

# PROFILING TEMPLATES

To improve your skating abilities it is important to find a shape/profile that suits your skating style. We have made a more comprehensive “sharpening guide” that covers this area more carefully. If you are interested please contact us for more information. Here below you can see all templates we have. We can also create templates if you have a specific request.

## CONTOUR TEMPLATES “single radius”

- Radius 7' (2.13 m)
  - Radius 8' (2.44 m)
  - Radius 9' (2.74 m)
  - Radius 10' (3.05 m)
  - Radius 11' (3.35 m)
  - Radius 12' (3.66 m)
  - Radius 13' (3.96 m)
  - Radius 14' (4.27 m)
  - Radius 16.4' (5 m)
  - Radius 19.7' (6 m)
  - Radius 23' (7 m)
  - Radius 26' (8 m)
  - Radius 28' (8.53 m)
  - Radius 30' (9.14 m)
  - Radius 30.5' (10 m)
- } Figure skating
- } Hockey
- } Bandy
- } Goalies

## CONTOUR TEMPLATES “dual radii”

- NA Split 1 (Radii 8.5' / 9.5')
- NA Split 2 (Radii 9' / 10')
- NA Split 3 (Radii 9.5' / 10.5')
- Dual 1 (Radii 7' / 13')
- Dual 2 (Radii 7' / 16.4')
- Dual 3 (Radii 10' / 16.4')
- Detroit 1 (Radii 10' / 20')
- Detroit 2 (Radii 13' / 26')
- Goalie Split (Radii 24' / 28')

## CONTOUR TEMPLATES “multiple radii”

- The Natural Curve -Quick- S (Radii A / B / C / D)
- The Natural Curve -Quick- M (Radii A / B / C / D)
- The Natural Curve -Quick- L (Radii A / B / C / D)
- The Natural Curve -Quick- XL (Radii A / B / C / D)
- The Natural Curve -Power- S (Radii A / B / C / D)
- The Natural Curve -Power- M (Radii A / B / C / D)
- The Natural Curve -Power- L (Radii A / B / C / D)
- The Natural Curve -Power- XL (Radii A / B / C / D)

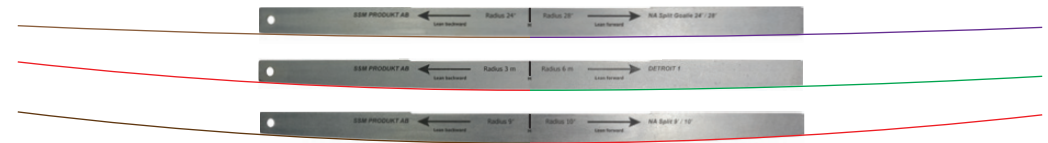
## CONTOUR TEMPLATES “for bandy”

- Bandy Elit 1 (Radii 1m / 5m / 1m)
- Bandy Elit 2 (Radii 2m / 5m / 2m)

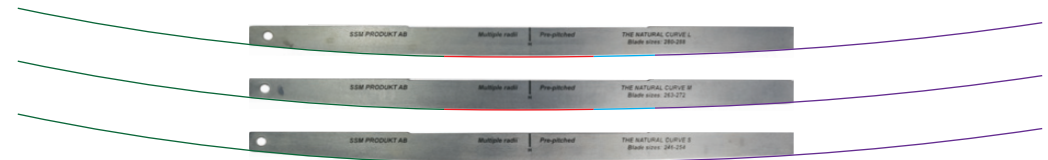
### SINGLE RADIUS



### DUAL RADI



### THE NATURAL CURVE



The lowest point on the skate when you are standing on the ice is called the “pivot point” or “balance point”.

This point is normally in the middle of the skate blade.

It is also possible to move the pivot point of the skate blade forwards or backwards to alter the lie (pitch) of the skate (for example: moving the pivot point backwards toward the rear results in skate leaning (pitching) more forward.)

You will then obtain a different angle towards the ice, the so called pitch; cases are: forward lie, neutral lie or backward lie.

**PIVOT**

**PITCH**