Information Sheet

Command Zone ARC

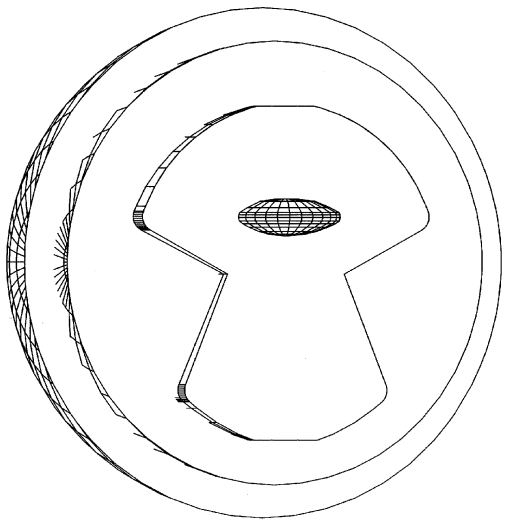
Specifications

Part Number: 60-103168
N'Control PowerStock Reactive
RG Diff: 0.050
RG Max: 2.560
RG Min: 2.510
RG Avg: 3.9
Color: Blue
Surface Finish: Factory Polished
Weights: 10-16

Reaction Characteristics

The new ***Command Zone ARC***™ was developed by starting with the same strong **N'Control PowerStock**™ cover used in the Command Zone™ and re-engineering the core. By changing the dynamics of the core, the ***Command Zone ARC***™ produces a less skid/snap reaction than the original Command Zone™, giving a more even ARCing reaction downlane. All the power and now more control on heavier oil, makes the new ***Command Zone ARC***™ a great addition to anyone's game.

The ***Command Zone ARC***™ combines the **N'Control PowerStock**™ cover used on the Command Zone™ with a lower RG core system to produce a ball with improved mid-lane recovery and better utility on heavier oil than the Command Zone™. The ***Command Zone ARC***™ will be preferable for higher speed players who typically struggle to get the ball into a roll, and those players who like to see more reaction in the mid-lane than Reactive coverstocks typically deliver. The ***Command Zone ARC***™ is clean through the front, with a with a strong even reaction through the mid and backend.



Drilling Information

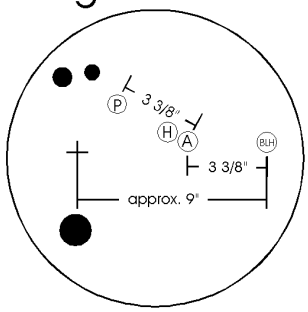
All weights of the ***Command Zone ARC***™ can be drilled using the techniques developed for two-piece balls. See Brunswick's "Seven Popular Layouts" for detailed drilling information. The performance characteristics of Reactive allow the pro shop to fully utilize layout choices to create desired reactions.

SEVEN POPULAR LAYOUTS

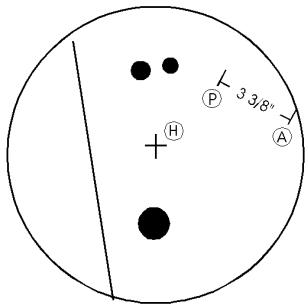
MAXIMUM TRACK FLARE HIGH REACTIVITY

MINIMUM TRACK FLARE LOW REACTIVITY

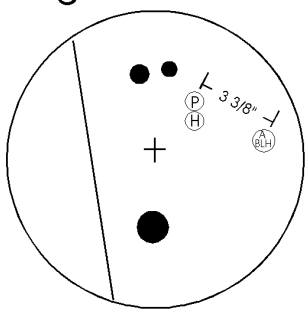
1-Leverage Pin with 9" hole



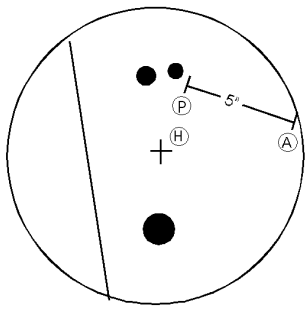
2-Leverage Pin-heavy spot toward grip center



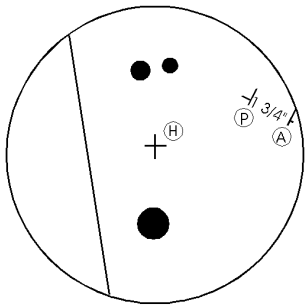
3-Leverage Pin with Axis hole



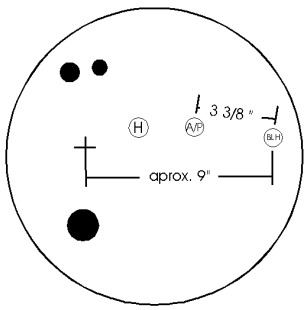
4-Positive label shift



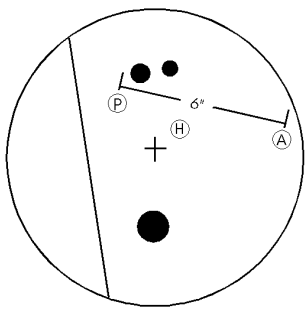
5-Pin between Axis and Leverage



6-Axis Pin with 9" hole



7-Negative label shift



(P) = Pin (H) = Heavy Spot (A) = Axis (BLH) = Balance hole