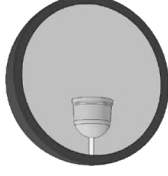
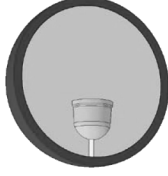


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FACTORY FINISH	Low (10)	High (175)	Low (10)	High (175)	Low (10)	High (175)	Low (10)	High (175)	Low (10)	High (175)
BREAKPOINT SHAPE	Smooth Arc (10)	Angular (100)	Smooth Arc (10)	Angular (100)	Smooth Arc (10)	Angular (100)	Smooth Arc (10)	Angular (100)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



**BALL MOTION CHARACTERISTICS**

Leave a few pins standing? Pull out your Shampire Unlike the human undead this Shampire is easy to control. With transe like motion the Shampire heads straight towards any uncooperative pins and puts them down for good and when it's done it comes right back to you.

**More Info: dvbbling.com**  
**Flip Cards: bowlingdisplays.com**

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