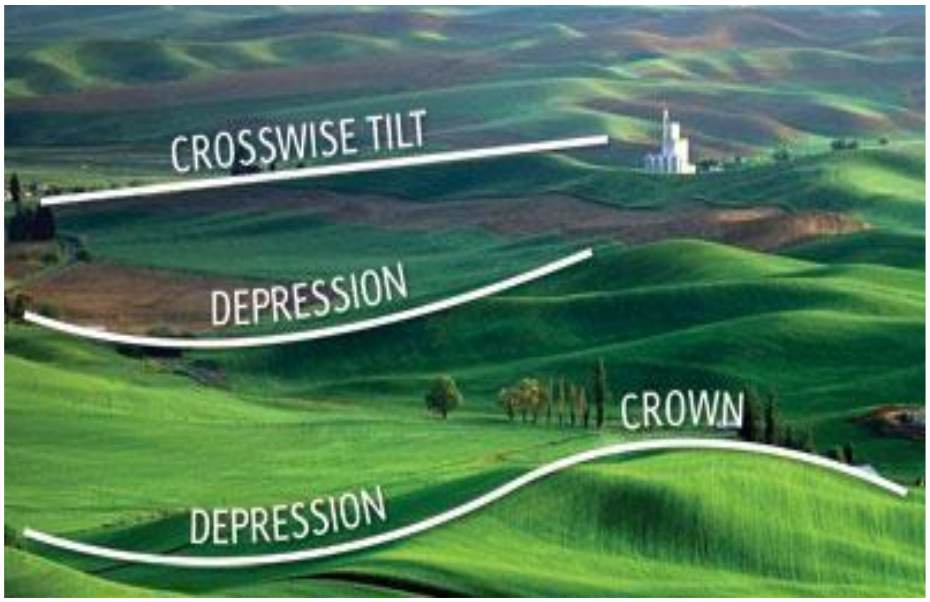
Topography is defined as the graphical representation of surface features indicating relative positions and elevations. It's a known fact that changes in topography adversely affect the ball path and ball motion (rate of energy depletion). When topographical features are randomly different on a bowling lane, so is ball motion.



Another variable is **Slope per Board™**. Each board has a specific slope, calculated from the crosswise tilt, crowns, and depressions. The degree of this slope has a proportional effect on the ball path and can also influence the rate of energy depletion of the bowling ball. I.e. deplete energy sooner or later.

For example, a board with a 2/1000" slope will affect the ball twice as much as a board with a 1/1000" slope. Bowlers throw balls on different boards and **each ball is only affected by the slope of the board it's on.** The other slopes don't matter to that ball because quite simply, it's not on them.