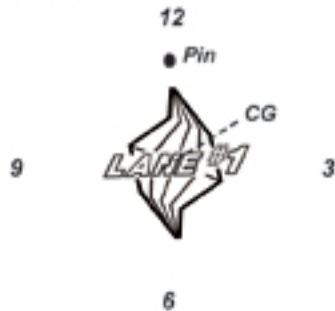


dynamo

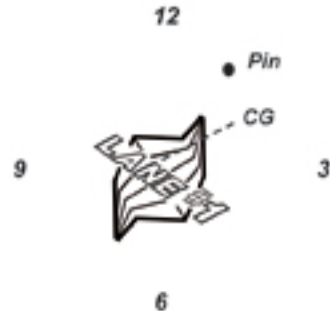
Drilling Specifications

Pin Position

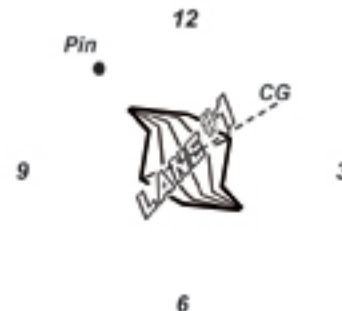
The DYNAMO's 12:00 pin, in relation to the CG, makes this ball driller friendly for right & left and bowlers.



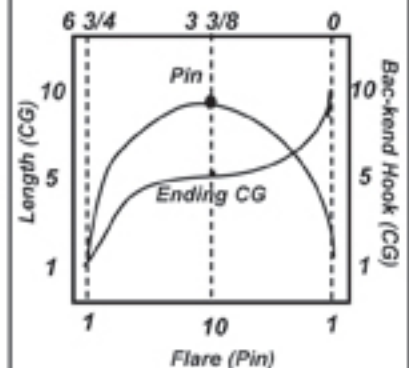
Turning the pin towards 3 O'clock, relative to the CG, will increase length.



Turning the pin towards 9 O'clock, relative to the CG, will decrease length.



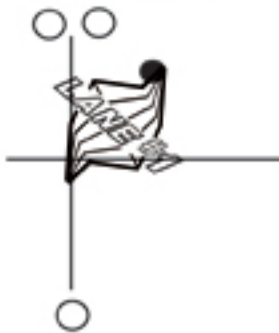
Pin and CG distance from axis



Drilling Recommendations

1. Label 1:30

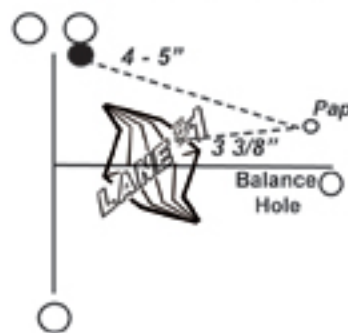
For high tracks, short pins and beginner bowlers.



Flare 8 Back-end 7

2. CG Out Leverage

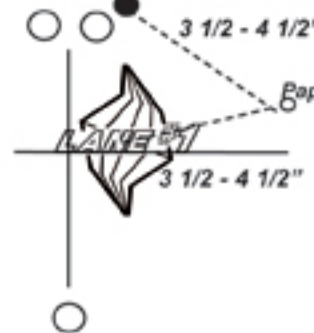
Power with Control on THS Works for Most Bowlers



Flare 7 Back-end 8

3. Stacked

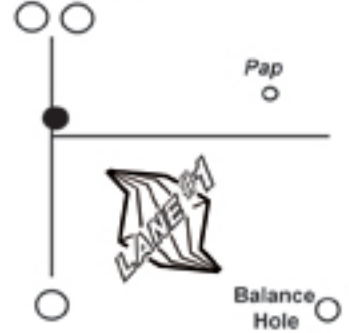
For Medium to Lower Revs or for playing deeper inside



Flare 9 Back-end 9

4. Pin in Palm (Rico)

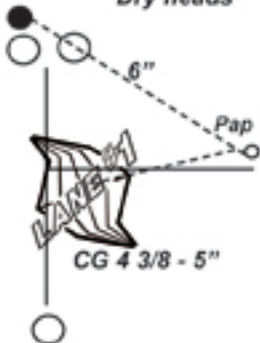
For lower tracks, early roll and Wet/Dry THS



Flare 6 Back-end 6

5. Pro Pin High RG

Length for High Revs and Dry heads



Flare 2 Back-end 6

Long, Med. Short Pins

Long Pins 3-4+ inches out are best for pin over the bridge off label CG out layouts.

Medium Pins 2-3 inches out are best for stacked layouts and pin under fingers CG out layouts.

Short Pins 1-2 inches are best for Label drillings. Short pins need more finger weight.

Higher Rev Players Love CG out Layouts

Off Label Drillings Using Balance Holes

i.e. 1 1/2" - 2 1/2" CG shifts For more backend reaction End with 1/2 - 3/4oz. side.

1. Balls with 3.6 - 4+ oz. top weight, place the hole 6 - 5 1/4" from the center of your grip.

2. Balls with 3.0 - 3.5 oz. top weight, Place the hole 7 1/2 - 6 3/4" from the center of your grip.

3. Balls with 2.4 - 2.9 oz. top weight, place the hole 9 - 8 1/4" from the center of your grip.

Notes

1. Pos. side, finger, & top wt., increase length and back-end.

2. Neg. side, thumb, & bottom, decrease length and back-end.

3. Axis holes decrease flare and back-end reaction.

4. Pin-in balls and lower pin placements decrease length and flip.

5. Pin-out balls and pin above fingers increase length and flip.

6. If the ending center of gravity is on your pin, starting CG, or on the same rotational plane as those, ball reaction is enhanced.