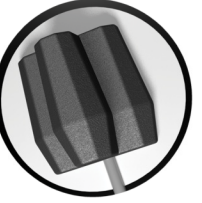


**BELL
KAISER
CORE**

FACTORY FINISH	Low (10)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
HOOK POTENTIAL	Low (10)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
BREAKPOINT SHAPE	Smooth Arc (10)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
FLARE POTENTIAL	Low (0)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
RG - AVERAGE	Cover Heavy (1)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
COVER STOCK	Low (0)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)



**MISFIT
CORE**

FACTORY FINISH	Low (10)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
HOOK POTENTIAL	Low (10)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
BREAKPOINT SHAPE	Smooth Arc (10)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
FLARE POTENTIAL	Low (0)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
RG - AVERAGE	Cover Heavy (1)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
COVER STOCK	Low (0)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)



**RECKLESS
CORE**

FACTORY FINISH	Low (10)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
HOOK POTENTIAL	Low (10)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
BREAKPOINT SHAPE	Smooth Arc (10)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
FLARE POTENTIAL	Low (0)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
RG - AVERAGE	Cover Heavy (1)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
COVER STOCK	Low (0)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)



**RECKLESS
CORE**

FACTORY FINISH	Low (10)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
HOOK POTENTIAL	Low (10)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
BREAKPOINT SHAPE	Smooth Arc (10)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
FLARE POTENTIAL	Low (0)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
RG - AVERAGE	Cover Heavy (1)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
COVER STOCK	Low (0)	High (175)	Angular (100)	High (.060)	Cover Heavy (10)

500, 1500 Sjaair Micro Pad; Rough Buff

165	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
95	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
.054	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
5.0	High (175)	Angular (100)	High (.060)	Cover Heavy (10)

500 Sjaair Micro; Rough Buff; High Gloss

110	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
90	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
.040	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
4.1	High (175)	Angular (100)	High (.060)	Cover Heavy (10)

500 Sjaair Micro Pad; Rough Buff

150	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
90	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
.050	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
4.6	High (175)	Angular (100)	High (.060)	Cover Heavy (10)

500 Sjaair Micro Pad; Rough Buff

140	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
95	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
.050	High (175)	Angular (100)	High (.060)	Cover Heavy (10)
4.6	High (175)	Angular (100)	High (.060)	Cover Heavy (10)

BALL MOTION CHARACTERISTICS
Hell Kaiser skids easily through the front and mid-lane with a very quick response to friction on the backend creating a highly angular motion that rips through the pins.

LANE CONDITIONS
medium oily to oily lane

More Info: dvvbowlng.com
Flip Cards: bowlngdlsplays.com

BALL MOTION CHARACTERISTICS
Misfit skids very easily through the front part of the lane to the breakpoint before changing directions for a strong continuous backend that cuts through the pins

LANE CONDITIONS
medium dry to medium oily

More Info: dvvbowlng.com
Flip Cards: bowlngdlsplays.com

BALL MOTION CHARACTERISTICS
Reckless projects easily through the front part of the lane, revving hard in the mid-lane to create a very strong and continuous back end motion that drives through the pins

LANE CONDITIONS
medium to medium oily

More Info: dvvbowlng.com
Flip Cards: bowlngdlsplays.com

BALL MOTION CHARACTERISTICS
Projects easily through the front part of the lane, revving hard on the backend to create a very strong and continuous motion that drives through the pins

LANE CONDITIONS
medium to light lane conditions.

More Info: dvvbowlng.com
Flip Cards: bowlngdlsplays.com