

TOUGH GUILDING BOWLWITHBRUNSWICK.COM/BALLS/DETAIL/BRUTE-STRENGTH





BRUTE™ STRENGTH

ALL PURPOSE

COVERSTOCK

The new **Savvy Hook Hybrid Reactive** is formulated to provide maximum versatility for all types of physical styles and provides more traction in oil on a variety of lane conditions. This new formulation produces easy length through the heads and strong mid-lane traction with a powerful backend motion.

CORE

The **Brute Low RG/Low Differential Symmetrical** core features outstanding versatility with a compact design to provide maximum energy retention. The new core shape revs quicker producing maximum performance and drilling versatility.

BALL MOTION

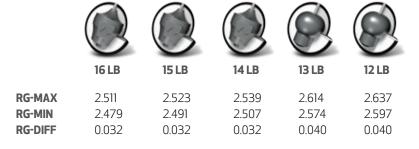
With its Royal Compound Finish, the **Brute Strength** produces a unique motion that skids easily through the front, revs strong in the mid-lane, and provides a hard rolling backend for superior pin action. The **Brute Strength** will offer excellent traction in the mid-lane with an outstanding backend reaction on variety of medium to oily lane patterns.

REACTION SETUP

The **Brute Strength** can be drilled using the standard drilling techniques developed for symmetric core bowling balls.

LIGHTWEIGHT ENGINEERING

At Brunswick, the unique core shape of each individual ball is used for weights from 14 to 16 pounds. This approach to lightweight ball engineering provides bowlers with consistent ball reaction characteristics across this weight range. At 12 and 13 pounds, Brunswick uses a generic core shape with a RG-differential that is close enough to the 14 to 16 pound shape so the same drilling instructions can be used.





SPECIFICATIONS

Hook Potential	Low(10)	205	High (250)
Length	Early(25)	105	Long (235)
Breakpoint Shape	Smooth Arc (10)	110	Angular (150)
RG Differential	Low(0)	.032	High (.060)
RG Average	Center Heavy (1)	3.5	Cover Heavy (10)

- Brute Low RG/Low Differential Symmetrical Core
- Savvy Hook Hybrid Reactive Coverstock
- 2 Color, Gold/Black
- Hardness: 73-75
- 500 Siaair, Royal Compound
- Part No. 60-105742



