

Bowler's Dictionary

Alley- Playing Surface made of maple and pine boards

Approach - same as runway

Arrows - Aiming points embedded in the lane

baby split - the 2-7 or 3-10 split level

Backup - a ball that falls away to the right for right hand bowlers and to the left for left hand bowlers

Ball rack - where the ball rests before it is rolled and after it returns from the pit

Big fill - 9 or 10 pins on a spare or on a double strike

Board - a lane consists of individual strips of lumber called boards. Pros call them by number, 5th board, 15th board, etc., for targeting purposes.

Bucket - the 2-4-5-8 spare leave for a right hander, the 3-5-6-9 leave for a lefty

Channel - depression to the right and left of lane to guide ball to pit should it leave the playing surface on the way down

Clean game - strike or spare in each of 10 frames

Count - the number of pins knocked down on first ball of each frame

Dead wood - Pins knocked down but remaining on the lane or in the gutter. Must be removed before continuing play

Deflection - the movement of the ball when it comes into contact with the pins

Double - 2 strikes in a row

Dutch 200 - a game scored by alternating strikes and spares

Fill - pins knocked down following a spare

Foul - touching or going beyond the foul line at delivery

Foul line - the marking that determines the beginning of the lane

Foundation - a strike in the 9th frame

Gutter - same as the channel

Gutter ball - a ball that goes into the gutter

Hook - a ball that breaks to the left

Lane - playing surface. same as the alley

Lead off - first man in a team line up

Lofting - throwing the ball well out in the lane rather than rolling it

Mark - a strike or spare

Miss - an error

Nose hit - the first ball hitting directly on the head pin

Open - a frame that doesn't produce a strike or a spare

Pocket - the 1-3 for righties and 1-2 for lefties

Reading the lanes - discovering whether a lane hooks or holds and where the best place is to roll the ball to score high

Return - the track on which the balls roll from the pit to the ball rack

Runway - starting area also known as the approach... ends at the foul line

Sleeper - a pin hidden behind another pin

Spare - all pins down with 2 balls

Split - a spare leave where the headpin is down and the remaining combination of pins have an intermediate pin down immediately ahead of or between them

Strike - all 10 pins down on the first ball

Strike out - finish the game with 3 strikes

Tandem - 2 pins one behind the other

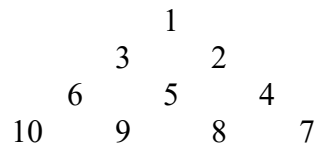
Tap - when a pin remains standing on an apparently perfect hit

Turkey - 3 strikes in a row

Working ball - a ball with enough action to mix the pins on an off-pocket hit and have them scramble each other for a strike. The same ball break up when it hits the nose

X - symbol for a strike

CALLING PINS BY THEIR NUMBERS



Bowling Etiquette

Stay in your own approach area

Don't go over the foul line

Walk away from the foul line after the ball has reached the pins and you note the score

Check the number or significant identification mark on the ball...don't use someone else's

Be ready to bowl when it is your turn

Stay in your seat between turns

Give the bowler to the right preference

Control your temper. Be a good loser as well as a gracious winner

A Typical Scoresheet

The 2 smaller boxes inside the large frames are utilized to give a ball by ball count of the game. The first ball is recorded in the first of the small boxes. If it is a strike, nothing else is needed. If it isn't a strike, the number of pins on the first ball is recorded. If it is a split, a circle goes around the number. In the second box goes either a spare or the number of pins felled on the second ball.

If you fail to knock down all 10 pins with both balls (known as a miss or an error) you simply count the number of pins knocked down and record it.

The scoring markings are universal the world over. A strike is signified by an X. A spare is designated by an /, although in some areas the line is reversed. A split is designated by a small circle (0) and the error or miss is recorded with a plain horizontal line.(-). These last two markings are informational, they are not part of scoring.

The main thing to remember about scoring is that it is maintained progressively, frame by frame, and the actual score in one frame may not be determined until two frames later. Keep thinking in 10's. A spare equals 10 plus what is knocked down with the next ball. A strike equals 10 plus what is knocked down on the next 2 balls. Remember, the top score in bowling equals 300. This can only happen if you add the bonus points of each strike (10 plus the next 2 balls).