5.6.3 EDGE with and without Add Pitch Thumb — comparison

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> 5.6.3 pitch

When using the **EDGE method** in Spectre Cloud's Oval Calculator, a secondary option becomes relevant: **Add Pitch Thumb**. This setting controls whether the thumb hole's pitch is factored into the oval calculation alongside the finger holes, or whether the oval is calculated from finger pitch alone. Understanding the difference between these two modes helps you choose the configuration that best reflects how your shop fits bowlers.

□□ What "Add Pitch Thumb" Means

In a standard drilling, pitch is specified independently for each hole — fingers and thumb each have their own forward/back and left/right pitch values. When Spectre Cloud calculates oval cuts under the EDGE method, it must decide whether the **thumb's pitch contribution** should influence the oval geometry of the finger holes, or whether the two should remain independent.

- **EDGE without Add Pitch Thumb:** The oval calculation uses finger pitch values only. The thumb hole is drilled to its own pitch spec independently, and no thumb pitch data feeds into the finger oval math.

- **EDGE with Add Pitch Thumb:** The thumb's pitch values are added into the oval calculation, producing a combined pitch reference that influences where the edge of the finger oval is placed on the ball surface.

□□ How Add Pitch Thumb Affects the Calculation

To understand the mechanical difference, consider what pitch does across the grip as a whole. The fingers and thumb work together during the release — they are not truly independent in terms of how force and angle are transmitted through the ball. The Add Pitch Thumb option reflects a fitting philosophy that treats the grip as a **system** rather than a collection of isolated holes.

With Add Pitch Thumb enabled under the EDGE method:

1. Spectre Cloud reads both the finger pitch values *and* the thumb pitch values from the spec sheet.
2. It combines these into a composite pitch reference used to locate the edge anchor point for the oval calculation.
3. The drill coordinates for the finger holes are adjusted to reflect this combined value — meaning the finger holes may be positioned slightly differently than they would be under finger-pitch-only EDGE.
4. The thumb hole is still drilled to its own independent spec; Add Pitch Thumb affects the *finger oval math*, not the thumb hole position itself.

□□ **Note:** The positional difference introduced by Add Pitch Thumb is most noticeable when the thumb carries significant forward or lateral pitch. For bowlers with zero or minimal thumb pitch, enabling this option produces results very close to standard EDGE without it.

⚖ Side-by-Side Comparison

Factor	EDGE — without Add Pitch Thumb	EDGE — with Add Pitch Thumb
Pitch reference used for oval	Finger pitch only	Finger pitch + thumb pitch combined
Grip treated as	Independent holes	Unified grip system
Effect on finger hole position	Anchored to finger pitch spec at edge	Adjusted to reflect combined pitch load
Effect on thumb hole position	None — drilled to own spec	None — drilled to own spec

Factor	EDGE — without Add Pitch Thumb	EDGE — with Add Pitch Thumb
Most noticeable when	Thumb pitch is zero or minimal	Thumb carries significant forward or lateral pitch
Best suited for	Standard fits, fingertip bowlers with typical thumb pitch	Bowlers with aggressive thumb pitch or strong release preferences
Calculation complexity	Simpler — one fewer variable	More complete — accounts for full grip geometry

When to Use EDGE Without Add Pitch Thumb

- For the majority of standard fingertip fits where the thumb pitch is conventional and does not need to influence finger oval placement.
- When fitting **two-handed bowlers** or others who do not use a conventional thumb — since no meaningful thumb pitch is in play, adding it to the calculation introduces noise rather than useful data.
- When your existing spec sheet history was built without thumb pitch factored into oval math — keeping this option off maintains continuity across a bowler's records.
- When you prefer to keep the finger and thumb fitting decisions **fully independent** as a matter of workflow and philosophy.
- As the default starting point for new operators — it is easier to understand the EDGE method in its standard form before introducing the Add Pitch Thumb variable.

When to Use EDGE With Add Pitch Thumb

- When fitting bowlers with **significant thumb pitch** (e.g., `1/4"` forward or more) whose release characteristics suggest the full grip geometry should be considered together.
- When a bowler has been refitted multiple times and continues to report that finger feel is *off* despite correct individual hole specs — adding thumb pitch to the oval calculation sometimes resolves this kind of persistent mismatch.
- When working with **high-performance competitive bowlers** whose fits are dialled in at a level of detail where the interaction between thumb pitch and finger oval placement is meaningful.
- When your shop's fitting philosophy treats the grip as a **unified mechanical system** and you want Spectre Cloud's calculations to reflect that approach consistently.

- Avoid enabling Add Pitch Thumb for bowlers who use a **thumb slug with unconventional pitch** that does not reflect their true release — the slug pitch would distort the combined reference rather than improve it.

How to Configure This Setting in Spectre Cloud

1. Open **Settings** from your profile menu (top-right corner).
2. Navigate to the **Oval Calculator** section.
3. Confirm that **Oval Calculation Method** is set to **EDGE**.
4. Locate the **Add Pitch Thumb** toggle.
5. Enable or disable it according to your shop's fitting approach.
6. Save your settings. The change applies to all new spec sheets going forward.

Note: Add Pitch Thumb is only active when the EDGE method is selected. If you switch to the CENTER method, this setting has no effect on the calculation.

A Practical Example

A competitive bowler has `3/8"` forward pitch on the fingers and `1/4"` forward pitch on the thumb, with a `1/4"` oval cut. Under **EDGE without Add Pitch Thumb**, Spectre Cloud anchors the finger oval edge at the `3/8"` forward pitch position — the thumb pitch plays no role. Under **EDGE with Add Pitch Thumb**, the combined forward pitch of the grip system (`3/8"` finger + `1/4"` thumb) produces a composite reference, and the finger hole position shifts slightly to reflect the fuller load the thumb pitch places on the overall release geometry. For this bowler, the Add Pitch Thumb version may produce a more cohesive feel through the swing — but the standard EDGE version is a perfectly valid fit as well.

Related Sections

- 5.6.1 — EDGE method explained — how pitch is placed at edge of oval
- 5.6.2 — CENTER method explained — how pitch is placed at center of oval
- 5.6.4 — Choosing the right method and options for your shop
- 5.5.1 — Setting up: Oval Cut Direction = NONE in Settings
- 4.x — Creating and editing spec sheets

Tip: If you are unsure whether to enable Add Pitch Thumb, start with it **off**. Drill a test fit, have the bowler throw a few frames, and ask specifically about finger comfort through the release. If they consistently report that the fingers feel slightly misaligned despite correct individual pitch

specs, try enabling Add Pitch Thumb and re-drilling — it often resolves exactly that kind of subtle grip mismatch.

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