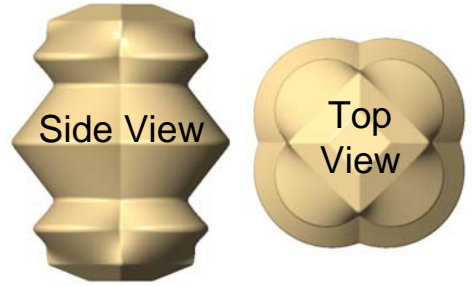


# SOLID ZONE

## SUPERKOIL - 7



**Part Number**  
60-104827-93X

**Coverstock**  
SuperKoil – 7 - Reactive  
Color: Dark Purple / Red / Light Blue Solid  
Hardness: 76-78

**Factory Finish**  
1000-grit wet sand

**Core Dynamics**

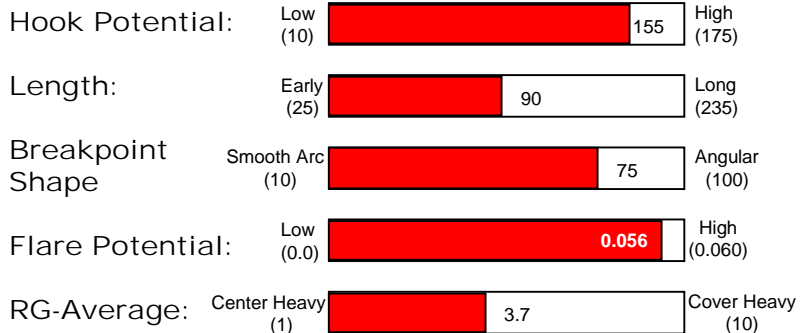
RG Max: 2.555  
RG Min: 2.499  
RG Diff: 0.056  
Average RG: 3.7 of 10

**Performance**

Hook Potential: 155  
Length: 90  
Breakpoint Shape: 75

**Available Weights**

11-16 Pounds



**Brunswick's International Series** has been developed specifically for Asian markets using core and coverstock systems that provide Asian bowlers with a range of equipment that matches up to typical Asian lane conditions. The looks of International Series balls are also adapted to Asian tastes making the International Series completely customized for Asian bowlers. Available only through International Distributors.

### Reaction Characteristics

The **Solid Zone** uses a Brand New coverstock to the International Zone line called **SuperKoil - 7** and a proven Low RG core system to increase traction in the Mid lane and Backend on Heavy Oil lane conditions while preserving Maximum Forgiveness and Utility. We start with PowerKoil and mix in an aggressive additive to make the ball respond faster and you have **SuperKoil**, the most aggressive coverstock every used in the International Zone line. The **Solid Zone** will be a favorite for bowlers looking for a Hooking ball that responds quickly in the mid-lane, with a strong continuous arc on the backend.

### Response Time

To understand the International Zone Coverstocks better we will be using a 1-10 number scale system after the coverstock name to describe **Response Time**. Response Time is how fast or slow the ball changes direction when it encounters friction. The Higher the number the Faster the ball will change direction similar to Skid/Snap. The Lower the number the Slower the ball will change direction similar to Smooth Arc.

### Utility

- Out of the box:** With its dull 1000-grit wet sand surface the **Solid Zone** matches up well on medium to oily lane conditions.
- When shined:** Using Brunswick's **Factory Finish High Gloss Polish or Rough Buff**, the total hooking action of the **Chance Zone** can be reduced and the arc made more skid/snap. Both polishes reduce hooking action in the oil and increase reaction on dry back-ends. The **Rough Buff** provides a moderate amount of change and the **High Gloss Polish** a greater amount of change. To duplicate the **Rough Buff Factory Finish** start with 220-grit on the ball surface and apply the **Rough Buff Polish**. To duplicate the **High Gloss Factory Finish** start with 400-grit on the ball surface and apply the **High Gloss Polish**.

### Reaction Setup

The **Solid Zone** can be drilled using the standard drilling techniques developed for two-piece balls, see the included drilling instructions for reaction characteristics and layout details.

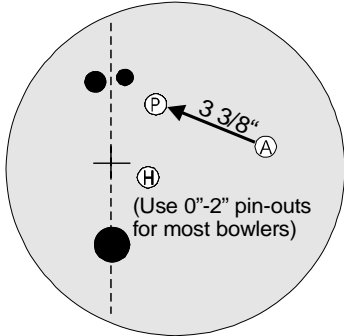
## High-Differential Symmetric Core Layout Sheet

(RGdiff. 0.040 and above)

### High Flare High Hook Potential

#### Earlier Rolling Reactions

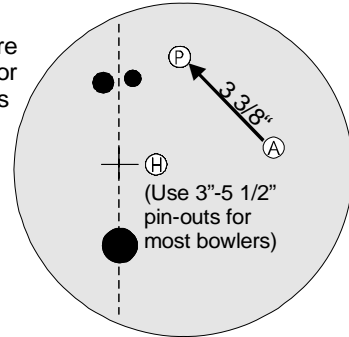
#### Later Rolling Reactions



**1E (Heavy Oil)**  
Maximum hook potential for **Medium-Low RPM** players.

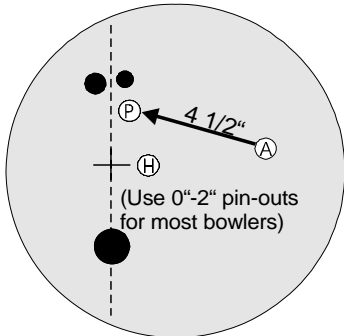
This layout may hook early and be inconsistent at the breakpoint for **High-RPM** players, use layout #2E instead.

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

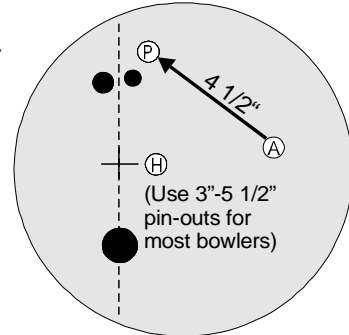
This layout may hook early and be inconsistent at the breakpoint for **High-RPM** players, use layout #2L instead.



**2E (Medium Oil)**  
Maximum hook potential for **High-RPM** players

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

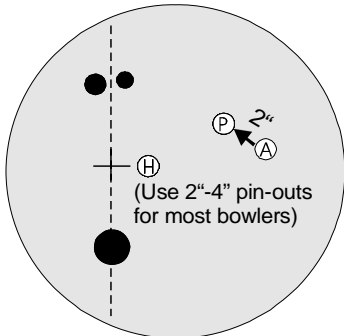
This layout may hit the finger holes for **High-Track** players, use layout #2L instead.



**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.

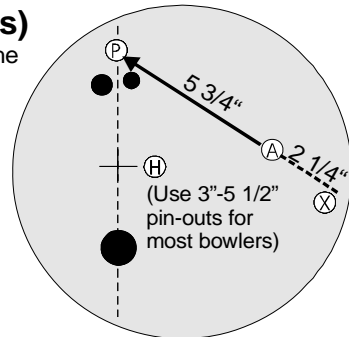


**3E (Oily Wet/Dry's)**

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.

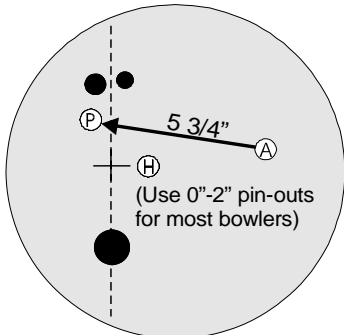


**3L (Hooking heads)**

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.

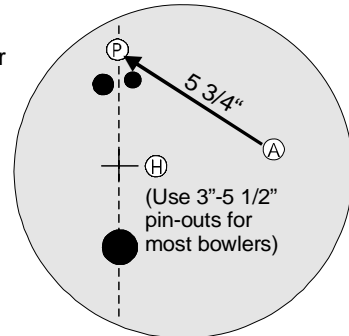


**4E (Hooking Wet/Dry's)**

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