

# Brunswick® Intense Inferno™ – Activator+™ Reactive



## Part Number

60-104168-93X

## Coverstock

Activator +  
Color: Sunfire Pearl  
Hardness: 76-78  
Glow Engraving

## Factory Finish

High Gloss Polish

## Core Dynamics @ 16#

RG Max: 2.575  
RG Min: 2.529  
RG Diff: 0.046  
Average RG: 4.4

## Performance

Hook Potential: 120  
Length: 115  
Typical Breakpoint Shape: 90  
Chart Position: O-7

## Available Weights

12-16 Pounds

**Hook Potential:** Low (10)  High (175)

**Length:** Early (25)  Long (235)

**Breakpoint Shape:** Smooth Arc (10)  Angular (100)

**Flare Potential:** Low (0.0)  High (0.080)

**RG-average:** Center Heavy (1)  Cover Heavy (10)

## Technology – Stuck to the Lane

The Inferno line has been a tremendous success for Brunswick. Defined by Ultra-Low RG Core Systems and Activator coverstock technology, the Inferno line is known for its clean front-ends and a quick revving core that helps create mid-lane recovery and a hard arcing back-end reaction.

To expand the Inferno line, Brunswick's engineers set out to create a new Inferno that delays its hooking action further down the lane while retaining the recovery and hard arcing back-end reaction the Inferno line is known for.

That ball is the **Intense Inferno** featuring Activator+ coverstock.

Activator+ is a new version of Activator coverstock technology that is a better match-up for the medium RG core system designed to delay the Intense Inferno's hooking action. More aggressive in the mid-lane and back-ends, Activator+ has a **"Stuck to the Lane"** quality that improves mid-lane recovery and the ability to handle carry down when compared to any coverstock Brunswick has used on a medium RG ball.

The **Intense Inferno** uses a new medium RG, medium differential Inferno family core that complements the Activator+ coverstocks increased traction creating the most angular Inferno to date.

Smoothly blended lane conditions will especially showcase the mid-lane traction qualities of Activator+. Broken down lane conditions will find the **Intense Inferno's** medium RG core providing length and the Activator+ coverstock cutting through carry down. The **Intense Inferno's "Stuck to the Lane"** quality will help improve pin carry on lane conditions that cause other balls to lose traction and hit.

## Reaction Characteristics

•**Out of the Box:** With its High Gloss Polish finish the **Intense Inferno** will match up well on medium-dry to medium-oily lane conditions.

•**When dulled:** The **Intense Inferno** hooking action will increase and its arc will become more even, creating a better match-up for oily lane conditions and help blend the over/under reactions seen on wet/dry lane conditions.

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

## Drilling & Layouts

The **Intense Inferno** can be drilled using the standard drilling techniques developed for two-piece symmetric core balls. See the included drilling instructions for reaction characteristics and layout details.

## Maintaining Your Ball Reaction

Brunswick recommends the following procedures to maintain and restore your Brunswick ball's reaction characteristics:

--Clean your Brunswick ball with **Brunswick Remove All** or similar ball cleaner after every use to reduce oil absorption.

--If you think your Brunswick ball has lost some of its "Out of the Box" reaction, restore the ball to its original factory finish listed on the product information sheet. This is especially important for balls that are highly sanded or polished.

Use **Brunswick's Factory Finish High Gloss Polish** to restore the original factory finish on highly polished balls. For dull balls, wet sand with the sandpaper listed on the product information sheet.

--If after restoring the original factory finish you feel your Brunswick ball has still lost some of its hooking action, remove the oil from the ball by gently warming it with either the **Revivor** or **Rejuvenator** Pro Shop devices that have been designed for this purpose. This service is available, for a fee, at many Pro Shops. Brunswick's testing has shown that by combining the restoration of the **factory finish** with **oil removal** your Brunswick ball can maintain its original "Out of the Box" reaction for hundreds of games.






**Note:** Oil soaked balls tend to traction less in the oil and respond less to the dry boards on the lane. If you are matching-up using an oil soaked ball on wet/dry or broken down lane conditions, removing the oil from the ball will significantly change your match-up and possibly create undesirable over reactions.

## Ball Comparisons

Want to compare the performance of this ball to other Brunswick balls? Go to our web site at [www.brunswickbowling.com](http://www.brunswickbowling.com). Click on **Balls**, then click on **Pro Shop Information**. This page contains a link to the **Brunswick Ball Comparison Chart**. This chart allows you to see, at a glance, the performance of all Brunswick balls relative to each other, defined by their **Hook Potential** and **Arc Characteristics**. There's even an essay to help explain and guide you through the chart.

## Lightweight Engineering

At Brunswick the unique core shape of each individual ball is used for all weights from 12 to 16 pounds. This approach to lightweight ball engineering is unique in the industry and provides bowlers with consistent ball reaction characteristics across this weight range. This approach also allows Pro Shops to drill lighter weight balls using the same layout techniques as heavier balls with confidence that the lighter ball doesn't need special drilling instructions due to the core shape being different.

Weight	16#	15#	14#	13#	12#	11#	10#
Core Shape						Not Available	Not Available
RG-max.	2.575	2.593	2.615	2.640	2.706		
RG-min.	2.529	2.547	2.559	2.594	2.660		
RG-diff.	0.046	0.046	0.046	0.046	0.046		

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# 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).

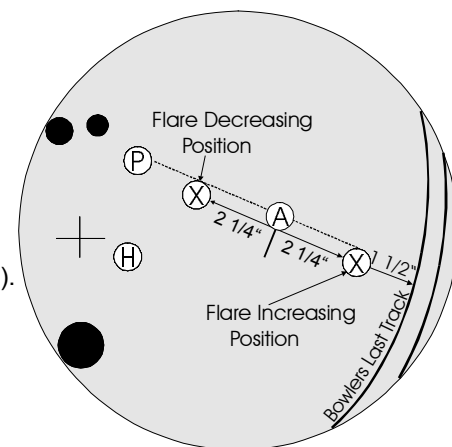
Brunswick is recommending a simplified **one-hole size / two-hole position** technique that covers the vast majority of ball reaction changes that can be accomplished by drilling an X-hole.

- 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.

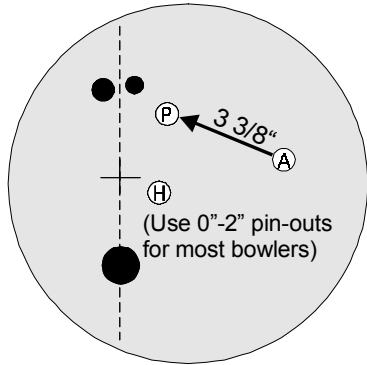


## High-Differential Symmetric Core Layout Sheet (RGdiff. 0.040 and above )

### Earlier Rolling Reactions

### High Flare High Hook Potential

### Later Rolling Reactions



#### 1E (Heavy Oil)

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

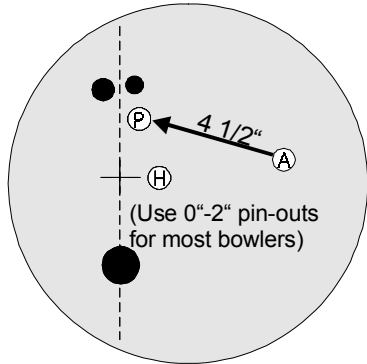
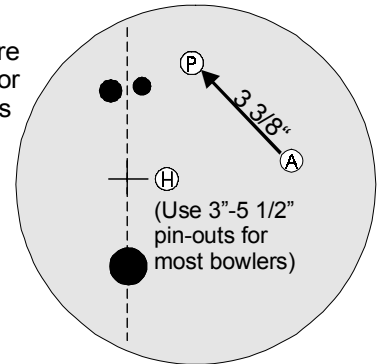
This layout may hook early and be inconsistent at the breakpoint for **High-RPM** players, use layout #2E instead.

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

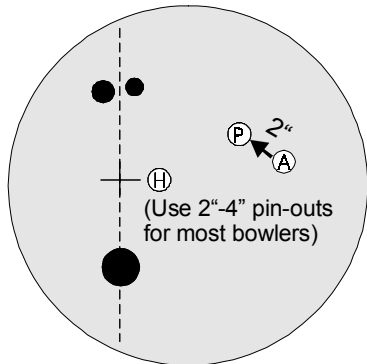
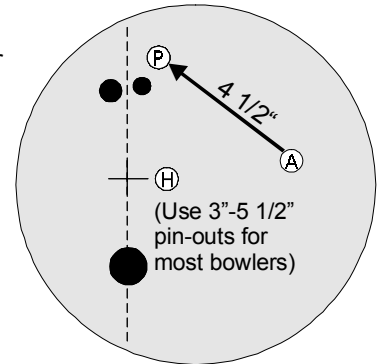
This layout may hit the finger holes for **High-Track** players, use layout #2L instead.

#### 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.

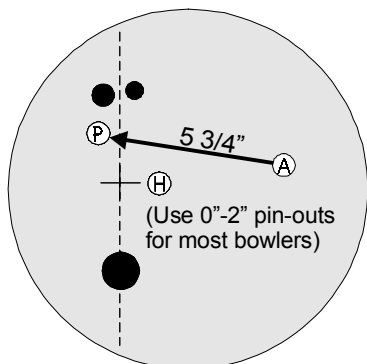
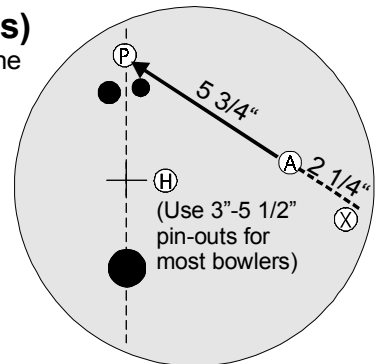
This layout may lack hitting power for **Medium-Low** RPM players.

#### 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

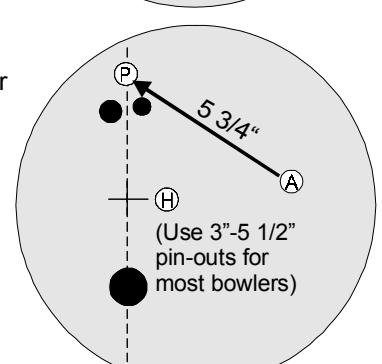
Lower hook potential than layout #3E.

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