



The Levitate Running Blade

The **Levitate Running Blade** is designed for both casual and competitive runners, made primarily from fiberglass for a balance of flexibility and durability. It's suitable for a variety of activities, enhancing mobility for amputees. This blade is part of Levitate's broader product range and is compatible with the Levitate Forever foot and quick-change adapters for easy transitions between different prosthetic setups. The products focus on empowering amputees to maintain an active lifestyle with high-performance prosthetics.



Adapter

The standard 4-hole system allows for multiple adapter solutions.

• Comfortable High Active Spring

Made of fiberglass, the curved spring facilitates comfortable shock absorption but high energy return making the running blade suitable for all kinds of users with a smooth stride.

• Interchangeable Soles

Extremely resilient soles designed for multiple purposes and terrains.

Product compatibility

The Levitate Running Blades and Forever Series, compatible in height and combined with the Levitate Quick-Change Adapter, enable safe and rapid foot swaps in just a few seconds.

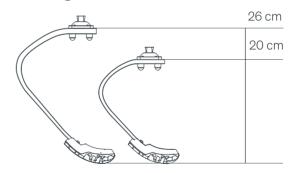
Blade 1: Minimum Clearance 17cm / 6.5 inch

Body weight		Activity level	
Kg	Lbs	Low	High
0-15	0-33	Category 1	Category 2
15-30	33-66	Category 2	Category 3
30-45	66-99	Category 3	Category 4
45-60	99-132	Category 4	Category 5
60-75	132-165	Category 5	Category 6
75-90	165-198	Category 6	N/A

Blade 2: Minimum Clearance 23 cm / 9 inch

Body weight		Activity level	
Kg	Lbs	Low	High
30-40	66-88	Category 2	Category 2.5
40-50	89-110	Category 2.5	Category 3
50-60	111-132	Category 3	Category 3,5
60-70	133-154	Category 3.5	Category 4
70-80	155-176	Category 4	Category 4.5
80-90	177-198	Category 4.5	Category 5
90-100	199-220	Category 5	Category 5.5
100-110	121-242	Category 5.5	Category 6
110-130	243-286	Category 6	N/A

Build height of blades



Max body weight	130 kg
Weight	600 g*
Build height	27 cm / 21 cm

*Dependent on size & category.





Blade 1 and Forever 1

