

Information Sheet

MONSTER IT'S IN YOU.

Part Number

61-103243

Specifications

Proactive ETX 4 Coverstock

10 Micron Trizact finish

Hook Potential: 22-13 (dull/shiny)

Typical length: 1

Typical Backend: 9

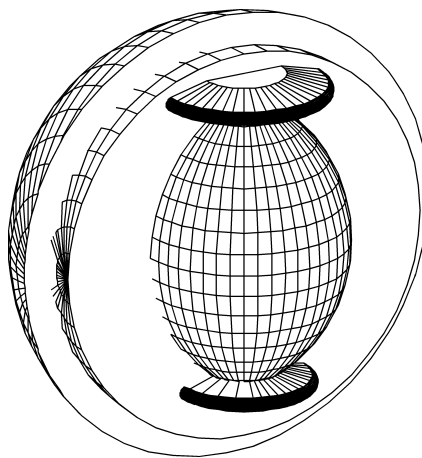
RG Max: 2.601

RG Min: 2.551

RG Diff.: 0.050

Average RG: 5.1

Hardness: 78-79



Reaction Characteristics

Monster introduces Brunswick's most aggressive Proactive coverstock to the popular mid priced category. As a result, the difference in ball reaction between the Monster and other mid-price or entry level balls is significant. Other particle balls at the mid-price point are subtly different from mid-price reactives. In fact, in the hands of mid-skill level players the differences are going to be close to zero. Not so with the Monster. Monster will significantly out-hook and roll more evenly than Reactive coverstock balls, providing a valuable tool to attack oily lane conditions and bridge the gap between introductory and high performance products.

Surface Finish

The Monster is smoothed to a 10 micron Trizact finish to produce a semi smooth surface and greater length out of the box than 35 micron ETX 4 proactives. To create a more aggressive surface for oily conditions, finish the Monster with 35 micron Trizact. If more length is desired finish the Monster with 5 micron and white Cerium Oxide Trizact. This process will create greater length through the heads while maintaining back end reaction as the heads dry out.

Drilling Information

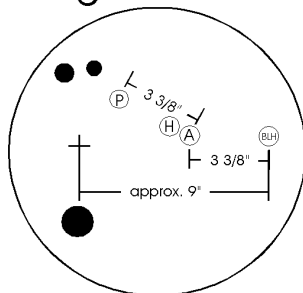
Monster unveils a new symmetric core shape to the Brunswick family of products. The core is a

Brunswick®

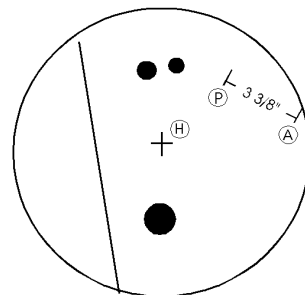
SEVEN POPULAR LAYOUTS

MAXIMUM
TRACK FLARE
HIGH
REACTIVITY

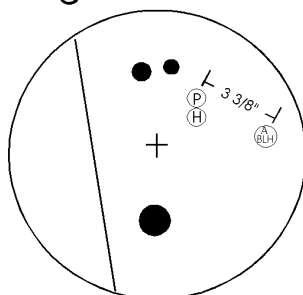
1-Leverage Pin with 9" hole



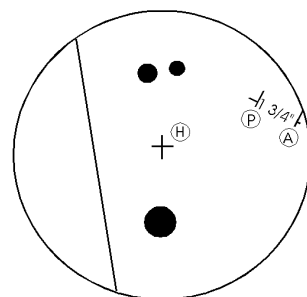
2-Leverage Pin-heavy spot toward grip center



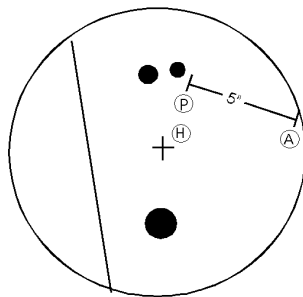
3-Leverage Pin with Axis hole



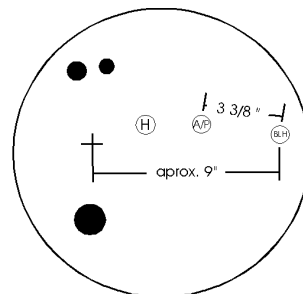
5-Pin between Axis and Leverage



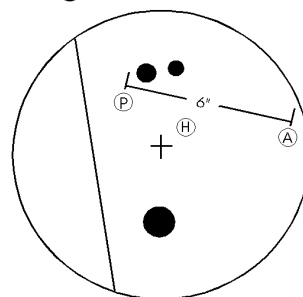
4-Positive label shift



6-Axis Pin with 9" hole



7-Negative label shift



MINIMUM
TRACK FLARE
LOW
REACTIVITY

(P) = Pin

(H) = Heavy Spot

(A) = Axis

(BLH) = Balance hole