



Raging Red Fuze™

- Aggressive Reactive

Specifications

Part Number

60-103593-93x

Coverstock

AR (Aggressive Reactive)

Color: Raging Red

Hardness: 77-79

Factory Finish

Polished

Core Dynamics

RG Max: 2.559"

RG Min: 2.504"

RG Diff: 0.055"

RG Avg: 3.8

Performance

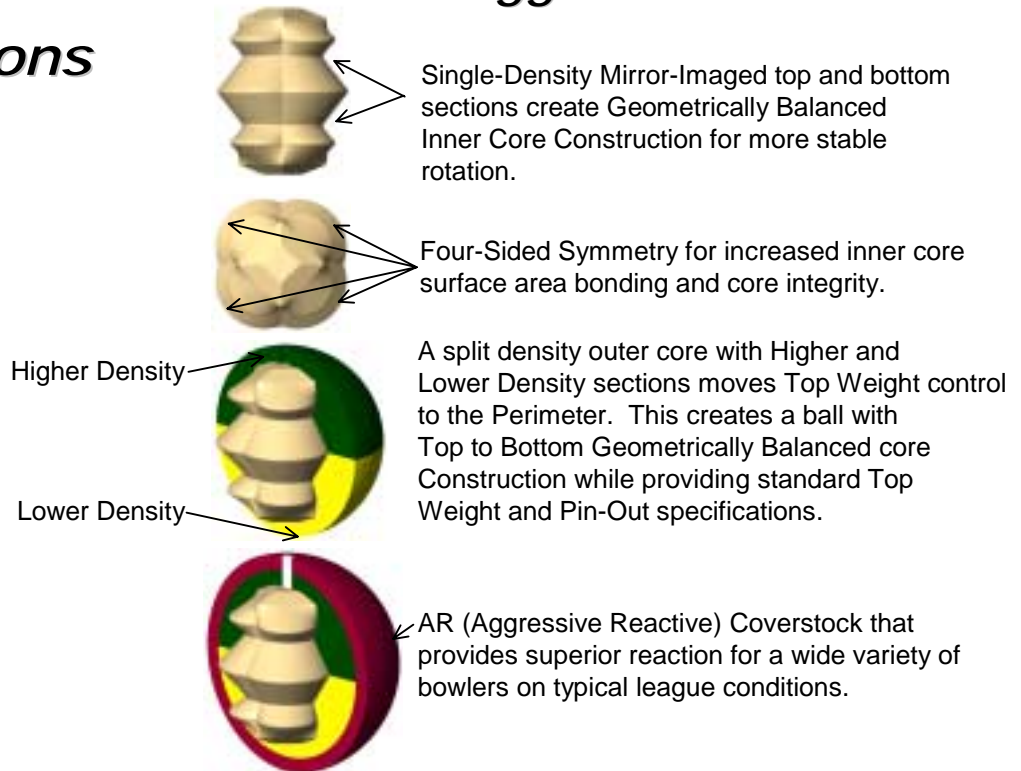
Hook Potential: 110

Length: 100

Breakpoint Shape: 75

Available Weights

12-16 Pounds



Reaction Characteristics

The Raging Red Fuze features an Aggressive Reactive (AR) coverstock based on Brunswick's classic PowrKoil18 reactive. This new AR material has been specially formulated to retain the characteristic aggressive reactive reaction to the dry outside boards and backends of typical league conditions, while at the same time providing increased mid-lane traction in the heavier oiled sections of the lane.

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

This state of the art fusion of Aggressive Reactive coverstock and high-tech core work together to create a ball that will provide superior reactions for a wide variety of bowlers on typical league conditions. Because of its ability to traction in the oil and respond quickly to high friction areas on the lane, the Raging Red Fuze will deliver outstanding performance for most bowlers on medium-dry to medium-oily lane conditions.

Notes on Drilling

The Raging Red Fuze features a core with 4-Sided Symmetry to help lock the core in place. While Asymmetric in appearance, the Raging Red Fuze core design is dynamically symmetric and behaves like a traditional symmetric core design. Thus, even though it is 4-sided, the Raging Red Fuze can be drilled using the included techniques developed for symmetric core balls.

The Raging Red Fuze is a high differential ball (Rgdiff.=0.055") which makes it easy to create the large amounts of track flare preferred by most average rev rate players on typical house conditions. High rev rate players will have to guard against using high flare layouts which can cause early roll and an inconsistent breakpoint. See the included High-Differential drilling instructions for details.