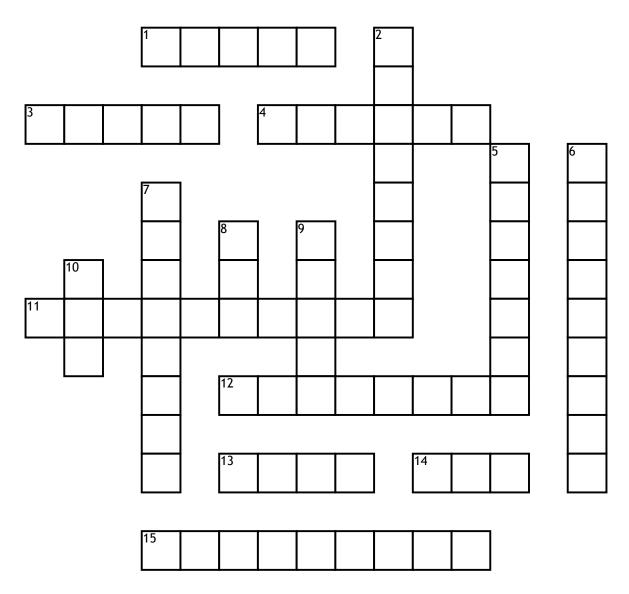
Name:	Date:

## Ultimate Frisbee terms



## **Across**

- 1. making the player holding the disc throw a certain direction
- **3.** when a freshly pulled disc goes out-of-bounds
- **4.** mark whomever is directly across on the other team
- **11.** fast moving frisbee with a lot of spin
- 12. area is getting too clustered with people and to throw the disc to openness 13. not a frisbee

- **14.** When a player dives or jumps for the disc either on offense or defense
- **15.** exceptionally good Handler capable of manipulating the frisbee in ways never thought possible **Down**
- **2.** make a nice D run upfield then catch the next pass to score a point
- **5.** occurs between two players the player that was wronged would call FOUL

- **6.** check whether or not you are out of bounds
- 7. catch an opponents pass in his/her end zone resulting in a point for the catchers team
- **8.** A juke or sudden change in direction while trying to get open to receive the disc
- **9.** Pretty much a throw gone wrong which causes the disc to come down really fast and at a vertical-like angle
- **10.** common and highly effective defensive zone tactic in Ultimate Frisbee