



SYMMETRICAL DOT TO CENTER-OF-GRIP (COG) DISTANCE GUIDE

Refer to this guide when inputting values into the No-Thumb Dual Angle Converter Tool for the bowling ball being drilled.

Remember: the CoG is the bridge center for no-thumb players. Do not confuse this with the ball's CG. Patent Pending.



[1.5" DOT-TO-COG - CONTROL]

Least differential and least asymmetry for the longest, smoothest shape.

BEST FOR: Controlling ball motion for rev-dominant players, lighter oil volumes, or higher friction surfaces.

Not recommended for speed-dominant bowlers.



[2.5" DOT-TO-COG - SMOOTH BENCHMARK]

Slightly less differential and minimal asymmetry for a predictable arcing motion.

BEST FOR: All-purpose ball motion for rev-dominant players, or a controllable option for more speed-dominant players.



[3.5" DOT-TO-COG - STRONG BENCHMARK]

Slightly more differential and more asymmetry for a strong arcing motion.

BEST FOR: All-purpose ball motion for matched and speed-dominant players, or as a stronger all-purpose option for rev-dominant players.



[4.5" DOT-TO-COG - SHARP MOTION]

More differential and more asymmetry for a strong downlane shape.

BEST FOR: Getting in and hooking the pattern for many types of players. The strongest recommended option for rev-dominant players.



[5.5" DOT-TO-COG - STRONG MID-LANE]

Most differential and most asymmetry for the earliest, strongest shape.

BEST FOR: Getting the ball to start digging early and still continue on the backend for longer or heavier oil volumes.

Not recommended for rev-dominant bowlers.

These illustrations show the relative DOT-to-CoG Distance on the ball surface using a generic PAP of 5 → x 0 ↓.
DOT, CG and CoG should align in final layout when using converter tool.
DOT and finger hole locations will vary based on the bowler's PAP and the selected layout.