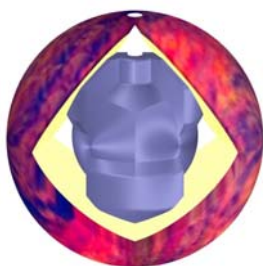


Brunswick® Total Inferno® - Octane™ Gription



OCTANE GRIPTION

Part Number
60-104697-93X

Coverstock
Octane Gription
3-color Pearl
Orange/Purple/Red
Hardness: 76-77

Factory Finish
Rough Buff
Available Weights
12-16 Pounds

Core Dynamics @ 16#

RG-max: 2.501

RG-min: 2.451

RG-diff: 0.050

Average RG: 2.3

Performance

Hook Potential: 155

Length: 90

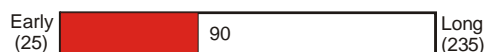
Typical Breakpoint

Shape: 85

Hook Potential:



Length:



Breakpoint Shape



Flare Potential:



RG-average:



Octane Gription Coverstock

The Total Inferno is the second ball to take full advantage of Brunswick's new Urethane casting machine. By fusing a new additive with new processing technology, Brunswick has created a version of Octane coverstock with more back-end grip.

Reaction Characteristics - Absolute Inferno® on steroids

With increased grip in light oil and in the dry, Octane Gription coverstock gives the Total Inferno a length similar to other rough buffed Brunswick balls but with more response late in the mid-lane, on the back-ends and on the thickest of carrydown. Improved grip has another advantage. The Total Inferno responds less to oil moving down the lane, minimizing reaction changes due to carrydown. The increase in down lane hooking action delivers a ball with both high hook potential and high angularity on today's lane conditions.

The Total Inferno uses the lowest RG core Brunswick has ever put in a bowling ball. A fast revving, super-ultra-low-RG-core helps the Total Inferno deliver great mid-lane recovery. Then, Octane Gription coverstock takes over and produces a stronger version of the move made famous by the Absolute Inferno; angular but controllable, strong but continuous. This strong down lane move delivers the highest hook potential Brunswick has achieved in a pearlized ball.

Utility

•**Out of the Box:** With its Rough Buff finish, the **Total Inferno** will match up well on medium to oily lane conditions.

•**When dulled:** Shiny surface finishes sometimes cause the ball to go too long before breaking. To get your **Total Inferno** rolling sooner, dull the surface with a Scotch-brite™ grey pad, or similar abrasive, to increase hooking action. To further increase hooking action, use a rougher abrasive to create an earlier reaction. Dulling your **Total Inferno** will increase its hooking action and its arc will become more even, creating a better match-up for oily lane conditions. Dulling also helps to blend the over/under reactions seen on wet/dry lane conditions. To bring your **Total Inferno** back to its original factory finish, sand the surface to 220-grit then use Brunswick's **Factory Finish Rough Buff**. Available from your local Pro Shop.

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Maintaining Your Ball Reaction

Brunswick recommends the following procedures to maintain and restore the reaction characteristic of your Brunswick bowling balls:

- Clean your Brunswick ball with **Brunswick Remove All** or similar ball cleaner after every use to reduce oil absorption.
- If you think your Brunswick ball has lost some of its "Out of the Box" reaction, restore the ball to its original factory finish listed on the product information sheet. This is especially important for balls that are highly sanded or polished. Sand to 400-grit then use **Brunswick's Factory Finish High Gloss Polish** to restore the original factory finish on high gloss polish balls. Sand to 220-grit then use **Brunswick's Factory Finish Rough Buff** to restore the original factory finish on rough buff balls. For dull balls, wet sand with the sandpaper listed on the product information sheet.
- If there is a visible track on your ball have your Pro Shop use a Haas or similar resurfacing machine to remove the track then restore the ball to its original factory finish. This service is available, for a fee, at many Pro Shops.
- If your ball has more than 50 games on it, you may be able to increase mid-lane and back-end hooking action by removing oil from the coverstock. Remove the oil from the ball by gently warming it with either the **Revivor** or **Rejuvenator** Pro Shop devices that have been designed for this purpose. The service is available, for a fee, at many Pro Shops. Brunswick testing has shown that by combining the restoration of the factory finish, resurfacing of the track and oil removal, your Brunswick ball can maintain its original "Out of the Box" reaction for hundreds of games.
Do not use a home oven to remove oil. Temperatures can not be adequately controlled, and the ball may crack.
- Absorbent materials sold by other bowling ball manufactures to remove oil can also be used on Brunswick bowling balls. Information to date seems to indicate that absorbent materials have a more limited ability to remove oil than warming. You may be disappointed with results on heavily oil soaked balls.

Note: Oil soaked balls tend to traction less in the oil and respond less to the dry boards on the lane. If you are matching-up using an oil soaked ball on wet/dry or broken down lane conditions, removing the oil from the ball will significantly change your match-up and possibly create undesirable over reactions.

Ball Comparisons

Want to compare the performance of this ball to other Brunswick balls? Go to our website at www.brunswickbowling.com. Click on **Balls**, then click on **Pro Shop Information**. This page contains a link to the **Brunswick Ball Comparison Chart**. This chart allows you to see, at a glance, the performance of all Brunswick balls relative to each other, defined by their **Hook Potential** and **Arc Characteristics**. There's even an essay to help explain and guide you through the chart.

Lightweight Engineering

At Brunswick, the unique core shape of each individual ball is used for weights from 14 to 16 pounds. This approach to lightweight ball engineering provides bowlers with consistent ball reaction characteristics across this weight range. At 12 & 13 pounds, Brunswick uses a generic core shape with a RG-differential of 0.045. This differential is close enough to the 14-16 pound shape so that the same drilling instructions can be used.

Weight	16#	15#	14#	13#	12#	11#	10#
Core Shape						Not Available	Not Available
RG-max.	2.501	2.517	2.564	2.660	2.686		
RG-min.	2.451	2.467	2.515	2.615	2.641		
RG-diff.	0.050	0.050	0.049	0.045	0.045		

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

High-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	2L,3L,4L
High	Medium-Low	No early rolling reactions	1L,2L,3L,4L,
Medium-Low	High	2E,3E,4E	2L,3L,4L
Medium-Low	Medium-Low	1E,2E,4E	1L,2L,3L,4L

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).

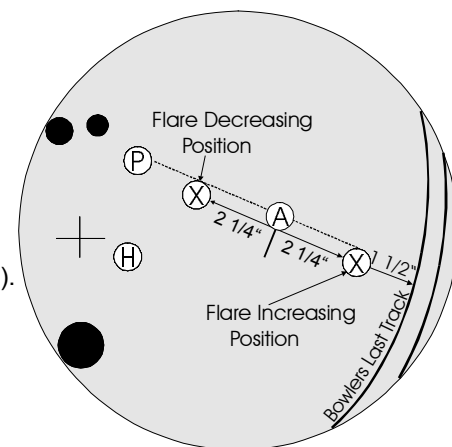
Brunswick is recommending a simplified **one-hole size / two-hole position** technique that covers the vast majority of ball reaction changes that can be accomplished by drilling an X-hole.

- 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.



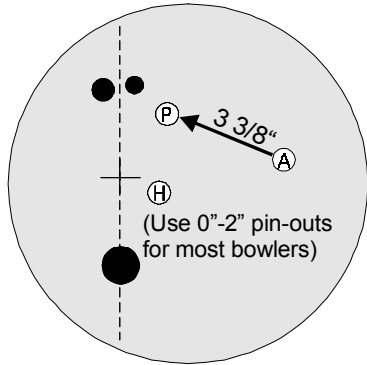
High-Differential Symmetric Core Layout Sheet

(RGdiff. 0.040 and above)

Earlier Rolling Reactions

High Flare High Hook Potential

Later Rolling Reactions



1E (Heavy Oil)

Maximum hook potential for **Medium-Low RPM** players.

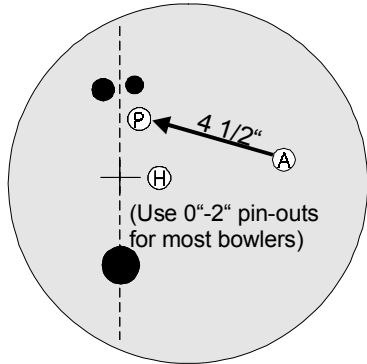
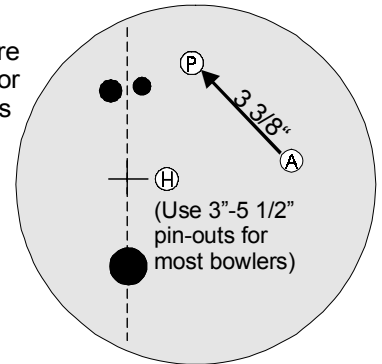
This layout may hook early and be inconsistent at the breakpoint for **High-RPM** players, use layout #2E instead.

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

1L (Heavy Oil)

Maximum hook potential with less mid-lane and more backend than layout #1E for **Medium-Low RPM** players

This layout may hook early and be inconsistent at the breakpoint for **High-RPM** players, use layout #2L instead.



2E (Medium Oil)

Maximum hook potential for **High-RPM** players

Medium hook potential for **Medium-Low** RPM players

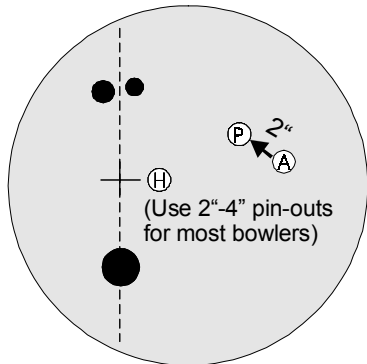
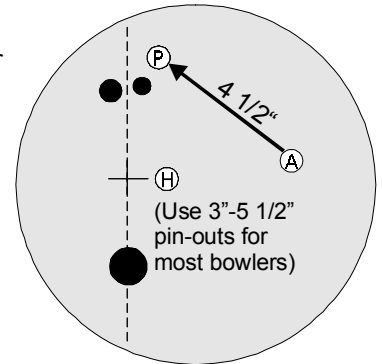
This layout may hit the finger holes for **High-Track** players, use layout #2L instead.

2L (Medium Oil)

Maximum hook potential for **High-RPM** players.

Medium hook potential for **Medium-Low** RPM players

Less mid-lane and more backend than layout #2E.



3E (Oily Wet/Dry's)

Pin between axis and leverage for medium hook potential and early roll.

Helps moderate over reactions.

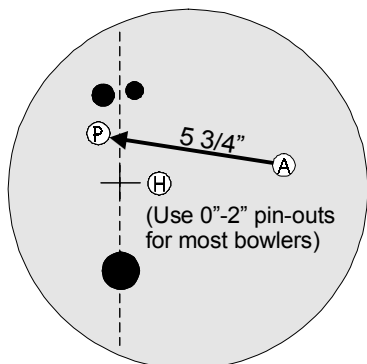
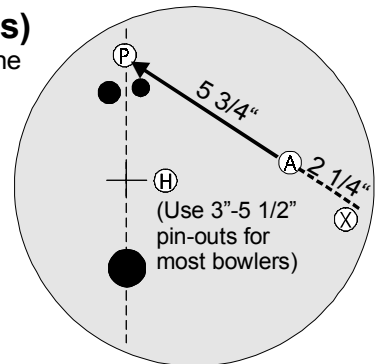
This layout may lack hitting power for **Medium-Low** RPM players.

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.



4E (Hooking Wet/Dry's)

Smooth reaction for moderating wet/dry lane conditions

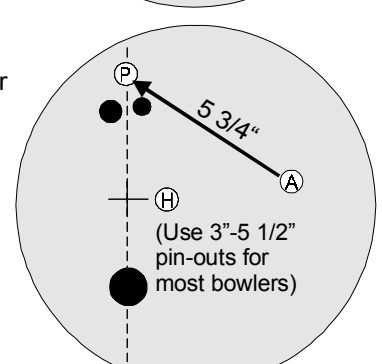
Lower hook potential than layout #3E.

This layout may hit the finger holes for **High-Track** players, use layout #4L instead.

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