

3.1.2 Required fields: name, hand, grip type

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3.1.2 fields

When creating a bowler profile in Spectre Cloud, three fields are **required** before the profile can be saved: the bowler's **name**, their **dominant hand**, and their **grip type**. Every other field on the profile form is optional at the point of creation and can be completed or updated at any time. This page explains what each required field does, why it is mandatory, and what to enter when the answer is not immediately known.

Name

The bowler's name is the primary identifier used throughout Spectre Cloud — it appears on spec sheets, in the bowlers list, in arsenal records, and in any printed or exported drilling documentation. Spectre Cloud does not enforce a specific name format, but a consistent approach across all profiles makes searching and sorting significantly easier.

- Enter the bowler's name in whatever format your shop uses consistently — **First Last** is the most common convention.
- For shops with a large bowler base, consider using **Last, First** format to make alphabetical sorting more useful.
- Nicknames or preferred names can be used if the bowler does not go by their legal name — the priority is that staff can find the profile quickly.
- Avoid abbreviations or shorthand unless they are used consistently — a profile filed as "J. Smith" will not appear in a search for "John Smith."

Tip: Agree on a name format convention with your team before creating your first batch of profiles — it is much easier to establish a standard from the start than to retroactively rename a large bowler list. [△ Verify with your Spectre team: confirm whether Spectre Cloud enforces any name format, character limit, or duplicate name detection on the profile form.](#)

☐☐ Dominant Hand

The **dominant hand** field records whether the bowler throws right-handed or left-handed. This is not simply a label — it is an active input that drives several downstream features throughout Spectre Cloud.

Why Dominant Hand Is Required

- ☐ **Auto-Invert (2.6.4)** — lateral pitch values are automatically mirrored when a spec sheet is created or cloned across handedness. Without a recorded dominant hand, Auto-Invert cannot function.
- ☐ **Lateral pitch sign convention** — pitch directions (toward/away from ring finger) are physically opposite for RH and LH bowlers. The dominant hand field ensures pitch values are displayed and drilled in the correct direction.
- ☐ **Layout orientation** — all structured layout types (VLS, 2LS, Dual Angle) are hand-specific. The dominant hand field ensures layout geometry is correctly oriented for the bowler.
- ☐ **Auto-CLT (2.6.3)** — CLT-based lateral pitch suggestions are direction-sensitive and depend on the dominant hand being recorded correctly.

What to Select

Option	Select When
Right	The bowler throws with their right hand
Left	The bowler throws with their left hand

Note: For ambidextrous bowlers who throw with both hands — for example, using their non-dominant hand for spares — record the hand used for **strike shots** as the dominant hand. Spare ball spec sheets can note the alternate hand where relevant. [△ Verify with your Spectre team: confirm whether Spectre Cloud supports a separate handedness setting at the spec sheet level for ambidextrous bowlers, or whether handedness is profile-level only.](#)

☐☐ Grip Type

The **grip type** field records how the bowler inserts their fingers into the ball — specifically, how deeply the fingers are inserted. Grip type is a required field because it directly determines which IBPSIA-standard values apply to this bowler's fitting and drives several autofill features from the moment the first spec sheet is opened.

The Three Grip Types

Grip Type	Finger Insertion Depth	Common User Profile
Fingertip	To the first knuckle — fingertip only	Most league and competitive bowlers; maximises rev rate and hook potential
Conventional	To the second knuckle	Beginners, youth bowlers, and some recreational bowlers; more secure grip, less hook
Semi-Fingertip	Between first and second knuckle	Transitional grip for bowlers moving from conventional to fingertip; less common

Why Grip Type Is Required

- **Autofill Bridge (2.6.5)** — standard bridge width differs between fingertip ($\frac{1}{4}$ ") and conventional ($\frac{3}{8}$ ") grips. Without grip type, the bridge cannot be autofilled.
- **Autofill Insert OD (2.6.6)** — insert OD lookup is grip-sensitive. Without grip type, the correct drill bit size cannot be derived.
- **Span suggestions** — IBPSIA-standard span starting points differ by grip type. Without grip type, span autofill cannot apply the correct baseline.
- **Pitch suggestions** — forward pitch norms differ between fingertip and conventional grips. Grip type informs the pitch suggestion engine.

What to Select for an Uncertain Grip

For a new bowler who has not yet been physically fitted, or whose grip type is unclear at the point of profile creation, select the grip type that best represents their *intended* grip style. This can be updated at any time as the fitting progresses.

- If the bowler is brand new to the sport, **Conventional** is a safe starting point — it is the more forgiving grip for beginners.
- If the bowler is transitioning from house balls to their first personal ball, **Fingertip** is likely the intended destination — select it if the fitting is proceeding on that basis.
- Update the grip type immediately if it changes during the fitting — autofill values on any open spec sheet will adjust accordingly. Δ *Verify with your Spectre team: confirm whether changing grip type on an open spec sheet re-triggers all grip-dependent autofill*

fields in real time, consistent with the live-update questions raised in 2.6.5 and 2.6.6.

☐ Changing Required Fields After Profile Creation

All three required fields can be edited after the profile is saved. Changes take effect immediately and are reflected across all new spec sheets created going forward. Existing saved spec sheets are not retroactively updated.

- ☐ **Name changes** — updating a bowler's name updates it everywhere in Spectre Cloud, including on existing spec sheets and arsenal records.
- ☐ **Dominant hand changes** — if a bowler's recorded handedness is corrected, Auto-Invert and pitch sign settings will apply correctly to all new spec sheets from that point forward. Existing spec sheets should be manually reviewed. *△ Verify with your Spectre team: confirm whether changing dominant hand on a profile retroactively flags or updates existing spec sheets, or whether it only affects new sheets.*
- ☐ **Grip type changes** — updating grip type recalibrates autofill defaults for all new spec sheets. Existing spec sheets retain their original values.

Note: If a bowler genuinely changes grip style — for example, transitioning from conventional to fingertip after several seasons — consider creating a new spec sheet rather than editing historical records. Keeping the original grip type on past spec sheets preserves the accuracy of the bowler's fitting history.

These Fields Sync Immediately

Once saved, the bowler's name, dominant hand, and grip type are available across all devices on your account in real time — no manual sync required. Any staff member opening the bowler's profile on any device will see the current values immediately.

Related Sections

- 3.1.1 — Creating your first bowler profile
- 3.1.3 — Optional profile fields: measurements and fitting data
- 3.1.4 — Editing and updating a bowler profile (*if applicable*)
- 2.6.4 — Auto-invert standard lateral pitches when changing from RH to LH
- 2.6.5 — Autofill Bridge: auto standard bridge
- 2.6.6 — Autofill Insert OD: auto drill bit size per insert type and grip

- 4.x — Spec Sheet: creating a first spec sheet

Tip: The three required fields together define who the bowler is and how they bowl — name identifies them, dominant hand orients the drilling geometry, and grip type calibrates the measurement standards that apply. Getting all three right at the point of profile creation means every autofill, every suggestion, and every spec sheet that follows starts from a correct foundation.

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