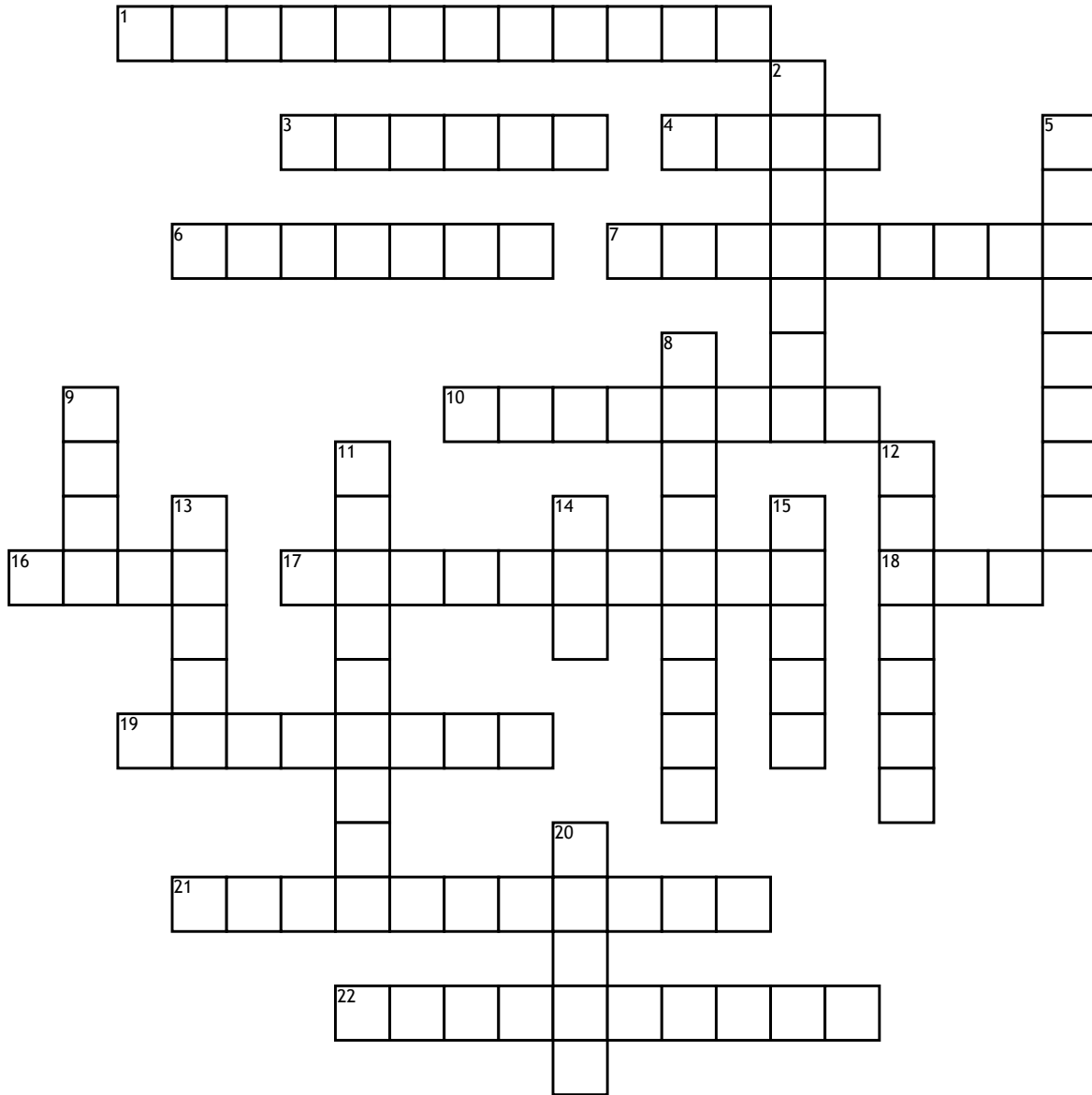


Name: _____

angermanagement2



Across

- 1. CAN NOT DO THE RIGHT THING
- 3. COWS
- 4. DESIRED RESULT
- 6. NEUTRALIZE ANGER
- 7. BOTTLES THING UP
- 10. BLOWS UP
- 16. AUDIO RECIVED
- 17. GIVE AND TAKE

- 18. DO WRONG
- 19. KNEE JERK
- 21. BACK STABBER
- 22. BEHAVIOR INTENDED TO THREATEN OR HARM

Down

- 2. EQUALIBRIM
- 5. MAP, MODEL
- 8. UNRESOLVED ANGER

- 9. HARDENED HOSTILITY
- 11. STATEGY MAKER
- 12. WHAT WE DESERVE
- 13. 2ND CHANCE NO STRINGS
- 14. SUPREME BEING
- 15. LESS THAN DESERVED
- 20. POWER, PSYIOLOGICAL AROUSAL