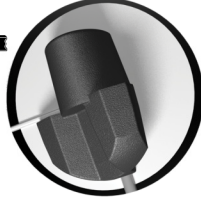


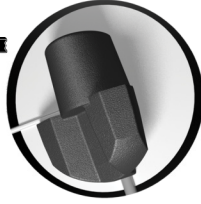
**HELL
RAISERS
CORE**

FACTORY FINISH	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)
HOO K POTENTIAL	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)
BREA KPOINT SHAPE	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)
FLARE POTENTIAL	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)
RG - AVERAGE	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)
COVER STOCK	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)



**HELL
RAISERS
CORE**

FACTORY FINISH	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)
HOO K POTENTIAL	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)
BREA KPOINT SHAPE	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)
FLARE POTENTIAL	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)
RG - AVERAGE	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)
COVER STOCK	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)



**HELL
RAISERS
CORE**

FACTORY FINISH	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)
HOO K POTENTIAL	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)	Low (10)
BREA KPOINT SHAPE	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)	Smooth Arc (10)
FLARE POTENTIAL	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)
RG - AVERAGE	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)	Cover Heavy (1)
COVER STOCK	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)	Low (0)

500; 1500 Stair Micro Pad; Rough Buff

CLASS 5 REACTIVE

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

500; 1500 Stair Micro Pad; Rough Buff

CLASS 5 REACTIVE

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

500; 1500 Stair Micro Pad; Rough Buff

CLASS 5 REACTIVE

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

BALL MOTION CHARACTERISTICS
Hell Raisers 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
Hell Raisers 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
Hell Raisers 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