

## Bowling Facts

### Lanes

Lanes are 60 feet long from the foul line to the center of the number one pin. Lanes consist of 39 boards, 19 boards on each side of the 20<sup>th</sup> board (middle of the lane) A lane is 41.5 inches wide with a +/- .5 variance. They are made of wood, synthetic and urethane. The lanes are bordered on both sides by gutters.

There are 10 pins that are set up in a diamond formation on pin spots 12 inches apart from the center of each pin. A regulation pin is 15 inches high with a diameter of 2 1/4 inches at its base. Pins are made of clear, hard maple and coated with a plastic outer covering.

Lanes have several markings. The markings that appear off of the lane (in the approach area) serve as a reference point for the bowler. The markings appearing in an arrow formation in the lane serve as a reference point for aiming the ball.

### Lane Etiquette

1. Do not talk to or disturb in any way a bowler who is on the approach next to you and ready to bowl
2. Do not walk in front of a bowler (example: to get your ball from the rack)
3. The bowler to the right should always be permitted to bowl first when bowlers in lanes side by side are ready to bowl at the same time
4. Do not use anyone's personal ball unless you have his or her permission
5. Be ready to bowl when it is your turn
6. After releasing the ball and watching the result of the release, turn immediately and walk back to the end of the approach not crossing over into another lanes approach
7. Do not intentionally foul. (You'll be given a 0 for the entire frame)
8. Be punctual when scheduled to bowl. Don't be a late team member
9. Control your temper

### TERMINOLOGY

Lead-off – The person who bowl first – typically your best spare shooter

Anchor – the person who bowls last on a team – typically your best bowler under pressure

Double - two strikes in a row

Leave – pin or pins left standing after a throw

Line – The area a bowler is playing. From the approach through the lane and to the pocket

Brooklyn – Strike in which the ball his the opposite pocket

Open frame – a frame in which no strike or spare was recorded

Sleeper – a pin hidden from view

Spare – all pins knocked down on two balls

Strike – all pins are knocked down on the first ball

Striking out – getting three strikes in the last frame (off the sheet)

Turkey – three strikes in a row