

Specto Terms



ENGLISH

Data used on both the Mobile Application and the Coaches application or Windows Version.

ARROWS/ARROWS BOARD	Board at which the ball is located at the arrows (15 feet).
AVERAGE SPEED	The speed calculated using the time it takes from Launch to Entry, divided by distance traveled.
BOARDS CROSSED	Total number of boards the ball crosses on the way to the pins.
BREAKPOINT ANGLE	Total angle between launch and impact.
BREAKPOINT BOARD	Board at which the ball was at its outmost position.
BREAKPOINT DISTANCE	Distance at which the ball was at its outmost position.
BREAKPOINT LENGTH	Distance the ball traveled on the breakpoint board. Shorter length means faster ball reaction, longer length means slower ball reaction.
CUSTOM POSITION	Ball position at the custom board marker which is the second arrow from the left underneath the lane graphic.
CUSTOM SPEED	The speed calculated based on the custom position marker located below the lane image.
ENTRY ANGLE	The angle of the ball between 51 and 55 feet.
ENTRY BOARD	Ball position at 59.5 feet.
ENTRY SPEED	The average speed of the ball between 57 and 59.5 feet.
FOUL LINE	Calculated board position of the ball at the foul based on the launch angle.
FULL RACK	Shows you if it is the First or Second shot.
HOOK	The length at which the ball starts and continues to hook.
HOOK BOARD	Board position of the ball where it started to change direction.
HOOK BOARDS	Number of boards the ball hooked based on the True Breakpoint.
HOOK SHAPE	Percentage of total hook. Higher numbers indicate more angular motion, lower numbers indicate more arcing ball motion.

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IMPACT ANGLE	The angle of the ball between 57 and 59.5 feet.
LAUNCH ANGLE	The angle the ball traveled the first 10 feet.
LAUNCH AXIS	A beta item that should indicate the axis that is calculated when putting a piece of reflective tape on your Negative Axis Point. Righties should be on left of sensor, lefties on right.
LAUNCH SPEED	The average speed of the ball in the first 3 feet of readings.
LAYDOWN POINT	Calculated board position of the ball at the foul based on the launch angle.
LOFT	Point when the sensor reads over 60% of the ball surface for the first time. This number can change significantly based on the amount of the ball that is seen so can be inaccurate.
MAX ANGLE	The largest angle of travel of the ball on the lane.
MAX ANGLE DISTANCE	Distance where the ball hit its maximum angle.
MAX HOOK ANGLE	The amount of hook in degrees at the point the ball made its largest change of direction.
MAX HOOK DISTANCE	Distance at which the ball changes direction the most (Max Hook Angle).
MAX SPEED LOSS	The distance at which the ball lost the most speed.
PATTERN EXIT	Board at which the ball is located at the pattern exit point, based on the pattern length set above the lane image.
PIN DECK DEFLECTION	The number of boards the ball deflected in the pin deck.
PIN DECK EXIT	Ball position at the end of the pin deck.
PIN DECK SPEED	The average speed of the ball in the pindeck.
PINFALL	Total number of pins that fell. Only available in centers enabled with LaneTalk
READ	The distance on the lane at which the ball first slows down.
RPM	Calculated revolutions per minute of the ball.
ROLL	The length at which the ball stops the Hook phase, which is where

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	the ball stops changing direction significantly.
ROLL BOARD	Board position of the ball when it completed its change of direction.
RPM TO SPEED RATIO	<p>A number that tells if the bowler is speed dominant, rev dominant or if the speed matches their revolutions</p> <ul style="list-style-type: none"> o -15 Highly speed dominant o 16-19 Slightly speed dominant o 20-25 MATCH o 26-29 Slightly rev dominant o 30- Highly rev dominant
RPS	Rotation per Shot - A beta item that should indicate the number of rotations the ball makes going down the lane. Righties should be on left of sensor, lefties on right. Assumes the ball reaches the roll and might be inaccurate otherwise.
SHOT	Indicates what shot number you are on.
SHOT TIME	Total amount of time in seconds the shot took.
SKID	The length at which the ball does not changed path significantly.
SPEED LOSS	The difference between the Launch Speed and the Entry Speed.
SPEED LOSS BACK	The speed loss from 40' to 60'.
SPEED LOSS HEADS	The speed loss in the first 20' of the lane.
SPEED LOSS MID	The speed loss from 20' to 40'.
SPEED LOSS PINDECK	The speed loss through the pindeck.
TOTAL HOOK	Total number of boards the ball hooked compared to a completely straight shot.
TRUE BREAKPOINT	Distance at which the ball was farthest away from the direct path to the pins. When drawing a straight line to the pins this would be the distance of the largest shape.

VISUAL EXPLANATIONS OF SOME MEASUREMENTS

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