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Ultimate Frisbee terms

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| **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 |