

Rubber classification

Pimples in	Speed	Spin	Control	Sponge (mm)	Hardness	DEF -	DEF	DEF ex.	ALL	OFF -	OFF	OFF ex.	Page
4 ALL	low	low	extra high	1.5/1.8	43°								26
4 YOU	medium	medium	extra high	1.5/1.8/2.0	40°								26
TOPSPIN C	medium	extra high	extra high	1.2/1.5/1.8/2.0	38°								28
UPP	medium/fast	high	high	1.6/1.9/max.	35-37°								26
ENERGY 325	medium/fast	extra high	extra high	1.8/2.0/max.	32,5°								23
RHYZM 375	fast	extra high	extra high	2.0/max.	37,5°								20
X-PLODE SENSITIVE	fast	extra high	high/ex. high	1.8/2.0/max.	40°								22
ENERGY X-TRA	fast	extra high	extra high	1.8/2.0/max.	37,5°								23
SAMBA	fast	extra high	high	1.8/2.0/max.	38°								24
SAMBA PLUS	fast	extra high	extra high	1.8/2.0/max.	35°								24
MAMBO	fast	extra high	high	1.8/2.0/max.	40°								25
NOVIC	fast	high	medium/high	1.9/max.	37°								26
MAXXX 400	fast/extreme	extra high	high/ex. high	1.8/2.0/max.	40°								18
RHYZM 425	fast/extreme	extra high	high/ex. high	2.0/max.	42,5°								20
ENERGY	fast/extreme	extra high	high	1.8/2.0/max.	42,5°								23
MAMBO H	fast/extreme	extra high	medium	1.8/2.0/max.	42,5°								25
MAXXX 450	extreme	extra high	high	1.8/2.0/max.	45°								18
MAXXX 500	extreme	extra high	low/medium	2.0/max.	50°								18
MAXXX-P	extreme	extra high	high	2.0/max.	42,5°								19
RHYZM	extreme	extra high	medium/high	2.0/max.	48°								20
RHYZM-P	extreme	extra high	high	2.0/max.	45°								21
X-PLODE	extreme	extra high	medium	1.8/2.0/max.	47,5°								22
Pimples out													
TANGO ULTRA	extreme	medium	extra high	2.0/max.	35°								29
EXPRESS ULTRA	extreme	medium	high/ex. high	1.5/2.0/max.	40°								29
Long pimples													
OCTOPUS	low	medium	extra high	0X/0.5/1.1-1.2	50°								29
SHARK	low	medium/high	high	0X/0.5/1.0	40°								28
ORCA	low	medium	extra high	0X/0.5/1.0	40°								28
BADMAN	low/medium	medium	extra high	0X/1.3	45°								29
Anti-Spin in													
TONI HOLD	low	low	extra high	1.5/2.5	40°								28
AMY CONTROL	low	low	extra high	0.4/0.7	48°								28
AMY CLASSIC	low	low	extra high	1.0	25°								28

Rubber Technologies



Green Power
Performance achieved from fresh gluing is permanently incorporated into the rubber.



Geo-Force-Technology
Newly designed pimple arrangement with a more hollow space between the single pimples provides maximum spin and best possible control.



Geo-Grip-Power-Technology
This develops significantly more grip of the ball for more spin due to an intense friction surface structure.



Tensor
Incorporated inner tension in the sponge and upper rubber. More elasticity, more spin, more speed and more feeling.



Geo-Sponge-Technology
Innovative macropore sponge design that increases the catapult effect therefore enabling higher ball trajectories.

TABLE TENNIS RUBBERS DIFFER AS FOLLOWS:

JOOLA has made the decision to cease using the old numerical system of rubber rating. We believe that our new classification system is easier to understand and that an exact classification into very precise ratings is impossible and highly subjective.

We will keep the traditional categories of playing features, but classification now has only 4 levels:

Pimples in

THE „standard“ rubber. Combination of upper rubber (pimples pointing inward) and sponge, available in thicknesses of 1.0 – 2.3mm.

Short pimples/pimples out

Rubber with pimples upper rubber (pimples pointing outward). Short pimples are especially use for blocking and counter play.

Long pimples

Available without sponge (ox) or with different sponge thicknesses. Long pimples are for blocking/disturbing game at the table as well as chopping from half distance.

Anti-Spin

Combination from plain upper rubber and sponge. The plain surface facilitates returning of balls with a lot of rotation (service, spin).

THE TRADITIONAL PLAYING FEATURE CATEGORIES:

We will keep the traditional categories of playing features, but classification now has only 4 levels indicated by different colours:

Low Medium Fast Extreme

Speed

Defines speed of the ball when catapulted from the player's racket. The higher the speed of the blade the higher the ball bounce. For beginners we recommend rackets with with less speed.

Spin

Defines rotation produces by hitting the ball. The higher the grip of a rubber the more rotation can be given to the ball by touching.

Control

The control value is always proportional to the speed value. In practice rackets with high speed are harder to control than rackets with low speed. In order to sufficiently control with high speed a good deal of practice is necessary.

Hardness

In addition the rubbers are classified accordig to the hardness of the sponge (degree). The harder the rubber the more speed. The softer the rubber the more sensitive and controlled.

Speed

- low
- medium
- fast
- extreme

Spin/Control

- low
- medium
- high
- extra high

Playing strategies

In order to choose the most suitable equipment every player should decide into which playing strategy they fall.

DEF-

Classic, pure defensive play behind the table with occasional attacking shots.

DEF

Modern defensive play, also at the table, with positioned offensive shots.

DEF extreme

Modern defensive play using special rubbers (e.g. Badman), aimed at disturbing the opponent's offensive play.

ALL

All techniques/stroke variations are played. Controlled shots, various rotation shots and positioned shots are more important than speed. One stroke side (usually backhand) is focused on blocking or counter play.

OFF-

Various topspin techniques, often from half distance are paramount. Offensive play with precise attacking shots and variation of topspin. Often shots with later hitting of the ball and higher ball trajectory are played.

OFF

Dominant topspin strokes from both sides. Topspin is not only the preparing but also the point-making stroke.

OFF extreme

Offensive players with uncompromising risk tolerance. Speed oriented stroke and power spin are paramount. Speed is prior to spin and variations.