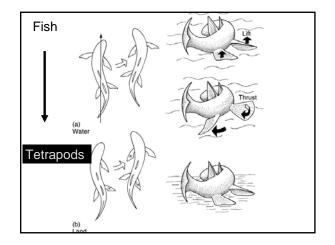
# The Suspension System water → land

Static—fixed, gravity

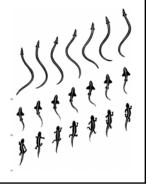
Dynamic—motion

tail → limbs/girdles



## Early modes of locomotion

- Lateral undulations
- Mode of modern amphibians and reptiles.



# The Suspension System water → land

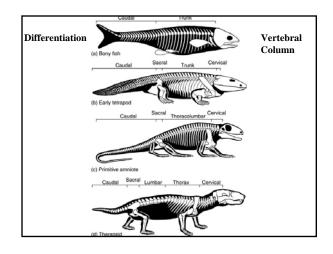
Static—fixed, gravity

Dynamic—motion

tail → limbs/girdles

On land

specialized modes



#### Modes of Locomotion

- Fossorial digging
- Arboreal climbing (grip)
- Scansorial climbing (claws)
- Saltatorial jumping
- Aerial -flying
- Cursorial rapid running



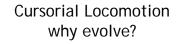
#### **Cursorial Locomotion**

Amphibians and present day Reptiles lateral undulations of vertebral column

Mammals cursorial (independent trend Dinosaurs)

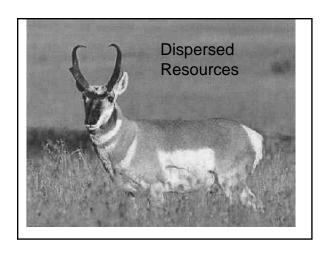
### Cursorial Locomotion and Biological Role

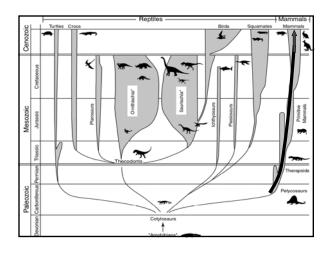
Animal	Maximum Speed (mph)	Weight (kg)
Fox	37	4.5
Horse	42	540
Lion	50	180
Cheetah	63	35
Pronghorn	59	90
Human	22	85
Coyote	42	10

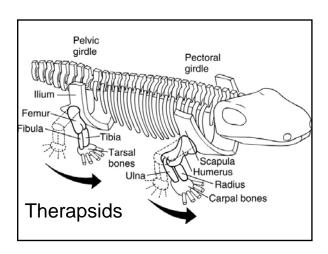


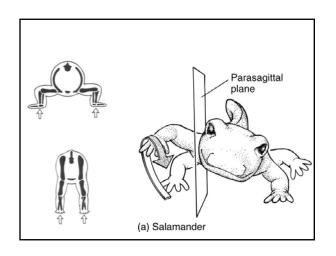


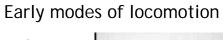
Escape











 Lateral-sequence gait: three of the four limbs are in contact with the ground at the same time.



- More stable

# Early modes of locomotion

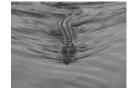
- Gait: pattern of foot contacts with the substrate
- Lateral-sequence gait: three of the four limbs are in contact with the ground at the same time.





# Early modes of locomotion

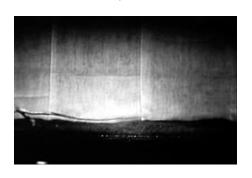






#### Lizard

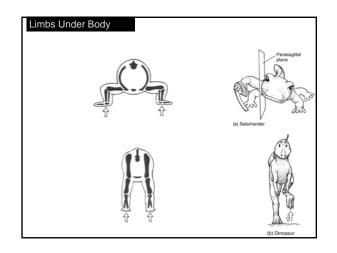
--bipedal



# **Cursorial Locomotion:**

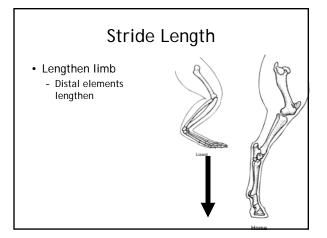
Running Fast, Running Long

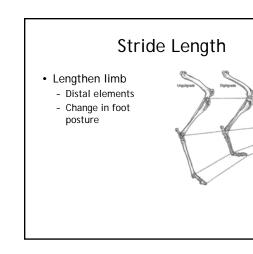


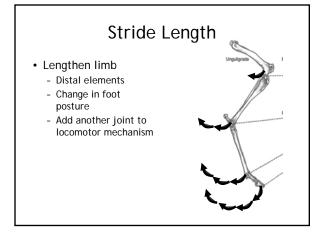


# ADAPTATIONS Cursorial Locomotion: Running Fast Limbs under the body Speed = Stride Length x Stride Rate





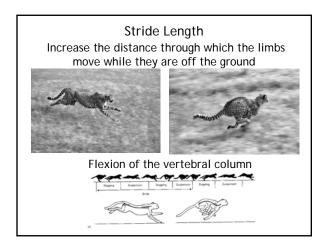




# **Cursorial Locomotion**

- Increase the distance through which the limbs move while they are off the ground
- Flexion of the vertebral column

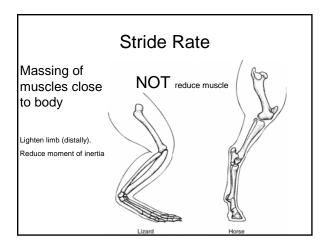


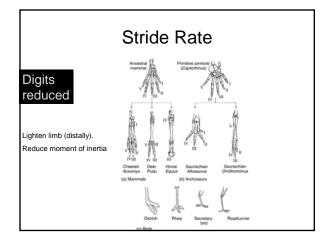


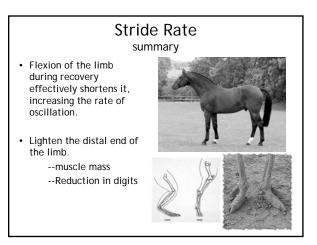
Speed = Stride Length x Stride Rate

# Stride rate

- 1) muscle
- 2) mass limb
- 3) shorten limb







#### **GAITS**

footfall: pattern of foot touches

- Functional Significance
- Why change gaits?

#### Gaits: The Amble

- Fore- and hindfeet on the same side more or less in unison.
- · Long-legged animals
- A fast amble is called a pace.





#### Gaits: The Trot

- Moves diagonally opposite feet together.
- Connecting line of support runs directly under the center of mass.





## Half bound and Gallop

- Fast speeds.
- Halfbound: hindfeet contact at same time, forefeet display a distinct leading and trailing pattern.
- Gallop: both fore- and hindfeet display a distinct leading and trailing pattern.
- Asymmetric gaits \( \exists \)
- Suspension phase
  - 6 Gallop

Trot



#### Gaits: The Bound (Pronk)

- All four feet strike the ground in unison.
- Decelerates the animal
- Allows them to clear low brush?
- Advertise?











