



The Timberwolf has a low RG, high flare core. These drilling patterns are alterations of the Timberwolf's dynamic fingerprint. The length, backend, and overall hook ratings are relative to the ball's parameters. These ratings are not to be used to compare the Timberwolf to any other ball. Please consult the Ball Rating Matrix for comparisons to other products in the Ebonite line.

The Timberwolf uses MegaBiteTM Super Tack II reactive veneer. This is a strong gripping, smooth rolling reactive designed to provide traction in oil and have a smooth transition from skid to hook. Surface friction is the major influence in ball hook potential. Too much surface friction can cause the ball to lose energy prematurely. This will result in earlier, smoother roll and a weaker backend reaction. Polishing the ball's surface will delay the release of energy, resulting in a stronger hook at the breakpoint. We suggest the Ebonite Reaction Control System (RCS). It is available in 600, 900, 1500, 2000, 3000, and 5000 grit bottles. The lower the grit, the more surface friction created. The higher the grit, the smoother the ball surface becomes, resulting in longer skid and sharper backend hook. Please consult the Ball Surface Friction Guide for recommended surface preparation.

The Timberwolf features the BOMB core. BOMB stands for the Ball's Offset Mass Bias. Mass bias is the secondary force within the core. This secondary force influences, or biases, the hook potential and hook style of the selected pin placement. By placing the mass bias in different directions from the pin, you can fine-tune the angle of the breakpoint and the backend hook style. After choosing the pin position, the ball's rev rate and hook motion can be matched to the bowler's style and the lane condition by changing the direction of the mass bias in relation to the pin and the bowler's positive axis point (PAP).

The mass bias of the BOMB is 4X as strong as the mass bias of standard pin out or other offset balls on the market. This is created by laterally offsetting a dense millable ceramic egg inside the core. By creating a stronger mass bias, the Timberwolf has increased versatility in drilling options and reaction characteristics.

A standard pin out ball has a weaker mass bias than the Timberwolf. It is in the direction of the center gravity (CG). By changing the CG location, creating a 1:30, 3:00, or a 4:30 pin, you have been changing the angle of the mass bias in relation to the bowler's PAP. The CG is not used in the dynamic layouts of the Timberwolf.

We have provided six standard layouts and three layouts for full-rollers. Other options are available. Simply choose a pin distance from PAP and one of the BOMB positions from the enclosed drawing on page 3 to bias the ball reaction in the desired manner. Placing the BOMB in position #3 is similar to a label drill (pin at 1:30 in a standard pin out ball). Placing the BOMB in position #2 leverages the mass bias, maximizing track flare. Position #1 creates an earlier roll. Positions #4 and #5 (to the left of the track) create a hook and set reaction. Because of the high flare potential, exercise caution when placing a balance hole past the PAP. Players with a higher track have a strong chance of flaring into a balance hole that is placed past the PAP.

The drilling patterns shown are for right-handed drilling. Reverse the drilling procedure (mirror image) for left-handed drilling. The suggested drillings show the CG located on a visual line from the pin to the BOMB. The CG can fall to the left of, to the right of, or on a line connecting the pin and the BOMB.

The heavy spot of the ball (center of gravity) is signified by the letters CG. This will located in the center of the engraved wolf paw on the ball. The center of the core is identified by the PIN. The PAP in the layouts refers to the bowler's positive axis point. If the bowler's PAP is not known, we suggest using the BOMB placement #3. The ball's mass bias is signified by an engraved bomb logo. In the center of the bomb logo is a locator pin.

The following ratings are used to compare the various drillings to each other:

Length: scale of 1 to 10 with 1 rolling soonest and 10 being the most length
Backend: scale of 1 to 10 with 1 being the least and 10 being the most

Overall Hook: scale of 1 to 10 with 1 being the least and 10 being the most