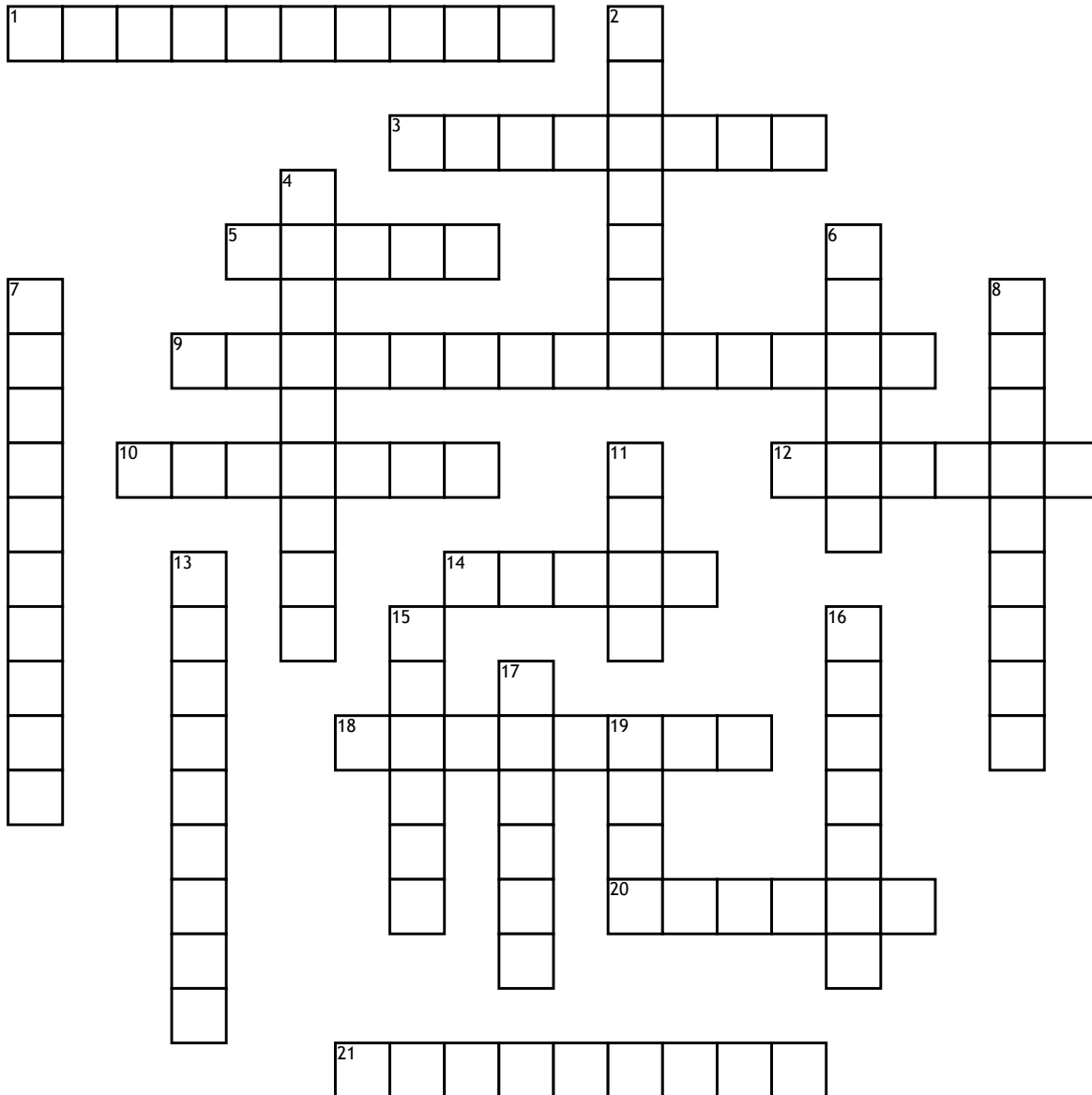


Bowling Terms



Across

1. A ball thrown by a right-handed bowler that hooks left-to-right instead of right-to-left.
3. A system to help a bowler of lesser skill to be competitive with higher skilled bowlers in league or tournament play.
5. A shot that hits more of the head pin than desired, often resulting in a split.
9. When a bowler gets a spare and then a turkey and then another spare.
10. This is a method for a bowler to compare their skill against other bowlers.
12. Getting a spare after throwing a gutter ball on the first throw.
14. All ten pins down on two ball rolls of a frame.

18. A throw that results from the ball hitting the opposite "pocket" from the bowler's normal handedness.

20. Three strikes in a row during a single bowling game.

21. Any frame in which a strike or spare was not made.

Down

2. 3 spares in a row in a single game.

4. In team play, the only bowler on the team not to strike in a given frame must buy a beer for his teammates.

6. This is usually the best bowler on the team, and/or the bowler considered to be the coolest under pressure.

7. A bowler who intentionally bowls poorly early in a season compared to his actual skill level, in order to record a low average.

8. A single game of bowling where the player has a mark in all ten frames.

11. A spare or a strike.

13. Phrase used when describing pins that hit one another and fall.

15. All ten pins down on the first roll.

16. A hidden pin left behind another pin after the first ball roll.

17. The ideal place for the ball to hit the pins in order to maximize strike potential.

19. The time and distance that a thrown bowling ball travels in the air before contacting the lane surface.