

Suggested Asymmetrical Layouts for Medium Track Bowlers

Bowlers with 12 to 18 Degrees of Initial Axis Tilt

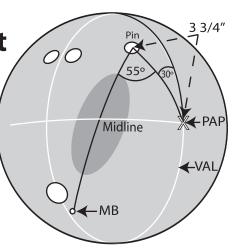
Sharper Breakpoint

layout =

55° 3 3/4" 30° Drilling X Pin to XVAL Angle PAP

Recommended Pin Distance 2-5.5"

Angle



More Angular Breakpoint

Use for most players on most patterns

High Track Bowlers

Less Than 12 Degrees of Initial Axis Tilt

Use: 70° X 3 3/8 " X 30°

Recommended Pin Distance 2-5.5"

Low Track Bowlers

More Than 18 Degrees of Initial Axis Tilt

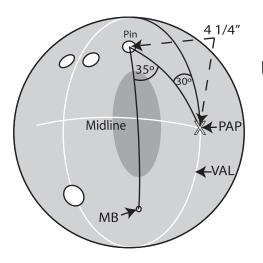
Use: 45° X 4 1/4" X 25° Recommended Pin Distance 3-5.5"

Midlane

layout =

4 1/4" 35° 30° Drilling X Pin to XVAL Angle PAP Angle

Recommended Pin Distance 2-5.5" B



Heavy Forward Roll

Use for Speed Dominant Players and/or heavier oil volumes

High Track Bowlers

Less Than 12 Degrees of Initial Axis Tilt

Use: 45° X 4" X 35°

Recommended Pin Distance 2-5.5"

Low Track Bowlers

More Than 18 Degrees of Initial Axis Tilt

Use: 20° X 4 3/4" X 30°

Recommended Pin Distance 3-5.5"

Control

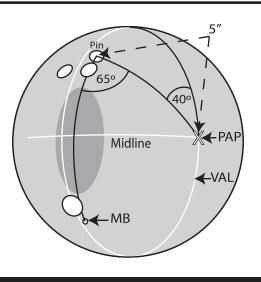
layout =

65° 40° Drilling X Pin to XVAL Angle PAP **Angle**

Recommended Pin Distance



2-4"



Smooth Continuous Hook

Use for Rev Dominant Players and/or lighter oil volumes

High Track Bowlers

Less Than 12 Degrees of Initial Axis Tilt

Use: 85° X 4 1/2" X 45°

Recommended Pin Distance 2-4"

Low Track Bowlers

More Than 18 Degrees of Initial Axis Tilt

Use: 30° X 5 1/4" X 60° Recommended Pin Distance 1-4"



Suggested Asymmetrical Layouts for Medium Track Bowlers

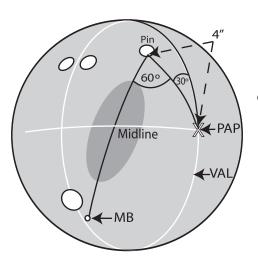
Bowlers with 12 to 18 Degrees of Initial Axis Tilt

Maximum Flare

layout =

60°4"30°Drilling XPin to XVALAnglePAPAngle

Recommended Pin Distance 3-6"



Most Aggressive Layout

Use for lower rev rate players and longer heavier oil patterns

High Track Bowlers

Less Than 12 Degrees of Initial Axis Tilt

Use: 70° X 4" X 30°

Recommended Pin Distance 3-6"

Low Track Bowlers

More Than 18 Degrees of Initial Axis Tilt

Use: 50° X 4 " X 30°
Recommended Pin Distance 3-6"

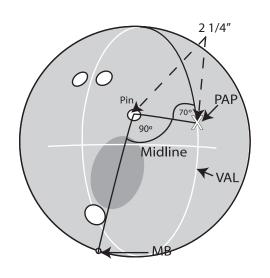


Reduced Flare

layout =

90° 21/4" 70°
Drilling X Pin to X VAL
Angle PAP Angle

Recommended Pin Distance 2-4"



Least Aggressive Layout

Use for Rev Dominant Players and shorter, lighter oil volumes patterns

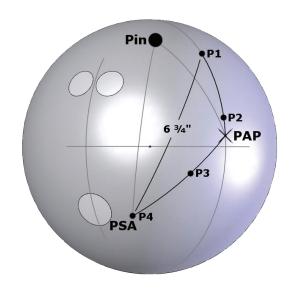
Use this layout for ALL BOWLERS



<u>Determining the Bowler's Initial Axis Tilt:</u> Initial Axis Tilt is best determined by measuring the distance across the bowler's initial ball track on the surface of the ball. A measurement of > 11 1/4" (< 12 degrees) indicates a high track bowler. A measurement of 10 1/4" to 11 1/4" (12 to 18 degrees) indicates a medium track bowler. A measurement of < 10 1/4" (> 18 degrees) indicates a low track bowler.

Ball Surface & Cleaning: RADICAL bowling balls are manufactured with a predetermined surface preparation. With the assistance of a qualified pro shop, sanding, scuffing, or smoothing the surface texture may be needed to optimize performance for different styles of players on different lane conditions. We cannot overemphasize the importance of regularly cleaning your RADICAL ball with a quality bowling ball cleaner IMMEDIATELY AFTER each use. Doing so will insure a more consistent reaction and maximize the life of your RADICAL bowling ball.

Balance Holes for Asymmetrical Layouts: If, and when, a balance hole is needed, we recommend using the "Gradient Line Balance Hole System". The Gradient Line extends from the PSA to P1 passing through the PAP.



Balance Hole Locations on the Gradient Line

Balance hole Position	Location	Change in Ball Reaction
P1	6 3/4" from the PSA on the VAL	Weakens ball reaction
P2	1/3 of the distance from the P1 to the PSA	Maintains ball reaction
Р3	2/3 of the distance from the P1 to the PSA	Strengthens ball reaction
P4	PSA	Maximizes ball reaction

Legend for the Asymmetrical Layout Pictures:

O Pin = The spot marking the top center of the core of the ball

o MB = The locator pin marking the position of the Mass Bias





axis of rotation at release

The positive end of the bowler's

 $box{VAL}{(Vertical Axis Line)} = A Vertical line drawn through the bowler's PAP$

Midline = A horizontal line drawn midway between the thumb and finger holes