



Re-Impact Blades

A guide to Selection and Use of Re-Impact Blades

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Guide to Selection and Use of Re-Impact Blades

Re-Impact blades are built to uniquely suit special and often less common styles of play. The fundamental creative idea behind the designs is to maximize the effectiveness of the two sides of a blade for specific strokes, in order to support and enhance the styles of play that make mainly use of these strokes. To this end, the backhand and forehand sides of the blades are given special properties. Some blades have the same kind of properties on either side; most are built with the properties of the backhand side differing from those of the forehand side. Therefore, the three parts this guide consists of are intended to help players to

1. Understand the general properties of Re-Impact blades which make them effective for special styles of play,
2. Select the type of forehand and backhand sides which suit their specific needs and style best, and subsequently select the Re-Impact blade having these sides, and
3. Play technically effectively with the blade of their choice.

1. The general properties of Re-Impact blades

The blades' patented inner design provides unique feed-back, absence of unwanted vibration, and extremely high control[†]. The slightly asymmetrical shape of the blades' head (which is less noticeable with oversized blades) reinforces the feed-back and reduces air-resistance. Added to the light weight of the blades, this enables very energy-efficient as well as delicate and accurate handling.

Delicacy and accuracy are especially important in blades that have so-called *active sides* (in the original German these blades are called *Aktiv-Hölzer*). The design of these sides results in focusing the impact of the ball as well as the subsequent reaction of the blade. This sustains and enhances compact strokes. Compact strokes are not just typical for specific styles, e.g. pips-out styles and quick driving styles, but sometimes they are the only type of stroke a player is able to perform, e.g. injured players, players who are bound to a wheelchair, and players with physical limitations. They will also benefit from the blades being energy-efficient. The use of Re-Impact blades will enable these players to partake in the game at a highly competitive level.

Conventional sides (in the original German termed *konventionell*) prevent the focusing of impact and reaction, spreading them over a larger area, and they therefore sustain and enhance longer strokes, which are typical for mainstream looping styles as well as for classic defensive chopping.

The unique feed-back offered by Re-Impact blades by their KSLs-system is also important. The KSLs-system filters and transfers vibrations of the blades' heads to their handles, and so into your hand. This "clean" feedback helps a player to know how well they have hit the ball. This is important tactically, for it helps to decide what to expect from the opponent and how to anticipate his most likely reaction. Visual information is often not enough to decide this: it is difficult to see how much spin and speed there is on the ball. If, however, you can feel spin and speed, you will far better be able to judge the quality of your stroke as well as the degree of difficulty the opponent will have handling the ball as a result of it, and from that to decide what to expect and how to anticipate it. In Re-Impact blades, this tangible feedback is optimized, but not just for tactical purposes, for it is also important in the learning process. Learning how to perform strokes well using only visual





information (the trajectory of the ball, if and how it clears the net, where it lands, how it behaves when contacting the opponents bat) is difficult and comes slowly, because the information is not directly linked to what the muscles do. Feeling how you perform the stroke and handle the ball, by getting tangible clean feedback from the blade, will train the muscles directly. Muscle-memory is subconscious, but it is there determining your reflexes. With Re-Impact blades, their feedback will enable you to learn quickly to play well with them, applying their accuracy and delicacy, and thus making the blade fully functional for you and your special style of play.

† Control = how accurate and forgiving the blade is for playing your strokes.

2. How to select your blade

This second part of the Guide intends to help players select the sides which suit their specific needs and style best, and select the Re-Impact blade that actually has these sides.

The first section (2.1) of this part provides, for clarification, the explanation of the terms which are used in the other sections to indicate the properties of the sides of the blades.

The second section (2.2) subsequently presents combinations of these properties, listing six types of sides, which suit specific styles of play that are pointed out. Also, a number of practical reasons for selecting either an active side or a conventional side is presented. From these six types of sides, then, you select one for your forehand side, and one for your backhand side, to meet best the requirements of your individual style of play; the two sides you select may, of course, be different or the same.

The third section (2.3) lists some of the commonly available Re-Impact blades, stating the special properties of their respective backhand and forehand sides. From these, you select the blade that conforms most to the types (or type) of backhand and forehand sides you selected in 2.2.

To provide further assistance, the fourth section (2.4) offers some practical examples of how you may go about the entire process of selection.

2.1. Explanation of terms and properties

An *active side* of a blade reduces the physical effort needed for strokes, as it focuses the energy transferred to the ball to the point of contact. Therefore, it responds best to and enhances playing styles with *short strokes*, i.e. strokes for the forehand with an upswing that is shorter than the length of the underarm and strokes for the backhand with an upswing that is shorter than half the length of the underarm, while for the highest spin, speed, and control contact with the ball is made *on or before the top of the bounce*. Maximum spin is produced with a loop that is performed very fast and compact (the rubbers used should sustain this). As a result, an active side of a blade suits especially well offensive play close to the table. It also suits defensive play with long pimples very well, as an active side will enhance (passive) spin-reversal with long pimples rubbers in OX. Other kinds of rubbers should be used with relatively thin sponge, about 0.5 mm to 0.8 mm thinner than usual.

A *conventional side* of a blade responds best and enhances playing styles with *long strokes*, i.e. strokes for the forehand with an upswing that is longer than the length of the underarm and strokes for the backhand with an upswing that is longer than half the length of the underarm. Maximum spin will be produced with this side when contact with the ball is made *after the top of the bounce*. As a result, a conventional side of a blade especially suits European-style loopers and classic or modern defenders, and enhances the production of spin away from the table with all kinds of rubbers, in their usual thicknesses.



A side with *low or no catapult* facilitates greatly *taking off the speed* of incoming balls.

A side with *high catapult* facilitates greatly *adding speed* to incoming balls.

A side with *medium catapult* is in between low and high catapult.

Higher catapult will enhance spin-reversal with long pimples rubbers, as well as disruption with all pimples-out rubbers, but it will also make the length of the ball more difficult to control.

2.2 List of combinations of properties, linked to techniques

a. *Active+low or no catapult*: this type of side enhances compact driving, active and passive blocking, chop-blocking and stop-blocking with pimples-out rubbers, with the emphasis on placement, primarily in defensive, but also in all-round styles, close to the table; it will increase *passive* reversal with low-friction pimples-out or anti-spin rubbers; it enhances compact looping and driving with inverted rubbers close to the table with the emphasis on spin and placement; it sustains compact chopping at mid-distance, especially with OX pimples-out rubbers.

b. *Active+medium catapult*: this type of side enhances hitting, compact driving, active and passive blocking, and chop-blocking with pimples-out rubbers, with the emphasis on placement, primarily in all-round styles, but also in aggressive defensive styles, close to the table; it sustains blocking and hitting with pimples-out or anti-spin rubbers on dampening sponge; it will increase *passive* reversal with low-friction pimples-out or anti-spin rubbers; it enhances compact looping and driving with inverted rubbers close to the table with the emphasis on spin, speed and placement; it sustains compact chopping at mid- and long-distance, especially with OX pimples-out rubbers, but also with rubbers on very thin (0,3 mm to 0,5 mm) sponge.

c. *Active+high catapult*: this type of side enhances hitting, compact driving, and active blocking with pimples-out rubbers, with the emphasis on speed, in offensive styles, but also in aggressive all-round styles, close to the table and sustains them with appropriate rubbers at mid-distance; it sustains active blocking as well as hitting with rubbers on dampening sponge; it will increase *passive* reversal with low-friction pimples-out or anti-spin rubbers; it enhances compact looping, driving and hitting with inverted rubbers close to the table and sustains them with appropriate rubbers and technique at mid-distance, with the emphasis on speed and placement.

d. *Conventional+low catapult*: this type of side supports driving, active and passive blocking, chop-blocking and stop-blocking with pimples-out rubbers, with the emphasis on placement, primarily in defensive, but also in all-round styles, close to the table; it sustains passive reversal, but increases *aided* reversal with pimples-out or anti-spin rubbers; it enhances looping and driving with inverted

rubbers with longer strokes both close to the table and at mid-distance, with the emphasis on spin and placement; it enhances classic chopping at mid-and long-distance with all kinds of rubbers; it enhances spinny strokes over the table.

e. *Conventional+medium catapult*: this type of side supports hitting, driving, active and passive blocking, chop-blocking and stop-blocking with pimples-out rubbers, with the emphasis on placement, primarily in all-round, but also in aggressive defensive styles, close to the table and at mid-distance; it sustains passive reversal, but increases *aided* reversal with pimples-out or anti-spin rubbers; it enhances looping and driving with inverted rubbers with longer strokes both close to and away from the table, with the emphasis on spin and placement; it enhances classic chopping at mid-and long-distance with all kinds of rubbers; it enhances spinny strokes over the table.

f. *Conventional+high catapult*: this type of side supports aggressive hitting, driving and blocking with pimples-out rubbers, with the emphasis on speed, primarily in attack styles, but also in aggressive all-round styles, close to the table and with suitable (soft and spinny) pimples-out rubbers also at mid-distance; it sustains passive reversal, but increases *aided* reversal with pimples-out or anti-spin rubbers; it enhances looping and driving with inverted rubbers with longer strokes both close to and away from the table, with the emphasis on spin and speed; it sustains classic chopping at long-distance with all kinds of rubbers.

There are several different practical reasons for opting for active or conventional sides, and often you may require active on one side and conventional on the other.

Among the reasons for *choosing an active side* are:

- you need a side sustaining a shorter stroke because it suits your physique;
- you need a side sustaining a shorter stroke because you have limited ability to move;
- you need a side sustaining a shorter stroke because you play close to the table;
- you need a powerful blade because you lack physical power yourself;
- you need a side sustaining a shorter stroke because you prefer pimples-out rubbers and a block and/or attack style;
- you need a side sustaining a shorter stroke because you do not loop with inverted rubbers, but drive, block or hit.
- you play with long pimple without sponge, and you want maximum (passive) spin reversal.

Among the reasons for *choosing a conventional side* are the following:

- you need a side sustaining a longer stroke because it suits your physique;
- you need a side sustaining a longer stroke because you prefer thicker sponger rubbers;
- you need a side sustaining a longer stroke because you prefer to take the ball away from the table, well after the top of the bounce;
- you need a side sustaining a longer stroke because you move your arm relatively slow.

Please keep in mind that your forehand may or may not need a kind of side that is totally different from the one your backhand needs.

2.3. Other blade properties

The speed of a side of a Re-Impact blade can be DEF, ALL, or OFF; these abbreviations are used here as they are normally used for regular blades. Active sides generally have a greater dynamic

reach than conventional sides, and therefore can have speeds like DEF to ALL, as the speed of the blade depends a lot on whether you play an active or passive stroke.

Most of the Re-Impact blades are thicker than conventional blades, some much thicker. Making a blade thicker adds stiffness to it, which improves accuracy for hitting and blocking. In general, thicker blades also have a faster rebound (higher catapult) at higher impact, although the Re-Impact technology allows the user to control this feature very well at low to medium impact levels. For the combination blades the thickness is even more important, as it allows much greater independence of the separate sides (decoupling). With regular blades it is simply not possible to have significant speed differences between the forehand and backhand side, but with Re-Impact blade the difference can be very large.



2.4 Blade list (alphabetical):

A list of common blades can be found below. For a list of all Re-Impact blade, see Appendix B, p.14.

Model	BH type	BH catapult	BH speed	FH type	FH catapult	FH speed
Barath	Active	Medium	ALL to OFF-	Active	Medium	ALL+ to OFF+
BackSpinControl	Active	Low	DEF+	Active	Medium	ALL+
BackSpinPressure	Active	Low	ALL+	Active	Medium	OFF-
Dark Knight	Active	Low	ALL to OFF-	Active	High	OFF- to OFF+
Hydra	Active	Low	DEF-	Active	Low	DEF+
Intro	Active	Medium	ALL	Active	Medium	ALL
Katana	Conventional	Low	ALL+	Conventional	Medium	OFF-
Medusa	Active	Low	DEF	Active	Medium	ALL+
Mephisto	Conventional	Low	DEF+	Conventional	Medium	ALL+
Mephisto 7001	Active	Medium	ALL-	Active	Medium	OFF-
Merlin Classic	Active	Low	ALL	Active	Medium	OFF
Smart	Active	Low	DEF+ to ALL	Conventional	Low	OFF-
Swift 24	Active	Low	DEF+ to ALL+	Active	High	ALL+ to OFF
Swift 33	Active	Low	DEF+ to ALL+	Active	Medium	ALL to OFF-
Swift 6	Active	Low	ALL to OFF-	Active	High	ALL+ to OFF
Tachi	Active	Low	DEF+ to ALL	Conventional	Medium	ALL+
Tachi+	Active	Low	DEF+ to ALL	Conventional	Medium	OFF-

2.5 Examples of selecting a blade

First example. If you are currently playing a two-winged attack style with 2.2 mm short pimples-out rubbers on a regular blade, you might choose (see 2.2) a Re-Impact blade with a type c (*active+high catapult*) forehand side using 1.2 to 1.5 mm, or a type b (*active+medium catapult*) forehand side using 1.5 to 1.8 mm, and a type b (*active+medium catapult*) backhand using 1.5 mm. The



lively **Barath** would be a good choice for an offensive style; the more moderate **Swift 33** would be a good choice for an all-round attack style.

With these blades, you will get better placement, better speed with less force, better response to short arm-movement, more time to be aware of what happens in play (due to lower reaction time), and better tactical play as a result; also more disruption due to reversal.

Second example. If you are currently playing with short pimples on your forehand and long pimples (OX) on your backhand, in a push-block-and-hit style, you may choose (see 2.2) a Re-Impact blade with a type a (*active+low catapult*) backhand, which will give you better passive reversal on blocks and fast pushes, as well as the ability to take off the speed of the incoming ball, and a type b or type c (*active+medium* or *high catapult*) forehand for improved attack. The **Dark Knight** would offer the best spin reversal for the long pimples, with high speed and low incoming spin sensitively for the short pimples on the forehand. A **Swift 33** would offer a somewhat more moderate solution.

However, if you would like to use your pips-out forehand rubber with maximum sponge-thickness, because you want to be able to back off and still have attacking capability away from the table, you would need a conventional forehand side. A good choice would then be a **Smart**.

Third example. If you are currently playing with an inverted rubber on your forehand and long pimples (OX) on your backhand, both close to the table and away from it as a modern defender with rather long looping and chopping movements, you may choose a Re-Impact blade with a type d (*conventional+low catapult*) backhand, which will give you better active reversal and spin-manipulation on chops and chop-blocks, as well as the ability to take off the speed of the incoming ball, and a type f (*conventional+high catapult*) forehand for improved forehand loop-attack or a type e (*conventional+medium catapult*) forehand for improved forehand chopping and looping. For the best control, the **Mephisto** would be a top choice, while for a somewhat more aggressive style the **Katana** would suit your needs.

Fourth example. If you are currently playing with inverted rubbers on both sides, but your backhand is weaker than you like and you are capable of a compact backhand loop, you can opt for a Re-Impact blade with a conventional forehand side and an active backhand side, for instance a **Smart**.

Fifth example. You are a wheelchair player and as a consequence you are less able to make longer strokes, especially longer powerful strokes; you are also less able to move from side to side and contact with the ball on your right and left is difficult to make in a way that is technically perfectly satisfactory. You have opted to play with inverted on the forehand, for fast driving and compact looping; and long pimples at the backhand for disruptive blocking, fairly fast, as you won't like short returns coming at you. For this, you need an active side on your backhand as well as an active side on your forehand. Both should be with medium catapult, if you want to play a high-paced game; the **Barath** is perfect for this.

Sixth example. You are a female player, having the quick drive as your main stroke on both sides, and playing a precise but high-paced game. As your main stroke is short, you can change to a Re-Impact blade with type b (*active+medium catapult*) forehand and backhand. With it, you will be able to produce better speed with less force, therefore with greater precision. You will tire less and therefore play better. As the blade will be light-weight and aerodynamically perfect, you will be able to get to the balls better. You will be able to play with thinner rubbers and therefore will be able to deal better with incoming powerful topspin or heavy backspin. On the whole, your level of play would be elevated. The **Barath** or the **Swift 33** would be effective blades for this.

Seventh example: You are currently playing a slick antispin rubber on your backhand (for blocking and aggressive pushing) and inverted on your forehand (for quick driving and looping) close to the table. To sustain and improve parts of your game there are different options. An *active+low catapult* backhand side (a) of a Re-Impact blade would sustain spin-reversal and improve blocking fast incoming balls. An *active+medium catapult* backhand side (b) would improve spin-reversal and sustain blocking medium to fast incoming balls. A *conventional+medium catapult* (e) forehand would improve looping and allow you to back off if pressure close to the table became too heavy. An *active+medium catapult* (b) forehand would improve quick driving and compact looping close to the table. A **Smart, Swift 33 or 24**, or a **Barath** would be possible choices. If you were using an SP on your forehand, you would need an active forehand side, so the **Barath** or **Swift 24** would be useful.

Eighth example: You currently play a defensive style game, pushing or blocking to take the pace off, either close to the table or a few steps back. You play with a spinny defensive rubber on your forehand to push with heavy backspin or sidespin, and a LP with no sponge (OX) on your backhand, attempting to use the spin reversal with the pimples on the backhand to draw errors or high balls that can easily be put away. An *active+low catapult* side on the backhand will offer high braking effect and good spin reversal, while an *active+low catapult* side on the forehand, combined with a thin (about 1.0mm sponge) spinny rubber provides very high spin potential and good braking effect, while offering enough power to put away easy balls. The **Hydra** would be a useful blade for this. For a slightly faster blade, more suitable for a spinny forehand loop (instead of a smash), the **Tachi** or the **Tachi+** would be a very good choice.

3. How to optimize use of your blade

This part of the guide intends to help you use the blade of your choice appropriately and with maximum efficiency, so you will benefit most of its properties. The first section of this part presents the general guidelines, applicable to all Re-Impact blades. The second section discusses the, rather special, appropriate way to use the active side of a blade. The third, much shorter, section does the same for the conventional side.

3.1. General guidelines

In almost every Re-Impact blade, the plies are assimilated in such a way that there is a difference in the blade's response to the impact of the ball when the blade is rotated over 180 degrees.

In *position 1* (pictured), with the Re-Impact logo facing forward, the blade has a softer overall feel, a lower overall speed, and is less sensitive to incoming spin, compared to *position 2* with the Re-Impact logo facing backward. If there is a difference in speed between forehand and backhand, this will of course also be reversed. Players who use to twiddle their blades should be especially aware of this, as well of the tactical possibilities it offers for variation in speed and spin.

With an active side, care should be taken to retain the dynamics of the blade and its action upon the ball: in general, the sponge thickness should be 0.5 mm to 0.8 mm less than you are used to with blades of other brands. Inverted rubbers (including anti-spin rubbers) should have soft to medium-soft sponge and may be 0.5 mm to 1.8 mm thick. A 1.8 mm sponge will still allow all defensive



strokes. Attack strokes require a minimum of 1.5 mm sponge thickness. Rubbers with pimples out may have sponge of any hardness, and thickness of OX to 1.8 mm. Short pimpled rubbers will already offer attack speed with 1.2 mm on a active side with medium catapult. Rubbers with long pimples should not be used with sponge over 1.0 mm thick.

Rubbers can be glued to the blade with water-based glue or rubber-cement. Re-Impact blades come pre-sealed, but if rubbers are changed regularly or if glue-sheets are used, extra sealing is recommended. Protecting the edge of the blade is also recommended.

3.2. Using the active side

As has been mentioned above (2.1) the active side of a Re-Impact blade is best used close to the table.

When used for straight shots (block, drive, hit) the active side offers very low sensitivity to incoming spin, regardless of the rubber used. It also offers an unusual range of speed, as the energy of the stroke is focused and, therefore, concentrated. It will take little physical effort to make high speed, and you will have to adjust to this. Due to the unique feedback of the blade, however, your hand will quickly acquire the sophisticated touch that enables you to produce accurately speeds which otherwise you could only produce using different blades with different speed values.

Hitting hard and flat you will produce less spin than with a conventional side (or with an ordinary blade). As a result, the trajectory of the ball will be very straight, so you have to take care not to over-hit. However, the low spin may also confuse opponents, who tend to expect more spin. Tactically, you can use this to your advantage as, counter-looping, your low-spin balls may be misjudged by opponents and thus lead to errors, or they will take at least more effort compared to counter-looping the regular high spin ball that would come from a conventional blade and rubber.

When an active side is used for slow drives or blocks, there will also be less spin than usual.

Blocking high speed balls while making flat solid contact, will make your return very fast, especially when using an OX rubber. If you wish the return to be slower, you have to reduce the impact by relaxing your hand, wrist, and arm, allowing the ball to push the blade back.

The required compactness of strokes with an active side makes it excellently suitable for use with all kinds of pimples-out rubbers, as these rubbers should be played mainly with short or even punch-like strokes; using them will not require an adaptation of your usual technique. Using inverted rubbers, however, does.

As any Re-Impact blade with an active side is very light-weight and has a low air-resistance at that, you will be able to move it faster than ordinary blades, therefore you will be able to produce more spin than with ordinary blades – but only if you do perform the stroke compactly, i.e. very fast and with a very short movement. Using quick wrist-action when performing the stroke is absolutely required.

As a consequence, an active side combines well with rubbers that are designed for making spin very quickly, e.g. tacky inverted rubbers. As a rule, rubbers that allow making very good spin in the short game over the table are suitable for this type of side. Furthermore, it is essential that the sponge used with inverted rubbers does not influence the side's focusing of the energy; the sponge has to be rather soft and rather thin (not over 1.8 mm thick).

An active side is rather insensitive to incoming spin, but still allows you to load the ball with as much topspin as the best looper's blades would and as much backspin as the best defender's blades, if you use compact strokes. To load the ball with spin, you have to graze it, keeping the ball in the sponge, using a very fast and short looping stroke. With a Re-Impact blade, you can do this even

with relatively thin sponge, because the unique feedback of the blade to your hand allows accurate and delicate handling.

Looping away from the table, however, you will need the maximum sponge thickness (1.8 mm) on this side. Grazing the ball quickly will prevent it from touching the wood of the blade (bottoming out). If the ball bottoms out you will get great speed, but little spin. Still, allowing the ball to bottom out while looping away from the table may confuse the opponent, who will expect high spin but will not get it, and this can be used as a tactical asset.

Chops should also be performed with a very fast and compact stroke; this is true with all kinds of rubbers, inverted or pips-out, and even LP in OX.

When used for reversal shots (block, chop-block, aggressive push) with LP in OX to 1.0 mm, or with SP or MP in OX to 0.5 mm, or with anti-spin rubber, the contact of the active side with the ball will result in high reversal, if the type of rubber used allows this. Unaided (passive) reversal will be highest when the stroke is performed holding the blade still or moving it straight forward. Aided (active) reversal will be highest if the blade grazes the ball, but this, too, has to be done with a very fast and compact stroke, primarily using the wrist.

3.3. Using the conventional side

The conventional side of a Re-Impact blade plays quite like the side of regular blades and allows the same rubbers and techniques. This means you may use sponges of all kinds in any thickness. It is still recommended to use a sponge thickness at least one step less than what you would use for a non-Re-Impact blade, as you need much less speed from the rubber, and added feel and control of a thinner sponge is quite beneficial.

With a conventional side of a Re-Impact blade, loops and chops may be performed with the “normal” strokes, i.e. rather long arm movement. Special to this side, however, is that maximum spin will be produced when contact with the ball is made after the top of the bounce. For spin-producing strokes, this side is therefore best used somewhat away from the table, as has been mentioned above (2.1).

Appendix A: Contact details

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Appendix B: Re-Impact blades as described by designer and builder A. Rendler

Unten stehen die erhaltliche Re-Impact Hölzer mit ihren technischen Daten in der Originalbeschreibung von ihrem Hersteller, Achim Rendler, in Deutsch (schwarz) und Englisch (blau). Die Gewichtsangabe ist für Schläger mit Kleinblatt.

[Below are the available Re-Impact blades as originally described by builder&designer Achim Rendler, in German (black) and English (blue). The indicated weight is for a blade with small head size.]

Aktiv-Hölzer / Active blades:

1. Backspin Control.

Kombiaktivholz, RH schnittunanfällig. Die Rückhand ist völlig katapultreduziert und unterstützt bei mittlerem Tempo sowohl kurze Ballablagen bei Stoppblocks als auch flache, rotationsreiche Bälle auf die Grundlinie. Vielseitiges Holz für alle Spielertypen, die auf maximale Rotation bauen - moderne Verteidiger sowie Topspinangreifer. Tempo VH 9 RH 6, 9,5 mm, 60 g. Effet + 60 % der Belagsangabe.

[Combination blade, active. BH insensitive to spin. The BH is without catapult and supports medium-paced short placement and stop-blocks, also low throw spinny long balls. Blade for variation in all types of play based on maximum spin: modern defenders as well as looper-attackers. Speed FH 9, BH 6, 9.5mm, 60 g. Spin: +60% of the value given for the rubber.]

2. Backspin Pressure.

Aktiv-Kombiholz, Tisch und Halbdistanzholz, sehr direkter und feinfühligter Anschlag. Präzision und Kontrolle mit beidseitig extrem flachen Ballabsprung. Rückhand katapultreduziert. Tempo VH 9, RH 7. Mittlerer Katapult. 9,6 mm. 65 - 70 g. Effet: VH + 80 % der Belagsangabe; RH Schnittarm.

[Active Combination-blade, close to the table and medium distance, very direct and delicate touch. Precision and control with very low throw on both sides. Backhand catapult-reduced. Speed FH 9, BH 7. 9.6mm. 65-70 g. Spin: FH +80% of the value given for the rubber; BH low spin.]

3. Barath.

Aktivholz, Universalholz, Kombiholz, mittlerer Katapult, Tempo 5-10, 13,2 mm, für dünne spielbeläge entwickelt, Wettkampfholz für alle Spielsysteme Tischholz, Halbdistanzholz, RR-Holz, Spielbeläge bis 1,8 mm, all/off. Effet: über 240 % der Belagsangabe, je feiner die Spieltechnik ist.

[Active blade, universal blade, Combi-blade, medium catapult, speed 5-10, 13.2mm, designed for thin rubbers, blade for all systems of play, close to the table, medium and full distance, rubbers in thickness to 1.8 mm, all/off. Spin: + 240% of the value given for the rubber is attainable, conditional on refined touch.]

4. Eugen Memo.

Symmetrisch, Aktivholz, extrem spin, all, 8,2 mm. Tempo 7-8, bis max. 2,1 mm Spielbeläge, 65 g. Effet + 90 % der Belagsangabe.

[Symmetrical, active blade, extreme spin, all, 8.2mm. Speed 7-8, max 2.1 mm rubbers. 65 g. Spin: +90% of the value given for the rubber.]

5. F4MD Spezial.

Symmetrisch, Aktivholz, Wettkampfholz für variooffensive - offensive Kurz-Kurz-Spielauslage mit außergewöhnlichem allroundoffensiven Halbdistanz- und Rückraumverhalten. Tempo 9+, mittlerer katapult, 11,5 mm, 65 g. Effet + 50 % der Belagsangabe.

[Symmetrical, active blade, for variable offensive play over the table, extraordinary well for allround play at medium and full distance. Speed 9+, medium catapult, 11.5mm, 65g. Spin: +50% of the value given for the rubber.]

6. Hydra.

Kombiaktivholz, Tempo VH 6, RH 4, Katapult VH 5, RH katapultlos. Aktivholz für die moderne Abwehr, 6,4 mm, Gewicht unter 60 g. Effet + 80 % der Belagsangabe.

[Combination-blade, speed FH 6, BH 4, catapult FH 5, BH none. Active blade for modern defense. 6.4mm, under 60 g. Spin: +80% of the value given for the rubber.]

7. Intro.

Aktivholz, 8,2 mm, keine Belagseinschränkung, Maximum spielbar, symmetrisch aufgebaut, Tempo 7, Katapult 5, all, Tischholz, Gewicht 60 g. Effet + 50 % der Belagsangabe.

[Active blade, 8.2mm, no restrictions for use of rubbers, can be played with max rubbers, symmetrical, speed 7, catapult 5, All, close to the table, weight 60 g. Spin: +50% of the value given for the rubber.]

8. Medusa.

Aktivkombiholz. RH Tempo liegt im mittleren Bereich, so dass sowohl kurze Ablagen als auch lange, offensive Schläge mit höchster Kontrolle gespielt werden können. Die VH ist ebenfalls katapultarm bei mittlerem Tempo und direkterem Anschlag. Tempo VH 8 RH 3, 9,4 mm, 60 g. Effet VH + 80 % der Belagsangabe; RH Schnittarm.

[Active combi-blade. BH speed is medium, for short placement and offensive deep placement with highest control. FH is also low catapult with medium speed and direct feel. Speed FH 8 BH 3. 9.4mm, 60 g. Spin FH +80% of the value given for the rubber; BH low spin.]

9. Mephisto 7001.

Aktivholz, Tischholz, symmetrisch, mittlerer Katapult, Tempo 8, 7,0mm, 63 g. Wettkampfh Holz für Spinspieler und moderne Störspieler, Spielbeläge bis 1,8 mm. Effet + 180 % der Belagsangabe.

[Active blade, close to the table, symmetrical, medium catapult, speed 8. 7.0mm, 63 g. Blade for loopers and modern disruptive play. Rubbers up to 1.8 mm. Spin: +180% of the value given for the rubber.]

10. Merlin Classic.

Kombiaktivholz, VH schnell, RH temporeduziert, Aktivholz für spin und allroundorientierte Spieler, Tempo VH 8 RH 7+, Katapult 6. Tischholz. Gewicht als Kleinblatt 65 gr. 10,4 mm. Effet + 50 % der Belagsangabe.

[Combi-blade. FH fast, BH speed-reduced. Active blade for loopers and allrounders. Speed FH 8, BH 7+, catapult 6. For play close to the table. 65 g. 10.4mm. Spin: +50% of the value given for the rubber.]

11. Krenzer Konterspin 1.

Universalholz, Aktivholz, Kombiholz. Wettkampfh Holz für Offensivspieler mit kontrollierter RH; überragende Kontrolle und Rückmeldung (12); eine RH mit minimalen Katapult (VH 8-/ RH 4) für dünne Spielbeläge entwickelt 12,4 mm 65 g. Effet: + 40 % der Belagsangabe.

[Universal blade, active blade, combi-blade. For attackers with controlled BH; very high control and feedback (12); BH with minimal catapult (Speed FH 8-, BH 4). Designed for thin rubbers. 12.4 mm, 65 g. Spin: +40% of the value given for the rubber.]

12. Krenzer Konterspin 5.

Universalholz, Aktivholz, Kombiholz, Wettkampfh Holz für Allroundspieler mit sehr kontrollierter RH oder für aggressive LN-Spieler; überragende Kontrolle und Rückmeldung (11); eine RH mit geringerem Katapult (VH 9-/RH 5). für dünne spielbeläge entwickelt, 11,9 mm, 65 g. Effet + 50 % der Belagsangabe.

[Universal blade, active blade, combi-blade, for allrounders with very controlled BH or aggressive LP players; very high control and feedback (11); BH with low catapult; speed FH 9-, BH 5. Designed for thin rubbers, 11.9mm, 65 g. Spin: +50% of the value given for the rubber.]

13. MA 1.

Symmetrisch aufgebaut, Aktivholz, 13,2 mm, Durchschnitttempo 10, Katapult 12, variooffensiv, für dünne spielbeläge entwickelt, bis max. 1,8 mm Tisch-Halbdistanz + RR-Holz. Effet: + 20 % der Belagsangabe.

[Symmetric, active blade, 13.2mm, average speed 10, catapult 12. For variable OFF play, designed for thin rubbers up to 1.8mm. For close to the table, mid- and long-distance play. Spin: +20% of the value given for the rubber.]

14. Offplay Spezial.

Aktivholz, Tisch- und Halbdistanzholz, symmetrisch, bietet ein deutliches Plus an Temporeserven für bedingungslos offensiv ausgerichtete Topspin- und Schlagspinspieler, Tempo 9+, Katapult 10, für dünne Spielbeläge entwickelt, 12,5 mm, 65 g. Effet + 50 % der Belagsangabe.

[Active blade, for close to table and mid-distance, symmetrical, offers extended dynamic range for all-out attackers and looper-attackers. Speed 9+, catapult 10, designed for thin rubbers, 12.5mm, 65g. Spin: +50% of the value given for the rubber.]

15. Preference.

Aktivholz, symmetrisch, mittlerer Katapult, Tempo 10, 12,7 mm, für dünne Spielbeläge entwickelt bis max. 1,8 mm, Tisch- Halbdistanz- und RR-Holz, 9 schichtig, Selection erforderlich, für Offensivspieler. Effet über 240 % der Belagsangabe möglich, je professioneller die Spieltechnik ist.

[Active blade, symmetrical, medium catapult, speed 10, 12.7mm, designed for thin rubbers up to 1.8mm, close to the table, mid- and long-distance, 9 plies, selection recommended, for OFF play. Spin: +240% of the given value of the rubber is attainable, conditional on technical ability]

16. Return.

Nicht symmetrisch aufgebaut, Aktivholz, all, Block-Kontertischholz, RR klassisch lange Verteidigung, durchschnitttempo 7-8, Katapult 6, Rückhand temporeduziert, 60 g. Effet + 40 % der Belagsangabe.

[Asymmetrical, active blade, for block&counterdrive, also classic defence long-distance, average speed 7-8, catapult 6, BH speed-reduced. 60 g. Spin: +40% of the value given for the rubber.]

17. Spinplay.

Symmetrisch ausgelegt, spinoff, Aktivholz für das kontrollierte spin-Spiel, durchschnitttempo 8-9, Katapult 8, Tisch + Halbdistanzholz, Gewicht als Kleinblatt etwa 63 g. Effet + 60 % der Belagsangabe.

[Symmetrical, Off, active blade for controlled looping, average speed 8-9, catapult 8, for close to the table and mid-distance play, about 63 g. Spin: +60% of the value given for the rubber.]

18. Swift 33.

Aktivholz, Kombiholz, Tisch und Halbdistanzholz, VH mittlerer Katapult, RH katapultlos, Tempo VH 8+, RH 4, 11,2 mm, 60 g. für Allroundspieler und moderne Störspieler. Effet über 240 % der Belagsangabe, je feiner die Spieltechnik ist.

[Active blade, combination blade, for close to the table and mid-distance, FH medium catapult, BH no catapult, Speed FH 8+, BH 4, 11.2mm, 60 g. For Allrounders and modern disruptive play. Spin: +240% of the value given for the rubber, conditional on refined touch.]

19. Swift 24.

Aktivholz, Kombiholz, Tisch- und Halbdistanzholz, für All+Spieler und moderne Störspieler, sehr anspruchsvolle Spieltechnik nötig. Effet, über 240 % der Belagsangabe, je professioneller die Spieltechnik ist.

[Active blade, combi-blade, for close to the table and mid-distance, for ALL+ play and modern disruptive play, for very accomplished players. Spin: +240% of the value given for the rubber, conditional on technical ability.]

20. Swift 66 "Dark Knight".

Aktivholz, Kombiholz, für Offensivspieler und aggressive Störspieler, Tischholz, Halbdistanzholz, RR-Holz, VH hoher Katapult 12, RH mittlerer Katapult, gedämpft, 17,2 mm, 70 g. Effet über 240 % der Belagsangabe, je feiner die Spieltechnik ist.

[Active blade, combi-blade, for OFF play and modern disruptive play, close to the table and mid-distance, also long-distance. FH high catapult 12, BH medium catapult, dampened. 17.2mm, 70g. Spin: +240% of the value given for the rubber, conditional on refined touch.]

21. T1.

Symmetrisch aufgebaut Aktivholz, 13,2 mm Durchschnitts-Tempo 8+, Katapult 10, all-off, für dünne Spielbeläge entwickelt, Maximalstärke bis 2,0, Tisch und Halbdistanzholz, ~60 g. Effet + 25 % der Belagsangabe.

[Symmetrical, active blade, 13.2mm, average speed 8+, catapult 10, ALL-OFF, designed for thin rubbers, max thickness 2.0mm, for close to the table and mid-distance, about 60 g. Spin: +25% of the value given for the rubber.]

22. T4.

Symmetrisch aufgebaut, Aktivholz, 11,2 mm, Durchschnitttempo 9, Katapult 11, spin- variooffensiv, alle Spielbeläge bis max. 2,1 mm, Tischholz, Kleinblatt wiegt unter 60 g. Effet + 30 % der Belagsangabe.

[Symmetrical, active blade, 11.2mm, average speed 9, catapult 11. For all kinds of loop-attack play. For all rubbers up to max 2.1mm. Close to the table play. Weight less than 60 g. Spin: +30% of the value given for the rubber.]

23. Taidelta.

Aktivholz, symmetrisch, mittlerer Katapult, Tempo 8, 8,4 mm, spinoff, Wettkampfholz für spinspieler und moderne Abwehler, Innenkern besteht aus Vollholz, Spielbeläge bis 2,0 mm. Effet + 120 % der Belagsangabe.

[Active blade, symmetrical, medium catapult, speed 8, 8.4mm. For OFF topspin play and modern defense. Inner core is made of solid wood. Rubbers up to 2.0mm. Spin: +120% of the value given for the rubber.]

Konventionelle Hölzer/ Conventional blades:

24. Balance Pur.

Konventionelles Holz, Kombiholz, katapultlos, Tempo VH 8 RH 8 -, 11,2 **Effet + 25 % der Belagsangabe**mm, 60g.

Verwendung von harten spielbelägen bis max. 1,8 mm, weiche Offensivbeläge werden auf allroundtempo zurückgebremst., Spielbeläge bis max. 2,1 mm. Egal ob kurzes Spiel über dem Tisch oder Duelle aus der Halbdistanz, eine präzise Platzierung scheint automatisch zu gelingen. Dabei zeigt das Holz eine grosse Dynamik. Man kann ebenso leicht das Tempo aus dem Spiel nehmen wie mächtigen Druck machen. Überfallartige Attacken aus verhaltenem Spiel heraus werden durch die Leichtigkeit der Dosierung hervorragend unterstützt. Effet: + 180 % der Belagsangabe möglich, je professioneller die Spieltechnik ist.

[Conventional blade, combination blade, no catapult. Speed FH 8, BH 8-, 11.2mm, 60 g. For hard rubbers up to 1.8mm; soft rubbers will be dampened and have only ALL speed. Rubbers up to 2.1 mm. In short play over the table as well as in mid-distance duels placement is exact and almost automatic. At that, the blade has a great dynamic range. Taking away the speed is as easy as powerplay, putting pressure on opponents. Going from controlled play to very fast attack is supported very well by the ease of making speed. Spin: + 180% of the value given for the rubber is attainable, conditional on technical ability.]

25. Dream.

Konventionelles Universalholz, symmetrisch, katapultlos, Tempo 9, 12,5 mm, 65 g. Wettkampfholz für den Offensivspieler und moderne Abwehler. Wechsel zwischen schnellem und Spin-orientiertem Spiel machen das Dream zum eigenen Traum und zum Altraum für den Gegner. Spielbeläge bis max. 1,8 mm. Effet über 220 % der Belagsangabe möglich, je professioneller die Spieltechnik ist.

[Conventional blade, universal blade, symmetrical, no catapult, speed 9, 12.5mm, 65 g. Blade for OFF play and modern defense. Changing between attacking and looping, players have a dream of a blade, giving opponents a nightmare. Rubbers up to 1.8 mm. Spin: + 220% of the value given for the rubber is attainable, conditional on technical ability]

26. Katana.

Konventionelles Holz, Kombiholz, mittlerer Katapult, Tempo VH 8 RH 5, 7,2 mm, 70 g. Wettkampfholz für Offensivspieler mit kontrollierter BH, maximalspielbeläge spielbar. Effet +100 % der Belagsangabe.

[Conventional, combi-blade, medium catapult, speed FH 8 BH 5, 7.2mm, 70g. Blade for OFF play with controlled BH. Max thick rubbers can be used. Spin: +100% of the value given for the rubber.]

27. Mephisto.

Konventionelles Holz, Kombiholz, katapultlos, Tempo VH 7. RH 3, 6,4 mm, 65 g, def+, Wettkampfholz für spinspieler und klassische Abwehler, Spielbeläge bis 2,1 mm. Effet + 110 % der Belagsangabe.

[Conventional blade, combination blade, no catapult. Speed FH 7, BH 3. 6.4mm, 65g. Def+ blade for loopers and classic defenders. Rubbers up to 2.1mm. Spin: +110% of the value given for the rubber.]

28. Taipan.

Konventionell, symmetrisch, katapultlos, Tempo 7, 8,4 mm, 67 g, allround Wettkampfholz für Spinspieler und moderne Abwehler, Innenkernfurnier besteht aus Vollholz, Spielbeläge bis 1,8 mm. Effet + 80 % der Belagsangabe.

[Coventional, symmetrical, no catapult, speed 7, 8.4mm, 67g. ALL blade for loopers and modern defenders. Inner core is made of solid wood. Rubbers up to 1.8mm. Spin: +80% of the value given for the rubber.]

Aktiv-konventionelle Hölzer/Active-conventional blades:

29. Smart.

VH konventionell, RH Aktiv langsam ausgelegt, katapultlos, Tempo VH 8 RH 5, VH bis 2,1 mm spielbar, RH bis max. 1,8 mm, Tisch, Halbdistanz und RR-Holz. Wettkampfh Holz für moderne offensive Abwehrer und Spinspieler, die eine kontrollierte BH spielen möchten. Effet über 240 % der Belagsangabe, je feiner die Spieltechnik ist.

[FH conventional; BH active, slow, without catapult; speed FH 8, BH 5, FH rubbers up to 2.1mm, BH up to 1.8mm. For play close to the table, mid- and long-distance. Blade for modern aggressive defenders and loopers who like a controlled BH. Spin: +240% of the value given for the rubber, conditional on refined touch.]

30. Tachi.

VH konventionell, RH Aktivholz, VH mittlerer Katapult, RH katapultlos, Tempo VH 8, RH 4, 9,0 mm, 60 g. Wettkampfh Holz für Allround PlusSpieler und Materialspieler, . Beim passiven Spiel wird der Ball auf verblüffende Weise eingebremst und kann beliebig kurz abgelegt werden. Bei aktiven Schlägen hingegen beschleunigt das Balsa den Ball pfeilschnell. Spielbeläge bis max. 2,1 mm. Effet + 100 % der Belagsangabe.

[FH conventional, BH active, FH medium catapult, BH no catapult, speed FH 8, BH 4, 9.0mm, 60g. For ALL+ play and play with LP or Anti. In passive play the dampening is amazing, allowing very short placement. In active play acceleration is high. Rubbers up to 2.1mm. Spin: +100% of the value given for the rubber.]

31. Tachi Plus.

VH konventionell, RH Aktivholz, mittlerer Katapult in der VH, RH katapultlos, Tempo FH 9 BH 5. Wettkampfh Holz für offensivspieler und taktische Abwehrer. 9,0 mm, 68 g, Spielbeläge bis max. 2,1 mm. Effet + 180 % der Belagsangabe.

[FH conventiona, BH active, medium catapult FH, BH no catapult, speed FH 9, BH 5. Blade for OFF play and tactical defense. 9.0mm, 68 g, rubbers up to 2.1mm. Spin: +180% of the value given for the rubber.]