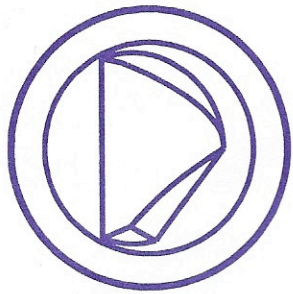
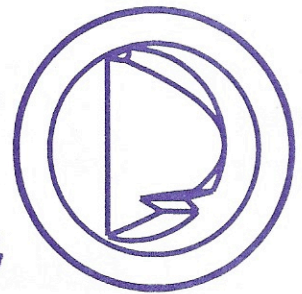


ADDITIONAL LAYOUT TECHNIQUES FOR PRO SHOPS



LABYRINTH

MORICH ^{made in USA} TM



Minotaur

MOtion tuned cores produce higher revving, more defined breakpoints.

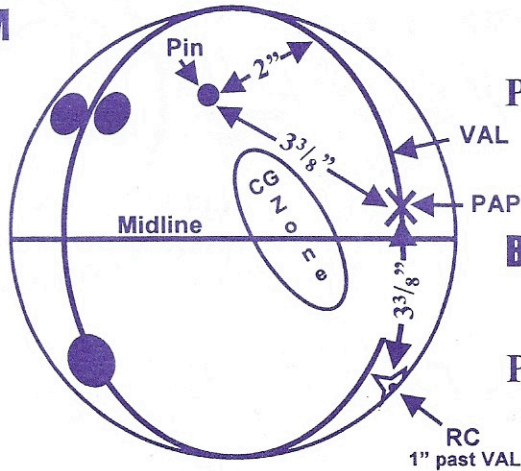
Because **MORICH** balls contain **MOtion tuned cores**, the core profiles change with every revolution as the ball travels down the lane. This allows **MOtion tuned cores** to maximize the ball's performance during the ball's entire path to the pins. The result of this unique feature is **BETTER PIN CARRY**. The shape of the **MOtion tuned core** determines the ball motion. The tapered core of the **LABYRINTH** produces **CONSISTENT MIDLANE REACTION**, while the rounded, notched core of the Minotaur produces a **LATER, SHARPER BACKEND REACTION**.

MORICH Particle Reactive Coverstocks

GRIPPER coverstock is a "**DUAL ACTION**" cover which rolls like a particle ball when smooth or dull, and a reactive ball when shined. This coverstock is easily adjusted to change the overall hook of the **LABYRINTH**. The enhanced friction of **GRIPPER EF** coverstock increases the total overall hook of the Minotaur. Although **GRIPPER EF** is a **MORE HOOKING** coverstock, it retains the versatility of the original **GRIPPER** coverstock.

EARLY REVVING LAYOUTS

MAXIMUM EARLY REVS:



Player Profile:

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

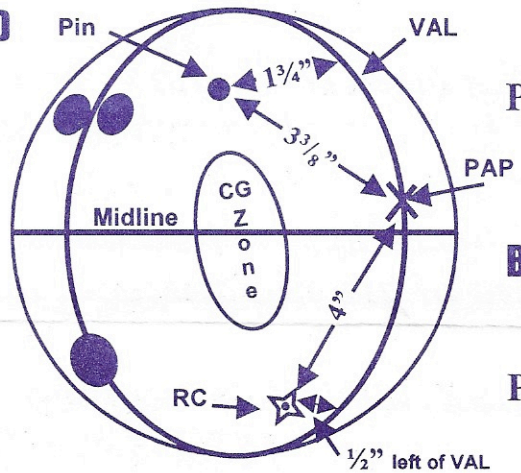
BALL MOTION:

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

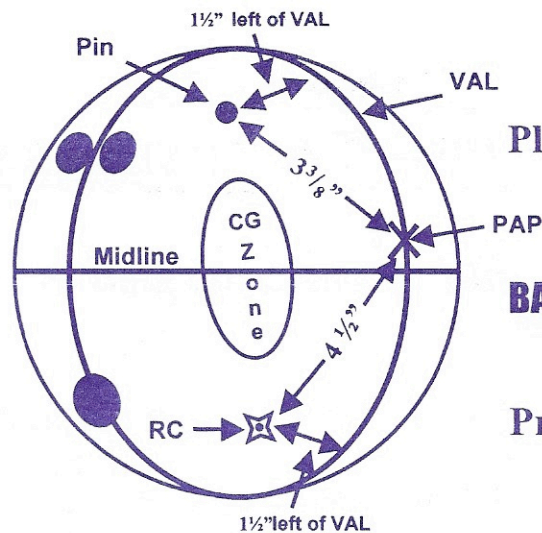
BALL MOTION:

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

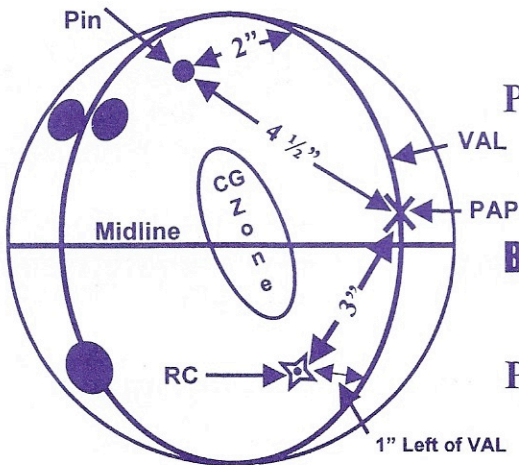
✱ PAP= Positive Axis Point= the positive end of the bowler's axis of rotation at release

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

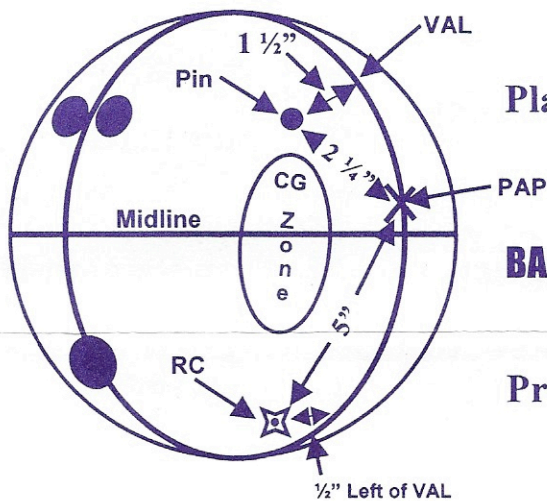
BALL MOTION:

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

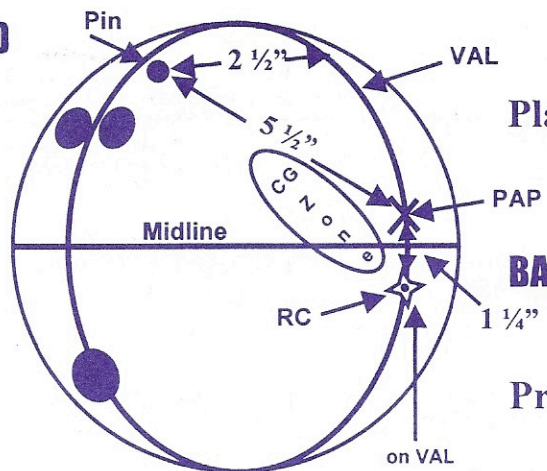
BALL MOTION:

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:

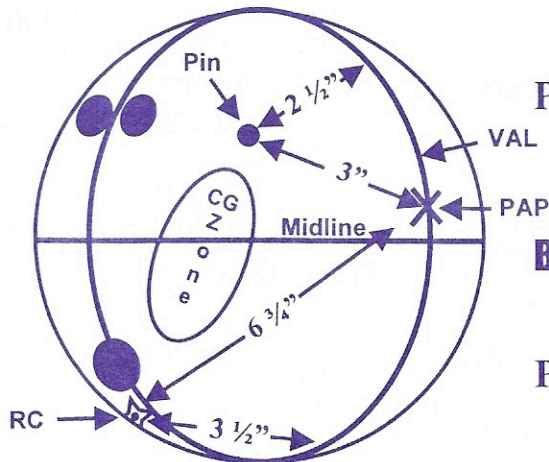
3 to 5 Inches Out

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 REVING LAYOUTS

LARGE HOOK:



Player Profile:

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

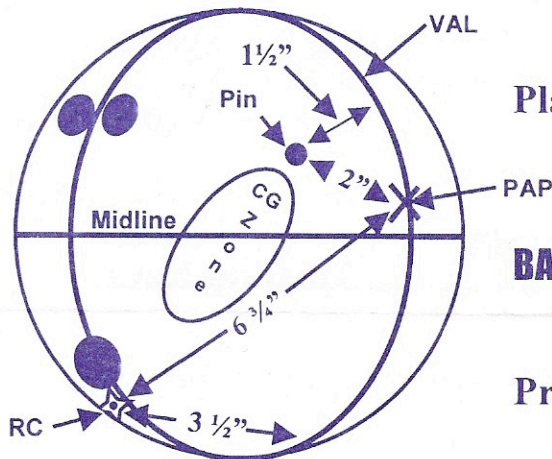
BALL MOTION:

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

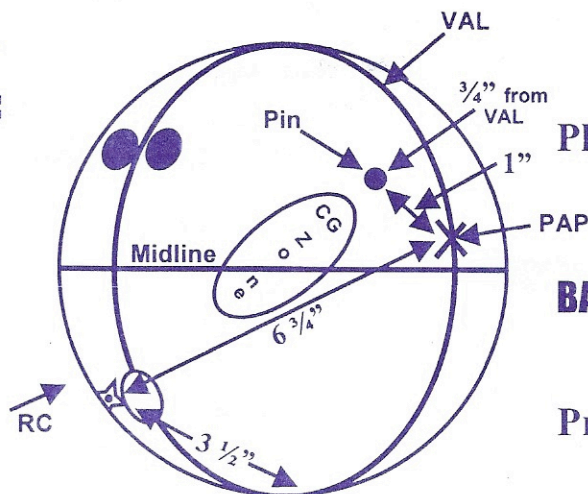
BALL MOTION:

Medium 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:

Small 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**.