

BOWLING TRIVIA

Description	Term	Description	Term
A game of bowling is divided into ten of these scoring segments.	Frame	The very front pin in the rack; the 1-pin.	Head Pin
Knocking down all ten pins with a combination of the two deliveries during one frame.	Spare	A game without any open frames.	Clean Game
Knocking down all of the pins with the first ball thrown.	Strike	A pin hidden behind another pin.	Sleeper
A spare combination in which the head pin is down and the remaining pins have one or more intermediate pins down immediately ahead of or behind them.	Split	A leave consisting of the 4-6-7-10 pins.	Big Four
Any frame where the bowler fails to make a strike or spare shot.	Open	A bowler who deliberately keeps his average low to take advantage of an artificially high handicap.	Sandbagger
The actual playing area, which is 42 inches wide and 62 feet, 10 3/4 inches long.	Lane	The pin in the center of all the others; the 5-pin.	Kingpin
The movement of the bowler during delivery or the part of the lane where the player takes steps before releasing the ball.	Approach	A game in which a bowler gets a stike in every frame resulting in a score of 300.	Perfect Game
The depression on either side of the lane in which the ball falls when it leaves the lane.	Gutter	Pins knocked down but remaining on the lane or in the gutter.	Dead Wood
A group of lanes, the bowling establishment, or the playing surface.	Alley	The last person to roll in team competition; usually the best bowler.	Anchor
To knock down one pin of a spare leave while the pin next to or behind it remains standing.	Chop	A thrown ball that crosses in front of the head pin and into the opposite pocket.	Brooklyn
The desirable location for the ball to hit the pins to maximize strike potential.	Pocket	A split in which three pins are left on one side of the lane and two on the other side.	Greek Church
A ball that breaks to the left for right-handers and to the right for lefties.	Hook	A pin that comes rolling across the lane after most or all of the others have fallen.	Messenger
Pins awarded to a player or team in an attempt to equalize competition.	Handicap	A release that causes the ball to hook opposite from the norm.	Backup
A four-pin diamond-shaped leave on the sides or center of lane.	Bucket	The line drawn across the lane to separate the approach from the start of the lane.	Foul Line
A score of 200 that comes as the result of alternating strike, spare, strike, spare in every frame.	Dutch 200	Actual score without a handicap added.	Scratch
The leaving of a single pin on an apparent perfect strike shot.	Tap	Another name for the 7-10 split.	Bed Posts
Two consecutive strikes in the same game.	Double	A wide split in which both pins are on the same line; e.g., the 7-10, 8-10, 7-9, or 4-6.	Railroad
Three consecutive strikes in the same game.	Turkey	A type of bowling ball grip where the fingers are far enough from the thumb that they can only be inserted into the ball as deep as the first joint.	Fingertip
Four consecutive strikes in the same game.	Hambone		