



SK8 glossary

pro skate park terms for tricks, terrain & more

SPREAD THE STOKE



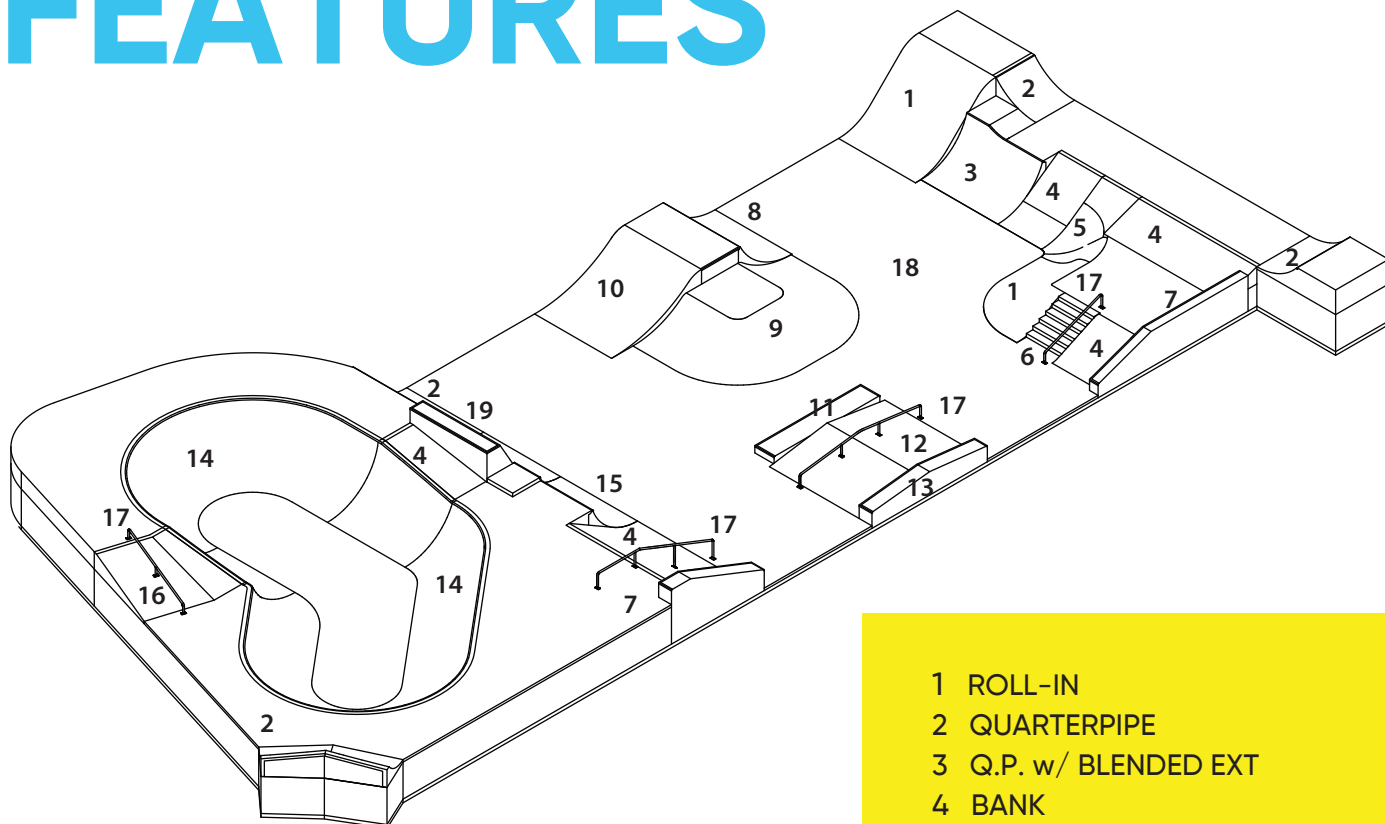
BUILT TO PLAY AND GROW

Coming Summer 2024, the Waterford Skate Park will be an inclusive, fun, safe space for kids and families to enjoy outdoor activities including skateboards, bikes, scooters, inline skates, and more. We are committed to ensuring that everyone has equal access/opportunity to physical activity and sports in a healthy outdoor environment.

The skate park will promote activities for a large demographic, with a focus on youth and an emphasis on accessibility and adaptive participation.



WATERFORD SKATE PARK FEATURES



Learn more about
our Skate Park's features
along with other skate
terminology & culture
inside the glossary . . .

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pro skate park terms for tricks, terrain & more

SPREAD THE STOKE

50-50 Grind: A grind trick where both trucks of the skateboard grind along an obstacle simultaneously.

Acid Drop: Dropping onto a ramp or obstacle from a higher point without using a transition or roll-in.

Air: A trick performed in the air, typically above a ramp or obstacle.

Airwalk: An aerial trick in which the skater grabs the nose of the board, kicks the feet out while in the air, and then quickly back on when he's about to land it.

A-Frame: A structure shaped like the letter "A", typically featuring two ramps converging at the top, providing options for skating up and down.

Aggressive: A term used to describe roller skating in skate parks.

Alley-Oop: An aerial, transition trick in which the skater moves his body sideways in the opposite direction of the rotating movement.

Am: Short for an amateur.

Anchor Grind: A grind trick performed on the board's front truck that leaves the tail pointing back, down, and away from an obstacle

Axle: The metal rod running through the skateboard truck's hanger on which the wheels are mounted to.

Axle Stall: A trick where the skater stalls on the coping of a ramp with both trucks.

Blue words

are features of the Waterford Skate Park's design.

Purple words

are terms that describe skateboard movement or tricks.

Orange words

are terms that describe scooter movement or tricks.

Magenta words

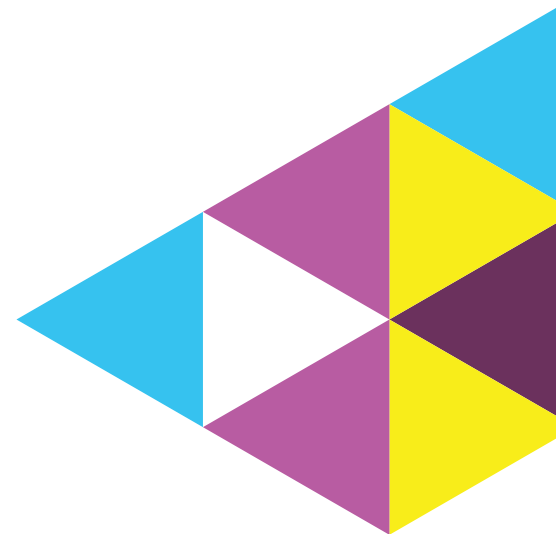
are terms that describe scooter / skateboard movement or tricks.

Dark purple words

are parts of a skateboard.

Green words

are slang words spoken in skate culture.



Backside: A term used to describe tricks performed with the back facing the obstacle or direction of travel.

Bail: To jump off the skateboard intentionally to avoid injury during a failed trick attempt.

Bank: A sloped surface that allows skateboarders to ride up and down, often used for gaining speed or performing tricks.

Bank to Roll-in: A structure that combines a bank and a roll-in, enabling skaters to ride up a bank and transition smoothly into a roll-in section.

Baseplate: A flat piece with four holes that mounts the skateboard truck to the deck.

Bearings: A set of six, seven, or eight balls enclosed in races between two shields that allow for the turning of a wheel on its axle. Each wheel features two bearings.

Benihana: A grab trick in which the skater performs an ollie, pulls the board forward with the front foot, leaves the back foot hanging in the air, and grabs the tail before pulling it back under the feet.

Blunt: A trick in which the skater lands the tail of the board on the coping or edge of an object and then resumes riding.

Boardslide: A sliding trick in which the bottom of the skateboard deck slides along an object.

Boned: A mid-air move in which the skater pushes the board out in front and points it downward.

Boneless: A trick where the skater removes their front foot from the board and jumps, using their hand to hold onto the board.

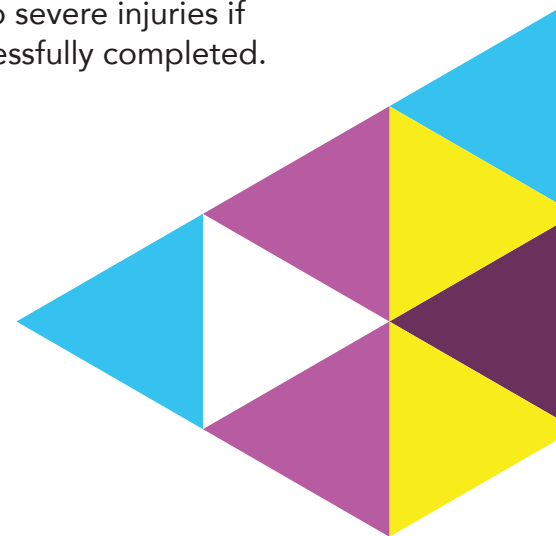
Bowl: A concave structure resembling a swimming pool, used for skating in a circular motion, often featuring coping for grinding.

Box Jump: A ramp or structure consisting of two ramps facing each other with a gap in between, allowing skaters to jump from one ramp to the other.

Box Jump Landing: The area of a box jump where skaters land after successfully jumping from one ramp to another.

Brain Bucket: A helmet.

Burly: A high-risk trick that might lead to severe injuries if it is not successfully completed.



Bushing: A ring-shaped polyurethane component that surrounds a truck's kingpin and helps the board turn and pivot.

Caballerial: A trick invented by Steve Caballero in the early 1980s in which the skater performs a 360-degree ollie in a ramp while riding fakie and without grabbing.

Carve: Making wide, sweeping turns while riding, typically on a ramp or bowl.

Casper Flip: A trick in which the skater performs a half-flip and then uses the back foot to grab the tail and whip it.

Catch: When you catch your board while it is still spinning with your feet and then land it.

Caveman: A trick where the skater holds onto the board while jumping onto it from a standing position.

Chicken Salad: A trick where the skater grabs the heel edge of the board with the front hand while the back foot is boned.

Complete: A skateboard with all its components: deck, trucks, wheels, bearings, and grip tape.

Concave: The curved shape of the skateboard deck, designed to provide better control and stability.

Coper: An old school covering that is installed in the truck's hanger to protect it against grinding.

Coping: The metal or plastic edge on the lip of a ramp or bowl, used for grinding and sliding tricks.

Crooked Grind: A grind performed where the deck is not directly over the obstacle.

Darkslide: A trick invented by Rodney Mullen in which the skater flips the board onto an obstacle, lands on it upside down with one foot on the nose and the other on the tail, and slides the area before landing on the flat ground.

Deck: The flat, top surface of a skateboard, typically made of wood or composite material, where skaters stand and perform tricks.

Demo: A skateboarding event with riding and gear demonstrations usually held in skateparks and skate shops.

Disaster: A trick where the skater rides up to the coping of a ramp, stalls, then reverts back in.



Drop-in: To start a run on a ramp or bowl by rolling in from the top instead of starting from the bottom.

Fakie: Riding backward with the tail of the skateboard facing forward.

Flip Trick: Any trick where the skateboard flips in the air, such as kickflips, heelflips, or varial flips.

Flatground: Skateboarding on a flat surface without the use of ramps or obstacles.

Frontside: A term used to describe tricks performed with the front facing the obstacle or direction of travel.

Gnarly: A term used to describe something extreme, challenging, or impressive.

Goofy: Riding with the right foot forward on the skateboard.

Grab: Holding onto the skateboard while performing a trick in the air, adding style and flair.

Grind: Sliding along an obstacle, such as a rail or ledge, with the trucks of the skateboard making contact.

Grind Rail: A long metal bar or pipe specifically designed for grinding tricks.

Grip Tape: Sandpaper-like material fitted to the top of a deck to give riders more grip.

Grom:
A young skater kid;

Hanger: The largest part of the truck that is mostly exposed to grinding.

Hang-up: When the wheels of the skateboard catch on an obstacle, causing the skater to fall or lose balance.

Heelflip: A trick in which the skater flips the board with his or her heel in the opposite direction of a kickflip.

Indy Grab: A trick in which the skater grabs the board mid-air with the back hand.

Janky: It is often used to describe the transition of a bowl or ramp when it's a little 'tight' or unreliable.

Kick Turn: To turn your board by shifting the weight to the tail of the board and twisting.



Kickflip: A trick where the skateboard rotates 360 degrees along its lengthwise axis while flipping beneath the skater's feet.

Kingpin: The bolt that holds the hanger, cushions, and baseplate of a truck together.

Landing Bolts: To land a trick perfectly with the board secure and balanced under your feet.

Ledge: A long, narrow platform or curb, typically made of concrete or metal, used for grinding or sliding tricks.

Lip: The top edge of a bowl or ramp.

Longboard: A longer skateboard that is used for downhill skating, commuting, and cruising.

Manual: Balancing on two wheels of the skateboard without using the tail or nose, typically performed on flat ground or a manual pad. Balancing on the back wheel of a bike or scooter.

Manny Pad: A flat area or platform designed for performing manual tricks, where skateboarders balance on two wheels without using the board's tail or nose.

Meet-up: An informal meeting or gathering. Our Chapters host meet-ups as a way to gather skaters from local and surrounding areas to skate together.

Newb: A term to describe a newcomer/newbie.

Nose: The front of the skateboard.

Nosegrab: To grab the nose of the board with the leading hand.

Ollie: A fundamental skateboarding trick where the rider and board leap into the air without the use of the hands.

Pop Shove-It: A trick that combines the ollie with shove-it and enables the board to get to the air and rotate along its vertical axis.

Plaza: A skateboarding area or section designed to resemble a city plaza, featuring various obstacles such as stairs, ledges, and rails for skating.

Pumping: Moving your bodyweight on your skateboard to build speed without your feet touching the ground.

Pushing: To propel the board forward by keeping as much weight on the lead foot as possible and getting the rear foot to push against the ground.

Quarterpipe: A curved ramp with one quarter of a full pipe, usually forming a semi-circular shape, allowing skaters to ride up and perform aerial maneuvers.

Q.P. w/ Blended Ext:

A quarterpipe with a blended extension, featuring a smoothly integrated transition from the quarterpipe to another structure or obstacle.

Q.P. w/ Block Ext:

A quarterpipe with a block extension, incorporating a solid block-like structure at the top for additional challenges or tricks.

Rail; 6 Set: A rail obstacle (typically a metal bar) placed on a set of 6 stairs.

Ramp: A structure built for skateboarding, scootering, or biking typically featuring transitions and various obstacles for performing tricks.

Roll-in: A sloped structure that allows skateboarders to enter a ramp or skate park section with speed, typically used for gaining momentum before performing tricks.

Session: Often used when devoting time to a particular activity, in this instance, we use to describe time dedicated to skating. Also abbreviated to sesh.

Shred: A term to describe what we do in the skatepark! Shred the gnar specifically refers to skating the park to the maximum of your ability. Skating with reckless abandon and giving everything 110%!

Sick: A way of emphasizing how awesome you think someone's skating style or tricks are.

Sidewalk Surfing:

Another term for skateboarding.

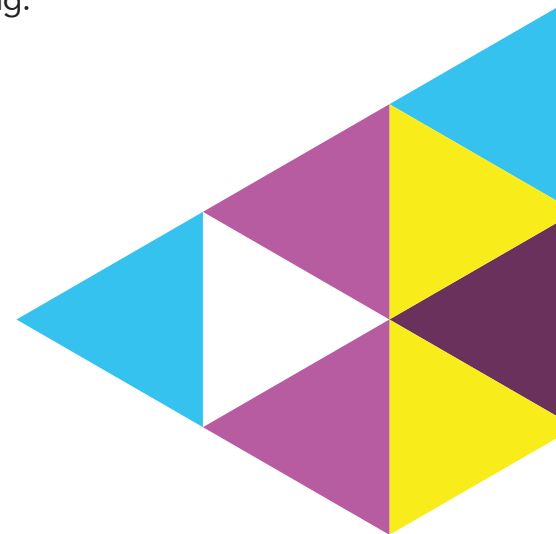
Sketchy: A description for when a trick is barely landed or the landing was a little rough. It can also function as a descriptor for the feeling of the obstacle, surface, or transition.

Slide: A move where the underside of your deck slides along an object.

Snake: Snaking is the act of 'cutting in line' at the skatepark. Try not to be the snake in the park; it's not a good thing.

Stance: How someone skates. There are multiple stances; most commonly, you see 'prone' however, the origins of this sport often use side stance.

Stair Set: A series of steps arranged in a linear fashion, often used as an obstacle for skateboarders to perform tricks such as jumping or grinding.



Steez/Steezy: A combination of the words “style” and “ease” meant to praise a stylish and perfectly executed trick or maneuver.

Stick: To land a trick.

Stoke: To encourage or incite excitement! We specifically use this as our official hashtag to follow our community #spreadthestoke “Spread the stoke.”

Switch Stance: To ride a skateboard and perform tricks and maneuvers not using the normal or natural stance.

Tail: The back end of a skateboard.

Tail Slide: A trick in which the skater slides the underside of the tail end of the board on a lip or ledge.

Technical (Tech):
A skateboarding style that involves highly complex freestyle tricks and maneuvers performed on flat surfaces.

Thrasher: An avid or enthusiastic skater.

Tic Tac: A series of short kickturns performed in a row. It can give a boarder the momentum needed to travel across a flat area.

Transition: There are many meanings behind this word. We typically use it to describe two things.

- 1) The act of rotating/turning.
- 2) The curved section of a ramp or bowl.

Trucks: Metal T-shaped components mounted on the underside of the skateboard deck, containing axles and allowing the wheels to attach. Trucks are crucial for steering and controlling the skateboard’s direction, and their tightness can be adjusted to tailor the board’s maneuverability to the skater’s preferences.

Vert Ramp: A ramp with a vertical transition, allowing skaters to ride vertically into the air for aerial tricks.

Vert Skating: A skating style in which the rider performs moves and tricks in a halfpipe or ramp. It usually involves getting air above the rim of the ramp or pipe.

Wheels: The four rounded polyurethane devices sized between 39 and 70 millimeters that allow skateboards to roll;

Wipe Out: To fall off the skateboard.

SCOOTER

MOVES GLOSSARY

180:

A 180° rotation in midair and landing Fakie.

360:

A full 360° rotation of the deck and rider around the vertical axis.

540:

A 540° spin around vertical axis.

720:

Two full spins around vertical axis.

900:

Two and a half spins around vertical axis.

1080:

Three full spins around vertical axis.

Bar Rewind:

You through a Barspin, catch it halfway and throw it back so that it does double rotation.

Barspin:

A 360° rotation of the handlebars around its own axis. A Double Barspin is a double rotation of the bar around its own axis. A Triple Barspin is three full rotations of the handlebars.

180 Barspin:

A 180° turn performed from Bunny Hop with a Barspin while in the air.

Backflip:

A backward somersault.

Bunny Hop:

Basic jumps with both feet remaining on the deck.

Bar Whip:

A Barspin followed by a Tailwhip

Barspin Rewind:

You through a Barspin, catch it halfway and throw it back.

Benihana:

While in the air you take off your back foot and grab the back of the deck with hand.

Bri Flip:

Flipping the scooter deck over your head behind you by turning you bars.

Inward Bri Flip:

It is the opposite of the Bri Flip when you flip your scooter in front of you.

Bri Twist:

While in the air you twist the bars through 180 then rotate a scooter like in a Bri Flip.

Bri Whip:

You flip the scooter deck over your head by turning your bars and tailwhip before landing.

Buttercup:

You perform a Tailwhip followed by Briwhip and finish with a Tailwhip.

Can-Can:

You take both legs off the deck to one side while in mid air and bring them back when land.

Cannon Ball:

You take your feet off, throw your scooter up, grab the deck or touch it with both hands, hit it down and put feet back.

Capron Flip:

You bring scooter up, whip it and then do an arc motion with your hand to rotate it down.

Clamp Grab:

Grip or touch the clamp with your hand while in the air.

Decade:

You jump and spin 360° around handlebars while moving forwards.

Deck Grab:

Grab the deck with your hand while in the air.

Disaster:

Rider performs 180° and lands on the edge of the coping facing the transition.

Fastplant:

Put one foot on the floor and push your sooter up.

Fastplant Frontflip:

Plant your foot on the ground and push off as hard as you can to cause a Frontflip rotation.

Fingerwhip:

Use your fingers to spin the Tailwhip.

Double Fingerwhip:

Double rotation of the deck around handlebars column caused by hand.

Flair:

A combination of Backflip and 180 performed in a quarter.

Footplant:

You jump out of a quarter pipe and put one foot on the coping while the other foot remains on the deck.

Frontflip:

A frontward somersault.

Front Scooter Flip:

While in the air you flip your scooter forwards with one hand then put other hand back on handlebars and land.

Funky Flip:

You switch your hands up in the air and perform a Whip Umbrella.

Full Whip:

You spin a Baspin and a Tailwhip at the same time.

Half Cab:

Rolling in Fakie you jump a Bunny Hop 180 to land back forwards.

Heelwhip:

A Tailwhip where you whip the deck with your heels the other way round.

Double Heelwhip:

A Double Tailwhip where you whip the deck with your heels the other way round.

Downside Heelwhip:

You throw a Heelwhip backside and catch in front of you.

Heelwhip Rewind:

Whip the deck with your heel in one direction and then kick it back.

Hip Whip:

Rotation of the deck around handlebars column which you cause by hitting deck with your ankle.

Invert:

You jump and curl your ankle to put the scooter 90° sideways, trying to hit your shoulder with your bars.

Japan Grab:

Grab the nose of the deck with your front hand, bringing the scooter behind you, bend your knees to stay on the deck which becomes inverted.

Kickless:

A combo of Heel Whip and Hip Whip when you do a whip to inconvenient direction, raise a scooter in Bar Turn position and bring it back down.

Kickless Rewind:

You do an upper Heelflip on 3/4 then swing your scooter back and land.

No Footer:

Take both feet off the deck and stretch them out while in the midair.

No Hander:

A rider takes off hands off the handlebars during the jump.

Nollie:

A Bunny Hop off your front wheel instead of both of wheels.

Nothing:

You take off your hands and feet of the scooter while in the air.

Nothing Front Scooter Flip:

A rider takes off his hands and feet of the scooter and rotate it frontwards.

One Hander:

Jump straight up and at the peak direct your scooter down to the land.

One Footer:

Take one foot off the deck and stretch it out while in the midair.

Opposite Barspin:

A Barspin performed to an opposite direction.

Opposite Tailwhip:

The deck is spun in opposite direction while your feet stance is not changed.

Rotor Whip:

You perform a Tailwhip in one direction and a Barspin in another at the same time.

Superman:

While in the air you take your feet off of the deck and extend your hands in front of you. Body remains a straight line at the peak of the jump.

Super Willy:

While riding you lean on bars and kick your legs out, then put them back on the deck.

Table Top:

While in the air you push the deck outward with your foot so that the scooter is at a 90° to the body.

Tail Grab:

The back of the deck is held with the hand during the jump.

Tailwhip:

A 360° rotation of the deck around the axis of the handlebars column.

180 Tailwhip:

A 180° turn with a Tailwhip while in the air.

360 Tailwhip:

A 360° spin with a Tailwhip while in the air.

Double Tailwhip:

Two full rotations of the deck around handlebars column.

Downside Tailwhip:

A combination of a Tailwhip and a 180° counter-spin.

Triple Whip:

Three full rotations of the deck around handlebars column.

Quad Whip:

Four full rotations of the deck around handlebars column.

Quint Whip:

Five full rotations of the deck around handlebars column.

Toboggan:

A Deck Grab with your handlebars slanted and downwind performed while in the air.

Transfer:

Transition over any obstacle.

Truckdriver:

A 360° spin with a Barspin while in the air.

Tuck No Hander:

You remove both hands from the bars and tuck the bars into your lap while in the air.

Turndown:

You kick out the deck and turn the bars, not crossing hands, to give the effect of turning the bars down.

Twist Whip:

A Tailwhip performed in X-Up position.

Umbrella:

You flip the scooter over your head so that the deck travels from one side to another.

Unless:

While in the air turn the deck 90° to the side and then back.

Untwist:

It is a reverse Bartwist. You rotate handlebars to the opposite of Bartwist direction.

Wallride:

Riding on a vertical or very steep wall with both wheels.

Whip Bar:

A Tailwhip followed by a Barspin.

Whip Front Scooter Flip:

A combination of a Tailwhip and a Front Scooter Flip.

Whip Rewind:

Whipping the deck in one direction and then kicking it to opposite side.

Whip Umbrella:

A combination of a whip rotation and Umbrella Flip. You start Umbrella Flip after a 3/4 of whip is done.

X-Up:

You turn handlebars 180° while riding and cross your arms.

X-Ride:

Riding with the bars turned 180° and your arms crossed.

For more info

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