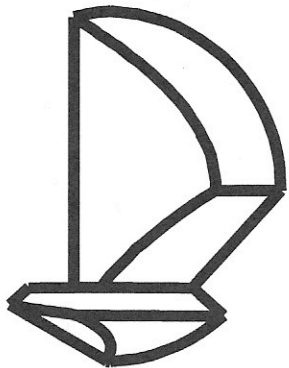
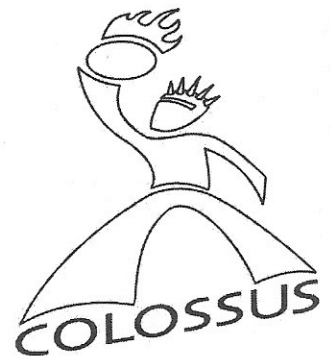


ADDITIONAL LAYOUT TECHNIQUES FOR PRO SHOPS



COLOSSUS:
the definition of a true premium
bowling ball.

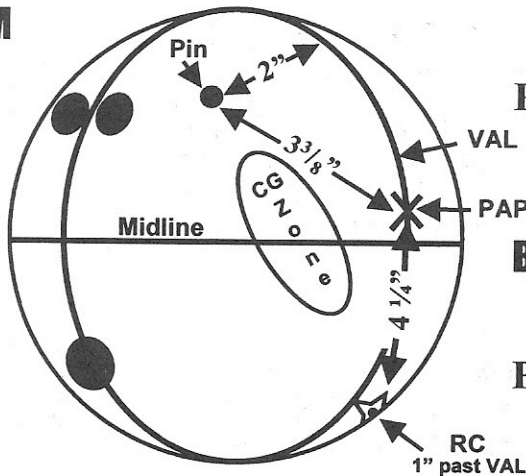


The ***radical*** new core of the
COLOSSUS creates a hard
hitting, fast revving, big hooking
ball that reacts to lane friction
instantly and accurately.

- Every **COLOSSUS** bowling ball is precision spun and marked at the factory for more consistent ball reaction and more accurate drillings.
- The fast revving **MOTION tuned core** creates greater hitting power and all the hook you'll ever need!
- The **GriPpeR EF** coverstock allows for total versatility. Providing a strong skid-snap, heavy hooking midlane or smooth arcing late revving reaction by using the recommended layouts.

EARLY REVVING LAYOUTS

MAXIMUM EARLY REVS:



Player Profile:

Med. to High Ball Speed
Low to Med. Revs
Med. to Large Axis Rotation

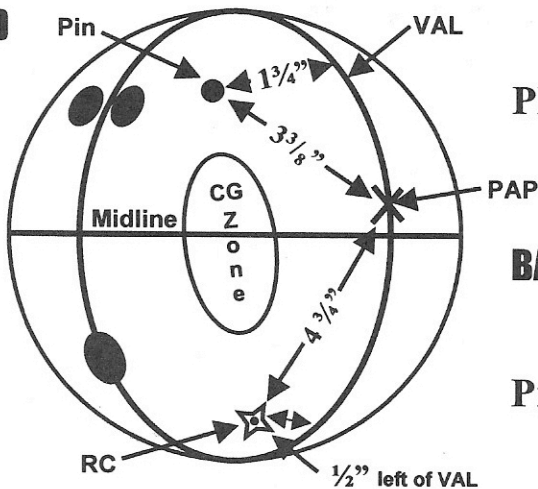
BALL MOTION:

Maximum Track Flare
Maximum Forward Roll
Maximum Early Revs

Preferred Pin:

2 to 4 Inches Out

FORWARD ROLL:



Player Profile:

Med. Ball Speed
Med. Revs
Med. Axis Rotation

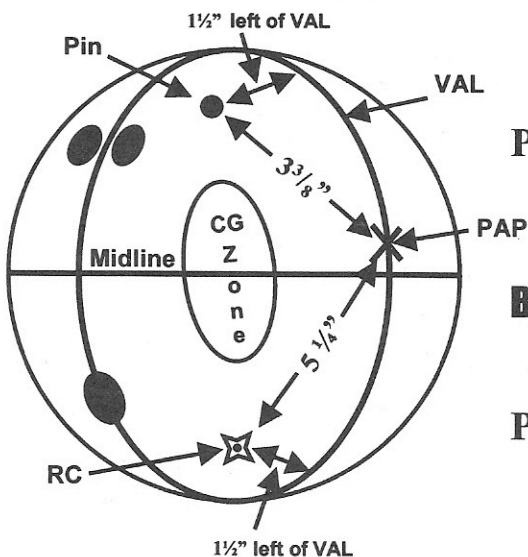
BALL MOTION:

Maximum Track Flare
Forward Roll
Early Revs

Preferred Pin:

2 to 4 Inches Out

HOOK AND SET:



Player Profile:

Low to Med. Ball Speed
Med. To High Revs
Small to Med. Axis Rotation

BALL MOTION:

Maximum Track Flare
Hook and Set
High Revs

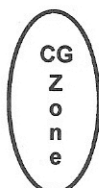
Preferred Pin:

2 to 4 Inches Out

SAMPLE DIAGRAMS USE PAP OF 5 x 1/2[↑]

● Pin= the spot marking the top center of the core of the ball

✱ RC= Reaction Center= Mass Bias= the spot marking the location of the mass bias



CG Zone = the area on the surface of the ball; marking the location of the center of gravity of the ball

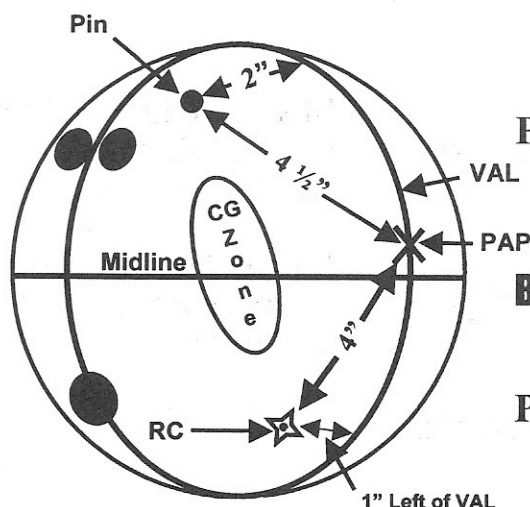
✱ PAP= Positive Axis Point= the positive end of the bowler's axis of rotation at release

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

MIDLANE REACTING LAYOUTS

STRONG MIDLANE HOOK:



Player Profile:

Med. to High Ball Speed
All Rev Rates
All Axis Rotations

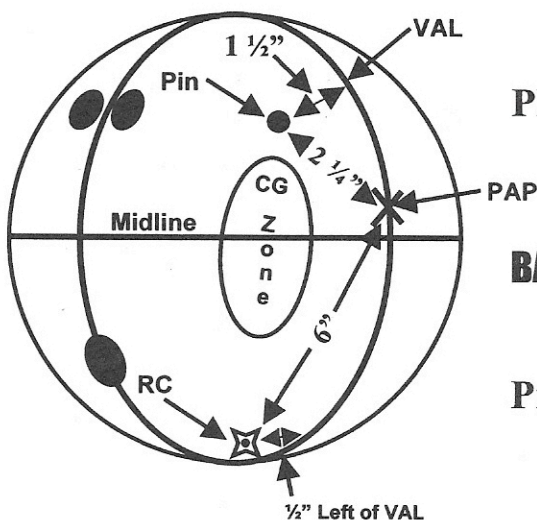
BALL MOTION:

Large Track Flare
Strong Midlane Hook
High Revs

Preferred Pin:

2 to 5 Inches Out

HOOK AND SET:



Player Profile:

All Ball Speeds
All Rev Rates
Small To Med. Axis Rotation

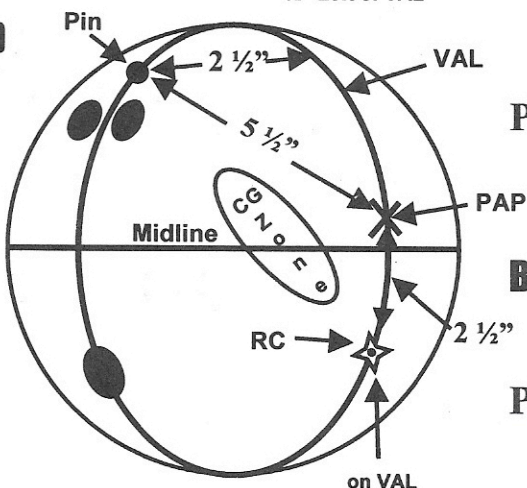
BALL MOTION:

Medium Track Flare
Hook and Set
Medium Revs

Preferred Pin:

1 to 3 Inches Out

FORWARD ROLL:



Player Profile:

All Ball Speeds
All Rev Rates
Med. to Large Axis Rotation

BALL MOTION:

Large Track Flare
Forward Roll
Early Revs

Preferred Pin:

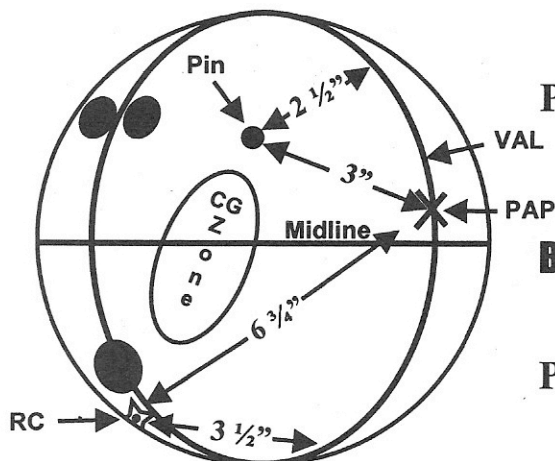
3 to 5 Inches Out

SAMPLE DIAGRAMS USE PAP OF 5 x 1/2[↑]

The total overall hook of any MoRich ball can easily be changed by altering the surface texture. MoRich balls are factory finished with a 500 grit matte surface. To increase the overall hook of the ball, dull the surface with a burgundy scuff pad or 320-400 grit sandpaper. Smoothing the surface with 1000-1500 grit sandpaper will decrease the overall hook of the ball, while polishing will create a later, sharper breakpoint.

LATE REVVING LAYOUTS

LARGE HOOK:



Player Profile:

Med. to High Ball Speed
Low to Med. Revs
All Axis Rotations

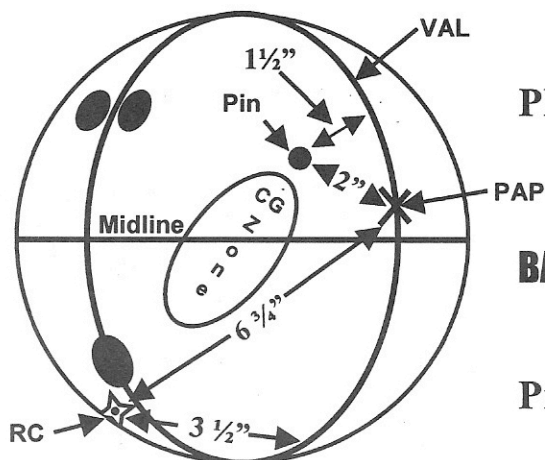
BALL MOTION:

Large Track Flare
Large Smooth Hook
Late Revs

Preferred Pin:

2 to 4 Inches Out

MEDIUM HOOK:



Player Profile:

Med. Ball Speed
Med. Revs
All Axis Rotations

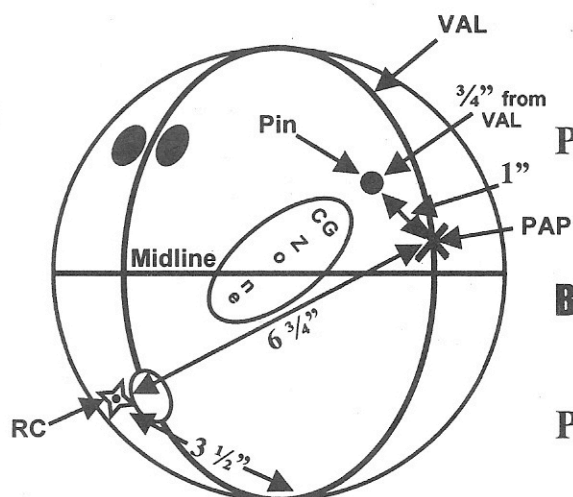
BALL MOTION:

Least Track Flare
Medium Smooth Hook
Late Revs

Preferred Pin:

1 to 3 Inches Out

LEAST HOOK:



Player Profile:

Low to Med. Ball Speed
Med. to High Revs
All Axis Rotations

BALL MOTION:

Minimal Track Flare
Least Hook
Late Revs

Preferred Pin:

1 to 3 Inches Out

SAMPLE DIAGRAMS USE PAP OF 5 x 1/2"

When a balance hole is necessary, place the balance hole at the intersection of the VAL and a line drawn from the center of the grip through the CG (center of gravity). Pitching the balance hole 1 1/4" away from the center of the grip will increase flare.