



# Igniter™

## -Aggressive Reactive SS

### Specifications

Part Number

**60-103681-93x**

#### Coverstock

Aggressive Reactive SS

Color: Blue / Gold

Hardness: 78-80

#### Factory Finish

Rubbing and Finishing

Compound Double Buff

#### Core Dynamics

RG Max: 2.563

RG Min: 2.520

RG Diff: 0.043

RG Avg: 4.1

#### Performance

Hook Potential: 105

Length: 115

Breakpoint Shape: 85

#### Available Weights

12-16 Pounds

### Reaction Characteristics – Light it up Long and Strong

Light it up “Long and Strong” with the Fuze Igniter™ from Brunswick. With the Igniter you’ll blast your game to the next level of performance and satisfaction.

The Fuze Igniter introduces a new, harder version of Brunswick’s Aggressive Reactive coverstock system, Aggressive Reactive SS (Skid/Snap) designed for more length and a sharper breakpoint.

The Igniter also features a totally new Geometrically-Balanced, medium-low RG core, which has been designed to produce heavy mid-lane roll and a smooth controlled breakpoint. In combination with a split density outer core that provides perimeter top weight control, the total core system of the Igniter provides exceptional mid-lane recovery and backend strength.

### Utility

**Out of the Box:** With its high gloss surface high rev rate players will find the Fuze Igniter matches up well on medium-oily to medium dry lane conditions or lane surfaces that tend to hook early, while players with more average rev rates will find it best suited to medium lane conditions.

**When dulled:** The Igniter’s hooking action will increase and its arc will become more even creating a better match-up for oily lane conditions and for smoothing over/under reactions seen on wet/dry lane conditions.

### Reaction Setup

Your Fuze Igniter can be drilled using the standard drilling techniques developed for two-piece balls, see the included drilling instructions for reaction characteristics and layouts details.

Your Igniter is finished with a high gloss surface which enhances its appearance **and** reduces hooking action in the oil. High gloss finishes can sometimes cause over/under reactions, too little hooking action in the oil, then too much hooking action off the dry, which can be hard to control. To increase hooking action and smooth out the ball reaction dull the surface, first with a fine 800-1000 grit abrasive. If more hooking action and a smoother reaction is desired dull the surface of the ball with a coarse 320-400 grit abrasive.

For the most up to date Product Line Information go to [www.brunswickbowling.com](http://www.brunswickbowling.com)



Single-Density Mirror-Imaged top and bottom sections create Geometrically Balanced Inner Core Construction for more stable rotation.



Four and Eight-Sided Symmetry sections for increased inner core surface area bonding and core integrity.

Higher Density

Lower Density



A split density outer core with Higher and Lower Density sections moves Top Weight control to the Perimeter. This creates a ball with Top to Bottom Geometrically Balanced core Construction while providing standard Top Weight and Pin-Out specifications.



Aggressive Reactive SS (Skid/Snap) coverstock Light it up “Long and Strong” with Brunswick’s latest High Performance coverstock

# High-Differential Symmetric Core Bowling Balls (12-16 pounds)

Brunswick's ball drilling instructions include eight layouts; one group of four **earlier rolling reactions** (1E-4E), and one group of four **later rolling reactions** (1L-4L). Both groups contain layouts that adjust performance from **high flare and hook potential** to **low flare and hook potential**. Not every layout is appropriate for all types of releases. Brunswick separates bowler's release characteristics by RPM rate and Track position.

- **High-RPM players** and **Medium-Low RPM players**. High RPM players rev the ball at rates greater than 300 RPM. On the men's tour, rev rates range from approximately 250-450 RPM. Most of the men's tour players you see on TV would be considered High RPM players. High RPM players can be sensitive to "over-flaring" which can make the ball hook early and be inconsistent at the breakpoint. Brunswick recommends low to medium flare layouts for High-RPM rate players
- **High-Track players** and **Medium-Low Track players**. High Track players have tracks within 1" of the thumb and finger holes and will usually have a horizontal axis measurement near 6" from grip center. Medium-Low track players have tracks that are greater than 1" from the thumb and finger holes and typically have horizontal axis measurements that are from 3 1/2" – 5".

After determining your bowler type and ball reaction needs, see the table below for recommended layouts. The Symmetric Core Layout sheet is divided into two columns for "**Earlier Rolling**" and "**Later Rolling**" Reactions.

- **Earlier Rolling Reactions** match up best to oilier and wet/dry lane conditions, or for players who have problems with the ball going too long before changing direction. These will typically be players who have high ball speeds and/or medium-low RPM rates
- **Later Rolling Reactions** match up best to shorter patterns and drier lane conditions, or for players who have problems with the ball hooking or changing direction too early. These will typically be players who have medium-slow ball speeds and/or high RPM rates.

<u>Track</u>	<u>RPM rate</u>	<u>Earlier Rolling Layouts</u>	<u>Later Rolling Layouts</u>
High	High	3E	2L,3L,4L
High	Medium-Low	No early rolling reactions	1L,2L,3L,4L,
Medium-Low	High	2E,3E,4E	2L,3L,4L
Medium-Low	Medium-Low	1E,2E,4E	1L,2L,3L,4L

Brunswick recommends positioning the Heavy-Spot / CG to end up with 3/4 -1oz. of positive side weight and a small amount of finger/thumb weight (less than 1/4 oz.) after drilling. This leaves the driller plenty of room to modify the ball reaction with an X-hole, yet doesn't require that an X-hole be used to make the ball ABC legal.

## Fine Tuning Ball Reactions with an X-Hole

**X-Holes** can be used to **increase** or **decrease** track flare.

- **Increasing track flare** in an existing ball will tend to make the ball more aggressive, hook more, hook earlier and react stronger to the dry areas of the lane.
- **Decreasing track flare** in an existing ball will tend to make the ball less aggressive, go longer, hook less and react smoother to the dry areas of the lane (less over reaction).

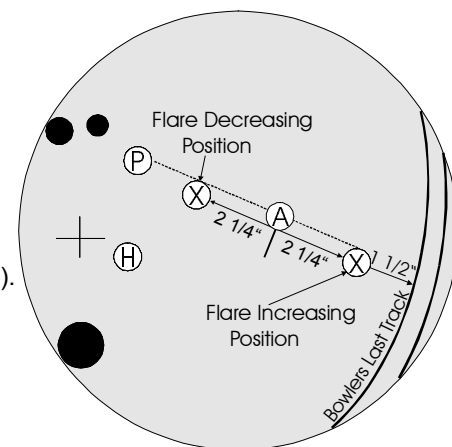
Brunswick is recommending a simplified **one-hole size / two-hole position** technique that covers the vast majority of ball reaction changes that can be accomplished by drilling an X-hole.

- Use a **1" drill bit, 3" deep**, to both increase or decrease track flare.

**Note:** Larger and deeper X-holes result in only slightly greater increases or decreases in track flare. The one-hole size technique has the added advantage of avoiding problems with illegal static weights. As long as the ball was originally laid out with at least 3/4 oz. of positive side weight and a small amount of finger/thumb weight, the 1" X 3" hole using either of Brunswick's recommended X-hole positions will keep you out of static weight trouble.

Brunswick recommends using a position 2 1/4" **past** the bowlers axis to increase flare, and using a position 2 1/4" **back toward the pin** to decrease flare. Using the line connecting the bowlers "axis" and the "pin" as a reference line (see diagram). The X-holes should be on or slightly below the reference line (holes on the line will sometimes drop the narrow point of the track and cause the track to flare over the finger holes).

**Warning:** Drilling a "flare increasing" hole can result in the track flaring over the X-hole. After checking the position of the bowlers last track, make sure the "flare increasing hole" is at least 1 1/2" from the bowlers last track (see diagram above). If necessary shorten the distance from axis in order to keep the "flare increasing hole" at least 1 1/2" from the bowlers last track.



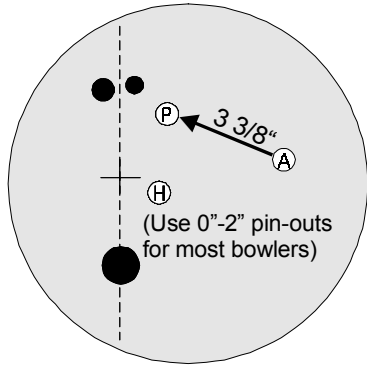
## High-Differential Symmetric Core Layout Sheet

(RGdiff. 0.040 and above )

### Earlier Rolling Reactions

### High Flare High Hook Potential

### Later Rolling Reactions



#### 1E (Heavy Oil)

Maximum hook potential for **Medium-Low RPM** players.

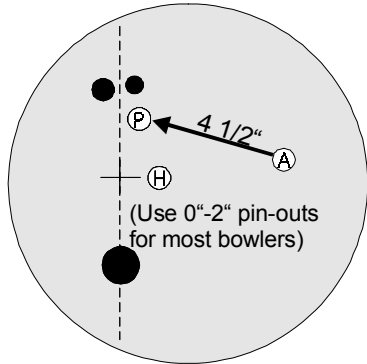
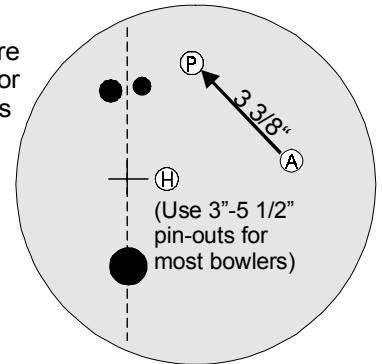
This layout may hook early and be inconsistent at the breakpoint for **High-RPM** players, use layout #2E instead.

This layout may hit the finger holes for **High-Track** players, use layout #1L instead.

#### 1L (Heavy Oil)

Maximum hook potential with less mid-lane and more backend than layout #1E for **Medium-Low RPM** players

This layout may hook early and be inconsistent at the breakpoint for **High-RPM** players, use layout #2L instead.



#### 2E (Medium Oil)

Maximum hook potential for **High-RPM** players

Medium hook potential for **Medium-Low RPM** players

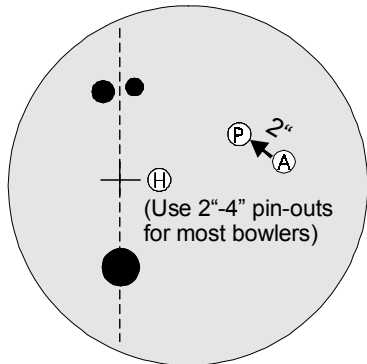
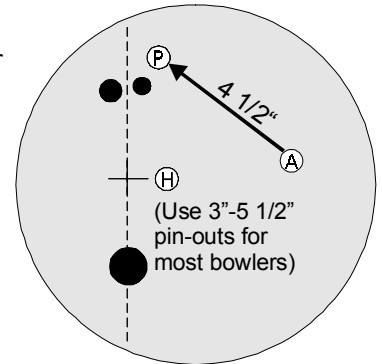
This layout may hit the finger holes for **High-Track** players, use layout #2L instead.

#### 2L (Medium Oil)

Maximum hook potential for **High-RPM** players.

Medium hook potential for **Medium-Low RPM** players

Less mid-lane and more backend than layout #2E.



#### 3E (Oily Wet/Dry's)

Pin between axis and leverage for medium hook potential and early roll.

Helps moderate over reactions.

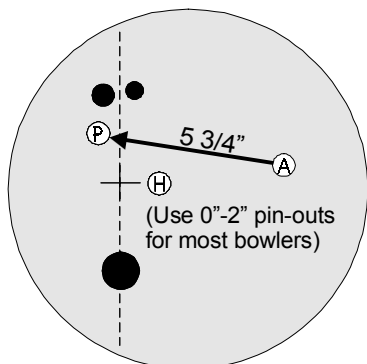
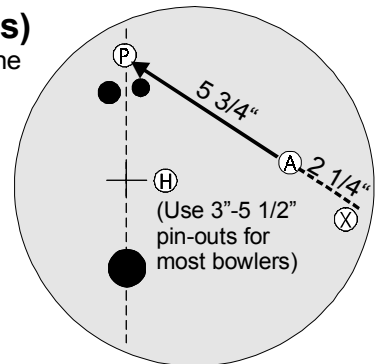
This layout may lack hitting power for **Medium-Low RPM** players.

#### 3L (Hooking heads)

High RG pin position with the pin above the fingers for length. X-hole positioned for increased flare.

Moderate hook potential with skid/snap arc to fight early hook in the heads.

Lower hook potential than layout #2L.



#### 4E (Hooking Wet/Dry's)

Smooth reaction for moderating wet/dry lane conditions

Lower hook potential than layout #3E.

This layout may hit the finger holes for **High-Track** players, use layout #4L instead.

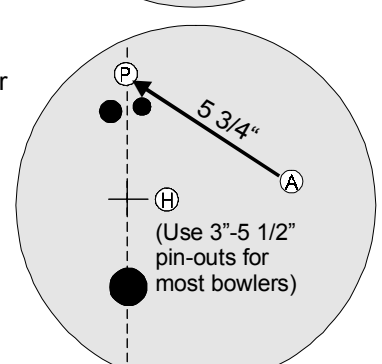
#### 4L (Dry lanes)

Minimum hook potential for dry lanes and moderating over reactions.

High RG pin position with the pin above the fingers for length

### Low Flare

### Low Hook Potential



Note: Finger, thumb and X-holes must have at least a moderate bevel and the riser Pin (P) must be at least one inch from any drilled hole to comply with the Brunswick warranty



# "Out of the Box" Ball Comparison Chart - 2002/2003

Skid/Snap Reaction  
Sharp Turn

	DRY LANE CONDITIONS				DRY TO MEDIUM LANE CONDITIONS					MEDIUM TO OILY CONDITIONS				OILY LANE CONDITIONS				
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
1																		
2																		
3																		
4																		
5																		
6																		
7																		
8																		
9																		
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19																		
20	HOOK POTENTIAL				HOOK POTENTIAL					HOOK POTENTIAL				HOOK POTENTIAL				
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	DRY LANE CONDITIONS				DRY TO MEDIUM LANE CONDITIONS					MEDIUM TO OILY CONDITIONS				OILY LANE CONDITIONS				

Even Reaction  
Smooth Turn

## Brunswick Ball Brands

**Fuze - High Performance Proactive** - Big hook potentials and even arcs for all types of bowlers on oily lane conditions

**Fuze - High Performance Reactive** - A wide range of Reactive choices for medium-dry to oily lane conditions

**Monster - Mid-Price** - Close to the best for less. More bang for the buck. The Bowling Industry's widest range of Reactive and Proactive reactions at the mid-price point.

**Groove - Your first performance ball** - Plastic slips, Groove grips. Ready to start hooking the ball?

Move up from Plastic to Proactive, Reactive and Urethane coverstock technology. Get in the Groove!

**Polyester: Target Zone, Kids Favorite Characters and Viz-A-Ball.** Glow-in-the-Dark patterns and colors. 360 degree Limited Edition Graphics. Minnie, Mickey, Snoopy and more.



# "Out of the Box" Ball Specification List - 2002/2003

Balls	Hook		Typical Breakpoint Shape	Coverstock	Factory Finish	Mass Distribution Numbers				Available Weights
	Potential	Length				RG-max	RG-min	RG-diff	RG-avg.	
<b>Fuze - High Performance Proactive</b>										
Fuze Detonator	140	45	45	Proactive - High Load	35-Micron Trizact	2.585	2.538	0.047	4.7	12-16
Fuze - Light Load Proactive - Coming in November 2002										
<b>Fuze - High Performance Reactive</b>										
Fuze Igniter	105	115	85	Aggressive Reactive SS	Rubbing & Finishing Compound-Double Buff	2.563	2.520	0.043	4.1	12-16
Fuze Raging Red	110	100	75	Aggressive Reactive	Rubbing & Finishing Compound-Double Buff	2.559	2.504	0.055	3.8	12-16
Fuze Purple Pearl	90	145	95	XLR-G2 (Extra Length Reactive)	Rubbing & Finishing Compound-Double Buff	2.569	2.546	0.023	4.5	12-16
<b>Monster - Mid Price Series</b>										
Swamp Monster Proactive	150	35	35	Proactive - Ultra High Load	35-Micron Trizact	2.587	2.546	0.041	4.8	10-16
SmashR Reactive	115	90	65	PowrKoil 18 Reactive	800-Grit Wet Sand	2.577	2.536	0.041	4.5	10-16
ScreamR Reactive	80	140	85	N'Control PowerStock Reactive	Rubbing & Finishing Compound-Double Buff	2.546	2.514	0.032	3.8	10-16
Red/Black Reactive	75	120	75	PowrKoil 17 Reactive	Rubbing & Finishing Compound-Double Buff	2.579	2.544	0.035	4.7	10-16
<b>Groove - Your first performance ball</b>										
Power Groove Proactive	115	70	60	Proactive - Low Load	400-Grit Wet Sand	2.708	2.667	0.041	8.2	10-16
Power Groove Reactive	70	155	75	PowrKoil 17 Reactive	Rubbing & Finishing Compound-Double Buff	2.704	2.663	0.041	8.0	10-16
Groove Urethane	50	210	40	Urethane	Polished or 320 Grit Wet Sand	2.703	2.684	0.019	8.3	10-16
<b>Polyester - Awesome designs - Favorite Characters - 360 degree limited edition graphics</b>										
Target Zones	25	235	30	Polyester	Rubbing & Finishing Compound-Double Buff	2.715	2.696	0.019	8.7	6,8,10-16
Favorite Characters	25	235	30	Polyester	Rubbing & Finishing Compound-Double Buff	2.715	2.696	0.019	8.7	6,8,10-16
Viz-a-Ball	25	235	30	Polyester	Rubbing & Finishing Compound-Double Buff	2.715	2.696	0.019	8.7	6,8,10-16

Updated June 2002