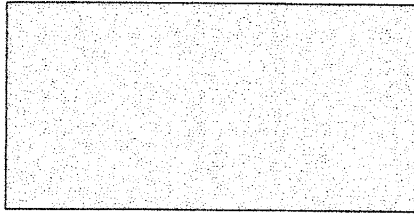


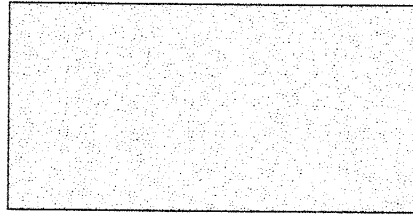
# Hufschlagfiguren



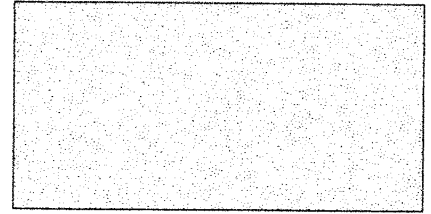
Zeichne gemäß den „Kommandos“ richtig ein!



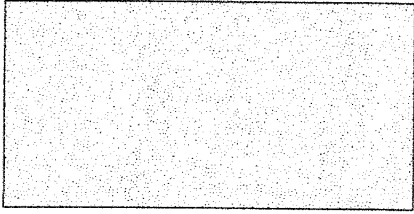
Doppelte  
Schlangenlinie



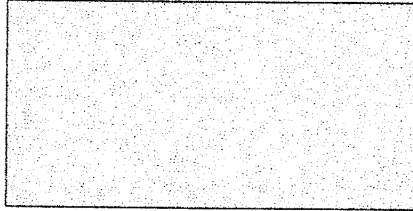
Durch die ganze Bahn  
wechseln



Durch den Zirkel  
wechseln



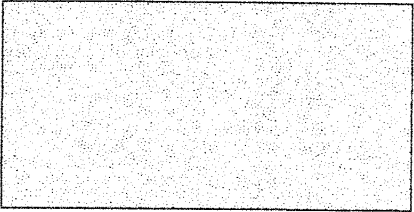
Ganze Bahn



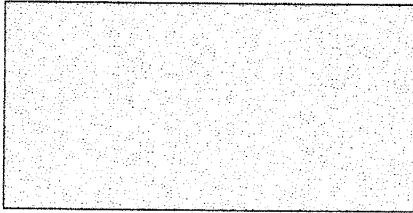
Aus dem Zirkel  
wechseln



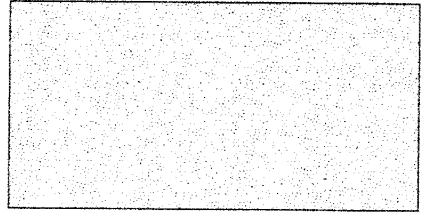
Volte



Auf dem Zirkel geritten



Abteilung links/rechts  
um Marsch



Mittelzirkel



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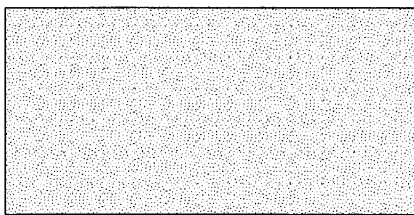
Karte 15



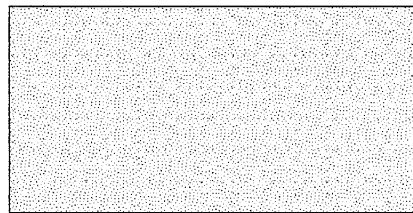
# Hufschlagfiguren



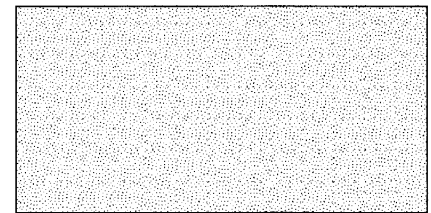
Zeichne gemäß den „Kommandos“ richtig ein!



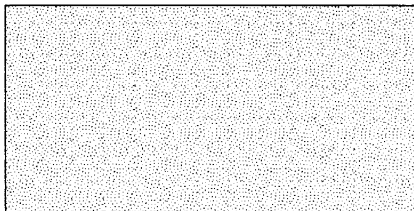
Links dreht, rechts  
marschiert auf



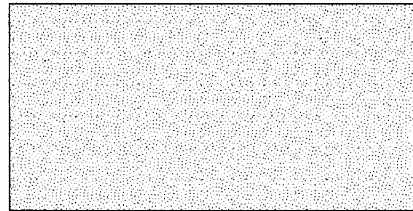
Einfache  
Schlangenlinie



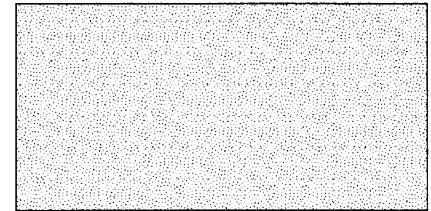
Anfang links/rechts um  
Marsch



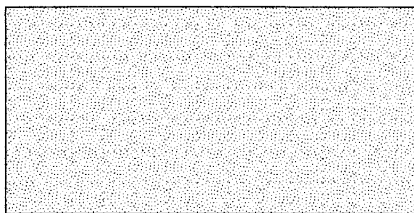
Acht



Aus der Ecke kehrt



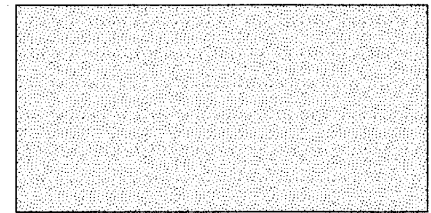
Schlangenlinie um die  
Mittellinie 3 Bögen



Durch die Länge der  
Bahn geritten



Durch die halbe Bahn  
wechseln



Halbe Bahn