

4.5 — Thumb Measurements

- [4.5.1 Selecting the thumb hole shape \(Round or Oval\)](#)
- [4.5.2 Entering thumb hole size](#)
- [4.5.3 Entering vertical and lateral pitch for thumb](#)
- [4.5.4 Thumb insert type and size](#)

4.5.1 Selecting the thumb hole shape (Round or Oval)

4.5.1

thumb

The thumb is the largest hole on the ball and the primary control point for the release. Before entering thumb measurements, the spec sheet asks you to set the **thumb hole shape** — **Round** or **Oval**. This choice affects only *how you define the hole size*. Everything else in the thumb workflow — pitch and insert entry — is the same either way.

⚠ **Two-handed and thumbless bowlers:** If a bowler is set as **two-handed** or **thumbless** in their profile (see 3.1.2), Spectre Cloud **removes the thumb section from the spec sheet entirely**. There is no thumb hole to input — the shape selector, thumb size, thumb pitch, and thumb insert fields simply do not appear. The rest of this chapter applies only to bowlers who use a thumb.

□□ Round vs. Oval — What Actually Changes

Round and oval thumbs are drilled and recorded almost identically. The single point of difference is how the hole's dimensions are specified:

- □ **Round** — the hole is defined by a **single size value**. This is the most common choice and the simplest to enter (see 4.5.2).
- □ **Oval** — the hole is defined by **four oval inputs**: starting bit, oval width, oval degree, and taper. These feed Spectre Cloud's oval calculation (see 4.6.1 and Book 05).

Beyond hole size, the two are the same: you enter the thumb pitch in the pitch tiles (4.5.3) and any thumb insert details (4.5.4) exactly the same way for a round or an oval thumb.

☐ Selecting the Shape in Spectre Cloud

1. In the spec sheet, go to the **Thumb** section.
2. Set the thumb hole shape to **Round** or **Oval**.
3. The size fields update to match — a single size field for Round, or the four oval input fields for Oval.

⚠ **Verify with your Spectre team:** confirm the exact UI element for the thumb shape selector (toggle, dropdown, or radio) and whether Round is the default on a new spec sheet.

Note: Oval is the right choice when a bowler's thumb doesn't sit cleanly in a round hole — the oval follows the thumb's natural shape and rotation. The four oval inputs are covered in 4.6.1; the calculator mechanics live in Book 05.

Related Sections

- 4.5.2 — Entering thumb hole size (Round)
- 4.5.3 — Entering vertical and lateral pitch for thumb
- 4.5.4 — Thumb insert type and size
- 4.6.1 — Selecting an oval thumb: starting bit, oval width, oval degree, taper
- 3.1.2 — Bowler profile: handedness and grip style (two-handed / thumbless)
- 05 — Oval Calculator (full oval mechanics)

Tip: Because only the hole-size step differs, don't think of round and oval as two separate workflows — it's one thumb workflow with two ways to size the hole. Pick the shape first, size the hole the matching way, then proceed through pitch and insert as normal.

4.5.2 Entering thumb hole size

4.5.2

thumb

For a **round** thumb, the hole size is a single value entered on the spec sheet. The thumb section records both the **O.D.** (the drill/hole size) and, when a thumb insert or slug is used, the **hole size** the bowler's thumb actually sits in — the two are different values whenever an insert or slug is involved.

- ☐ **Bare thumb:** the O.D. is the hole drilled directly into the ball.
- ☐ **Thumb slug or insert:** the O.D. is the pilot hole drilled to accept the slug/insert; the **hole size** is the finished opening the thumb sits in. Record both — don't put the same value in both fields.
- ☐ For an **oval** thumb, the size is not a single value — it comes from the four oval inputs (see 4.6.1), so this single size field does not apply.

Entering Thumb Size in Spectre Cloud

1. Confirm the thumb shape is set to **Round** (see 4.5.1).
2. Enter the thumb **O.D.** (hole/drill size).
3. If a slug or insert is used, enter the finished **hole size** as well.
4. Proceed to pitch and insert entry.

⚠ **Verify with your Spectre team:** confirm the exact field labels for thumb O.D. vs. hole size, and the unit (fractional/decimal inches).

Related Sections

- 4.5.1 — Selecting the thumb hole shape (Round or Oval)
- 4.5.3 — Entering vertical and lateral pitch for thumb
- 4.5.4 — Thumb insert type and size
- 4.4.2 — Finger inserts

- 4.6.1 — Oval thumb inputs (for oval hole sizing)

Tip: Thumb size is the measurement most likely to change between visits — with temperature, time of day, and swelling. Don't carry a thumb size forward from an old sheet without re-checking it.

4.5.3 Entering vertical and lateral pitch for thumb

https://www.youtube.com/embed/fV6mpL92qgs?si=JWuEWy9rxomxlr_L

4.5.3

measurement

Thumb pitch works exactly like finger pitch — you enter it into the **pitch tiles** around the thumb hole, and the tile *is* the direction. There's no direction to select from a dropdown. For the full mechanics of the pitch tiles, see **4.4.3**; for the terminology, see **4.1.4**.

How the Thumb Pitch Tiles Work

-  **Forward** — points toward the **center of the ball**. Enter forward pitch in the forward tile.
-  **Reverse** — points toward the **outside of the ball**. Enter reverse pitch in the reverse tile.
-  **Lateral** — the **Left** and **Right** tiles, by position.

Forward/reverse and lateral are separate tiles, so the thumb can carry both at once. The thumb and fingers are fitted independently — it's normal to have reverse on the thumb and something different on the fingers.

Note: To apply a pitch against a tile's default direction (for example, **Right** pitch on the left-side tile), scroll to the absolute bottom of that tile's drop-down for the cross-direction values listed as  Rx, where  is the desired pitch.

Thumb Pitch Is Manual

Thumb pitch is manual data entry — there's no automation and no error validation behind these fields. Spectre records exactly what you type.

Entering Thumb Pitch

1. In the thumb section, locate the pitch tiles around the thumb hole.
2. Enter the **forward or reverse** value in the correct tile (forward = toward the center of the ball, reverse = toward the outside).
3. Enter the **lateral** value in the **Left** or **Right** tile.
4. Review both before saving.

Related Sections

- 4.4.5 — Inputting finger pitch (the pitch-tile mechanics)
- 4.1.4 — Pitch terminology: Forward, Reverse, Lateral, Zero
- 4.5.4 — Thumb insert type and size

Tip: Because forward points to the center of the ball and reverse to the outside, the sheet layout tells you the direction — no sign convention to memorize. Enter each value in the tile that matches the direction you measured, and read it back since nothing here is validated.

4.5.4 Thumb insert type and size

4.5.4

thumb

Many bowlers use a **thumb slug** or **thumb insert** rather than a bare thumb hole. This page covers recording the thumb insert on the spec sheet. The physical installation (drilling the pilot hole, seating, adhesive, finishing) follows your shop's standard practice and the insert manufacturer's instructions — it is not covered here.

☐ Recording the Thumb Insert

- ☐ Record the **thumb insert type** on the sheet (for example, a switch-grip / interchangeable system, or a fixed slug).
- ☐ Enter the **O.D.** (the pilot hole drilled in the ball) and the finished **hole size** (what the thumb sits in) — see 4.5.2.
- ☐ For **interchangeable** thumbs, the relevant span type is **Outer to Cut (O)** — it lets you drill a new ball so the bowler simply locks in their own male inner sleeve, with no new thumb to drill. See 4.1.2.

⚠ **Verify with your Spectre team:** confirm whether the thumb insert brand/model has a dedicated field or is recorded in Notes, and how the thumb insert O.D. and hole-size fields are labelled in the UI.

Related Sections

- 4.5.2 — Entering thumb hole size
- 4.5.3 — Entering vertical and lateral pitch for thumb
- 4.1.2 — Span types (Outer to Cut for interchangeables)
- 4.4.3 — STD vs. VACU (finger inserts)

Tip: For an interchangeable thumb, recording the setup with the **Outer to Cut** span means a returning bowler's next ball is ready without re-drilling the thumb — they show up, lock in their sleeve, and go.