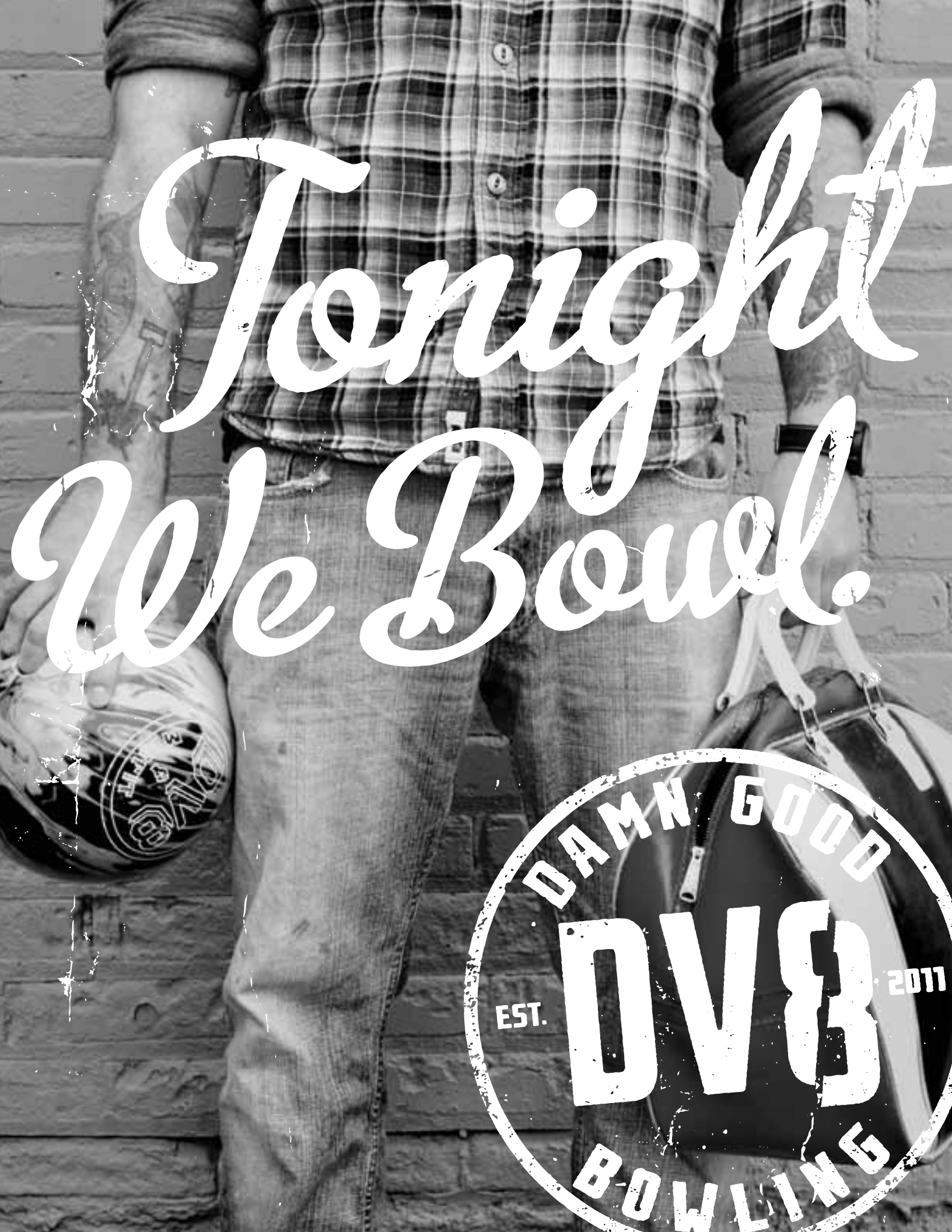
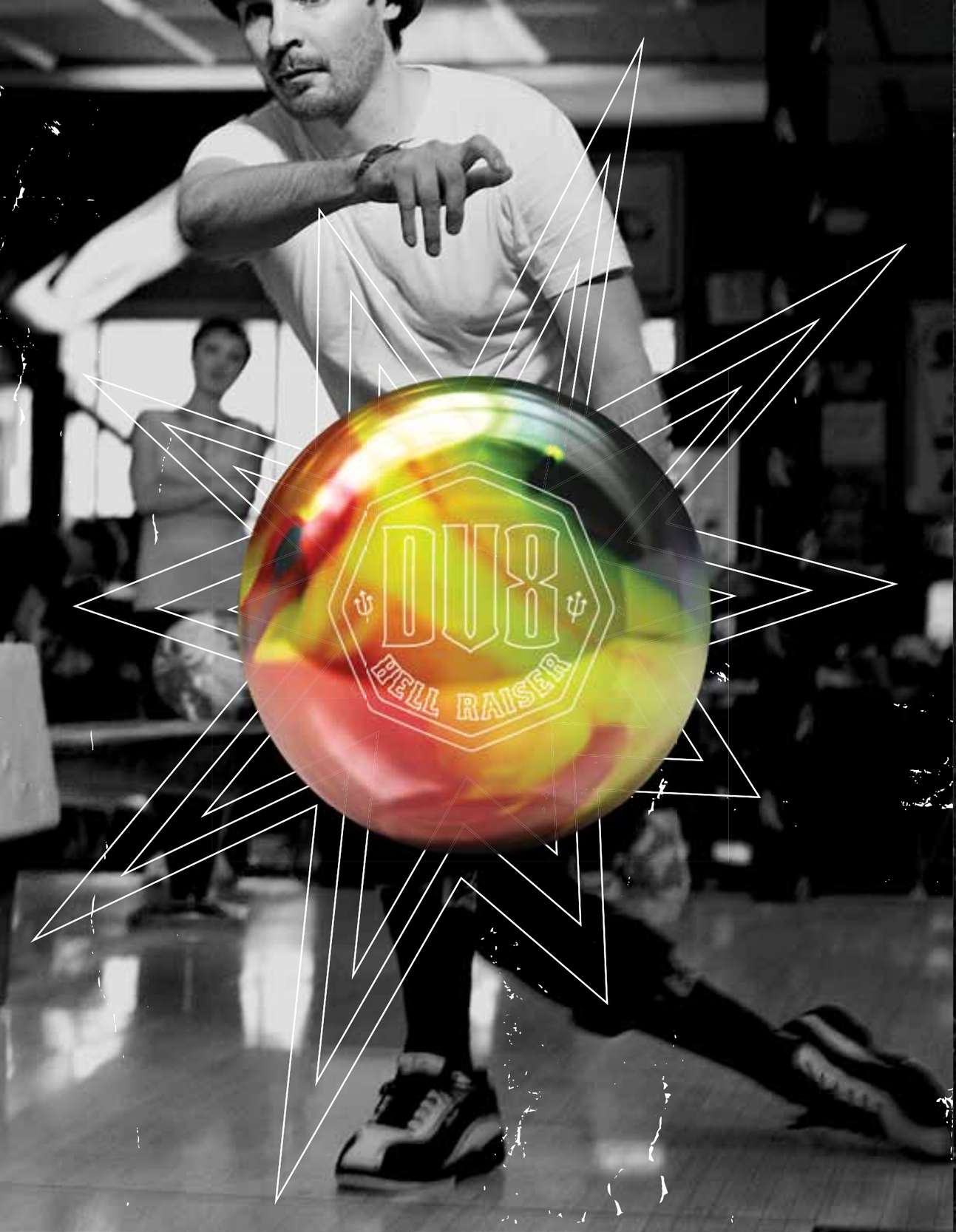

Tonight
We Bowl.
DAMN GOOD
DV8
EST. 2011
BOWLING



HELL RAISER SPECS

BALL NAME	DV8 Hell Raiser
PART NUMBER	60-105391-93X
COLOR	Black/Red/Yellow
CORE	Hell Raiser Core
COVERSTOCK	Class 5 Reactive
RG MAX	2.591
RG INT	2.575
RG MIN	2.537
DIFFERENTIAL	0.054
ASYMMETRIC DIFF	0.016
HOOK (1-185)	165
LENGTH (1-235)	110
BREAKPOINT (1-100)	95
FACTORY FINISH	500/1500 Siaair Micro Pad/Rough Buff Finish

DV8 PRO

BACK OF BALL

RAISE SOME HELL

	16LB	15LB	14LB	13LB	12LB
RG MAX	2.580	2.591	2.607	2.632	2.655
RG INT	2.564	2.575	2.591	2.621	2.644
RG MIN	2.526	2.537	2.553	2.589	2.612
RG DIFF	0.054	0.054	0.054	0.043	0.043
RG ASY	0.016	0.016	0.016	0.011	0.011

BALL MOTION

Finished with a Rough Buff Polish, the Hell Raiser 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 on medium oily to oily lane conditions.

REACTION SETUP

The DV8 Hell Raiser can be drilled using the standard drilling techniques developed for bowling balls with asymmetric cores.

RECKLESS SPECS

BALL NAME	DV8 Reckless
PART NUMBER	60-105393-93X
COLOR	Blue/Green Pearl
CORE	Reckless Core
COVERSTOCK	Class 3 Reactive
RG MAX	2.573
RG INT	2.572
RG MIN	2.523
DIFFERENTIAL	0.050
ASYMMETRIC DIFF	0.001
HOOK (1-185)	150
LENGTH (1-235)	110
BREAKPOINT (1-100)	90
FACTORY FINISH	500 Siaair Micro Pad/Rough Buff Finish

DV8 ADV

BACK OF BALL

Guts or gutter

	16LB	15LB	14LB	13LB	12LB	11LB	10LB
RG MAX	2.562	2.573	2.591	2.625	2.648	2.771	2.802
RG INT	2.561	2.572	2.590	2.624	2.647	2.770	2.801
RG MIN	2.512	2.523	2.541	2.585	2.608	2.769	2.800
RG DIFF	0.050	0.050	0.050	0.040	0.040	0.002	0.002
RG ASY	0.001	0.001	0.001	0.001	0.001	0.001	0.001

BALL MOTION

Finished with a Rough Buff Polish, the Reckless projects easily through the front part of the lane, revving hard in the mid-lane to create a very strong and continuous backend motion that drives through the pins on medium to medium oily lane conditions.

REACTION SETUP

The DV8 Reckless can be drilled using the standard drilling techniques developed for bowling balls with symmetric cores.

MISFIT SPECS

BALL NAME	DV8 Misfit
PART NUMBER COLOR	60-105389-93X Orange/Blue
PART NUMBER COLOR	60-105387-93X Yellow/Magenta
CORE	Misfit Core
COVERSTOCK	Class 1 Reactive
RG MAX	2.552
RG INT	2.551
RG MIN	2.512
DIFFERENTIAL	0.040
ASYMMETRIC DIFF	0.001
HOOK (1-185)	110
LENGTH (1-235)	120
BREAKPOINT (1-100)	90
FACTORY FINISH	500 Siaair Micro Pad/ Rough Buff Finish High Gloss Finish

DV8 ENTRY

BACK OF BALL

LONERS. BOWLERS. REBELS.

	16LB	15LB	14LB	13LB	12LB	11LB	10LB
RG MAX	2.557	2.552	2.568	2.613	2.611	2.771	2.802
RG INT	2.556	2.551	2.568	2.612	2.610	2.770	2.801
RG MIN	2.522	2.512	2.528	2.581	2.571	2.769	2.800
RG DIFF	0.035	0.040	0.040	0.032	0.040	0.002	0.002
RG ASY	0.001	0.001	0.001	0.001	0.001	0.001	0.001

BALL MOTION

Finished with a High Gloss Polish, the Misfit skids very easily through the front part of the lane to the breakpoint before changing directions for a strong continuous backend that cuts through the pins on medium dry to medium oily lane conditions.

REACTION SETUP

The DV8 Misfit can be drilled using the standard drilling techniques developed for bowling balls with symmetric cores.

DV8 2011 BOWLING

DV8 MANIFESTO

300 ISN'T JUST A NUMBER. IT IS OUR DESTINATION. SHOUTING AT A BALL WILL MAKE IT STRIKE MORE. NOTHING IS AS SATISFYING AS HURLING DANGEROUSLY HEAVY SPHERES AT STATIONARY OBJECTS AND WATCHING X'S FILL THE FRAMES. YOU KNOW IT, WE KNOW IT. SO HERE'S TO THE BALLERS. THE LANE DWELLERS. THE ALLEY CATS. AND A NEW BREED RISING FROM THE LANES. WE ARE DV8. TONIGHT WE BOWL.

DAMN GOOD BOWLING DOTCOM

WORDS & STUFF

HOOK:

It s simple: balls with higher numbers will tend to hook more. Balls with lower numbers will tend to hook less. Obviously, balls don t hook on their own they respond to how you throw them. A hook potential of 100 will give you a fairly typical hook. Anything above that will have a stronger hook, and (do we really have to keep explaining this?) a number below 100 will have much less of a hook. Just to be crystal clear, hook numbers aren t a numerical measurement, so don t try to use the difference in hook numbers to compare the hooks of two balls. Kapeesh?

LENGTH:

This one s even simpler. It s how long the ball travels down the lane before changing direction. The higher the number, the longer it takes to reach the breakpoint (the point where the ball changes direction), and vice versa. Like the hook, this isn t an exact numerical measurement, so you can t use the difference between length numbers to figure out the exact distance between breakpoints.

BREAKPOINT:

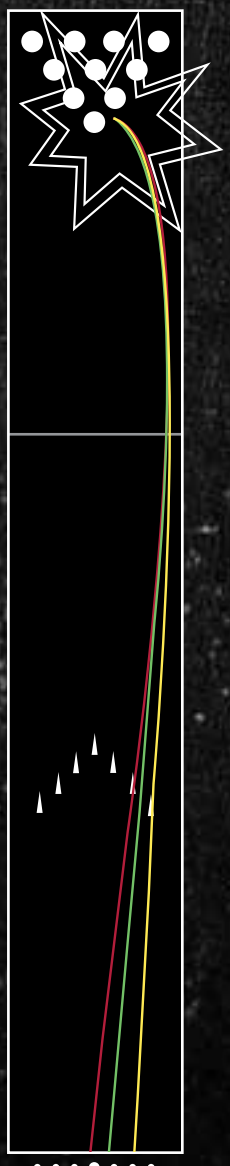
Typical Breakpoint describes the relative breakpoint shapes when balls are used on lane conditions that are ideal for that ball. Here s how it works: different types of coverstocks will react differently to oil conditions. DV8 balls, which have reactive coverstocks, will respond better to medium oily lane conditions, whereas a very oily condition might get rid of any breakpoint shape. Just remember, the key word here is typical the number s not a guarantee, just a guide.

WARRANTY INFO:

Look. We don t screw around. DV8 bowling balls have been manufactured to the highest standards of workmanship and material. We warrant that they'll be free of defects in materials and workmanship for a period of two years from the date of purchase. We agree to repair or replace the ball you bought if at any time during the warranty period it s found to be defective in material or workmanship.

ADDRESS:

525 West Laketon Avenue, Muskegon, MI 49441-2601



BALL KEY:

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