## BOWLING DICTIONARY

In case you or your bowling team are averaging 0.00 in the league, then it's time to be wise and learn the following terms for self-protection:

ZYPTCHZOUITIS - A mysterious disease that causes you to think you can play the game.

ALLEY - A narrow strip of board between two wide chasms with you at one end and disillusionment at the other.

BOWLING - One of the more refined tortures of civilization. Guaranteed to ruin tempers and break up families. BOWLING BALL- An apparently round ball with a corkscrew's outlook on life. FOUL LINE - A black line that has a tendency to meet you half way and helps keep your handicap up by keeping your average down. THERE ARE IMPORTANT DAYS AHEAD

As we go to press, our safe day total stands at 107 during which we have worked 385,000 man hours. And our frequency rate (accidents per million man hours) is down to 4.8, just slightly above the 4.5 rate which was set as our 1951 objective. Such a picture is encouraging, but we should constantly remember that no past experience assures a safe mill in the future and we should therefore, each one of us continue to take all necessary precautions to eliminate hazards and work safely.

FOUL LINE JUDGE - Air raid warden on duty. Has a hawk's eye and Hitler's disposition. Wears hat over his horns.

GUTTER - 6ft. trench to keep your ball from making a strike in the next alley.

HANDICAP - Somothing no other team is entitled to.

HEADPIN - Pin with no idea of cooperation. Falls over alone nine times out of ten. Stands alone the rest of the time. In the immediate future there are three important dates which we should work hard to reach without any on-duty disabling injuries.

1. By May 3rd, our frequency rate can be down to the 4.5 level.

2. By May 20th we can set a new record for Consecutive Safe Days.

3. By May 28th, we can achieve a long time objective of one-half million safe man hours.

## "SAFETY IS EVERYBODY'S BUSINESS"

SOFTBALL (Cont'd from p. 1) for Community Services and Bill Scott at the Tool Crib for the Engineering Team.. A meeting to set up the league and make all other necessary arrangements has been called for Monday night at 7:30 p.m. in Teen Town.

PIN - Immovable object. Shrinks at approach of a ball.

HOOK - Any straight ball you throw. <u>KINGPIN</u> - Opposite of head pin. Never. falls down. Pin-boys live on money paid for kicking it over.

<u>PIN-BOY</u> - Perverse urchin with a pot of glue, who has a brother on the other team.

SCORE - Record of your bad luck, e.g., 200 for an opponent. Over his head. For you, "an off night".

PLAYOFF - Finish fight between the two most hated teams,

SPARE - Using two balls to other people's one.

SPLIT - Proof that the other team is

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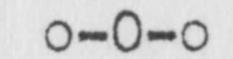
## NOTICE

Items for publication in the T.B. News must be handled in one of the following ways :- Placed in one of the T.B Newsboxes located at the Mill Time Clocks, and the Hudson's Bay Store. Placed in the Post Office. Delivered by hand to either the Recreation Office or the Personnel Office. No matter which system you chose, the material must be at any one of these places NOT LATER THAN 12:00 NOON ON WEDNESDAY! Material for publication must be in writing and no telephone requests will be handled. Send it in writing, and don't wait until Wednesday noon to do it, please. The fact that Wednesday noon is the Deadline for all news doesn't mean that we won't accept it before that time, you can't get your news in too early for us.

paying the pin boy. STRIKE - What you get by skill, others by luck.

TEAM - You and four other people who couldn't knock down a match with a barrage balloon.

Summerside, P.E.I., Pioneer.



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