2.5.1 Default Layout Type — VLS, 2LS, PAL, or NONE

Default Layout Type — VLS, 2LS, PAL, or NONE

> 2.5.1 layout

The **Default Layout Type** setting controls which layout system Spectre Cloud pre-selects when a new spec sheet is created. Rather than choosing a layout method from scratch every time, your preferred system is ready to go from the moment a sheet is opened. This setting can be changed at any time and overridden on individual spec sheets without affecting the default.

□□ The Four Layout Types

Spectre Cloud supports three active layout systems plus a no-layout option. Each system represents a different method for determining where a bowling ball's pin and mass bias are positioned relative to the bowler's track and grip center.

□□ Dual Angle

The **Dual Angle** layout system defines ball position using three values: drilling angle, pin distance, and VAL angle. It offers the most granular control over ball motion and is favored by advanced fitters and coaches who want to fine-tune skid, flip, and continuation independently.

- □ Most common layout system.
- □□ Tools required: Pro Sect, Grease pencil.

The 3 variables for **Dual Angle** are

1. Drilling Angle (controls track flare)
2. Pin to PAP Distance (controls track flare)
3. VAL Angle (controls breakpoint shape)

□□ VLS — Vector Layout System

The **Vector Layout System** will use measurements in inches for all it's variables.

- □ Simple, widely understood.
- □ Uses distances for all it's measurements.
- □□ Tools required: Pro Sect, Storm ARC Ruler, Grease pencil.

The 3 variables for **VLS** are

1. Pin to PAP Distance (controls track flare)
2. MB to PAP Distance (controls breakpoint distance)
3. Pin Buffer (Pin to VAL tangeant, controls breakpoint shape)

□□ 2LS — Two-Layout System

The **Two-Layout System** is based off the VLS system.

- □ Most popular layout system for thumbless or two-handed bowlers.
- □□ Tools required: Pro Sect, Storm ARC Ruler, Grease pencil.

The 3 variables for **2LS** are

1. Pin to PAP Distance (controls track flare)
2. MB to PAP Distance (controls breakpoint distance)
3. Pin to CoG (Pin to Center of Grip, controls breakpoint shape)

Other numbers that will be needed for steps 4 and 5.

- Lightning Line (hypotenuse of the PAP measurement from the grip center - displayed in the Layout section of the ball in Spectre)
- PAP Vertical distance

□□ PAL — Pin Above the Line

The **Pin Above the Line** system uses similar principles to the 2LS system, however it will use the perpendicular measurement from the hypotenuse of the PAP triangle. This system is much more complex than the others and will require some practice.

- □□ Tools required: Pro Sect, Storm ARC Ruler, Grease pencil.

The 3 variables for **PAL** are

1. Pin to PAP Distance (controls track flare)
2. MB to PAP Distance (controls breakpoint distance)
3. Pin to Line (Line is from the PAP to the middle of the ring finger)

□□ None

Selecting **None** means no layout system is pre-selected when a new spec sheet is created. The layout section of the spec sheet is left blank until the driller chooses a method manually.

- □ Used when a bowler **DOESN'T HAVE A PAP.**
- □ Text input for you to put a note in the layout section. Ex: **60 degree standard layout**

Note: NONE will be your only option if the bowler does not have a PAP measurement on file. Since all layout systems are drawn based off the bowlers PAP, if there is none, therefore you can't layout the ball...

□□ Setting the Default Layout Type

1. Navigate to **Settings** from the top menu.
2. Find the **Default Layout Type** option.
3. Select **VLS**, **2LS**, **Dual Angle**, or **None** from the available options.
4. The change takes effect immediately for all new spec sheets created going forward.

Note: Changing the default layout type does not affect any existing spec sheets — previously saved layouts remain exactly as they were recorded. This will simply change the default selected layout type when you create a new ball. It can always be overwritten.

□□ Overriding the Default on Individual Spec Sheets

The default layout type is a convenience setting — it does not lock every spec sheet to that method. On any individual ball, the layout type can be changed freely before or during the fitting without affecting the account default.

- Change the layout type on a spec sheet at any time before saving.
- The account default remains unchanged — the override applies to that ball only.

Arsenal Plus Plugin

Users with the **Arsenal Plus plugin** have access to additional layout features including suggested layouts, layout conversion, and 3D layout rendering.

Layout Convension will need to be turned on in your plugin settings. When selected and you bounce between layout types in a selected bowling ball, it will automatically calculate it for your to the selected layout type. This is a great tool for anyone who struggles with a type of layout. A good example of this, would be the 2LS layout system. A client asks you for a 4 x 5 x 3 2LS layout, but you struggle with the steps to draw it correctly, however, you are very familiar with Dual Angle.

1. Select 2LS as the layout type for that balls.
2. Input the 2LS layout (ex: 4 x 5 x 3)
3. Click Dual Angle
4. Confirm that you want to convert from 2LS to Dual Angle
5. It will now display the correct Dual Angle equivalent for you to draw in your prefered method.

☁ Scope of This Setting

This setting is stored at the account level and applies to all new spec sheets created on any device.

Related Sections

- 2.5.2 — Next setting in this chapter *(if applicable)*
- 4.x — Spec Sheet: selecting and entering a layout
- 7.x — Arsenal: layouts and ball motion
- 7.x — Arsenal Plus: suggested layouts and layout conversion
- 1.x — Getting Started: initial shop setup checklist

Revision #3
Created 11 May 2026 16:02:37 by Admin
Updated 28 June 2026 02:54:46 by Admin