

The ERASER™ –

ERASER

PBT

The NEW Storm® ERASER™ has ALL the characteristics of a high performance reactive bowling ball . . . with one exception – PRICE.

- THE COVERSTOCK – Storm's new ACCU-Tread™ pearl reactive coverstock with a brilliant Copper/ Blue Tiger's Eye two-color look that will outshine the competition in ANY price category
- THE CORE – A modified Thunder Road weight block with added Power Ball™ technology (PBT) . . . a favorite among top amateurs and professionals alike. More performance than ANY OTHER weight block in this price range!
- THE COMBINATION OF THE CORE AND THE COVERSTOCK – SKID, HOOK and ROLL. Just what the doctor ordered. The Eraser IS the best value in bowling.
- THE COMPETITION –

Smile – you've just been ERASED!

ERASER TECHNICAL DATA

FACTORY FINISH: 1500-Grit – Polished

RADIUS OF GYRATION: 2.539 (Medium)

DIFFERENTIAL: .050 (High)

HOOK POTENTIAL: 17/13 Dull/Shiny on
Storm's scale of 1 to 20

FLARE POTENTIAL: 6" + (High)

LENGTH: 8 on Storm's scale of 1 to 10

BACKEND: 8 on Storm's scale of 1 to 10

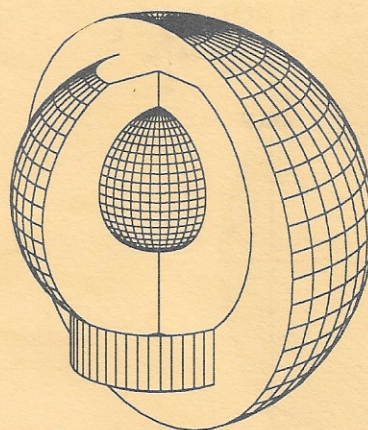
COVERSTOCK: ACCU-Tread™ Pearl Reactive

WEIGHT BLOCK: Modified Thunder Road™ with
Power Ball™ Technology

HARDNESS: 76-78 Rex D-Scale

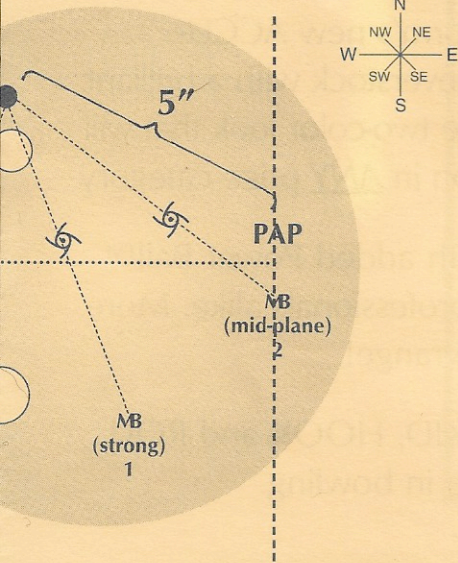
COLOR: Tiger's Eye Blue/Copper Pearl

RECOMMENDED LANE CONDITION: Medium Oil



FRONT

DESIGNS FOR DRYER HEADS:
(PIN APPROXIMATELY 5" FROM PAP)

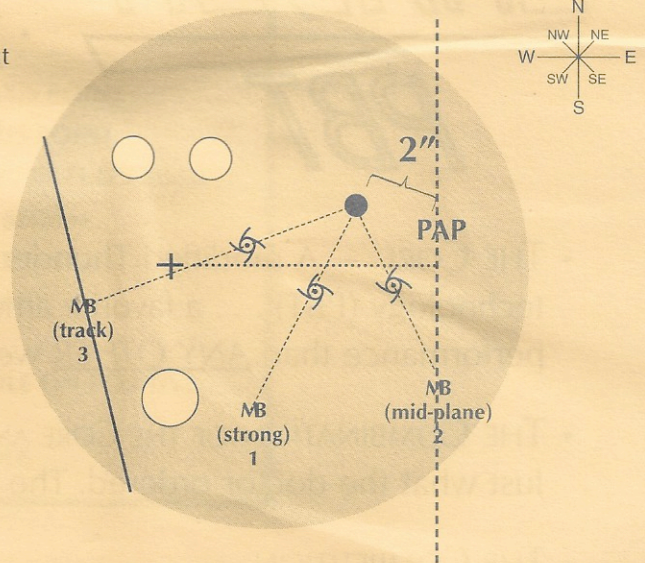


1 - CG south-southwest of pin puts the mass bias in the "strong" area for an early roll and moderate carry-down.
 2 - CG near the axis mid-plane puts the mass bias near the axis mid-plane for an early roll and mid-lane reaction on oily conditions.
 3 - CG near the track area puts the mass bias near the track area for an early roll and mid-lane reaction on dry lane conditions.

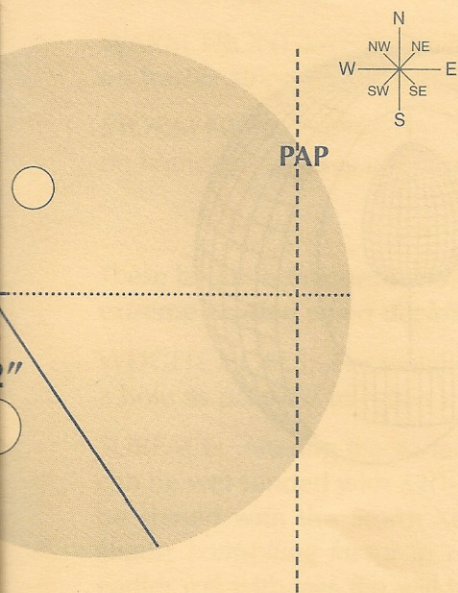
COLD FRONT

(LOW RG DRILLINGS FOR HEAVY OIL AND OVER-UNDER CONDITIONS:
PIN APPROXIMATELY 2" FROM PAP)

TOP: 0 - 3 oz.
PIN: 0 - 5" Out

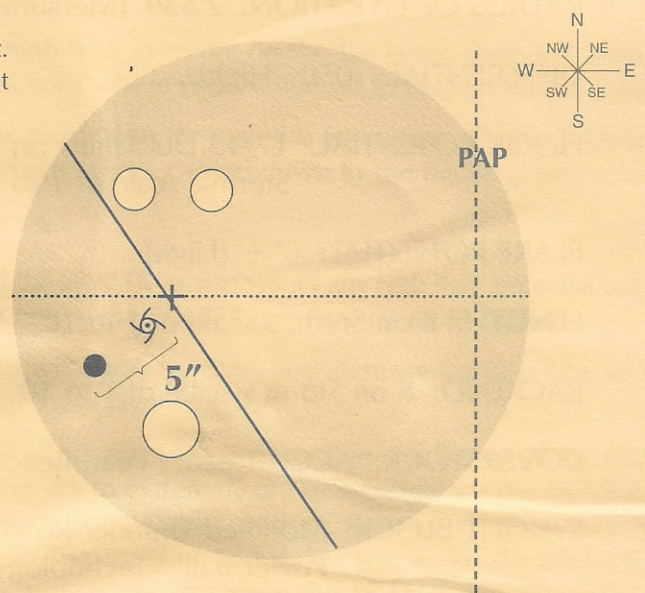


- 1 - CG south-southwest of pin puts the mass bias in the "strong" area for an early roll and strong mid-lane reaction.
- 2 - CG south-southeast of pin puts the mass bias near the axis mid-plane for an early roll on heavy oil.
- 3 - CG west-southwest of pin puts the mass bias near the track for more length and a controlled backend reaction.



1 - CG near the center of the grip. Place the CG as

TOP: 0 - 4.5 oz.
PIN: 0 - 5" Out



COLD FRONT - FULL ROLLER

Full Rollers place the pin 5" from the center of the grip with the CG toward the grip. Place an extra hole west 6-3/4" from the center of the grip if needed.

STORM FRONT

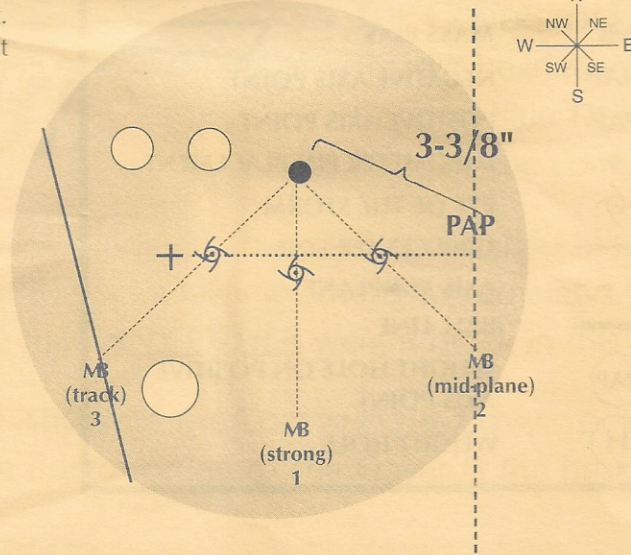
(STRONG DRILLINGS FOR HIGH SCORING CONDITIONS:
PIN APPROXIMATELY 3-3/8" FROM PAP)

WARM FRONT

(HIGH RG DRILLING FOR HIGH SCORING CONDITIONS:
PIN APPROXIMATELY 2" FROM PAP)

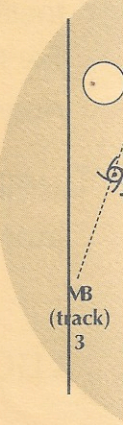
REVERSE THESE LAYOUTS (MIRROR IMAGE) FOR LEFT HANDERS

TOP: 0 - 3.5 oz.
PIN: 0 - 5" Out



- 1 - CG south of pin puts the mass bias in the "strong" area for the most overall reaction.
- 2 - CG southeast (southwest for lefties) of pin puts the mass bias near the axis mid-plane for an earlier roll on oily conditions.
- 3 - CG southwest (southeast for lefties) of pin puts the mass bias near the track area for length and a controlled backend reaction.

TOP: 0 - 4.5 oz.
PIN: 0 - 5" Out

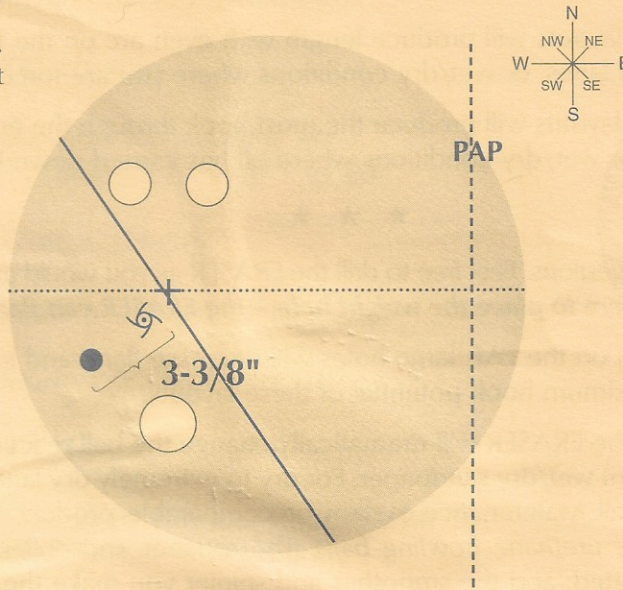


- 1 - CG south-southeast of pin puts the mass bias in the "strong" area for a stronger backend reaction.
- 2 - CG east-southeast of pin puts the mass bias near the axis mid-plane for an earlier roll with a strong backend reaction.
- 3 - CG south-southwest of pin puts the mass bias near the track area for length and a controlled backend reaction.

TO LOCATE THE MASS BIAS ON THE ERASER DRAW A LINE FROM THE PIN THROUGH THE EYE OF THE STORM 6-3/4" LONG. THIS POINT 6-3/4" FROM THE PIN IS THE MASS BIAS LOCATION.

KEEP THE ERASER "FLARE SAFE" BY LOCATING THE TRACK FLAIR POINT ABOVE THE FINGER HOLES

TOP: 0 - 4.5 oz.
PIN: 0 - 2" Out



STORM FRONT - FULL ROLLER







Full Rollers place the pin 3-3/8" southwest from the grip center with the CG toward the grip. Place an extra hole 6-3/4" from the grip center through the CG if needed.

TOP: 0 - 4.5 oz.
PIN: 0 - 5" Out



WARM FRONT - FULL ROLLER

Full Rollers place the pin 2" southwest from the grip center with the CG close to the grip center as possible.

| LEGEND | |
|---|---------------------------------------|
|  | FLARE POINT |
|  | DIRECTIONAL COMPASS |
| MB | MASS BIAS |
| NAP | NEGATIVE AXIS POINT |
| PAP | POSITIVE AXIS POINT |
| • | BAROMETER PIN PLACEMENT |
|  | EYE OF THE STORM |
|  | GRIP CENTER LINE |
| - - - - | AXIS MIDPLANE |
| ———— | BALL LINE |
|  | WEIGHT HOLE ON POSITIVE AXIS POINT |
|  | WEIGHT HOLE |

HIGH REV WARNING

The ERASER does not need extra holes to create high flare potential. Players with more than 10 revolutions should drill extra holes on PAP only. If an extra hole is used, **DO NOT** drill beyond the axis mid-plane.

COLD FRONT LAYOUTS: These layouts will produce early hook patterns with even arc on the backend. They will work best on freshly stripped and heavily oiled lanes, or wet/dry conditions where you are forced to play an outside angle.

WARM FRONT LAYOUTS: These layouts will produce length with even arc on the backend. They will work best on freshly stripped and lightly oiled lanes, or wet/dry conditions where you are forced to play an inside angle.

STORM FRONT LAYOUTS: These layouts will produce the most hook through the entire lane. They will work best on blended to heavy oil patterns, or wet/dry conditions where oil has carried down to the backend of the lane.

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These layout techniques are only suggestions. Feel free to drill the ERASER as you would any high flare potential ball. **Use extreme caution when deciding where to place the weight hole – the ERASER can flare up to 13 inches.**

WEIGHT HOLES: For weight holes on the PAP, large holes will decrease flare, and increase stability. Use as small a hole as possible to retain the maximum hook potential of these layouts.

SURFACE: Altering the surface of the ERASER will dramatically change the ball reaction. For heavy oil the ERASER can be wet sanded with 320-600 grit wet/dry sandpaper. For dry to extremely dry lane conditions the ERASER may be shined with the Storm Xtra's Ball Maintenance System or comparable product. *Keep in mind, surface is the largest controlling factor in reactive urethane bowling balls.* The rougher and duller you make the ERASER, the earlier roll with less flip will be created; and the smoother and shinier you make the ERASER, the more skid with more flip will be created.

MAINTAINING THE SURFACE: Storm Products recommends cleaning your reactive urethane shell bowling ball with Reacta-Clean Bowling Ball Cleaner immediately after use. Storm Products also recommends polishing your reactive urethane shell bowling ball with Reacta-Shine Bowling Ball Polish and resurfacing your ball as needed, depending on the condition of the surface you bowl on, and how often you bowl.