

BOWLING TERMS

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| 1. Alley Bed - Lane surface between foul line and pit. | 27. Kegler - a bowler |
| 2. Anchor - Person who bowls last in team's lineup. | 28. King Pin - Number 5 pin, No. 1 in some areas (see # 24). |
| 3. Approach or Runway - The 16 foot area behind the foul line in which the bowler makes his delivery. | 29. Lane - An alley |
| 4. Baby Split - Split leaving 2-7 or 3-10 pins. | 30. Lead-Off - Person who bowls first on team |
| 5. Back-up - A reverse hook. | 31. Leave - The pins remaining after the first ball has been delivered. |
| 6. Bed Posts - The 7-10 split or railroad. | 32. Lily - The 5-7-10 split. |
| 7. Big Four - 4-6-7-10 split. | 33. Mark - Getting a strike or spare. |
| 8. Blow - Failure to make at least a spare (unless there is a split). | 34. Mixer - A ball which has good deal of spin on it. When it hits the pins, it seems to "mix" them up so that more pins are knocked over. |
| 9. Brooklyn - A ball that crosses over and hits left of head pin in 1-2 pocket. | 35. Move In - A move to the left by a ball delivered by a right-handed bowler and vice versa. |
| 10. Bucket - The 2-4-5-8 pins for right handers (or 3-5-6-9 pins for left handers) left standing after first ball is delivered. | 36. Move Out - A move to the right by a ball delivered by a right-handed bowler and vice versa. |
| 11. Chop (Cherry) - To knock down the front pin or pins of a spare leave. | 37. Pin Bowler - A bowler who aims at the pins, opposed to a "spot bowler" who aims at a certain spot on the lane. |
| 12. Cincinnati - The 8-10 split. | 38. Pit - Area at far end of lane into which pins are hit. |
| 13. Curve Ball - A ball that begins to curve from the foul line to the pins. | 39. Pitch - Angle at which finger holes are bored. |
| 14. Dime Store - The 5-10 split or railroad. | 40. Pocket - Space between 1-3 pins for right handers; between 1-2 pins for left handers. |
| 15. Double - Two successive strikes. | 41. Railroad - A split |
| 16. Dovetail - That part of the line past foul line where light wood of the approach and first part of lane joins into dark wood of remainder of lane. | 42. Return - The track or trestle upon which the balls are rolled from pit to rack. |
| 17. Error or Miss - Failure to make a spare. | 43. Sleeper - A pin hidden by another pin. |
| 18. Foul - Act of touching or going beyond the foul line. | 44. Spare - All pins knocked down with two balls. |
| 19. Foul Line - Line separating the approach and lane bed. | 45. Split - Combinations of pins left standing after first delivery in a frame, with a pin down immediately ahead of or between them. |
| 20. Frame or Inning - The tenth part of a game. | 46. Spot Bowler - A person who concentrates on a certain board or spot on the lane at which he aims. |
| 21. Full Hit - Ball that hits center of pin. | 47. Strike - All pins are knocked down by the first ball of a frame. |
| 22. Gutter Ball - A delivered ball that drops into either gutter before reaching pins. | 48. Strike Out - Three successive strike balls in the tenth frame. |
| 23. Handicap - In competition, to adjust the score and compensate for an obvious superiority, a predetermined number of pins given to the individual or team with the lower average. | 49. Turkey - Three successive strikes. |
| 24. Head Pin - Number 1 pin (see # 28). | 50. Washout - 1-2-10 or 1-2-4-10 spare. |
| 25. Hole - The "strike pocket", the 1-3 pocket for a right-handed bowler; the 1-2 pocket for a left-handed bowler. | 51. Working Ball - A ball that is spinning as it hits the pins - works itself around and knocks down more pins. |
| 26. Hook - A ball that travels a straight line, then breaks toward the pins. | |