

*the* LABYRINTH

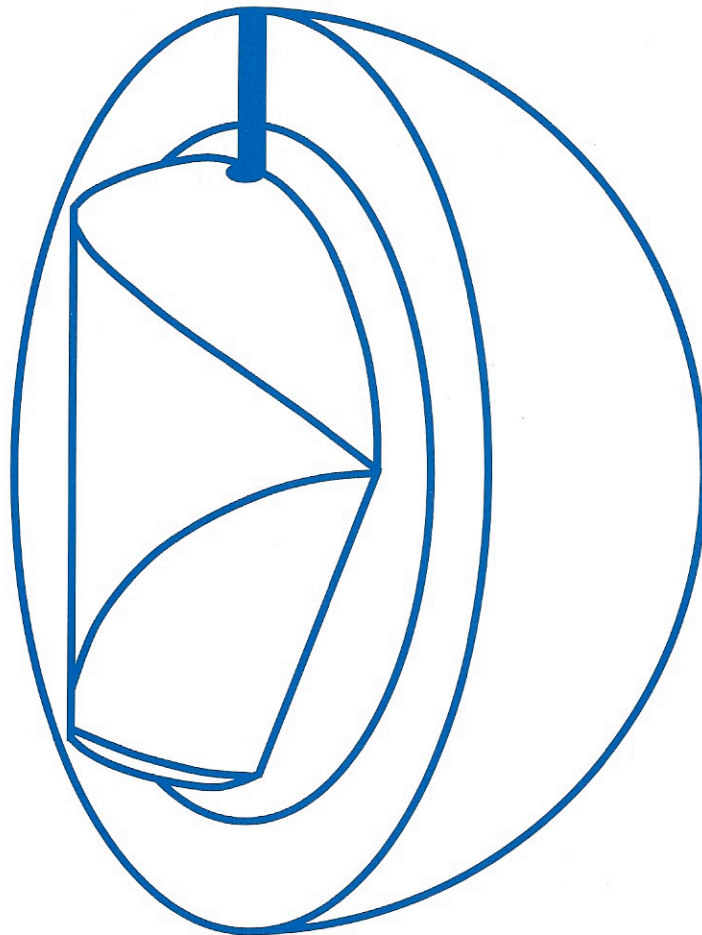
*made in USA*

MORICH™

≡ *MOTION* tuned core ≡

GRIPPER Particle Reactive Coverstock

**a sharper,  
higher  
revving  
breakpoint**



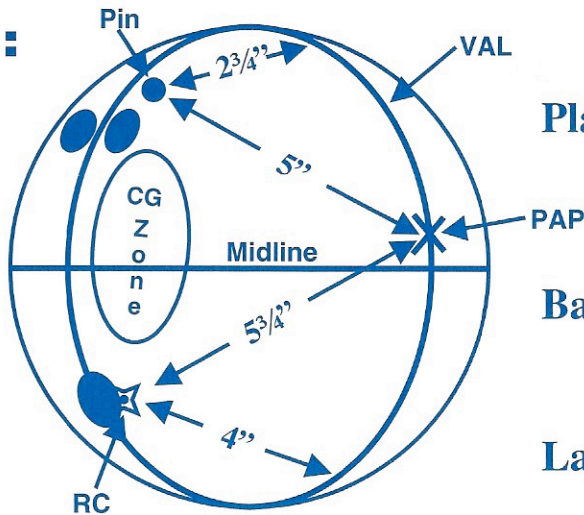
**increased  
pin carry**

**maximum performance on every part of the lane**

# MO's Layouts for High Track Players

(PAP: more than 5 1/4" over)

## CONTROL :



### Player Profile:

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

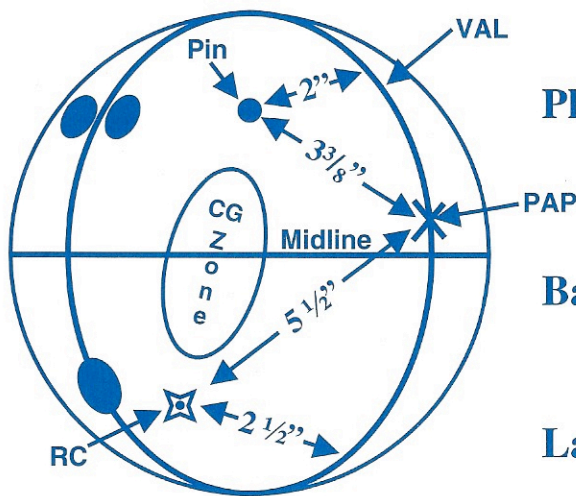
### Ball Motion:

Large Track Flare  
Smooth Continuous Hook  
Late Revs

### Lane Condition:

All Oil Patterns

## SHARP BREAK POINT :



### Player Profile:

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

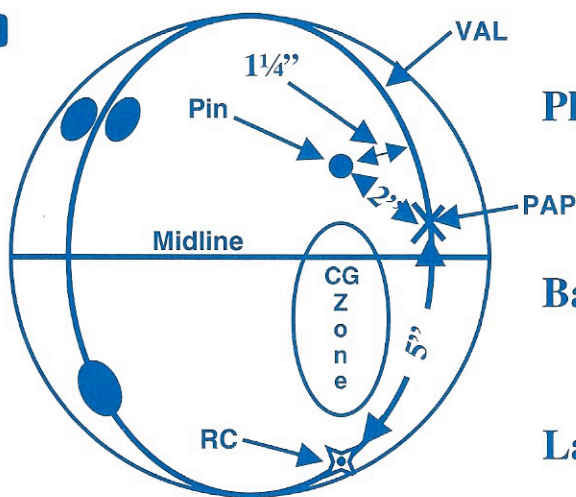
### Ball Motion:

Large Track Flare  
Sharp Break Point  
Max Revs

### Lane Condition:

Med. to Heavy Oil

## FORWARD ROLL :



### Player Profile:

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

### Ball Motion:

Med. Track Flare  
Forward Roll  
Early Revs

### Lane Condition:

Med. to Heavy Oil

● 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

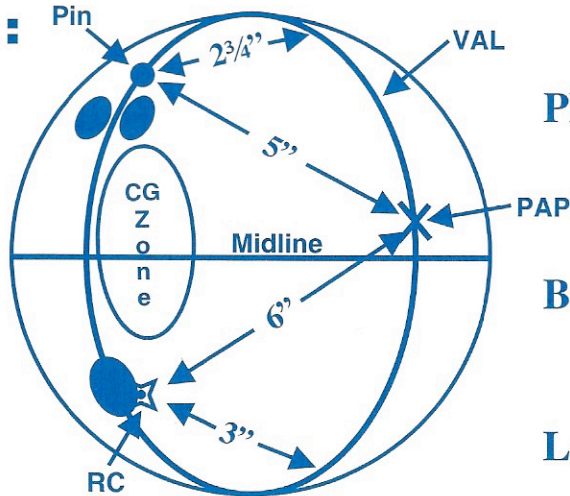
VAL= Vertical Axis Line= a vertical line drawn through the bowler's PAP

Midline= a horizontal line drawn midway between the thumb and finger holes

# MO's Layouts for Medium Track Players

(PAP: 4 1/2" to 5 1/4" over)

## CONTROL :



### Player Profile:

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

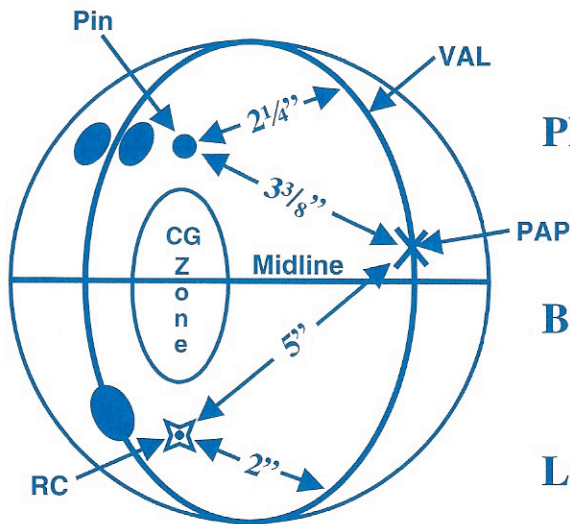
### Ball Motion:

Large Track Flare  
Smooth Continuous Hook  
Late Revs

### Lane Condition:

All Oil Patterns

## SHARP BREAK POINT :



### Player Profile:

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

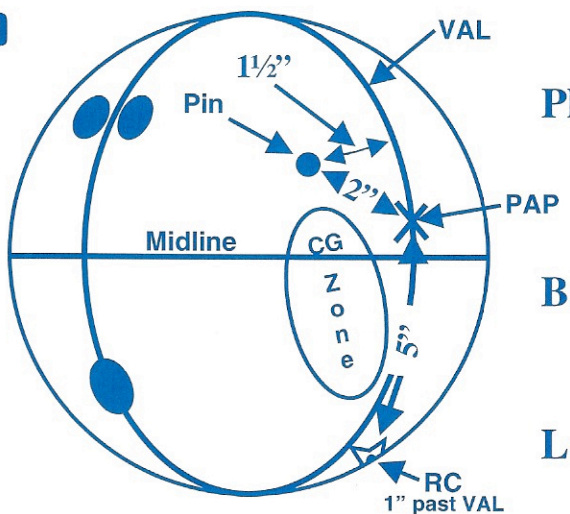
### Ball Motion:

Large Track Flare  
Sharp Break Point  
Max Revs

### Lane Condition:

Med. to Heavy Oil

## FORWARD ROLL :



### Player Profile:

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

### Ball Motion:

Med. Track Flare  
Forward Roll  
Early Revs

### Lane Condition:

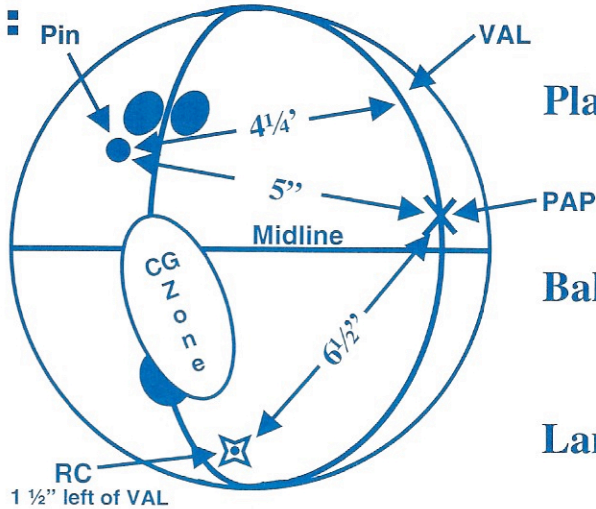
Med. to Heavy Oil

The total overall **hook** of the **LABYRINTH** can be changed by adjusting the **surface** texture. The **LABYRINTH** is factory finished with a 500 grit matte **surface**. Dulling the **surface** with 400 grit sandpaper or a burgundy scuff pad will increase the overall **hook** of the **LABYRINTH**. Shining the **LABYRINTH** will decrease the overall **hook**.

# MO's Layouts for Low Track Players

(PAP: less than 4 1/2" over)

## CONTROL :



### Player Profile:

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

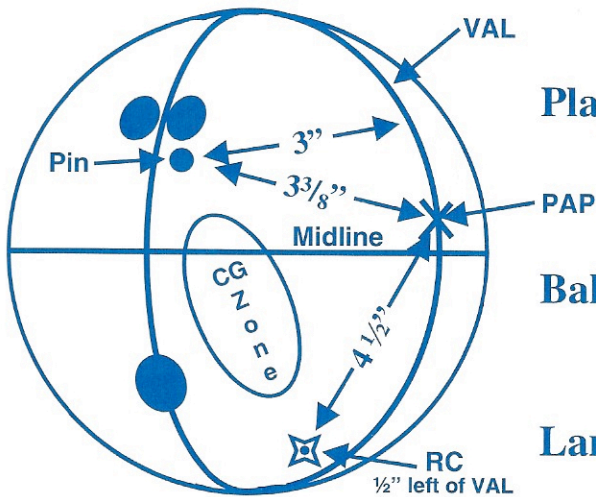
### Ball Motion:

Large Track Flare  
Smooth Continuous Hook  
Late Revs

### Lane Condition:

All Oil Patterns

## SHARP BREAK POINT :



### Player Profile:

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

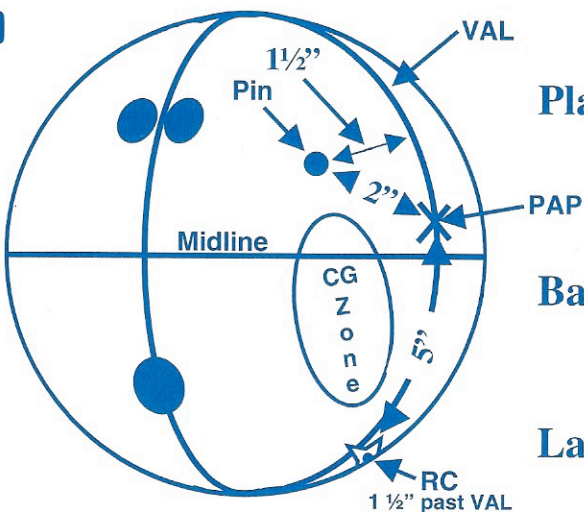
### Ball Motion:

Large Track Flare  
Sharp Break Point  
Max Revs

### Lane Condition:

Med. to Heavy Oil

## FORWARD ROLL :



### Player Profile:

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

### Ball Motion:

Med. Track Flare  
Forward Roll  
Early Revs

### Lane Condition:

Med. to Heavy Oil

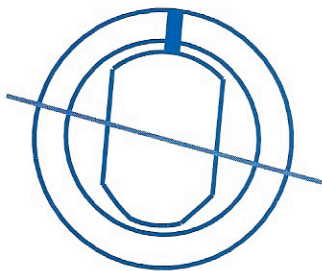
When a **balance hole** is necessary, place the **balance hole** at the intersection of the **VAL** and a line drawn from the center of the grip through the **CG** (center of gravity).

# Unique Features of *the* LABYRINTH

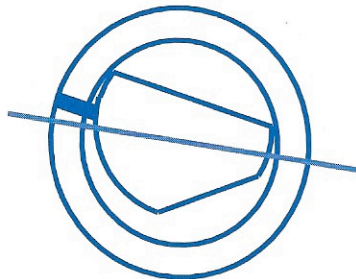
## *MOTION* tuned core

Because *the* LABYRINTH contains a “free form” core, the core profile changes with every revolution as the ball travels down the lane. This allows the *MOTION* tuned core to maximize the ball’s performance during its’ entire path to the pins. The result of this unique feature is increased carry raising the bowler’s scoring potential.

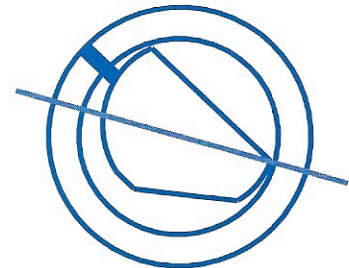
For example:



Max. length  
profile



Max. revs  
profile



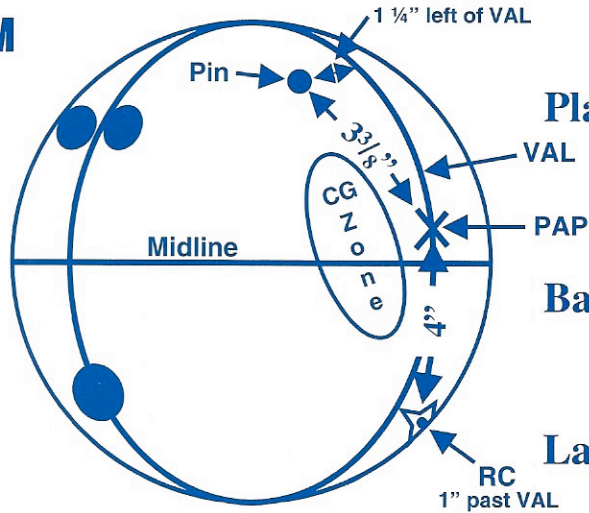
Heavy roll  
profile

## GRIPPER Particle Reactive Coverstock

Because GRIPPER coverstock is a “dual action” cover, *the* LABYRINTH rolls like a particle ball when dull, and a reactive ball when shined. Adjusting the surface texture of *the* LABYRINTH results in significantly larger changes in ball reaction than with standard particle coverstocks. This allows *the* LABYRINTH to perform exceptionally on a wider variety of lane conditions.

# Additional Drillings for *the* LABYRINTH

## MAXIMUM EARLY REVS:



**Player Profile:**

Med. to High Ball Speed  
All Rev Rates  
Med. to Large Axis Rotation

**Ball Motion:**

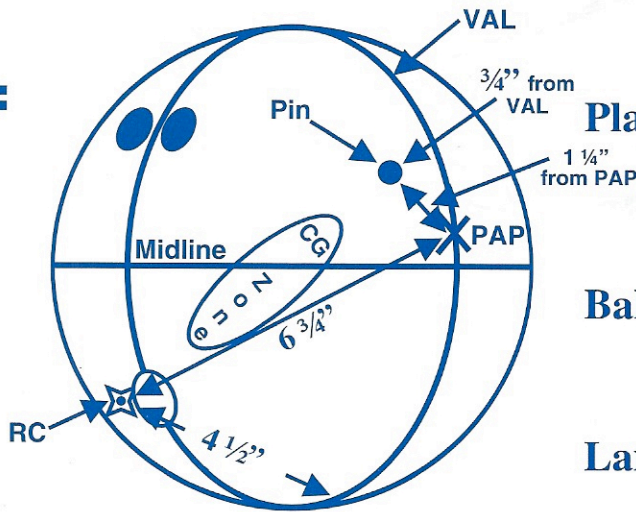
Maximum Track Flare  
Maximum Forward Roll  
Early Revs

**Lane Condition:**

Med. to Heavy Oil

**Use dull surface**

## LEAST HOOK :



**Player Profile:**

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

**Ball Motion:**

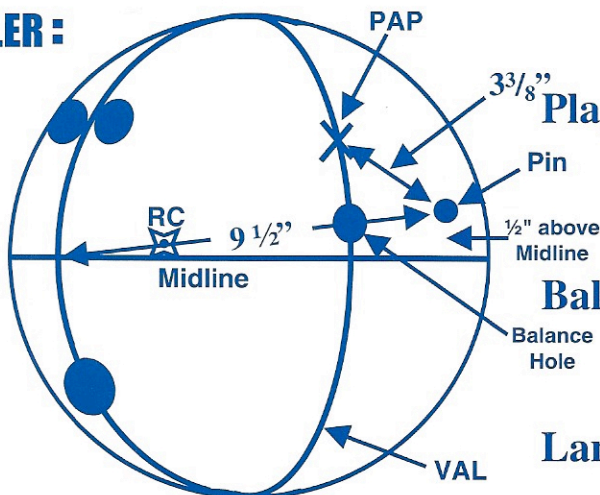
Small Track Flare  
Least Hook  
Late Revs

**Lane Condition:**

Drier Lanes

**Use shiny surface**

## FULL ROLLER :



**Player Profile:**

Full Rollers Only

**Ball Motion:**

Maximum Track Flare  
Maximum Hook  
Maximum Rev Rate

**Lane Condition:**

All Oil Patterns