

BALL SPECIFICATION CHART

PERFORMANCE	BALL	COVERSTOCK	FINAL FINISH	HOOK POTENTIAL	LENGTH	SHAPE	RG-MAX	RG-MIN	RG-DIFF	RG ASYM	RG-AVG	WEIGHTS
Pro	Nexus™ f(P+R)	Addaptive f(P+R) Solid	1,500 Siaair Micro Pad	200	110	100	2.536	2.480	0.056	0.017	3.1	12-16
Pro	Nexus™ f(P+F)	Addaptive f(P+F) Solid	1,500 Siaair Micro Pad	195	105	95	2.536	2.480	0.056	0.017	3.1	12-16
Pro	Nexus™ f(P)	Addaptive f(P) Pearl	Rough Buff	150	115	95	2.546	2.490	0.056	0.012	3.8	12-16
Pro	C•(System)™ ulti-max	CFT ulti-max Pearl	Rough Buff	155	110	95	2.570	2.520	0.050	0.017	4.4	12-16
Pro	C•(System)™ alpha-max	CFT alpha-max	4,000 Siaair Micro Pad	180	105	95	2.570	2.520	0.050	0.017	4.4	12-16
High	Lethal Revolver™	Propel X Solid	2,000 Siaair Micro Pad	160	100	80	2.558	2.504	0.054	-	3.8	12-16
High	C•(System)™ versa-max	CFT versa-max Solid	High Gloss Polish	135	130	90	2.592	2.540	0.052	-	4.7	12-16
Advanced	Massive Damage™	Activator Plus	Rough Buff	155	105	75	2.531	2.481	0.050	-	3.7	10-16
Affordable	Karma™ - Pearl Prpl/Pnk	Activator Plus	High Gloss Polish	120	130	85	2.579	2.539	0.040	-	4.9	10-16
Affordable	Karma™ - Solid	PowrKoil 18 Solid	High Gloss Polish	120	100	80	2.579	2.539	0.040	-	4.9	10-16
Affordable	Karma - Pearl Blue/Grn	PowrKoil 18 Pearl	High Gloss Polish	100	120	85	2.579	2.539	0.040	-	4.9	10-16
Affordable	Avalanche™ Urethane	Urethane	High Gloss Polish	50	180	50	2.548	2.524	0.024	-	4.2	10-16
Entry level	Slingshot™	PowrKoil 17 - Reactive	High Gloss Polish	60	160	65	2.603	2.586	0.017	-	5.9	10-16
Polyester	TZone®	Polyester	High Gloss Polish	25	235	30	2.715	2.696	0.019	-	8.7	6,8-16
Polyester	Themed	Polyester	High Gloss Polish	25	235	30	2.715	2.696	0.019	-	8.7	6,8-16
Polyester	Viz-A-Ball®	Polyester	High Gloss Polish	25	235	30	2.715	2.696	0.019	-	8.7	6,8,10,12,14-16

Hook Potential: Rated on an open-ended scale, hook potential describes the relative "out of the box" hook potentials of Brunswick bowling balls. Balls with higher numbers will tend to hook more. Balls with lower numbers will tend to hook less. Bowling balls do not hook by themselves but respond to the forces a bowler applies at release. Hook potential numbers are not a numerical measurement of hooking action. Don't use the difference in hook potential numbers to try to predict the exact difference in the total amount of hook between two balls. A value of 100 is approximately equal to a strong Reactive coverstock - "Danger Zone type" ball reaction. Balls with hook potential numbers greater than 100, typically Particle coverstocks, will tend to hook more than balls with strong Reactive coverstocks. Balls with hook potential numbers less than 100 will tend to hook less than balls with strong Reactive coverstocks.

Length: Rated on an open-ended scale, length describes the relative "out of the box" length of Brunswick bowling balls. Balls with higher numbers will tend to go longer before starting to change direction. Balls with lower numbers will begin to change direction earlier. Length numbers are not a numerical measurement of length. Don't use the difference in length numbers to try to predict the exact distance between breakpoints. A value of 100 is approximately equal to a strong Reactive coverstock - "Danger Zone type" length. Balls with numbers greater than 100 will tend to go longer than a strong Reactive ball. Balls with numbers less than 100, typically Particle coverstocks, will tend to go earlier than a strong Reactive ball.

Typical Breakpoint Shape: Rated on an open-ended scale, Typical Breakpoint Shape describes the relative "out of the box" breakpoint shapes when the balls are used on lane conditions that are appropriate for that ball. For example, on medium amounts of oil, Reactive coverstock balls will tend to have a sharper breakpoint than Particle balls. If the amount of oil is significantly increased, the Reactive ball may not break on the backend at all and the Particle ball may have the sharper breakpoint. The breakpoint numbers don't guarantee a specific breakpoint shape, but indicate the typical breakpoint shape when used on appropriate lane conditions.