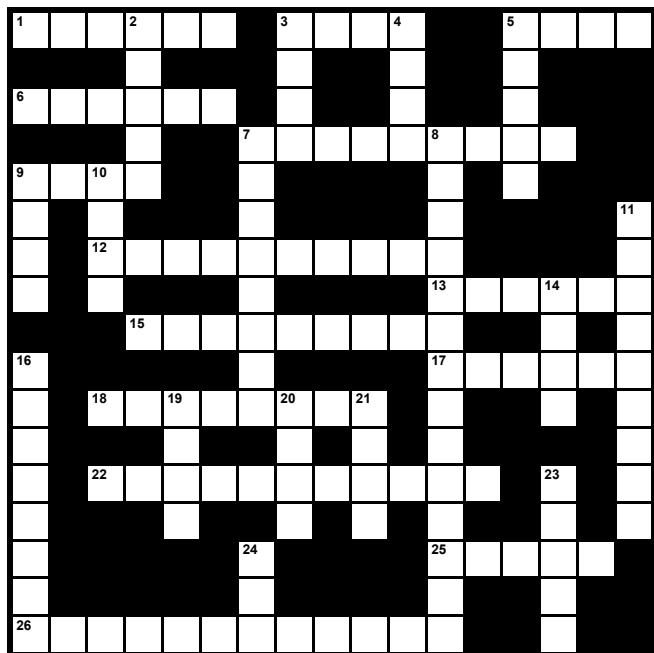


Sports _ Pentathlon _ 17x17 _ 2003-09-11



Across

- 1 A running attack in fencing. (6)
- 3 The slowest gait of a horse where the legs move individually in a diagonal pattern. (4)
- 5 To thrust or lunge in fencing. (4)
- 6 To make contact blade - to-blade in fencing. (6)
- 7 A card from the referee signifying a fencer has been expelled. (5,4)
- 9 The black centre ring of the target, worth 10 points; also known as "bullseye". (4)
- 12 An underwater roll at the end of a lap, allowing the swimmer to push off from the end of the pool with the feet. (6,4)
- 13 The portion of the opponent's body which may be touched with the sword to score points. (6)
- 15 A race where the swimmers may use any stroke they choose, which typically is the crawl. (9)
- 17 To attack again immediately after the

opponent has blocked an initial attack in fencing. (6)

- 18 A term used for a horse being restrained by pressure on the bit. (2,3,3)
- 22 Any position, often involving body contact, where two fencers are engaged in a way that allows neither to use his or her weapon. (5-1-5)
- 25 As swimmer's intermediate time in a race, registered every 50 metres, to judge the swimmer's pace. (5)
- 26 In the riding discipline, a general term for a horse's refusal, run-out, resistance, turning in a circle or deviating from the course. (12)

Down

- 2 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)
- 3 A jump in the riding discipline, simulating an

actual solid wall and made of brick or stone. (4)

- 4 A burst of speed saved for the final stretch of a long race. (4)
- 5 A defensive action where a fencer blocks the opponent's blade. (5)
- 7 In target shooting, the center of a target. (5,3)
- 8 A counter-attack by a fencer who just blocked the opponent's counterattack. (7-7)
- 9 A contest in its entirety between two fencers. (4)
- 10 In the riding discipline, the thin strip that defines the boundary of a water jump. (4)
- 11 A line across the piste, or playing strip, dividing it into two equal halves. (5,4)

- 14 Any of a horse's characteristic motions, including, in order of speed, a walk, trot, canter or gallop. (4)
- 16 In fencing, an attack or counterattack involving several moves. (8)
- 19 The turnaround by a swimmer at the end of

the pool following each lap. (4)

- 20 In fencing, a sharp tap on an opponent's blade to initiate or threaten an attack. (4)
- 21 An easy gait of a horse (between a walk and a canter in speed) where the legs move in diagonal pairs alternately. (4)
- 23 In fencing, a false attack designed to force an opponent into a reaction that opens the way to a genuine attack. (5)
- 24 A prompt that a rider gives a horse, using the hands, legs, voice or body weight. (3)