

Bowler's Grit Comparison Chart Ver. 2

This chart has comparison's of several bowling related product's and several standard grit charts. Also there are some charts of various product's below.

Note grit comparison charts can vary alot, this is do to the tolerance ranges used by different company's and association's.

Like CAMI which has a wide tolerance range and FEPA which has a tighter range. So one chart might say two product's have the same grit and another chart will say they don't.

Microns (μ)	FEPA "P"	US ANSI/CAMI	3M Trizact	Abralon	CAB Blocks	Scotchbrites	Microns (μ)	FEPA "P"	US ANSI/CAMI	3M Trizact	Abralon	CAB Blocks	Scotchbrites
		<i>Sandpaper</i>							<i>Sandpaper</i>				
1842.01							66.04		220				7446 Dark Gray
1764.03	P12						65.02	P220		A90			
1599.04		12					60			A85		Black	
1322.07	P16						57.91	P240					
1320.04							54.1			A75			
1091.95		16					53.59		240				6444 Brown
984	P20						52.58	P280					
920		20					50			A65			
905							46.23	P320		A60			
739.9	P24						43.94		280				
715.01							40.39	P360			P360		
686.06		24					40			A45		Blue	
638.05							36.07		320				
622.05	P30						35.05	P400		A35 (green)			
559.05		30					30	P500		A30	P500	Green	
534.92		36					28.96		360				7447 Maroon
524	P36						25.91	P600					
427.99		40					23.6		400				
406.65	P40						21.79	P800		A25			
351.03		50					20			A20			
325.88	P50						19.71		500				
300			A300				18.29	P1000			P1000		
267.97		60					16		600				6448 Green
260.1	P60						15.29	P1200					
195.07	P80						15			A16		Orange	
192.02		80					14		700				
180					Red		12	P1500	800				7448 Lt. Gray
155.95	P100						10			A10 (Blue)			
150			A200				9.19		1000				
140.97		100					9	P2000			P2000	Lt. Blue	7745 Gold
127	P120						6.6		1200				7445 White
120			A160		Yellow		6	P2500		A6			
116.08		120				7440 Tan	5	P3000		A5 (Orange)	P3000		
100			A130				3	P4000	1500	A3	P4000		
97.03	P150						2						
92.96		150					1		2000	A1			
80			A110		Brown		0.5						
77.98	P180	180		P180			0.3			A1 (White)			
70			A100				0.05						

Brunswick Products	
Royal Compound Polish	2500 Grit Polish
Royal Shine Polish	5000 Grit Polish
Rough Buff Polish	Similar to Storm Step #2
Factory Finish High Gloss Polish	
Pro Shine Ball Polish	

Ebonite Powerhouse / Track	
Clean'N Sheen	Takes final sanding stage (500 Abralon and up) to a 1500-grit compound finish.
Extender Polish	Removes sanding lines from 800-grit sandpaper
Factory Finish	Takes 800 grit sand to original factory polished surface
Clean'N Dull	Penetrating deep cleaner
Particle Polish	Takes 800 grit sand to a smooth polished surface
Clean'N Smooth	Designed to restore to 1500 smooth finish
Magic Shine	Polish and Tackifier
Sand Blaster	Sands to 400 grit finish
Matte Finish	For 1000grit/15micron sanded balls
Delayed Reaction	Polishes from 3500 to 5000.
Reaction Plus	

Track Magic formally A.P.P.	
Clean'N Sheen	Abrasive 320 to 1000 grit
Clean'N Polish	Polishes from 3500 to 5000.
Reaction Plus	
Clean'N Dull	Penetrating deep cleaner
Magic Shine	Polish and Tackifier
Clean'N Smooth	Designed to restore to 1500 smooth finish
Protraction	Particle Ball Polish

Advanced Polishing Products (A.P.P.)	
Reaction Heavy Duty Cleaner	Abrasive 320 to 1000 grit
Delayed Reaction Ball Polish	Polishes from 3500 to 5000.
Reaction Plus	No abrasive cleaner/polish
Reaction Clean'N Dull	Penetrating deep cleaner

Ebonite Reaction Control System	
Product	Grit
RCS Maroon Sponge	400
RCS Gray Sponge	600
RCS White Sponge	1000
RCS Compound	600
RCS Compound	900
RCS Compound	1500
RCS Compound	2000
RCS Compound	3000
RCS Compound	5000

Motiv Bowling	
Power Gel Scuff	Cleaner and scouring compound. 500-1000
Power Gel Polish	Cleaner and polishing compound
Power Gel Clean	ball cleaning solution

Storm	
Xtra Shine	Finishes to 3500 grit
Reacta Shine	Finishes to 1500 grit
Moon Shine	Small amount of 1500 grit
Diamond Gloss	5000 grit
Pro Finish System Step 1	220/800 grit
Pro Finish System Step 2	320/1500 grit
Pro Finish System Step 3	1500/2500 grit

CAB Blocks			
Grit Designation	Color	Grit	Grade
Extra Extra Coarse	Red	80	180 microns
Extra Coarse	Yellow	120	120 microns
Medium Coarse	Brown	180	80 microns
Coarse	Black	220	60 microns
Medium	Blue	320	40 microns
Medium Smooth	Green	400	30 microns
Smooth	Orange	600	15 microns
Extra Smooth	Lt. Blue	1200	9 microns

3M Scotch-Brite™ Hand Pads		
	Color	Grit US equiv.
Light Duty Cleansing Pad 7445	White	1200-1500
Ultra-Fine Hand Pad 7448	Light Gray	800-1000
Light Duty Hand Pad 6448	Gray/Green	600
General Purpose Hand Pad 7447	Maroon	360-400
Extra Duty Hand Pad 6444	Brown	240-320
Blending Hand Pad 7446	Dark Gray	120-150
Heavy Duty Hand Pad 7440	Tan	120
Heavy Duty Scouring Pad No. 86	Dark Green	
General Scouring Pad No. 96	Green	600
Light Duty Cleansing Pad No.98	White	1200-1500

900 Global NEAT system	
N / Black	750 grit
E / Blue	1500 grit
A / Green	2500 grit
T / Yellow	4000 grit

Abralon / Siaair Pads	
FEPA Grit	Microns
P180	77.98 (μ)
P360	40.39 (μ)
P500	30 (μ)
P600	25.91 (μ)
P1000	18.29 (μ)
P2000	9 (μ)
P3000	5 (μ)
P4000	3 (μ)

Ultimate Bowling Prod.	
Black Magic	Polish
XXX Rated	
Black Magic XL	Cleaner Polish
Sand-it	400-500 grit
Quick Kut	320 to 500

Valentino	
UFO Extender	Contains slip agent
Resurrection	Finish to 800 grit sheen
Snake Oil	Finishes to 1500 – 3500 polish

(2010) Storm O.O.B. Resurfacing Steps
1000-grit Factory Finish
1. 500-grit Abralon® pad – Sand for 15 seconds on all four sides.
2. 1000-grit Abralon® pad – Sand for 30 seconds on all four sides.
Storm® suggests repeating step 2 from above every 20 to 30 games and both steps every 60 to 80 games.
2000-grit Factory Finish
1. 500-grit Abralon® pad – Sand for 15 seconds on all four sides.
2. 2000-grit Abralon® pad – Sand for 50 seconds on all four sides.
Storm® suggests repeating step 2 from above every 20 to 30 games and both steps every 60 to 80 games.
4000-grit Factory Finish
1. 500-grit Abralon® pad – Sand for 15 seconds on all four sides.
2. 4000-grit Abralon® pad – Sand for 60 seconds on all four sides.
Storm® suggests repeating step 2 from above every 20 to 30 games and both steps every 60 to 80 games.
1500-grit Polished Factory Finish
1. 500-grit Abralon® pad – Sand for 15 seconds on all four sides.
2. Grey Scotch-Brite™ pad – Sand for 40 seconds on all four sides.
3. Storm® Step Two™ – Polish lightly for 15 seconds on two sides.
Storm® suggests repeating steps 2 and 3 from above every 20 to 30 games or repeating all steps every 60 to 80 games.
3500-grit Polished Factory Finish
1. 500-grit Abralon® pad – Sand for 15 seconds on all four sides.
2. 1000-grit Abralon® pad – Sand for 20 seconds on all four sides.
3. 2000-grit Abralon® pad – Sand for 25 seconds on all four sides.
4. 4000-grit Abralon® pad – Sand for 30 seconds on all four sides.
5. Storm® Xtra Shine™ – Polish for 30 seconds on two sides.
Storm® suggests repeating steps 3 to 5 every 40-60 games and utilizing all steps when a track becomes noticeable.

(2011-2013) Storm O.O.B. Resurfacing Steps
1000-grit Factory Finish
1. 360-grit Abralon® – Sand firmly for 30 seconds on all four sides.
2. 1000-grit Abralon – Sand lightly for 5 seconds on all four sides.
2000-grit Factory Finish
1. 360-grit Abralon® – Sand firmly for 30 seconds on all four sides.
2. 2000-grit Abralon – Sand lightly for 10 seconds on all four sides.
3000-grit Factory Finish
1. 500-grit Abralon® – Sand firmly for 30 seconds on all four sides.
2. 3000-grit Abralon – Sand lightly for 10 seconds on all four sides.
4000-grit Factory Finish
1. 500-grit Abralon® – Sand firmly for 30 seconds on all four sides.
2. 2000-grit Abralon – Sand lightly for 10 seconds on all four sides.
3. 4000-grit Abralon – Sand lightly for 5 seconds on all four sides.
1500-grit Polished Factory Finish
1. 500-grit Abralon® – Sand firmly for 30 seconds on all four sides.
2. 1000-grit Abralon – Sand lightly for 20 seconds on all four sides.
3. 2000-grit Abralon – Sand lightly for 20 seconds on all four sides.
4. 4000-grit Abralon – Sand lightly for 20 seconds on all four sides.
5. Storm® Step Two™ – Polish lightly for 15 seconds on each side.
Storm® recommends using the suggested cleaner/polish daily. In addition, Storm recommends touching up the surface with only the final step every 20 games and resurfacing completely every 30-50 games.

Motiv Factory Finish Guide		
Motiv Factory Finish	Ball Spinner	Resurfacing machine
3000 Grit LSS	500/1000/2000	500/2000x2
4000 Grit LSS	500/1000/2000/4000	500/2000x3
5000 Grit LSP	500/1000/2000/POLISHx2	500/1000/POLISHx2
5500 Grit LSP	500/1000/2000/4000x2/POLISH	500/1000/2000/4000/POLISH
LSS= Laser Scan with Sanding (S)	When finishing with a ball spinner. Each step is performed for 15 seconds. Where you see “x2” the process is 30 seconds.	When finishing with a resurfacing machine. Each step is performed for 30 seconds. Where you see “x2” the process is 60 seconds, “x3” is 90 seconds.
LSP= Laser Scan with Polish(P)		

RADICAL BOWLING TECHNOLOGIES	
Ball Surface Chart	
Listed from earliest traction to latest traction	
240 grit Siaair micro pad	
360 grit Siaair micro pad	
500 grit Siaair micro pad	
800 grit Siaair micro pad	
1000 grit Siaair micro pad	
1500 grit Siaair micro pad	
2000 grit Siaair micro pad	
4000 grit Siaair micro pad	
2000 grit Siaair micro pad with Brunswick Royal Compound	
2000 grit Siaair micro pad with Brunswick Royal Shine	

Mo Pinels Skip a Grit
Skip a grit is intended to end up with two alternating different depths of scratches.
Skipping a grit allows the ball to check harder at the breakpoint while still getting good skid in the front. When you want control and a smooth breakpoint, use the correct grit sequence. When you want to make sure the ball reads the breakpoint, skip a grit.
360 / light 1000
500 / light 2000
1000 / light 4000
2000 / white pad
To do the "Skip A Grit" procedure:
Sand 4 ways thoroughly with the first grit and sand two ways quickly with the second grit.

Useful Grit Combinations
500 Abralon
This reaction causes the ball to read extremely early. This usually on works well on extremely heavy patterns or very direct angles by speed dominate players.
360 / 1000 Abralon
This reaction gives the ball more length than 500 alone, but still has a significant ability to generate friction in heavier oil. This works well on heavy patterns with fresh back-ends.
500 / 2000 Abralon
This reaction is a very good benchmark reaction as the ball has enough topography to still generate friction in medium to light oil, but not enough to cause the ball to read too early in most cases. This finish delays the hook transition, allowing for a strong entry angle.
500 / 4000 Abralon
This reaction works extremely well on multiple patterns, giving the ball easy length through the heads, a subtle but noticeable mid-lane reaction, and an enormous amount of friction at the end of the pattern. This finish can generate some of the strongest entry angles possible on fresh patterns, but may start to skid too far as the pattern carries downlane.
Recommendation:
The lowest grit should be applied with more pressure, but for a shorter duration. The higher grits should be applied with less pressure, but for a longer time. This will have the desired effect of creating strong surface deviations to displace oil, but will also round the edges, peaks, and valleys enough to get the desired amount of skid.

Bowling Ball Surface Adjustment Table by jbungard	
Technique	Result
Wet sanded with 220 grit sandpaper	Most Hook/Smoothest Breakpoint/Earliest Lane Reaction
Wet sanded with new 360 grit Abralon/Siaair	
Wet sanded with 320 grit sandpaper	
Scuffed with a burgundy pad	Good starting point for urethane ball on heavy conditions
Wet sanded with used 360 grit Abralon/Siaair	
Wet sanded with new 500 grit Abralon/Siaair	
Wet sanded with used 500 grit Abralon/Siaair	
Wet sanded with 500 grit sandpaper	
Wet sanded with new 1000 grit Abralon/Siaair.	
Scuffed with a green pad.	Good starting point for medium-heavy to heavy conditions
Scuffed with a grey pad.	
Wet sanded with 800 grit sandpaper	Good starting point for medium conditions
Wet sanded with used 1000 grit Abralon/Siaair	
Wet sanded with new 2000 grit Abralon/Siaair	
Scuffed with a gold pad	
Wet sanded with 1000 grit sandpaper	
Wet sanded with used 2000 grit Abralon/Siaair	
Scuffed with a white pad	
Wet sanded with 1200 grit sandpaper	
Wet sanded with new 4000 grit Abralon/Siaair	
Wet sanded with 1500 grit sandpaper	
Wet sanded with used 4000 grit Abralon/Siaair	Good starting point for light-medium conditions
Polished then haze surface with grey pad	
Polished with compound (Rough Buff)	
Polished then haze surface with white pad	
Polished with compound (Resurrection)	
Polished with ball polish.	
Polished with ball polish containing a fine abrasive	Good starting point for light conditions
Polished with ball polish containing a slip agent	Least Hook/Sharpest Breakpoint/Maximum Length

Ball Surface Friction Calculator (Outdated)

From Ebonite Tech Center:

Read through each of the five categories below. These are the important topics to consider when choosing the proper ball surface friction for your style and lane condition.

Simply note the choice in each category the variable that fits you. At the end, add up the five numbers and compare this sum to the chart at the right of the page.

This chart is only a guide. You may have to fine tune the final surface texture, but this will provide you with a starting place. Having a trained pro shop technician assist you will pin-point the proper selection.

VARIABLE (POINTS)
<input checked="" type="checkbox"/> <u>Lane Condition</u>
<input type="radio"/> Heavy Oil (3)
<input type="radio"/> Medium Oil (2)
<input type="radio"/> Light Oil (1)
<input checked="" type="checkbox"/> <u>Bowler's Ball Speed</u>
<input type="radio"/> Faster (3)
<input type="radio"/> Average (2)
<input type="radio"/> Slower (1)
<input checked="" type="checkbox"/> <u>Bowler's Revolutions</u>
<input type="radio"/> Stroker (3)
<input type="radio"/> Tweener (2)
<input type="radio"/> Power (1)
<input checked="" type="checkbox"/> <u>Bowler's Axis Rotation (hand position at release)</u>
<input type="radio"/> 90 Deg. [3:00 hand release] (3)
<input type="radio"/> 45Deg. [4:30 hand release] (2)
<input type="radio"/> 10 Deg. [5:30 - 6:00 hand release] (1)
<input checked="" type="checkbox"/> <u>Bowler's Axis Tilt (size of track)</u>
<input type="radio"/> Maximum [Small - under 9 ½"] (3)
<input type="radio"/> Medium [Medium - 9 1/2" to 11"] (2)
<input type="radio"/> Minimal [Large - 11 1/2" to 13 ½"] (1)

Total Points and Recommended Surface Texture
15 points: 320 grit sandpaper
14 points: 400 grit sandpaper
13 points: Maroon scuff pad
12 points: Powerhouse Sandblaster
11 points: Grey scuff pad
10 points: 800 grit sandpaper
9 points: 800 grit sandpaper, polish with Powerhouse Matte Finish
8 points: 800 grit sandpaper, white scuff pad
7 points: 800 grit sandpaper, polish with Powerhouse Factory Finish Polish
6 points: 800 grit sandpaper, polish with Powerhouse Extender Polish (reactives) or Powerhouse Particle Polish (particle balls)
5 points: 800 grit sandpaper, polish with Powerhouse Extender Polish (reactives) or Powerhouse Particle Polish (particle balls), then with Factory Finish Polish

The Six (6) Sides of a Bowling Ball

Side 1



Side 2



Side 3



Side 4



Side 5



Side 6

