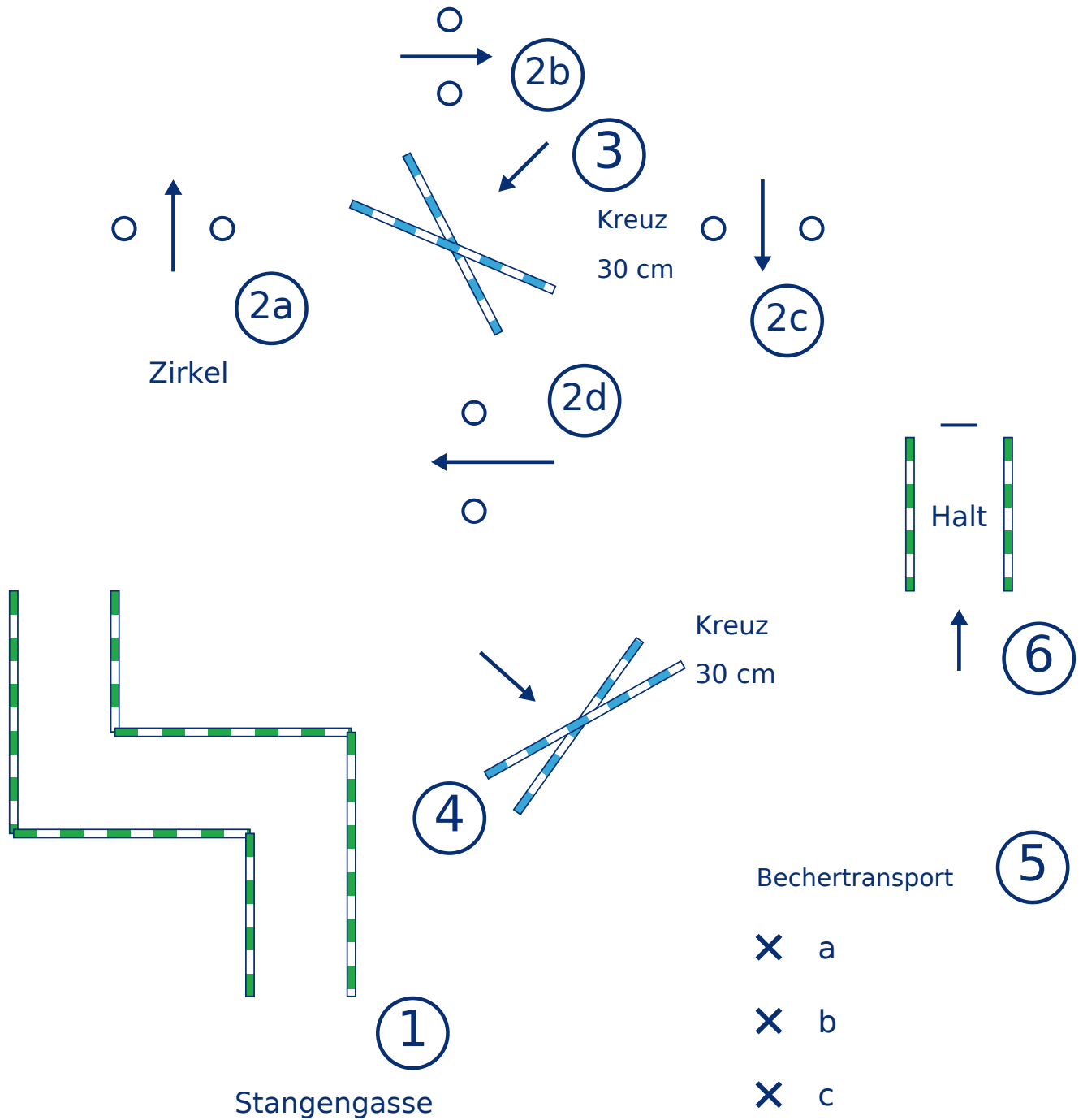


Geschicklichkeits-Trail

Fehler + Zeit



= Reitrichtung



= Stange



= Zirkelmarkierung



= Becherposition

× a

× b

× c

× d



Stapel

