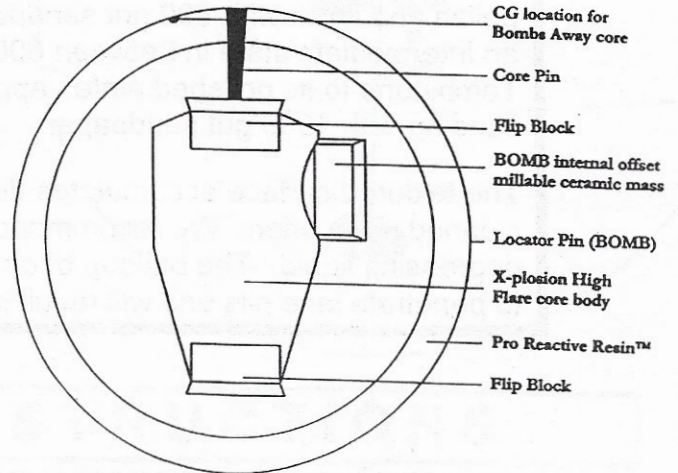
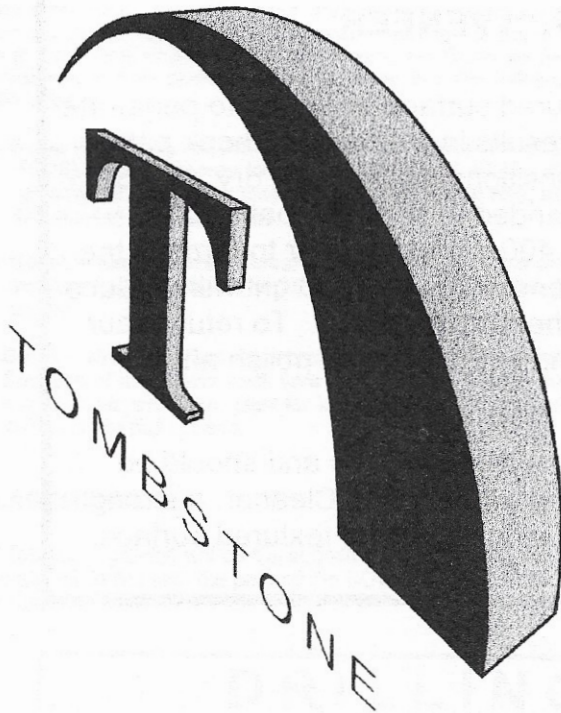


EBONITE**BOWL TO WIN™**

The Tombstone combines the strong, oil loving Pro Reactive Resin™ and our new “Bombs Away” core design to create the most versatile heavy oil ball that we have ever introduced. The Bombs Away core design is the first mass bias core design introduced that enables you to place mass bias in its strongest reacting position – located above the fingers for retained energy and continuous, maximum backend hook potential. A modified version of our Pro Reactive Resin™ will accept polishing, which allows for greater surface friction modification to fine tune the breakpoint. The following are the specs:

TOMBSTONE **Technical Profile**

- Factory Finish: Factory polished Pro Reactive Resin™
- Color: Granite
- RG Rating – scale 1 to 10 (center to cover heavy): 3.0
- Differential – scale 1 to 10 (low to high): 6.7
- Mass Bias (BOMB) - .013
- Flare Potential: high
- Length – scale 1 to 10 (early to late) with factory finish: 2.1
- Backend – scale 1 to 10 (least to most): 10+
- Overall Hook – scale 1 to 20 (least to most) dull/shiny: 23 dull/ 14.5 shiny
- Best Lane Condition – Heavy oil
- Bowler's style – Faster ball speeds and low to medium RPM players
- Available in 14 - 15 - 16 lb. Weights

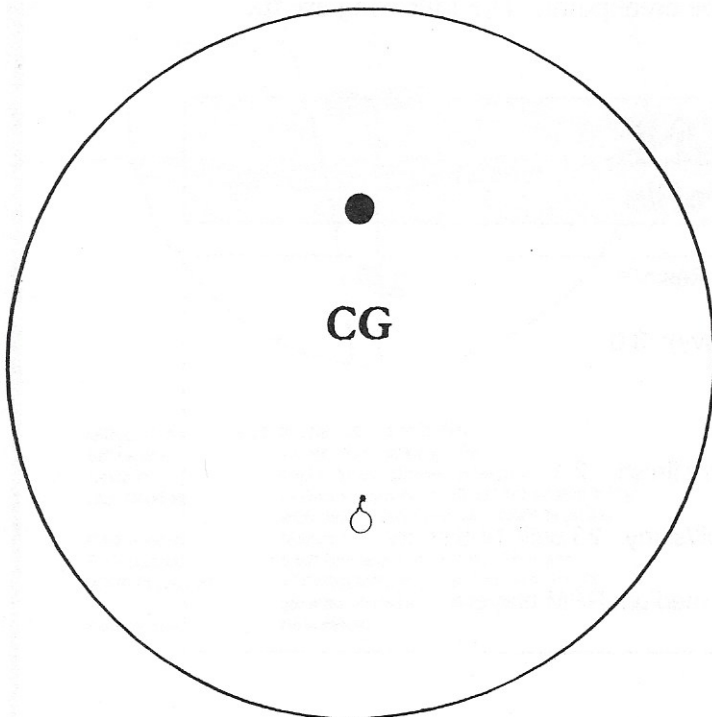
PRO REACTIVE RESIN™ VENEER

Ebonite's Pro Reactive Resin™ features a textured surface designed to penetrate through thick oil deposits. This traction effect results in a strong arc hook pattern which minimizes overreaction when the ball transitions from oil to a dry area of the lane. This factory polished finish may be sanded to bring the ball into an earlier roll if desired. When sanding, start with 400 grit sandpaper to remove the polish and finish with 600 grit sandpaper (further sanding to 1000 grit will produce an intermediate state in between 600 grit and the factory polish). To return your Tombstone to its polished state, apply 1500 and 2000 grit RCS polish after sanding with 1000 grit sandpaper.

The textured surface accumulates dirt faster than reactive balls and should be cleaned more often. We recommend Ebonite Ultra-Shine Ball Cleaner, a strong degreasing liquid. The buildup of dirt reduces the ability of the textured surface to penetrate lane oils and will result in a diminished reaction.

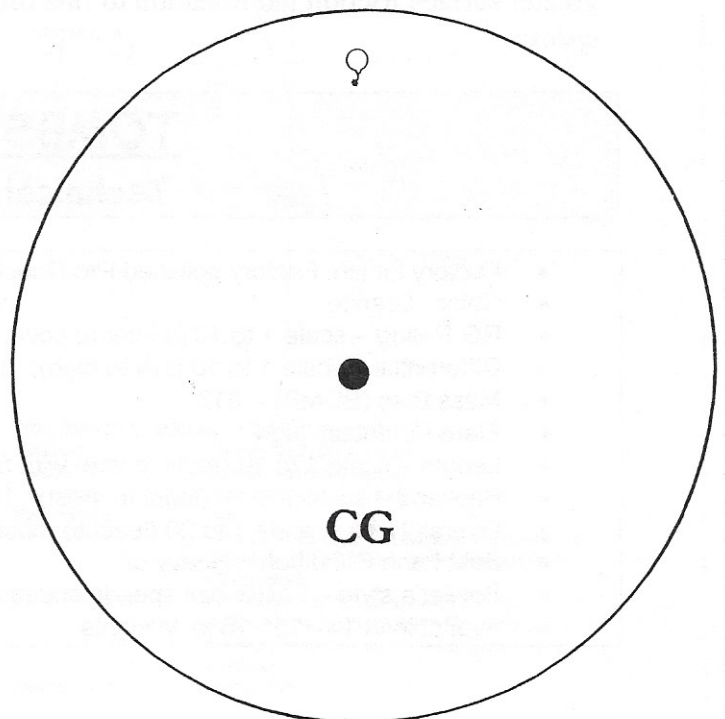
STANDARD BOMB CORE

The CG (center of gravity) is positioned between the pin and the BOMB. This allows for the BOMB to be placed in the thumb half of the ball, resulting in an earlier, smoother hook pattern.



BOMBS AWAY CORE

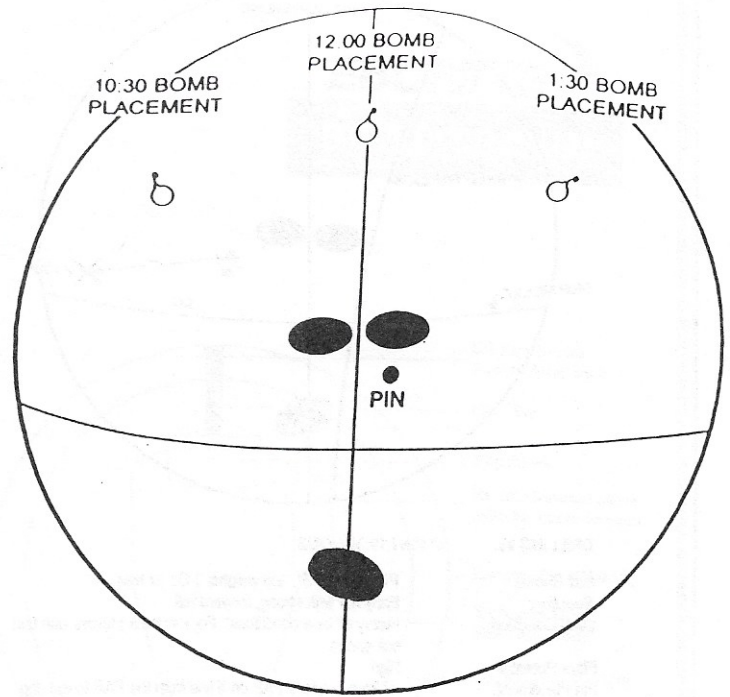
The CG (center of gravity) is positioned below the pin, opposite the BOMB. This allows for the BOMB to be placed in the finger half of the ball, resulting in more energy retention and a stronger backend hook potential.



BOMBS AWAY PLACEMENTS

Bomb placements are referenced from the pin. Stacking the Bomb straight above the pin will result in a 12:00 position, turning the Bomb 45 degrees to the left will result in a 10:30 position, and turning the Bomb 45 degrees to the right will result in a 1:30 position. The following are the influences of the Bomb placements:

- 1:30 Bomb** – smooth, continuous arc at the breakpoint (lefthanders Bomb at 10:30). Retains energy longer than 12:00 and 10:30. Best for slower ball speeds, 45 degrees or less of axis rotation (side roll), more bowler's revs, and playing the track area.
- 12:00 Bomb** – strong move at breakpoint (lefthanders same position). Best for medium ball speeds, 35 to 75 degrees of axis rotation (side roll), inside angles.
- 10:30 Bomb** – strong forward roll at breakpoint (lefthanders Bomb at 1:30). Because of their lower track flare bowlers, 10:30 Bombs are suggested for low track players only. Best for low tracks, 90 degree axis rotation (side roll), and fast ball speeds.



CG PLACEMENTS

The CG (center of gravity) will be on the opposite side of the pin than the BOMB. It will generally fall in line with the pin and the BOMB, but may be slightly to the left or to the right.

DRILLING INSTRUCTIONS

The following drilling instructions are recommendations for various bowler styles in a heavy oil environment. Bowlers with stronger releases will have better success with drillings #4 and #5. You may choose other pin position/BOMB combinations. Placing the pin further from the PAP will result in more length, closer to the PAP earlier rev. We recommend that the pin be placed no further than 6 inches from the PAP. Please consult the BOMBS AWAY Placement chart for BOMB influences.

DRILLING #1 **4" PIN / 1:30 BOMB**

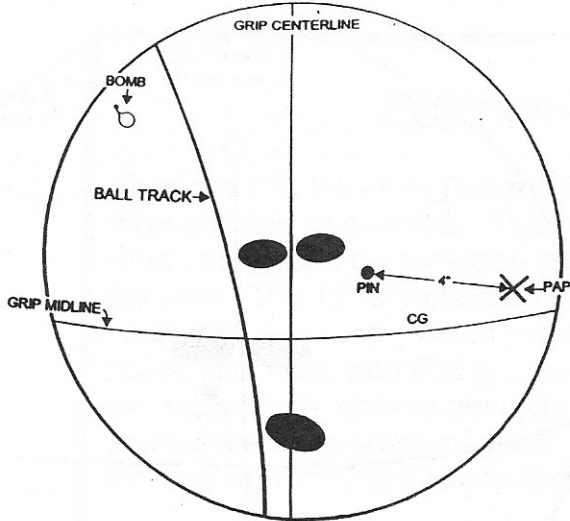
Ball Choice: Pin out 1" to 3", all top weights.
Reaction: Early rev with smooth breakpoint.
Lane Condition: Heavy oil conditions. For medium to high track players with high revs or medium to slower ball speed.

Flare Potential: High
Pin Placement: 4" from bowler's PAP on a line from the PAP to the ring finger.
BOMB Placement: 1:30 direction from the pin, to the right of the grip centerline (lefthanders would be in a 10:30 direction from the pin, to the left of the grip centerline).
Balance Hole: None needed.

DRILLING #2 **4" PIN / 12:00 BOMB**

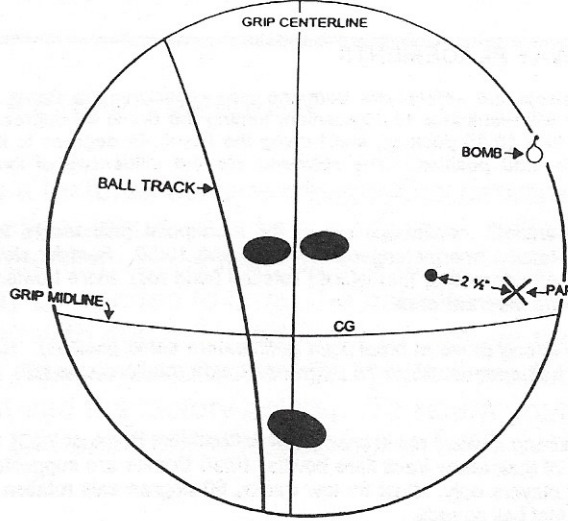
Ball Choice: Pin out 1" to 4", all top weights.
Reaction: Early rev with strong breakpoint.
Lane Condition: Heavy oil lane conditions. For medium track players with medium to low revs or low track players with medium speed.

Flare Potential: High
Pin Placement: 4" from bowler's PAP on a line from the PAP to the ring finger.
BOMB Placement: 12:00 in relation to the pin, located on the grip centerline above the fingers.
Balance Hole: If needed, place on bowler's PAP (or on the vertical axis line below the PAP to remove excess thumbweight).



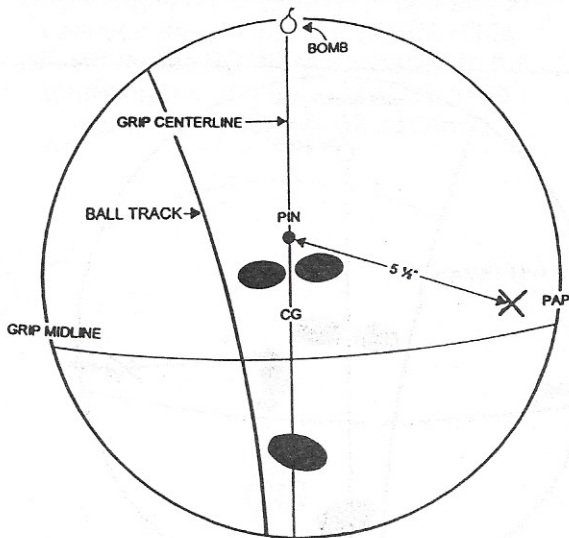
DRILLING #3 4" PIN / 10:30 BOMB

Ball Choice: Pin out 1" to 3", top weights 3 Oz. or less.
Reaction: Early rev with strong, forward roll.
Lane Condition: Heavy oil lane conditions. For low track players with fast ball speed.
Flare Potential: High
Pin Placement: 4" from bowler's PAP on a line from the PAP to the ring finger.
BOMB Placement: 10:30 direction from the pin, to the left of the grip centerline (lefthanders would be in a 1:30 direction from the pin, to the right of the grip centerline).
Balance Hole: Place on bowler's PAP (or on the vertical axis line below the PAP to remove excess thumbweight).



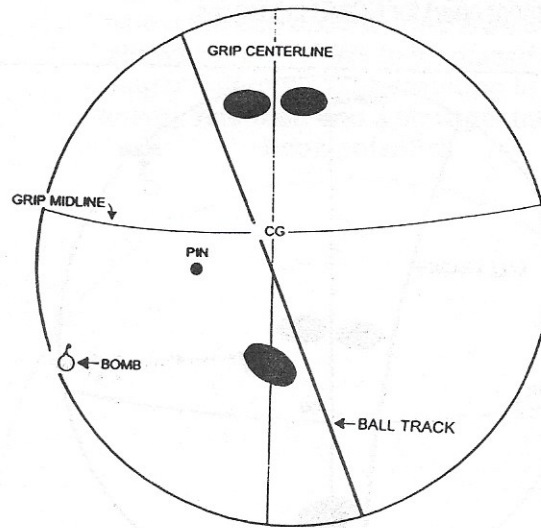
DRILLING #4 2 1/2" PIN / 1:30 BOMB

Ball Choice: All pin outs, all top weights.
Reaction: Early rev with smooth, continuous breakpoint.
Lane Condition: Heavy oil conditions. For high rev players or slower ball speeds.
Flare Potential: Medium
Pin Placement: 2 1/2" from bowler's PAP on a line from the PAP to the ring finger.
BOMB Placement: 1:30 direction from the pin, to the right of the grip centerline
Balance Hole: If needed, place on bowler's PAP, using the smallest diameter drill bit to end up with 3/4 oz. positive side weight.



DRILLING #5 5 1/2" PIN ABOVE / 12:00 BOMB

Ball Choice: Pin out 2 to 5", all top weights.
Reaction: Medium length, strongest breakpoint.
Lane Condition: Medium to heavy oil conditions. For medium to high track players. Plays best on an inside target line.
Flare Potential: Medium
Pin Placement: 5 1/2" from bowler's PAP above the fingers.
BOMB Placement: 12:00 direction from the pin, located on the grip centerline above the fingers.
Balance Hole: None needed.



DRILLING #6 FULL ROLLER - 8:00 Pin / 7:30 BOMB

Ball Choice: Pin out 1" to 3", all top weights.
Reaction: Early rev with strong backend.
Lane Condition: Heavy oil conditions. Full rollers only.
Flare Potential: High
Pin Placement: Place CG in grip center with the pin in an 8:00 direction (lefthanders place CG in grip center with the pin in a 4:00 direction).
BOMB Placement: 7:30 direction from the pin, to the left of the grip centerline in the thumb quadrant (lefthanders would be in a 4:30 direction from the pin, to the right of the grip centerline).
Balance Hole: None needed.