Bowling Terms

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| **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 lessor 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. |