

# Specto Terms



## ENGLISH

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

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

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<b>IMPACT ANGLE</b>	The angle of the ball between 57 and 59.5 feet.
<b>LAUNCH ANGLE</b>	The angle the ball traveled the first 10 feet.
<b>LAUNCH AXIS</b>	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.
<b>LAUNCH SPEED</b>	The average speed of the ball in the first 3 feet of readings.
<b>LAYDOWN POINT</b>	Calculated board position of the ball at the foul based on the launch angle.
<b>LOFT</b>	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.
<b>MAX ANGLE</b>	The largest angle of travel of the ball on the lane.
<b>MAX ANGLE DISTANCE</b>	Distance where the ball hit its maximum angle.
<b>MAX HOOK ANGLE</b>	The amount of hook in degrees at the point the ball made its largest change of direction.
<b>MAX HOOK DISTANCE</b>	Distance at which the ball changes direction the most (Max Hook Angle).
<b>MAX SPEED LOSS</b>	The distance at which the ball lost the most speed.
<b>PATTERN EXIT</b>	Board at which the ball is located at the pattern exit point, based on the pattern length set above the lane image.
<b>PIN DECK DEFLECTION</b>	The number of boards the ball deflected in the pin deck.
<b>PIN DECK EXIT</b>	Ball position at the end of the pin deck.
<b>PIN DECK SPEED</b>	The average speed of the ball in the pindeck.
<b>PINFALL</b>	Total number of pins that fell. Only available in centers enabled with LaneTalk
<b>READ</b>	The distance on the lane at which the ball first slows down.
<b>RPM</b>	Calculated revolutions per minute of the ball.
<b>ROLL</b>	The length at which the ball stops the Hook phase, which is where

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	the ball stops changing direction significantly.
<b>ROLL BOARD</b>	Board position of the ball when it completed its change of direction.
<b>RPM TO SPEED RATIO</b>	A number that tells if the bowler is speed dominant, rev dominant or if the speed matches their revolutions <ul style="list-style-type: none"><li>o -15 Highly speed dominant</li><li>o 16-19 Slightly speed dominant</li><li>o 20-25 MATCH</li><li>o 26-29 Slightly rev dominant</li><li>o 30- Highly rev dominant</li></ul>
<b>RPS</b>	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.
<b>SHOT</b>	Indicates what shot number you are on.
<b>SHOT TIME</b>	Total amount of time in seconds the shot took.
<b>SKID</b>	The length at which the ball does not changed path significantly.
<b>SPEED LOSS</b>	The difference between the Launch Speed and the Entry Speed.
<b>SPEED LOSS BACK</b>	The speed loss from 40' to 60'.
<b>SPEED LOSS HEADS</b>	The speed loss in the first 20' of the lane.
<b>SPEED LOSS MID</b>	The speed loss from 20' to 40'.
<b>SPEED LOSS PINDECK</b>	The speed loss through the pindeck.
<b>TOTAL HOOK</b>	Total number of boards the ball hooked compared to a completely straight shot.
<b>TRUE BREAKPOINT</b>	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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