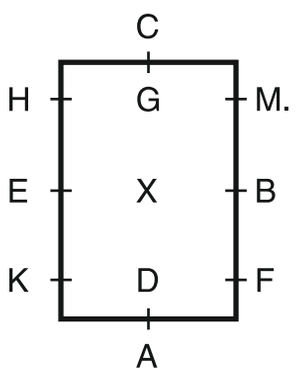
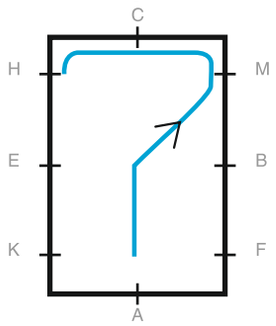
Program Konkursu Ujeżdżenia
HPP-D 2011

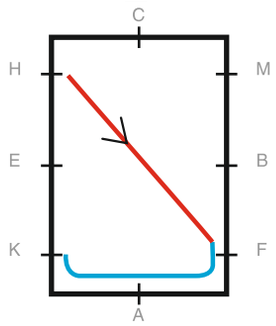


1



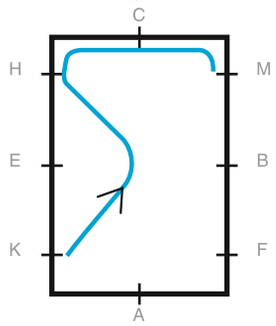
ADXM *wjazd*
kłusem zebrany

2



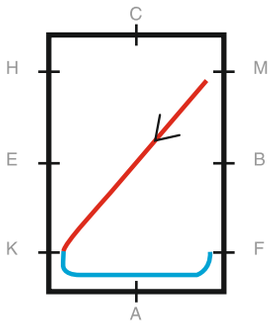
HXF *kłus pośredni*
F *kłus zebrany*

3



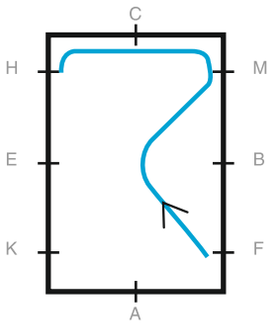
KH *odjazd od ściany na 10 m.*

4



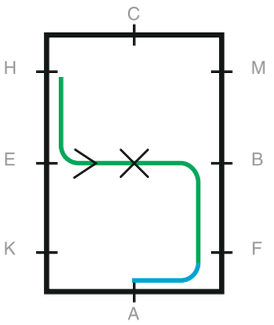
MXK *kłus pośredni*
K *kłus zebrany*

5



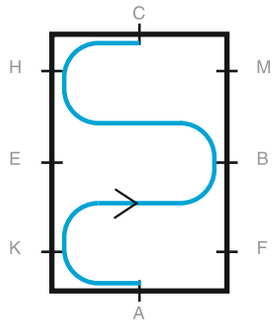
FM *odjazd od ściany*
na 10 m

6



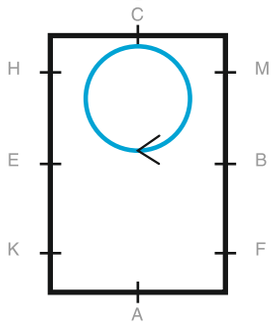
HEX *stęp pośredni*
X *zatrzymanie na 5 s.*
BF *stęp pośredni*
F *kłus zebrany*

7



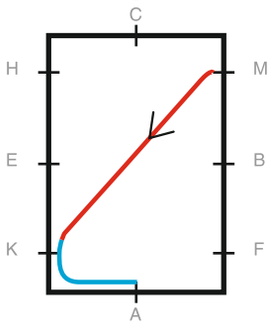
AKBHC *serpentyna*
o trzech łukach

8



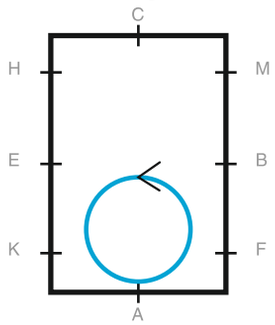
C *koło w prawo*
20 m. średnicy

9



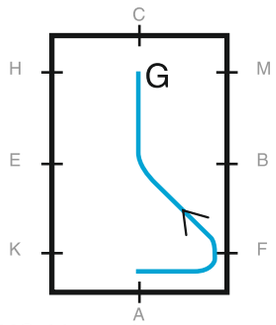
MXK *kłus pośredni*
K *kłus zebrany*

10



A *koło w lewo*
20 m. średnicy

11



AFXG *kłus zebrany*
G *zatrzymanie-ukłon*

kłus zebrany — kłus pośredni — stęp