

Hi all,

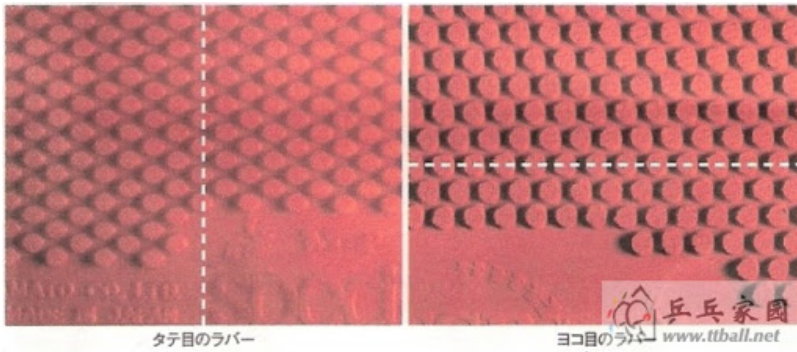
I found a good msg forum that did a great analysis on pip rubber. The forum is in Chinese and I use Google Translate to translate them into English. There are quite a few of them so I'll just post two as a start. I also provided the link if you want to look at it directly.

Hope this is helpful and please feel free to comment on this.

1st Topic: Vertical alignment and horizontal alignment, which will give more spin?

Here is the article site:

<http://www.ssttc.com/forum/viewthread.php?tid=5301&extra=&page=6>



Vertical alignment and horizontal alignment of the pip is determine by the particle alignment in the vertical side or horizontal side (See photo above). Vertical alignment has said to generate more speed and horizontal alignment generates more spin. Is there really an actual difference?

So we ask the manufacturer, Tamasu (Butterfly) R & D team believes that "mechanical testing can not determine the difference, but among the players, some people feel more vertical alignment are spinnier, and some people feel horizontal alignment are spinnier. Maybe some will feel the difference, but there is no absolute standard". On the other hand ,TSP Researcher believes that " It is difficult to provide theoretical based explanation, but in fact many players believe that the horizontal alignment of the pip more likely to spin, it is also believe to be true after test hit with it."

The results can only be said with the feeling of individual users .

(Note : My Personal feeling is that " vertical aligned pips are good at attack, horizontally aligned can feel more friction).

How Pip Alignment Effects The Direction of The Ball

1) Chop using vertical aligned pip.

Because the ball can't smoothly roll on the blade (like driving on a bumpy road), it will be very unstable to chop and not beneficial for chopper. But vertical alignment "grab" the ball quite well, therefore more beneficial to front line attack/defense style. This concept also applies to inverted rubber. The same pip alignment is also used for inverted rubber.



2) Chop using horizontal aligned pip.

The ball can roll smoothly when chopping with horizontally aligned pip rubber, unlikely to pop up like vertically aligned. More beneficial for chopper. But because it does not "grab" the ball, it is not commonly used on inverted rubber focusing on loop.



3) Loop using vertical aligned pip. It is easier to stuck the ball in between the pip line, therefore easier to bring the ball up. Same concept for inverted rubber. At the same time, the bigger the pimple and less spacing, the harder it is to "grab" the ball. This will create more impact to the pip and into the sponge to use the power of the sponge. Same concept for inverted rubber with bigger pimple.



4) Loop using horizontal aligned pip. It is harder for the ball to stuck in between the pip line and harder for the rubber to "grab" the ball. But more friction will applied to the ball thus create more spin. Therefore pip rubber focusing on spin are more likely to be horizontally aligned. Same concept apply to inverted.



5) Butterfly Sriver "S" and "L" are two examples of inverted rubber with different pip alignment.



2nd Topic: Rubber selection analysis table

表ソフトラバー 選びのための 問診票

表ソフトラバーはスピード系・回転系・ナックル系に分かれる。どのタイプが自分に合っているかわからない人、候補は挙がるが決めきれないという人は、この問診票に答えて、次ページの「診断結果」を参考にしよう。

質問①-1 あなたの使用ラケット・戦型ならびにどの面に表ソフトを使うか

① シェークハンド攻撃型でフォア面に貼る → 質問①-2
② シェークハンド攻撃型でバック面に貼る → 質問①-3
③ ペンホルダー攻撃型で表面に貼る → 質問①-2
④ カットマンでバック面に貼る → 質問①-4

質問①-2 ラバーに求めるのは

① 決定力 → 診断結果① ② 安定性 → 診断結果②

質問①-3 バックハンドでしたいことは、

① ブロックでチャンスメイク → 診断結果③ ② バックハンドでも得点 → 質問②

質問①-4 バックカットで求めるのは

① 切れたカットと攻撃力 → 診断結果② ② カットの変化 → 診断結果③

質問② 選ぶならどっち？

① 自分も使いやすいが、相手にも打ちやすいボールが出るラバー → 質問③
② 自分も使いにくい、相手にも打ちにくいボールが出るラバー → 診断結果③

質問③ 重視するのはどっち？

① ブロックの抑止力・回転 → 診断結果② ② 攻撃力・スピード → 診断結果①

www.ttbball.net

Here is the article site:

<http://www.ssttc.com/forum/viewthread.php?tid=5301&extra=&page=7>

Rubber surface can be divided into the speed, spin and no spin category. If you're not sure which style is better for you then you can try answering the questionnaire and find out.

QUESTION (1)-1 Your game style and the side where you put the rubber

A Shake hand grip attacker, rubber on fh → go to question (1)-2

B Shake hand grip attacker, rubber on bh → go to question (1)-3

C Pen Holder grip attacker, rubber on fh → go to question (1)-2

D Defense chopper player, rubber on bh → go to question (1)-4

Question (1)-2 The characteristic on the rubber that you're looking for?

A To determine the winning point → Analysis result: Use the [speed] type rubber .

B For Stability --> Analysis result: Use the [spin] type rubber

Question (1)-3 What do you want to achieve with your back hand?

A To block shot and create opportunity to attack --> Analysis result: use [Mix effect] type rubber.

B To block shot (block) score →Go to question (2)

Question (1)-4 What kinds of effect do you want from backhand chop?

A Underspin and attacking → Result: use [spin] type rubber

B Different types of chop → Result: use [Mix effect] type

QUESTION 2. Which types of rubber would you choose?

A Rubber that is easy to use, but generate shots that can be return easily → Go to question (3)

B Rubber that is not easy to use, but can generate shots that are not easy for the opponents to hit → Result: Use [Mix effect] type rubber

Question (3) What is your attention ?

A Block shot and spin. Results: use [Spin] type

B Attack and speed. Result: use [speed]type