# SAMPLE SAMPLE

INTERNATIONAL SKATEBOARD CERTIFICATION PROGRAM/SKATZ

### HISTORY & POPULAR CULTURE OF FRATEBOARDING

Skateboarding can be described as the act of rolling on or interacting with a skateboard. Someone who skateboards is called a skateboarder or skater. Skateboarding can be an art, hobby, sport or a method of transportation. Because of its creative aspects, if call as the seen as an art form. Stateboarder is throughout the years have influenced and continue to influence its development.

It is widely accepted that the first skateboard originated sometime in the 1950s and coincided with the popularization of surfing in California. The idea appears to have its roots in the surf culture with surfing enthusiasts, who were frustrated with inclement weather conditions. We do not really know who made the first board, and a could be that several people may have had the same idea, within the same time frame. Several people have claimed to have invented the skateboard, but we have no clear evidence that one specific person did so. It is possible that skateboards may have evolved from "crate scooters" which preceded skateboards and were similar except for having a wooden crate attached to the front, which formed rudimentary handlebars.

Skateboarding was or girally referred to as "sidewall's urfing" and early skaters mimicked surfing style and moves. In the mid 1960s skateboarding took off as a craze. Manufacturers of surling equipment, such as Hobie and Makana, started building skateboards that resembled smaller surfboards and began to promote their products. The popularity of skateboarding at this time gave rise to a national magazine called Skateboarder Magazine and the 1965 International Championships were broadcast on National Television. The growth of skateboarding at this time was exponential.

It is not really known, why o'e' the rext five years skateboarding's popularity dopped off and renained low until the early 1970's, but only hardcore enthusiasts would continue to ride during this time.

#### **NEXT GENERATION**

In the early 1970s, a skatel oard wheel was developed mode of polyurathane. This improved traction and performance so much, that skateboarding began to grown in popularity again, and many companies started to invest more in product development. Some companies started to manufacture trucks (axles) especially designed for skateboarding. As the equipment evolved, skateboarders were able to gain more control. Deck widths reached 10 inches and over allowing more control for the skater. Some manufacturers started to experiment with more exotic composites like fiberglass and aluminum, but the common skateboards vie eightly designed for polyurathane. This improved traction and performance started to invest more in product development.

A few years later, a new breed of skateboarders, most notably the Z-Boys, began to emerge and started to skate the vertical walls of swimming pools that were left empty from the 1976 California drought. This started the 'vert' trend in skateboarding. Skateboarding was also transformed in 1976 by the invention of the first modern skateboarding trick called the ollie by Alan "Ollia" Gerfand Alt filst, not e of Gelfand's companions be in equity in the value of the value of the value of the value of the board. Given the creative edge many skate is had at this time, and improved handling of skateboarders began to invent new tricks. With increased control, skateboarders could skate with greater speed and accuracy, and they began to perform many, more dangerous tricks. As a result, concerns of liability and increased insurance costs caused many skate parks to go out of business. By the beginning of the 1980s, skateboarding had died again.

International

Skateboard

In 1981, the ollie was reinvented by Rodney Mullen and evolved to freestyle skating. Mullen invented the kick which allowed the skater to fly from one place to another while the board flips or enotation. The development of these more complex tricks transformed skater by a ding from the vertical tops of the half ripes, to stairs and handrails in the streets.

#### THIRD GENERATION

From the mid-eighties to early hir eties, the third cene ation of skatel parding began through strong industry support. The focus was initially on vertically skateboarding. The no-hands aerial (later known as the ollie) by Alan Gelfand in 1976 made it possible for skaters to perform huge airs off of vertical ramps. This made vert skating the dominant style of skateboarding. Coincident to this, decks became wider still and acquired larger and wider wheels. But as time progressed and skate parks became fewer in number, street skateboarding gained popularity, causing a change in both deck shape and wheel size. Street skating pecaline skateboarding's most popular form. The third shateboarding generation rearly enced by the global economical recession in the early 1990s, but there remained some interest and it continued, giving rise to the four hior current generation.

## CURRENT GENERATION AMPLE

The fourth and current generation of skateboards has mainly been dominate by street skating, although in the past few years many more skate parks are being built, both indoor and outdoor. Most boards are about 7½ to 8 inches wide and 30 to 32 inches long. The wheels have an extremely hard durometer (approximately 99a), and tend to be fairly small, providing an overall faster ride. This, coupled with lighter-weight boards are making tricks much easier to perform. Today, mode in wheels are currently around 40 to 18 m min diameter and across near in echnology have made them extremely light compared to the wheels of the eighties. Most decks are still constructed out of Canadian maple, with 7-plys being the industry standard for strength and durability.

Board styles have changed dramatically since the 1970s but have remained mostly alike since the mid 1990s. The contemporary shape of the skate board is modeled mainly after the freestyle boards of the 1980s are largely symmetrical and narrow in width. Currently, skateboarding has become a fusion of ramp, street and freestyle techniques. Skateboarding has heavily influenced today's core street skating culture and while the ollie remains the base for many tricks, the flip has become the essential foundation of the most popular of current skateboarding moves.

## CUSIAMPLE SAMPLE SAMPLE

Skateboarding had its roots originally in the culture of surfing. As skateboarding spread across the globe to places that were unfamiliar with surfing or its culture, it developed an image of its own. For a time, skateboarding culture was linked to a punk subculture, but over the last few decades skateboarding has broken from evaluits loose cultural ties with punk to form its own subculture. Currently, skateboarding has its own music, fashion, and sking, wore recan ly, skateboarding is considered by many, to be a sport, and no longer associated with the negative stereotype it once was.

References:

Snycer, Craig Gastiag, 'Trans world Skatel oarding Magazine' October 2005, p. 44)

Further Reading:

Borden, Iain. (2001). Skateboarding, Space and the City: Architecture and the Body. Oxford: Berg.

Hocking, Justin, Jeffrey Knutson and Jared Maher (Eds.). (2004).

Life and Limb: Skateboarders Wr e from (h.) De () En & Now for : Soft Skull Press.

Weyland, Jocko. (2002). The Answer's Neve to a History and Menioir of Skateboarding. New York: Grove Press.

Hawk, Tony and Mortimer, Sean. (2000). Hawk: Occupation: Skateboarder. New York: HarperCollins.

Thrasher Magazine. (2001). Thrasher: Insane Terrain. New York: Universe.

