

"When you win, nothing hurts."  
 — Joe Namath

- AIM
- BACKSTROKE
- BASKET
- BAT
- BIRDIE
- BOUNCE
- CATCH
- CHIP
- DASH
- DEFENSE
- DIVE
- DRIBBLE
- DRIVE
- EAGLE
- ENDURANCE
- EXERCISE
- FIGHT
- FOUL
- KICK
- KNOCKOUT
- LAP

- LOOP
- OFFICIATE
- PASS
- PITCH
- PUNCH
- PUTT
- RACE
- RECOVER
- REFEREE

- RIDE
- RULES
- RUN
- RUSH
- SCORE
- SERVE
- SLICE
- SLIDE
- SMASH


- SPEED
- STRIKE
- SWING
- TACKLE
- THROW
- TOSS
- TOUCHDOWN
- TRAIN
- UPPERCUT

The grid contains the following words circled in black:

- BASKET (row 1, columns 5-10)
- PITCH (row 2, columns 6-11)
- SCORE (row 3, columns 4-9)
- DIVE (row 7, columns 3-8)
- RUSH (row 8, columns 4-9)
- TOSS (row 9, columns 3-8)
- DASH (row 10, columns 1-6)
- RECOVER (row 10, columns 7-12)

*"When you win, nothing hurts."*

— Joe Namath

AIM	LOOP	RIDE	SPEED
BACKSTROKE	OFFICIATE	RULES	STRIKE
BASKET	PASS	RUN	SWING
BAT	PITCH	RUSH	TACKLE
BIRDIE	PUNCH	SCORE	THROW
BOUNCE	PUTT	SERVE	TOSS
CATCH	RACE	SLICE	TOUCHDOWN
CHIP	RECOVER	SLIDE	TRAIN
DASH	REFEREE	SMASH	UPPERCUT
DEFENSE			
DIVE			
DRIBBLE			
DRIVE			
EAGLE			
ENDURANCE			
EXERCISE			
FIGHT			
FOUL			
KICK			
KNOCKOUT			
LAP			