



USA Bowling Glossary

A

ADJUST - When a bowler changes his/her starting point on the approach and/or target on the lane.

APPROACH -1) Portion of the lane behind the foul line used by bowlers to build momentum to deliver the ball. 2) The movement of a bowler from stance to the delivery.

ARROWS - Targets on the lane starting about 15 feet from the foul line.

B

BAKER GAME - A format that calls for different players bowling in different frames. Mainly used in five-person team competition where the number 1 bowler throws in the first and sixth frames, the number 2 bowler in the second and seventh, etc.

BALANCE ARM (Also Opposite Arm) - The non-bowling arm where the hand is used to support the weight of the ball in the set up and the arm is used for balance throughout the delivery.

BALL - The object rolled at the pins in order to knock them down.

BALL RETURN - 1) The machine that returns the ball to the player. 2) Where the ball rests on or near the approach.

BALL RACK - Storage structure where establishments keep house balls.

BOARD - Wooden lanes have boards approximately one-inch wide. Synthetic lanes feature the same image. Bowlers use specific boards to line up their stance and as their target at times.

BOWLER'S AREA (Also SETTEE) - The area where players wait between rolls. Usually contains seats and a scoring unit.



C

CHANNEL (Also GUTTER) - The 10-inch out-of-bounds area to the right and left of the lane that guides the ball to the pit once it leaves the playing area.

CONVENTIONAL GRIP - The grip in which the fingers are inserted into the second knuckle and the thumb fully inserted; recommended for beginning bowlers.

CONVERT - Knock down the remaining pins on the lane for a spare.

COUNT - Number of pins knocked down on each ball.

D

DELIVERY - The combination of a bowler's approach and release.

DOTS - 1) Markings on the lane just past the foul line used by some bowlers as their target. 2) A series of dots on the approach used to assist the bowler in lining up.

DOUBLE - Two consecutive strikes.

E

FIT - Relating to the way a hand fits in the bowling ball.

FOUL - Going beyond the foul line at delivery. Results in a zero score for that delivery.

FOUL LINE - A solid black stripe which separates the approach from the lane.

FRAME - Each game is divided into 10 frames, the first nine allow a maximum of two rolls with three rolls possible in the 10th frame.

G

GRIP - The way the hand fits in the ball. Either conventional or fingertip.



H

HEAD PIN - The 1-pin.

HOUSE BALL - Bowling ball provided by the center.

HOUSE SHOES - Rental shoes provided by the center.

L

LANE (Also ALLEY) – Playing surface made of either maple and pine wood or a synthetic surface.

LANE CONDITIONER (Also LANE OIL or LANE DRESSING) - An oil used to coat or dress the lanes, necessary to protect the lane surface. Also affects the reaction of a bowling ball.

LEADOFF - First player in a team lineup.

LINE - 1) The path a bowling ball takes from release to the pins. 2) One game of bowling.

LOCATOR DOTS - 1) Markings on the lane just past the foul line used by some bowlers as their target. 2) A series of dots on the approach used to assist the bowler in lining up on the approach.

M

MARK - 1) Getting a strike or spare in a frame. 2) The spot on the lane bowlers use as their target

O

OPEN (Also MISS) - A frame that doesn't include a strike or spare.



P

PIN - The free-standing targets at the end of the lane. They are set in groups of 10 for each frame.

PIN DECK - The area at the end of the lane where the pins are set.

PINFALL - The total count of pins knocked over in a given shot, series of shots or games.

POCKET - Between the 1-pin and 3-pin for right-handers and the 1-pin and 2-pin for left-handers.

R

RELEASE - The point at which a bowler lets go of the ball.

S

SHOT - 1) A single delivery 2) Reference to where to play specific types of oil patterns.

SLIDE FOOT - The non-ball side foot on which a bowler finishes their approach.

SPARE - Knocking down all 10 pins in two shots.

SPLIT - A spare leave in which the head pin is down and the remaining combination of pins have a gap between them, ranging from the 4-5 to the 7-10.

SPOT - A target on the lane surface at which the bowler aims, ranging from a dot to an arrow to a board or area.

STANCE - The balanced starting position that bowlers assume before making their approach and delivery.

STRIKE - Knocking down all 10 pins on the first ball.



I

TARGET - A mark or area of the lane at which the bowler aims his or her shot.

TARGETING - Selecting a spot on the lane for the ball to roll over, such as the dots, the arrows, a particular board or area. Some bowlers select the pins.

TIMING - A measurement of where the ball is in relationship to the steps during the approach.

TOURNAMENT - A competition where bowlers or teams compete in a single or series of events against all others in their division.