



Fig. S1. Kinematic landmarks placed on the lizard. Only one landmark was digitized to calculate velocity. Other landmarks were used to help visualize locomotor behaviors. Landmarks are as follows: purple, head landmark on scale posterior to the pineal eye; yellow, joint landmarks on forelimb; green, joint landmarks on hindlimb; orange, landmark at base of the tail.

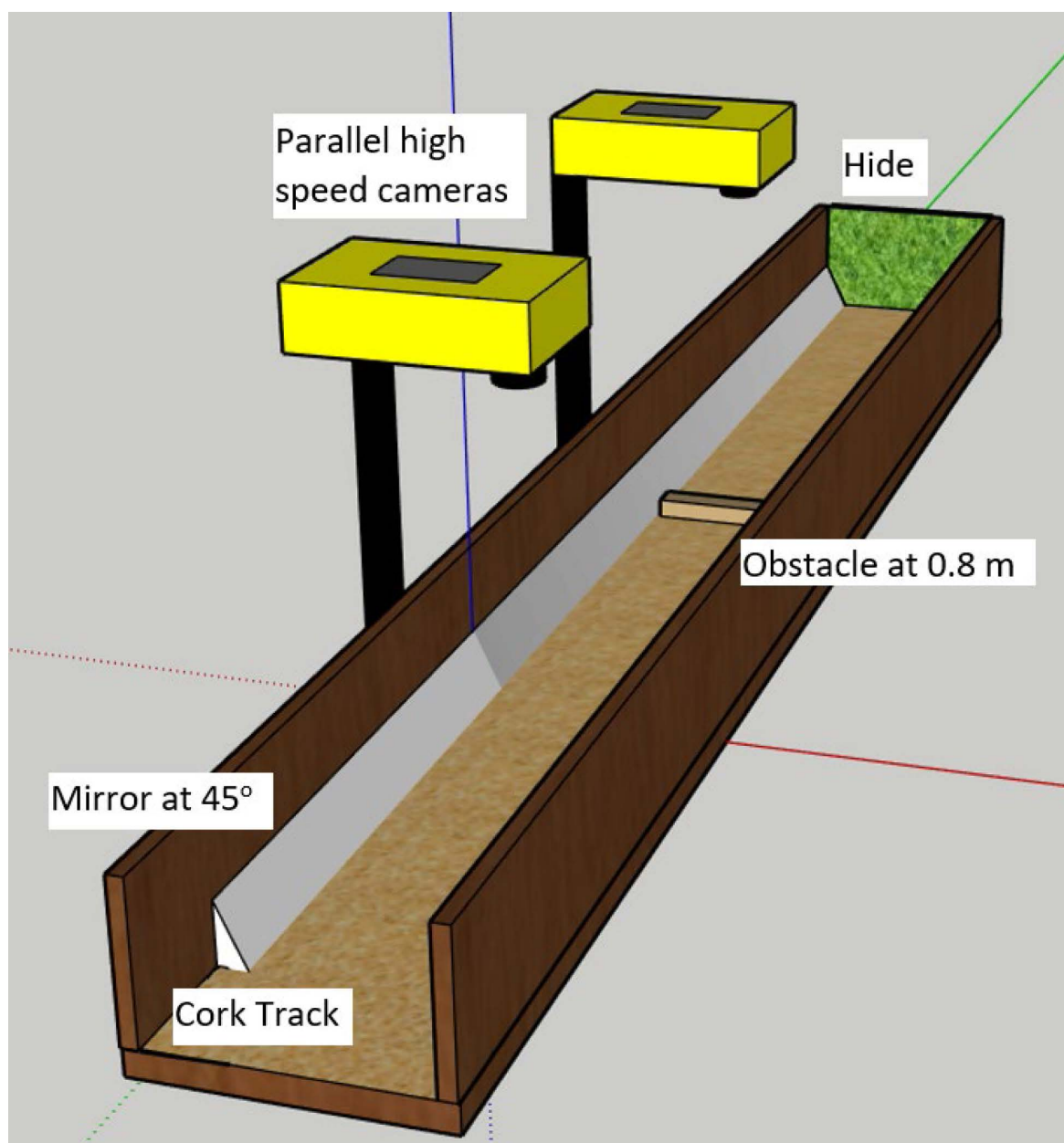


Fig. S2. A 3D diagram of the racetrack setup (not to scale). Two high-speed cameras were set in parallel vertically above the racetrack on tripods. A mirror was set at the most interior wall at a 45 deg angle. The base was lined with cork to allow sufficient traction. Trials were conducted with, and without, an obstacle standardized to 35% of hindlimb length. A hide was placed at the end of the track (not shown).