

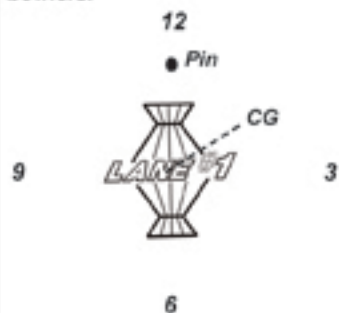
# BUZZBOMB

# AGENT ORANGE

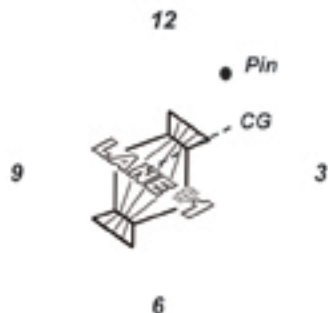
## Drilling Specifications

### Pin Position

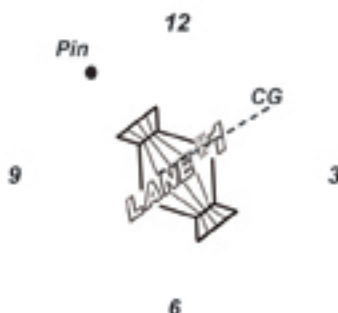
The BuzzBOMB's 12:00 pin, in relation to the CG, makes this ball driller friendly for right & leftand bowlers.



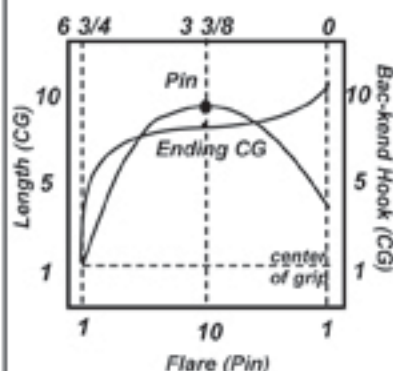
Turning the pin towards 3 O'clock, relative to the CG, will increase length.



Turning the pin towards 9 O'clock, relative to the CG, will decrease length.



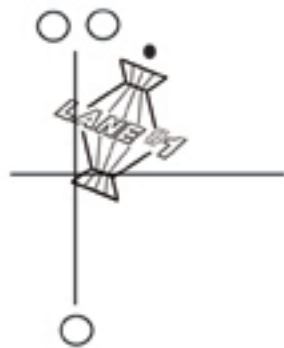
Pin and CG distance from axis



### Drilling Recommendations

#### Label

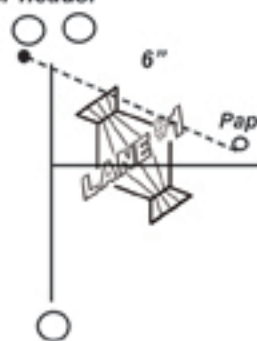
For higher tracks & shorter pins



Flare 8 Back-end 7

#### Pro Pin High RG

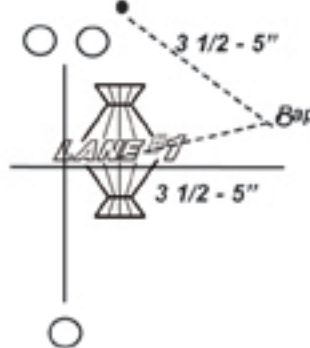
Length & Control for High Revs and drier heads.



Flare 2 Back-end 8

#### Stacked

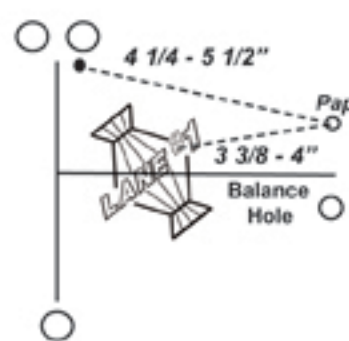
For Medium to Lower Revs



Flare 9 Back-end 8

#### CG Out Leverage

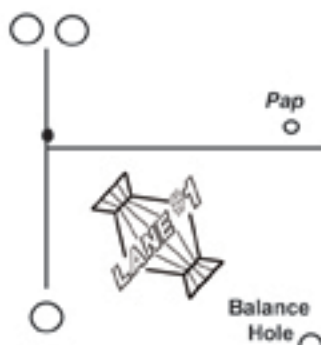
Power with Control on THS



Flare 7 Back-end 9

#### Pin in Palm (Rico)

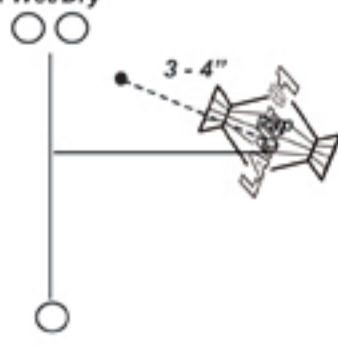
For lower tracks & Wet/Dry



Flare 6 Back-end 6

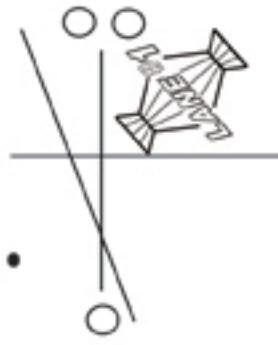
#### Axis Leverage

Hole on Axis For Higher Tracks & Wet/Dry



Flare 8 Back-end 6

#### Full roller



Flare 8 Back-end 8

#### Notes

1. Pos. side, finger, & top wt., increase length and back-end.
2. Neg. side, thumb, & bottom, decrease length and back-end.
3. Axis holes decrease flare and back-end reaction.
4. Pin-in balls and lower pin placements decrease length and flip.
5. Pin-out balls and pin above fingers increase length and flip.
6. If the ending center of gravity is on your pin, starting CG, or on the same rotational plane as those, ball reaction is enhanced.