

GOSKATZBOARDING

INTERNATIONAL SKATEBOARD CERTIFICATION PROGRAM/SKATZ

GLOSSARY OF SKATEBOARDING TERMINOLOGY

THE SKATEBOARD

deck ● the board of the skateboard.

grip tape ● a sandpaper surface that is affixed to the top of the deck with adhesive, used to increase the friction between the deck and the skater's feet.

nose ● the front end of the board.

rail ● the edge of the skateboard; also refers to plastic strips attached to the board's underside.

tail ● the back end of the board.

trucks ● two pieces of strong metal that connect the wheels to the board.

wheels ● the four wheels on the board usually made of polyurethane and sized between 39 and 66 millimeters in diameter; their hardness is measured by a durometer, a number ranging between 0 to 100 soft wheels have a durometer of about 85 whereas hard wheels have a durometer of 97 or higher.

wheelbase ● the distance between the front and back wheel, measured between the two sets of innermost truck holes.

TERMS AND TRICKS

air ● riding with all four wheels off the ground; short for ariel.

acid drop ● to ride straight off of something and frefall to the ground.

backside (B/S or BS) ● when a trick or turn is executed with the skater's back facing the ramp or obstacle. Backside refers to rotations/turns done so that the skateboarder's back is facing the outside of the turn arc.

bail ● this refers to a skater landing safely on his or her feet after failing at a trick. It can also mean that the skater has decided not to follow through on his or her intention to finish the trick if not comfortable with it. Also it can mean that a skater has crashed or failed a trick and may be hurt.

The International Skateboard Certification Program© (ISCP/SKATZ)

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bank ● any sloped area under 90 degrees.

blunt ● when a trick is performed, the contact spot of the board with the obstacle is the area of the tail behind the back trucks. The wheels are also on top of the object.

boardslide ● to slide on an obstacle or lip with the contact point being the underside of the board.

caballeria ● a 360° turn on a ramp while riding fakie (backwards) named after skater Steve Caballero.

carve ● to skate in a long, curving arc.

carving ● carving is the word used to describe the way the rider leans and cuts into turns. The better a skate park is designed with lots of “flow”, the more a skater can carve the skate park.

concave ● the curving inward of a ramp or half pipe.

coping ● a rounded lip at the top of a ramp or obstacle, usually made of metal, cement, or PVC pipe.

drop in ● to enter the ramp or obstacle from the top.

fakie ● Skating backwards-the skater is standing in his or her normal stance, but the board is moving backward (not to be confused with ‘switch’ stance).

frontside ● when a trick or turn is executed with the front of the skater’s body facing the ramp or obstacle.

goofy foot ● riding with the right foot forward, the opposite of “regular foot”.

grabs ● when a rider reaches down and grabs his or her board.

grind ● moving along the edge or on top of an object with the axles of both trucks.

50-50 grind ● grinding on both trucks evenly. Skaters use both trucks, and so are 50-50ing whatever they are grinding on.

heel edge ● refers to the edge of a skateboard, in front of the rider’s heels. When turning on a board, if the rider leans on the heel edge, or “digs in” on the heel edge, the board will turn in the direction of the rider’s heels.

heel flip ● a skateboard trick that involves flipping the board over after popping an ollie with the heel edge of the front foot.

lipslide ● similar to a boardslide. Skater turns 90 degrees so that the trailing trucks are placed over the rail/ledge/coping and the skater slides on the middle of the board.

nosegrind ● grinding only on the front truck.

noseslide ● a noseslide is performed when a skater rides parallel to an obstacle (ledge, rail, etc...) and then does an ollie and turns the board 90 degrees. The skater then lands on the ledge with the nose of the board sliding on top of it. The skateboarder can then come off the ledge either regular or fakie (backwards).

5-0 grind ● grinding on the back truck only.

kickflip ● a kickflip is a variation on the ollie that involves flipping the board with the toe edge of the front foot.

kickturn ● very basic skateboarding maneuver. It is not really considered a trick in its raw form, though it is used in some basic tricks. To do a street kickturn simply go into a manual while swiveling your body and leaning the side you want to turn, then finish manualing.

mongo-foot ● pushing where the back foot is kept on the board and pushing is done with the front foot.

nollie ● an ollie done off the nose of the skateboard.

nose ● the nose of a skateboard is the front section of the skateboard deck, past the front two screws. On many skateboards, the nose and the tail will have different shapes or concaves, so remembering the difference between the nose and the tail of a skateboard is important.

ollie ● “popping” your board into the air without using your hands. One of the first tricks skateboarders learn.

railslide ● a trick in which the skater slides the underside of the deck along an object such as a curb or rail.

regular foot ● riding with the left foot forward, the opposite of “goofy foot”.

riding fakie ● fakie refers to riding a skateboard backwards from the way you would usually ride it. When riding fakie, the skater has his or her feet set up so that whatever foot is usually the back foot is now up near the nose.

shuv-it ● turning the board without turning your body so the board spins around under your feet 180 degrees.

switch-stance ● riding the board with the opposite footing than usual, i.e. goofy foot’ instead of “regular foot”.

tail ● the tail is the area of your skateboard deck from the back last two screws to the back tip of the board.

tailslide ● sliding the underside of the tail end of the board on a ledge or lip.

tic-tac ● a tic-tac is performed when the front wheels on the skateboard are lifted, and brought 45 degrees to one side, touched down, lifted again, brought 45 degrees to the other side and repeated, making a tic-tac sound as the wheels touch down. This technique helps beginner skaters to learn how to turn and move forward.

toe edge ● toe edge refers to the edge of a skateboard, snowboard or surfboard in front of the rider's toes. When turning on a board, if the rider leans on the toe edge, or "digs in" on the toe edge, the board will turn in the direction of the rider's toes. This is a fundamental truth for all board sports.

SKATING STYLE/ELEMENTS

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bowl ● an elongated oval, shaped from wood, with sloped sides, that somewhat resembles an oval shaped swimming pool. Usually constructed of wood for indoor parks and constructed of cement for outdoor parks.

half-pipe ● a 'U' Shaped ramp of any size, usually with a flat section in the middle

rail ● metal railing usually designed out of metal that skaters grind on.

stairs ● wooden sets of stairs that skaters use to mount, and jump down. Stair features are usually seen in an indoor skate park.

street skating ● skating on streets, curbs, benches, handrails and other elements of urban and suburban landscapes.

vert ramp ● a half-pipe, usually at least 8 feet in height, with steep sides that are perfectly vertical near the top.

vert skating ● skating on ramps and other vertical structures specifically designed for skating.

wallride ● when a rider skates up, or across, a wall.