

## >> All details in a small box

### OUR CLASSIFICATIONS FOR BLADES AND RUBBERS

Every table tennis player has his own individual style of play. So has every blade and rubber. It is now possible to obtain a distinctive match between the two. It has become easy for a player to find the perfect match of blade and rubbers.

Few players have one way of playing. There is a distinct basis of play, but with other elements. For example, allround players will take the opportunity to win the point by attacking and attacking players are sometimes forced into blocking or passive play during certain situations.

Similarly the performance of blades and rubbers is also not one-dimensional. There is always a wide range of performance, which we can now illustrate: From DEF (defensive) with + and - graduating to AR (Allround) to OFF (Offensive).

After honest analysis a player is now able to choose the ideal material to match his game.

Throughout the catalogue you will find boxes which include a short description of blades and rubber sheets. We have elaborated these compact descriptions in order to make it easier for you to decide for your individual blade and rubber sheets. The first step is to analyse yourself: what type of player are you? A rough distinction would be the following four types:

#### DEF

You are a defensive player who prefers sliced balls.

#### AR

You are an allround player who uses all tt techniques: block, spin, smash and chop. You prefer tactical playing and exact placement of the ball or a speedy game.

#### OFF – Focal point SPIN

You are a strategical player who uses pimples-in rubbers. The main characteristic of your game is the top spin. Playing directly at the table, or only from a short distance, you try to win your points with spin strategies.

#### OFF – Focal point SMASH

You prefer speed to spin. The main characteristics of your game are exactly placed or hard blocked balls and smashes. You usually play with pimples-out rubbers on the backhand.

## BLADES

Our COMPACT DESCRIPTION will inform you which blade is suitable for which player type. After having considered the additional criteria - above all elasticity, and the control and speed values - you will surely make the best decision.

### ELASTICITY

The control of the ball is effected when the ball gets in contact with the bat. The elastic properties of a blade make you feel this contact. It depends on the player what type of elasticity he or she likes best. We distinguish five elasticity categories. If you take these categories into consideration you surely will find the right blade:

#### • Elastic

You can exactly feel the contact between ball and blade; often with a vibration. A good example is the defensive blade DONIC DEPLAY CLASSIC SENSO with good control.

#### • Control-elastic

Balanced, distinct contact between ball and blade without disturbing vibrations. Perfect control for all-round strategies and - when you combine these blades

with a spin-elastic rubber - for offensive strategies. Example: DONIC APPELGREN ALLPLAY SENSO.

#### • Speed-elastic

You still realise clearly the contact between this elastic blade and the ball, but the blade is obviously stiffer and faster than a control-elastic blade. Example: DONIC WALDNER SENSO.

#### • Nearly stiff

The vibrations have been reduced to a minimum. You still have a good ball contact. These blades are usually very fast. Example: DONIC PERSSON POWERPLAY SENSO.

#### • Stiff

Predominant speed, not always easy to control. An example for a good solution to this problem is the DONIC EPOX TOPSPEED.

CLASSIFICATION					
CONTROL		6+			
SPEED		10-			
-	AR	+	-	OFF	+
STRAIGHT • CONCAVE • ANATOMIC					
ABOUT 85 G, 5+2 PLIES					
ELASTICITY: NEARLY STIFF					

straight

concave

anatomic

### Handles

The choice of the handle is a very personal decision. In our compact description you can see the available handle shapes of each blade. There is no "best handle", everyone has to choose their handle to their own taste. Straight handles normally are held more "loose", concave and anatomic ones are held relatively "firm" in the hand. Handles which are not lacquered are naturally more sweat absorbing.

## Rubber Sheets

Our COMPACT DESCRIPTION will inform you which rubber is suitable for which player type. After having considered the additional criteria - above all the elasticity of the rubber sheet, the hardness of the sponge and the points for control, speed and spin - you will surely make the best decision.

### PIMPLES - IN RUBBERS

The elastic properties of the rubber Top sheets are important for the control of the ball and the character of your rubber. We therefore distinguish the following categories according to the character of the top sheet:

#### • HIGH FRICTION and CONTROL

These rubbers are not very fast, but provide a high grip. Their control is excellent. Due to the weak elasticity the grip can develop its effect on the top spin only when you play slow balls. Low spin dynamics in the fast top-spin game.

#### • STICKY

This rubber sheet offers control AND is very sticky, which provides plenty of spin when playing slow balls. (service, first spin).

#### • CONTROL-ELASTIC

They develop spin elasticity even at a low speed, and give you more control and more fun. Suitable for control-minded players.

#### • STICKY-ELASTIC

Slightly sticky rubbers with very good spin dynamics and ball control while playing at a high speed. Very sophisticated technology.

#### • OFFENSIVE-ELASTIC

Fast, offensive rubbers. The speed predominates the spin dynamics. Interesting rubbers for speed players.

#### • SPIN-ELASTIC

Professional rubbers for modern top table tennis. They are as fast as the offensive-elastic rubbers, but have an additional spin component.

CLASSIFICATION					
CONTROL		6			
SPEED		9+			
SPIN		10+			
-	AR	+	-	OFF	+
COLOUR: <span style="color:red">●</span> <span style="color:black">●</span>					
SPONGE THICK: 1.8 / 2.0 / MAX					
HARDNESS: MEDIUM -					
SURFACE: SPIN-ELASTIC					

#### The rubber sheet:

European players usually play with pimples-in rubbers. Pimples-out rubbers for speed players, long pimples and anti-spin rubbers for defensive players are rather seldom encountered. The pimples rubber belongs to the past.

#### The sponge:

Sponges are available in several thicknesses. The thicker they are, the more difficult it is to control them, but the more spin you get in the top spin, and the less spin you get when chopping. See our points for control, speed and spin in the COMPACT DESCRIPTION in relation to the sponge thickness.

#### Sponge hardness:

The today's rubbers usually have three different measures for the sponge hardness. We always indicate them in our COMPACT DESCRIPTION.

#### • SOFT

Soft sponges provide a better ball control. The spin remains the same while the speed is slightly reduced.

#### • MEDIUM

The standard top sponge. Balanced relation between control, speed and spin characteristics.

#### • HARD

These sponges provide more speed, but less control of the ball.

#### The right sponge tickness... we recommend

DEF	1.0 to 1.5 mm
AR	1.5 to 2.0 mm
OFF	1.8 to max mm