5.6.4 CENTER with and without Add Pitch Thumb — comparison

CENTER with and without Add Pitch Thumb — comparison

> 5.6.4 pitch

Just as the EDGE method can be run with or without the **Add Pitch Thumb** option, the **CENTER method** offers the same choice. The underlying question is identical — should the thumb's pitch values contribute to the finger oval calculation, or should the two be kept independent? — but because CENTER and EDGE anchor pitch to different reference points, the practical effect of enabling Add Pitch Thumb plays out differently under each method. This page covers what Add Pitch Thumb does specifically in the context of the CENTER method, and when each configuration is the right call.

□□ A Quick Recap: CENTER and Add Pitch Thumb

Under the CENTER method, Spectre Cloud places the pitch reference point at the **geometric centre** of the finished oval hole. Add Pitch Thumb, when enabled, brings the thumb's pitch values into the calculation that determines where that centre point is positioned on the ball surface.

- **CENTER without Add Pitch Thumb:** Finger hole centres are positioned using finger pitch values only. The thumb is drilled independently to its own spec and plays no role in the finger oval math.
- **CENTER with Add Pitch Thumb:** A composite pitch reference — combining finger and thumb pitch values — is used to determine where the centre of each finger oval lands on the ball surface.

□□ **Note:** In both configurations, the thumb hole itself is always drilled to its own independent pitch specification. Add Pitch Thumb affects how finger hole *positions* are calculated — it does not move the thumb hole.

□□ How Add Pitch Thumb Behaves Differently Under CENTER vs. EDGE

When Add Pitch Thumb is enabled under the EDGE method, the composite pitch reference shifts the **edge anchor point** of the finger oval. Under the CENTER method, the same composite reference shifts the **centre anchor point** instead. Because the centre sits further from the palm than the leading edge, the absolute positional shift introduced by Add Pitch Thumb is slightly smaller under CENTER than under EDGE for the same pitch values. The two methods amplify the thumb pitch contribution differently, which is worth keeping in mind if you are switching between them while also toggling Add Pitch Thumb.

⚖ Side-by-Side Comparison

Factor	CENTER — without Add Pitch Thumb	CENTER — with Add Pitch Thumb
Pitch reference used for oval	Finger pitch only	Finger pitch + thumb pitch combined
Anchor point on oval	Geometric centre of finger oval	Geometric centre, shifted by combined pitch
Grip treated as	Independent holes	Unified grip system

Factor	CENTER — without Add Pitch Thumb	CENTER — with Add Pitch Thumb
Effect on finger hole position	Placed at nominal span and finger pitch	Adjusted for combined finger + thumb pitch load
Effect on thumb hole position	None — drilled to own spec	None — drilled to own spec
Positional shift vs. EDGE + Add Pitch Thumb	N/A	Slightly smaller shift — centre sits further from palm than edge
Best suited for	Standard fits, minimal thumb pitch, legacy record continuity	Bowlers with meaningful thumb pitch where grip geometry matters
Calculation complexity	Simplest of all four configurations	Moderate — adds thumb pitch variable to centre-based math

When to Use CENTER Without Add Pitch Thumb

- The **simplest and most broadly compatible** of all four method/option combinations — a reasonable default for shops that are new to Spectre Cloud or transitioning from a legacy system.
- For bowlers with **zero or minimal thumb pitch** where adding thumb values to the calculation would introduce negligible change and unnecessary complexity.
- When your existing spec sheet records were built using a **centre-referenced, finger-only oval formula** — keeping this configuration ensures new spec sheets stay consistent with historical ones.
- For **two-handed bowlers** or those drilling without a thumb hole — no thumb pitch data is available to add, making this the only valid CENTER configuration for those fits.
- For **house ball or rental fleet drilling** where fitting precision requirements are lower and throughput matters more than optimising every variable.

When to Use CENTER With Add Pitch Thumb

- When fitting bowlers whose thumb carries **meaningful forward or lateral pitch** and whose release characteristics suggest the full grip geometry should be considered as a system.

- When a bowler's finger feel is consistently reported as slightly off despite correct individual hole specs — and you have already ruled out EDGE without Add Pitch Thumb as a solution — CENTER with Add Pitch Thumb offers a different composite reference that may resolve the mismatch.
- When your shop uses the CENTER method as its standard but wants to **account for thumb pitch influence** without switching to the EDGE method entirely.
- For experienced competitive bowlers whose fits are maintained at a high level of detail and where the interaction between thumb and finger geometry is worth modelling explicitly.
- As with the EDGE version, avoid enabling Add Pitch Thumb for bowlers using a **thumb slug pitched for equipment fit rather than release** — the slug pitch value would skew the composite reference away from the bowler's actual release geometry.
- Do not enable Add Pitch Thumb under CENTER as a way to approximate EDGE behaviour — the two methods differ in their anchor point, and mixing intentions produces inconsistent results across your spec sheet records.

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 **CENTER**.
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.

All Four Configurations at a Glance

Taken together, the method and Add Pitch Thumb toggle produce four distinct calculation configurations in Spectre Cloud. Here is how they relate to each other:

Configuration	Anchor point	Thumb pitch included	Best for
EDGE, no Add Pitch Thumb	Leading edge of oval	No	Standard fingertip fits, typical thumb pitch
EDGE, with Add Pitch Thumb	Leading edge of oval	Yes	Competitive bowlers with significant thumb pitch

Configuration	Anchor point	Thumb pitch included	Best for
CENTER, no Add Pitch Thumb	Geometric centre of oval	No	Legacy continuity, minimal thumb pitch, house balls
CENTER, with Add Pitch Thumb	Geometric centre of oval	Yes	CENTER shops wanting full grip geometry consideration

Note: Most shops will settle on one configuration and use it consistently. Switching between configurations mid-bowler — without a deliberate refitting session — risks introducing a systematic shift in that bowler's spec history that is difficult to untangle later.

A Practical Example

Returning to the bowler from the previous pages: `3/8"` forward pitch on the fingers, `1/4"` forward pitch on the thumb, `1/4"` oval cut. Under **CENTER without Add Pitch Thumb**, the centre of each finger oval is placed at the `3/8"` forward pitch position — clean and straightforward. Under **CENTER with Add Pitch Thumb**, the composite reference nudges the centre point slightly to account for the thumb's `1/4"` forward contribution, shifting the finger holes a small amount toward the palm. The shift is subtler than it would be under EDGE with Add Pitch Thumb, because the centre reference point sits further from the contact edge — but for a well-dialled competitive bowler, even that subtle difference can be felt in the release.

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
- 5.6.3 — EDGE with and without Add Pitch Thumb — comparison
- 5.6.5 — Choosing the right method and options for your shop
- 5.5.1 — Setting up: Oval Cut Direction = NONE in Settings

Tip: When evaluating which of the four configurations is right for your shop, the most reliable test is consistency — pick the configuration that matches how your best-fitting bowlers currently feel in their equipment, and use that as your baseline. Spectre Cloud's calculation is only as good as the fitting philosophy it is expressing.

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