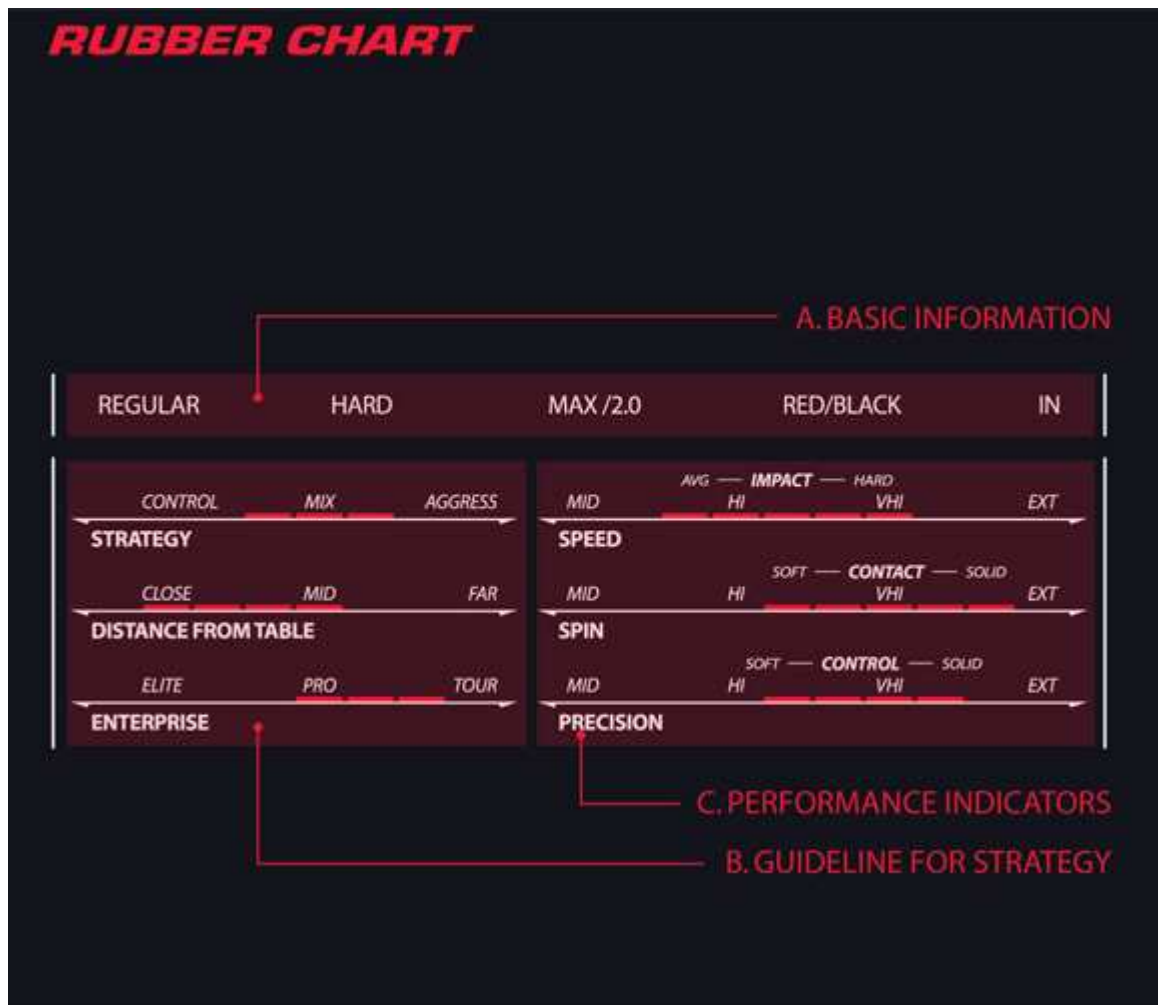


XIOM RUBBER & BLADE CHARTS



A. BASIC INFORMATION shows the sponge hardness, available sponge thicknesses, available top layer colors, and the kind of the rubber. Some rubbers are divided into two versions - “Asian” and “European.” European version has relatively softer sponge than Asian version. In cast there is no division of versions, it is written as just “Regular.” Note : VEGA ASIA and VEGA EUROPE are different rubbers. They aren’t versions. Both of them are indicated as “Regular.”

B. GUIDELINE FOR STRATEGY shows the guideline for a player to select rubbers those are just fit to his/her playing style. Of course some players won’t follow this guideline, and it isn’t a absolute one. But, in many cases it will be very useful, because it shows the concept of each rubber.

STRATEGY : This means how a player manages has/her game. Some players always try to reduce mistake. This is the aggressiveness from the viewpoint of strategy. But, other players don’t fear mistake. Also there are players who like the mixture of both strategies.

DISTANCE FROM TABLE : Many modern offensive/allround players play close to table. But, still there are many players who like keeping distance from table, regardless of their aggressiveness. This indicator shows the range of proper distance from table.

ENTERPRISE : This shows proper level of player. The labels are Elite, Pro, and Tour. But, this doesn’t mean that beginners or hobby players can’t use the rubber. Nowadays the rubbers for top players are also used by many amateur players. So, in reality, this indicator shows the “ease of use.” If the marks are in the left, using the rubber is probably quite easy. On the contrary, if the marks go right, the rubber may be quite strict or delicate.

C. PERFORMANCE INDICATORS shows the performance data of the rubber. Nowadays, most of the rubbers are very fast, and also produce very strong spin. So, expressing the speed and spin with single values doesn’t have actual meaning. So XIOM now tries to introduce a new way of expressing the “meaningful” performance indicators.

SPEED : The speed of rubber varies with the strength of impact. There is the limit of speed for each rubber. Of course player has to impact with maximum strength if he/she want to derive the maximum possible speed of the rubber. But, though the maximum speed is very high, some rubbers are quite moderate when player hit ball softly. This indicator shows the range of speed.

SPIN : Especially spin can’t be described by just one number. The spin varies with the strength of impact, and also has its limit. This indicator shows the range of spin - from the spin of average impact to the maximum possible spin.

PRECISION : This is the ability of ball placing. This is concerned with “control.” Control doesn’t mean just returning ball safely. “How precisely a player can send ball to the place that he/she targeted” is the measure of control in table tennis. This indicator shows the level of control, that is, precision.



A. TECHNOLOGY/MATERIAL ICONS shows the information about technology and/or construction of the blade. Players can understand the blade at a glance. “Q” means Quad Technology. “E” means Energy Carbon, “A” means Aramid Carbon, and “Z” means Zylon.

B. PLAYING CHARACTERISTICS show the concept and purpose of the blade concerning player’s style.

STRATEGY : Some players lay stress on control, but the other players like aggressive play. This indicator shows the proper level of aggressiveness.

TECHNIC : This is also strategy, but from the viewpoint of technique. All-round topspin is preferred in modern table tennis. But, some players start attack from topspin and then finish the rally by smash (kill). Some players use both strategies.

DISTANCE FROM TABLE : This indicator shows what is the proper distance from table when player uses the blade. But this is no more than a suggestion. Playing close~mid distance is the common sense of modern table tennis.

C. MECHANICAL CHARACTERISTICS show the mechanical data those are measured by VIBROTECH technology.

REBOUND LEVEL : This indicator is close to the common speed symbol which is used by many table tennis equipment suppliers. It means basic rebound level. There are seven levels from ALL- to OFF++.

CENTER DEFLECTION : This shows how the blade behaves when impact strength increases. “Captive” means that the center of blade deflects greatly and blade catches ball deeply when the impact is strong. “Repulsive” means that the elasticity of blade greatly increases following the increase of impact strength. “Balanced” means the behavior of blade is always linear, so player may feel that the elasticity of blade doesn’t vary with the impact strength. Some players may say that “Captive” blade is soft and “Repulsive” blade is hard. But, the other players won’t agree with it.

HARDNESS FEEL : This is the hardness feel on player’s hand. It is different from actual hardness. It is just how player “feel” the blade. Actual hardness and hardness feel don’t always coincide with each other. It is possible to construct hard blade whose feel is “soft (flex).” On some blades, it is written as “HIT FEEL.”

SHARPNESS FEEL : This is named as sharpness feel, because players feel a blade “sharp” if concerned measured value of that blade is high, and feel a blade “mild” if the value of that blade is low. Sharpness feel and hardness feel don’t coincide with each other. Some blades are stiff and also sharp. Other blades are soft and also mild. But, the other blades are “stiff but mild” or “soft but sharp.” Note that some players may express that “sharp” blade as hard.

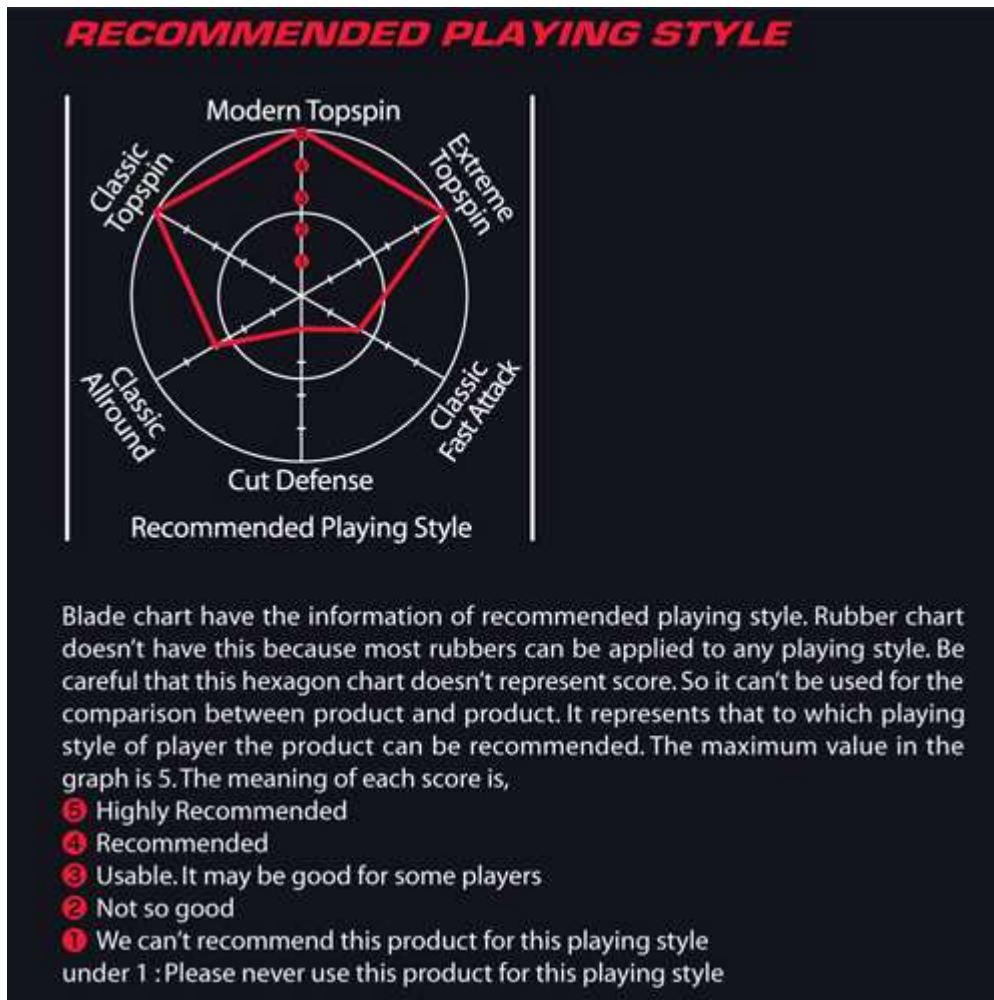
D. SPECIFICATIONS

CONSTRUCTION : The information about construction of blade. It shows the number of wood plies and artificial materials.

HEAD SIZE : Head length × head width.

THICKNESS : The thickness of blade.

HANDLE TYPE : The information of handle shape. There are two kinds of flared handles - regular and wide, and also two kinds of straight handles - rounded and squared. Wide flared handle is thicker and wider than regular flared handle. Rounded straight handle and squared straight handle has the same width and similar thickness. But, they have different shapes. Squared straight handle has edge, but rounded straight handle doesn't. In case of penholder handle, there are two kinds of Chinese penholder handle - Regular and Slim. But, there is only one type of Japanese penholder handle in our products.



Below is the meaning of each playing style :

Modern Topspin : This is the most common playing style in modern table tennis. In this style, topspin is always the key technique of the game. Player hit the ball close to table or from mid distance. This playing style is divided again into some categories. Some players are more offensive, and the other players pursuit the balance between offense and defense. We call the playing style "modern allround" if the main technique of the player is topspin but he/she tries to keep balance between offense and defense.

Extreme Topspin : This playing style is close to modern topspin. But, the difference is its aggressiveness. The players of this playing style are very aggressive and are always aiming at the rising of ball from bounce. The key technique is of course topspin. And generally, the players of this playing style prefer counter topspin to block.

Classic Topspin : Classic topspin means power-play with topspin from mid distance. Decades ago this playing style had been one of common style of table tennis. And, still there are many players of this playing style. This playing style is very close to classic allround style. But, the difference is that "classic topspin" is more offensive. Power is indispensable to this playing style.

Classic Fast Attack : This playing style is very aggressive offensive style whose key technique isn't topspin. Players of this playing style prefer direct hit to topspin. Some players begin their attack from topspin, but from the next shot they use direct hit, and finishes the rally with kill (smash). Passive block is also very important in this playing style. Generally, penholder players use pimples out rubbers on their forehand side. And, shakehand players use the combination of inverted rubbers on forehand side and pimples out rubbers on backhand side. Some shakehand players use pimples out rubbers on both of forehand & backhand sides. Also, some players are using long pimple rubbers or antispin rubbers on their backhand side. In this case, the playing style may be far from aggressiveness. But, basically it can be classified as one variation of "classic fast attack" style.

Classic Allround : Also in this playing style, topspin plays very important role. But, players of this playing style tries to use every technique of table tennis. And, they hit ball generally from mid distance, and they prefer balance between offense and defense to continuous offensive play. The difference from classic topspin is that "classic allround" is less offensive.

Cut Defense : Of course the key technique of this playing style is cut (chop) defense. Players are using special blade with big head and reduced speed. Also there are many sub-categories in this playing style. Some players like pure defensive play. They don't try to attack at all. But, the other players frequently attack from forehand side with preparatory topspin or counter topspin. Even they try to smash. Generally, players use long pimple rubbers on their backhand side for variation and irregularity, and use inverted rubber on their forehand side for strong spin following their will. Please note that this classification can't represent all playing style of table tennis. But, at least it will work as the guideline of selection when players try to find the proper equipments for them.