# Information Sheet

#### Battle Zone - Missile TM

#### Part Number

60-103141

## Specifications

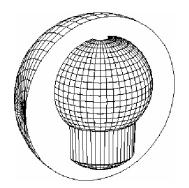
PowrKoil 17™

Reactive Coverstock

Hook Potential: 18.0 - 10.0 (dull/shiny)

Typical Length: 4.5
Typical Backend: 10
RG Diff: 0.046

RG Max: 2.609 RG Min: 2.563 Color: Red



#### Battle Zone - Bullet ™

#### Part Number

60-103144

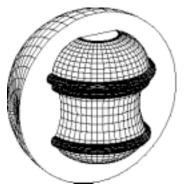
## Specifications

PowerKoil 17D™ (Distance)
Pearlized Reactive Coverstock

Hook Potential: 17.0 - 9.0 (dull/shiny)

Typical Length: 5.0
Typical Backend: 10.5

RG Diff: 0.047 RG Max: 2.620 RG Min: 2.573 Color: Silver Pearl



### Reaction Characteristics

Blow 'em off the lanes with the pure firepower of Battle Zone. Battle Zone Bullet uses a large high RG, high flare core combined with a pearlized PowerKoil 17D (formulated for distance) coverstock to provide more distance and cleaner front end then the Missile while still providing aggressive backend performance to mow down the pins with pinpoint precision. Battle Zone Missile uses a medium sized, medium high RG, high flare core to give more midlane reaction when the conditions call for an earlier arcing, strong recovering piece of artillery. Both pack a new spin on reactive urethane coverstocks and a core design that will roll on your orders. Plus a low price that is right on target to fire.

### Drilling Information

All weights of the Battle Zone Bullet and Battle Zone Missile ball can be drilled using techniques developed for two-piece balls. See Brunswick's "Seven Popular Layouts" for detailed drilling instructions.



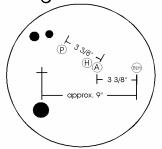


# **Brunswick** B

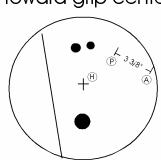
#### SEVEN POPULAR LAYOUTS

MAXIMUM TRACK FLARE HIGH REACTIVITY

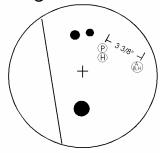
MINIMUM TRACK FLARE LOW REACTIVITY 1-Leverage Pin with 9" hole



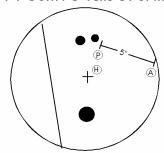
2-Leverage Pin-heavy spot toward grip center



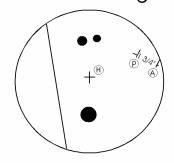
3-Leverage Pin with Axis hole



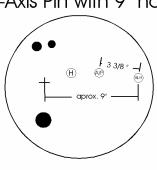
4-Positive label shift



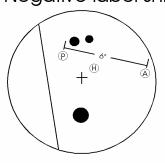
5-Pin between Axis and Leverage



6-Axis Pin with 9" hole



7-Negative label shift



 $(\mathbf{P}) = \mathbf{Pin}$ 

(H) = Heavy Spot

(A) = Axis

(BLH) = Balance hole