

Information Sheet

Brunswick®

Black/Red Reactive Monster

Specifications

Coverstock

PowrKoil 17 - Reactive

Color: Red/Black

Hardness: 77-79

Surface Finish

Rubbing and Finishing Compound

Double Buff

Core Dynamics

RG Max: 2.579

RG Min: 2.544

RG Diff.: 0.035

Average RG: 4.7

Performance

Hook Potential: 75

Length: 140

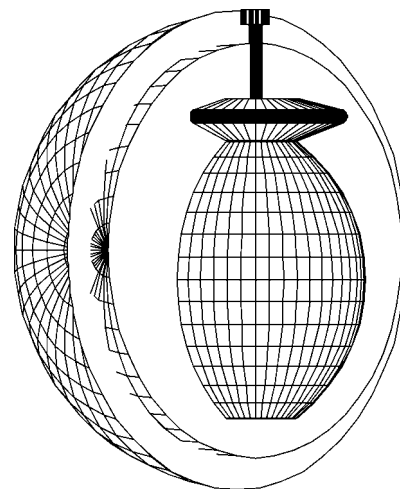
Typical Breakpoint Shape: 75

Available Weights

10-16 Pounds

MONSTER

IT'S IN YOU.



Reaction Characteristics

The Black/Red Reactive Monster extends the range of Reactive reactions in the mid-price category by adding a medium flare alternative to the Green/Black Reactive Monster.

For the Black/Red Reactive Monster, the original Monster core has been modified to create a lower differential and track flare potential than the Green/Black Reactive Monster. This change results in more length and a smoother backend reaction; making the Red/Black Monster a better match for stronger release players and/or drier lane conditions.

Brunswick's Monster-Series delivers the bowling industries widest range of ProActive and Reactive ball reactions available at the mid-price point.

Drilling Information

The Black/Red Reactive Monster features a symmetric core design with a medium-low differential RG that can be drilled using standard drilling techniques for two-piece balls. For more detailed drilling information see Brunswick's "Drilling Instructions for Low-Differential Symmetric Core Bowling Balls" included with this information sheet.

For the most up to date Product Line Information go to www.brunswickbowling.com

Brunswick® Brunswick Drilling Instructions For Brunswick® Low-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	All the later rolling layouts can be used by all types of players
High	Medium-Low	No early rolling reactions	
Medium-Low	High	2E,3E,4E	
Medium-Low	Medium-Low	1E,2E,4E	

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).

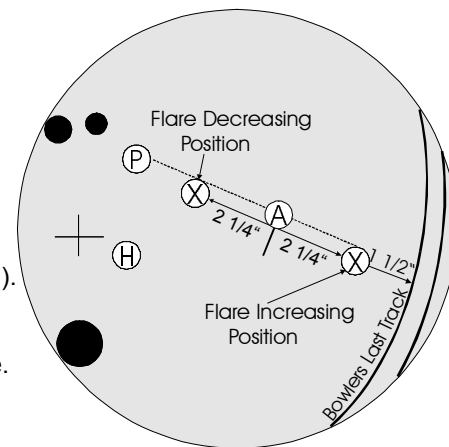
Brunswick is recommending a simplified **one-hole size / two-hole position** technique that covers the vast majority of ball reaction changes that can be accomplished by drilling an X-hole.

- 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).

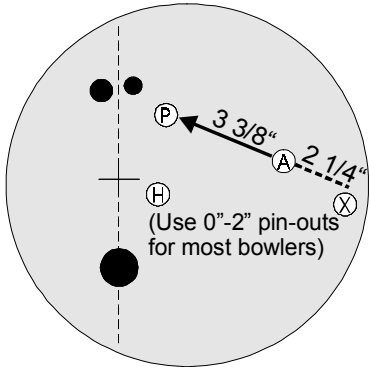
Warning: Drilling a "flare increasing" hole can result in the track flaring over the X-hole. After checking the position of the bowlers last track, make sure the "flare increasing hole" is at least 1 1/2" from the bowlers last track (see diagram above). If necessary shorten the distance from axis in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



Low-Differential Symmetric Core Layout Sheet

(RGdiff. Below 0.040)

Earlier Rolling Reactions

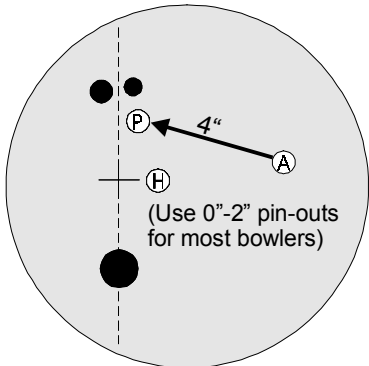


1E (Heavy Oil)

Maximum hook potential for heavy oil.

High-RPM players may not need the X-hole for maximum reaction. Add X-Hole if extra reaction is desired.

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

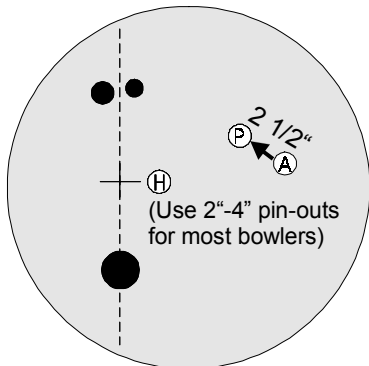


2E (Medium Oil)

Medium hook potential

More length, softer backend and less hook than Layout #1E.

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

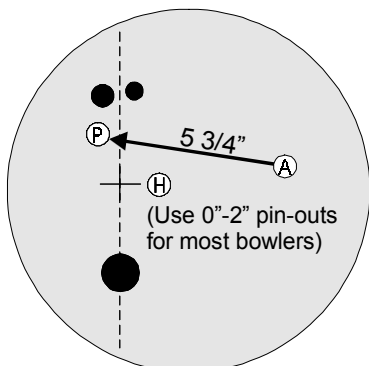


3E (Oily Wet/Dry's)

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



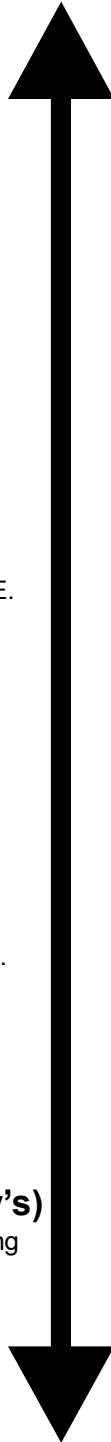
4E (Hooking Wet/Dry's)

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.

High Flare High Hook Potential

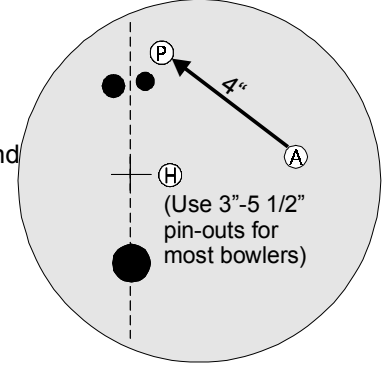
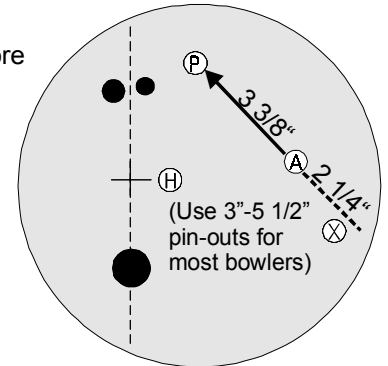


1L (Heavy Oil)

Maximum hook potential with less mid-lane and more backend than layout #1E.

High-RPM players may not need the X-hole for maximum reaction. Add X-Hole if extra reaction is desired.

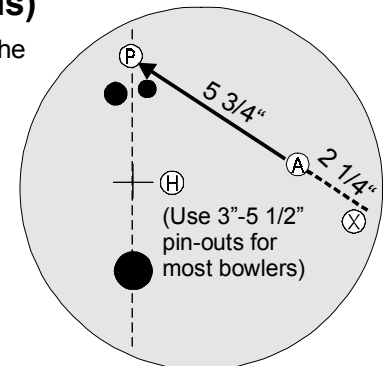
Later Rolling Reactions



2L (Medium Oil)

Medium hook potential

More length, softer backend and less hook than Layout #1L.

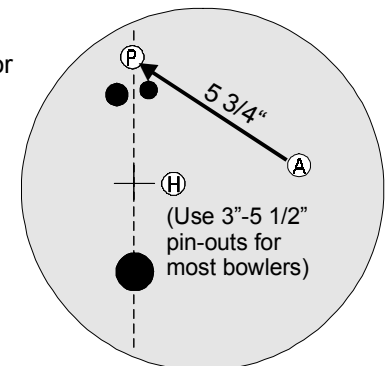


3L (Hooking heads)

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.



4L (Dry lanes)

Minimum hook potential for dry lanes and moderating over reactions.

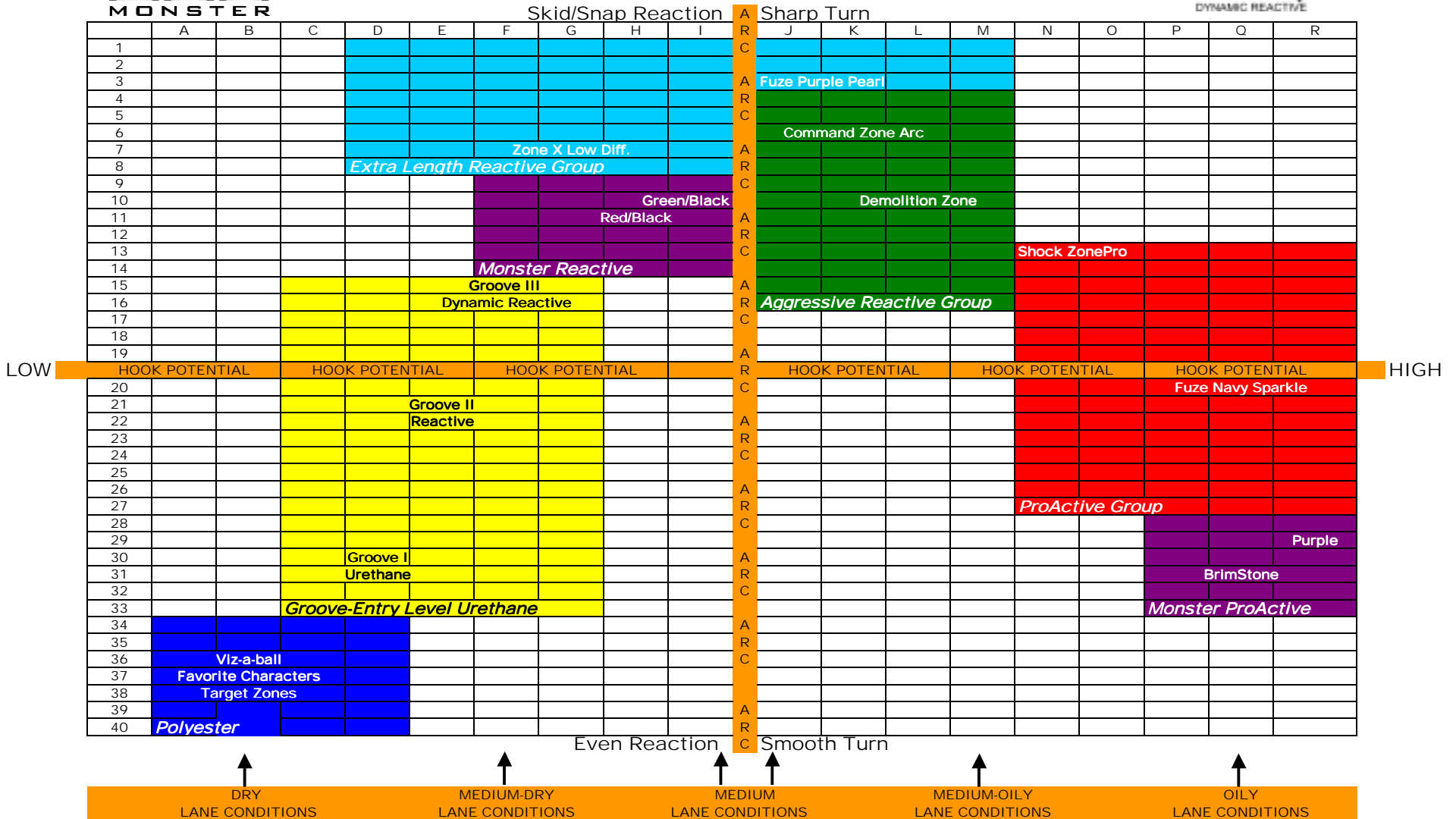
High RG pin position with the pin above the fingers for length

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



Brunswick® Ball Comparison Chart



What's the best ball for your Lane Condition?