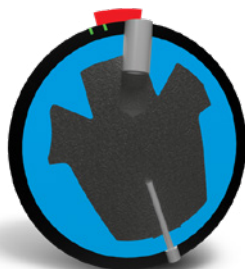




DOT TO CENTER-OF-GRIP (COG) DISTANCE GUIDE

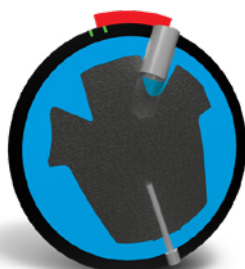
Remember: the CoG is the bridge center for no-thumb players.
Do not confuse this with the ball's CG. Use this guide with DOT-to-PAP
distance to obtain desired reaction. Patent Pending.



[1.5" DOT-TO-COG - CONTROL]

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

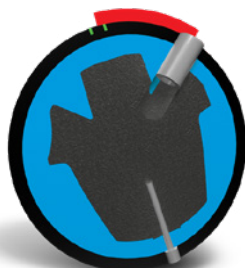
BEST FOR: Controlling ball motion for rev-dominant players, lighter oil
volumes, or higher friction surfaces.



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

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

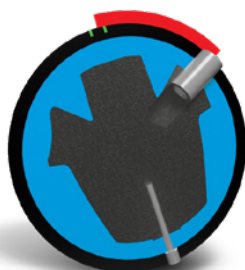
BEST FOR: All-purpose ball motion for rev-dominant players,
or a controllable option for more speed-dominant players.



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

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

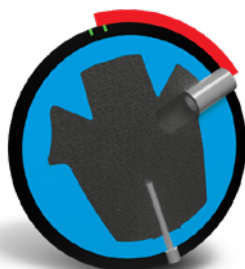
BEST FOR: All-purpose ball motion for matched and speed-dominant
players, or as a stronger all-purpose option for rev-dominant players.



[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.



[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.