

## Skateboarding terms

The material in this document derives from two sources. Some of it is cited directly from the material supplied by school students in response to Section 7 of the original questionnaire. Some of it is material provided by students during school visits. This material varies considerably in the degree to which it is a direct citation of what was said, or a digest of the information provided.

### Definitions

Q2

“Yes and No: Stand on the back of the skateboard and go up and down for yes and do the same but go sideways for no”

“Ollie is when you flip your skateboard while you are still in the air”

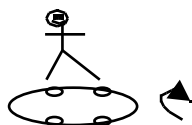
T5 – WR2

We have this move called a sex change. I shall show you how we do it . This is a diagram.

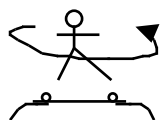
Step 1: You ollie (that’s making the board jump).



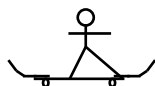
Step 2: And kickflip (that’s making the board do a tight spiral)



Step 3: Then you turn yourself around in 180°



Step 4: Then you land it. The board is the same way but you land the opposite way around.

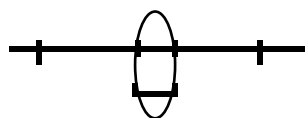


And that’s how you do a sex change.”

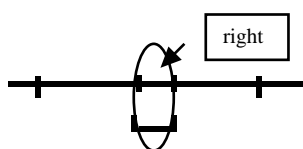
By Ferret, Weasel and Stoat!

“We have this move called a darkslide. I will show by drawing a diagram in bird’s eye view:

Step 1: you do a half k:k flip onto the back bolts on your skateboard:



Step 2: Put your right leg before the bend in the tail.



Step 3: then flip your board over with your right leg then land it properly and you have done a darkslide.”

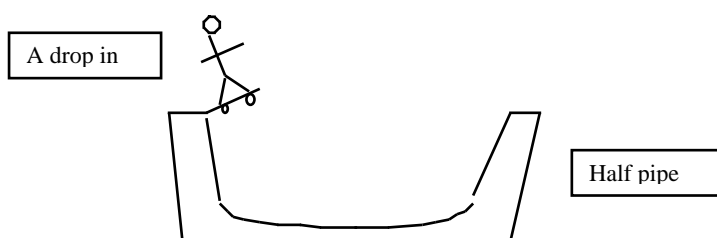


Also by Ferret, Weasel and Stoat.

V8 – AK18

“You can do all sorts of tricks like a ollie when the board jumps up without touching the ground and kickflip when the board jumps in the air and then turns round and do other tricks as well.”

“In skateboarding you stand on a skateboard and push with your front or back foot. There are different types of skateboarding, street skating, ramp skate. When you ramp skate you can be in a bowl, half pipe or jump ramp. In street skating you just do stuff, like jump up onto a street chair (bus-stop chair) and do grinds, and board slides, tail grinds [diagram of ‘street chair’ and a board slide]. In half pipe skating you go up and down doing tricks on the ledge up the top. The ramp spreads wider in length up the top. On the ledge there is a pole where you might do a grind or a tail slide, and the ledge is for when you drop in which is when you do from up the top and which is when you put the end of your skateboard on the ledge and you step forward and you go up and down.”



“All of these tricks you can do fake or switch”

**Kickflip:** “when you make the board flip over once and land back on it”; “when you make the board go off the ground and it flips around once and you land on it.

**Double kickflip:** is when it flips around twice and so on (height varies)

**Ollie:** jump the board and land back on it

**900:** when you are on a vert ramp and spin around 900 degrees

**Rail grind:** when you get some kind of steel and jump up on the board and slide along it

5-0 (‘five-oh’)

“Ways you can stand on the board: goofy or natural”

W8 – AK43

**Ollie:** where push down and jump up with your board

A **180** is when you spin your board around 180°.

A **kick flip** is when your board flips completely

**Ollie:** is when you make the skateboard goes [sic] up in the air and your feet stay on the board.

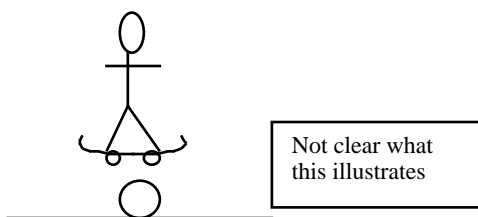
“A Ollie is when you pop the tail and slide your foot and jump.”

“Ollie is when you push then you jump and make your board come with you”

**Kickflip:** is when you make the board spin around by doing an ollie and then kicking the nose of the board by sliding your foot up.

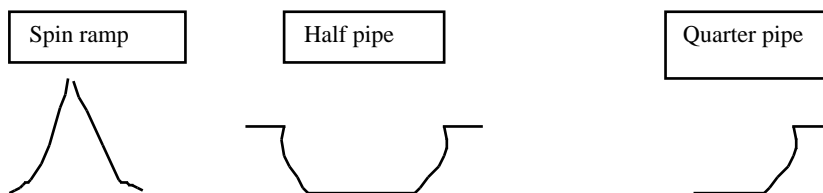
“You do a ollie and make your board spin and land on it.”

**Slide:** is when you go rolling over to a bar higher than your board. You do an 180 ollie and then sliding on the middle of the deck.

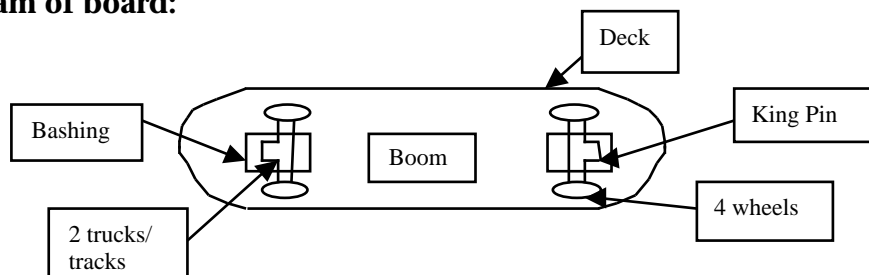


**K-grind:** is when you go to a bar sitting on the ground and grind on the bar.

**Ramps:**



**Diagram of board:**



## V8 – AK30

Ollie: (=jump) “when you stand on either side of the board then you slightly bend the board go 90° from one side then jump”. “Where you flip the skateboard around”

Kick flip: the board flips under you

Shuvit: the board spins beneath you

Varial: kick flip and shuvit mixed together

Indy = grab

360 = Grab 360

Air = ollie grab high

## V8 – AK40

Oily (NB Ollie crossed out and replaced by Oily – by teacher, presumably copying from kid’s work): push the kick down

Kick flip: oily and flick your board and land on it

180 Oily: spin your board around 180 or 360.

## V12

Kick Flip: Flip board over and try to land on it again.

Rails/Grind: Go down an obstacle on the T-bar (axle)

Ollie (or Nollie): 4 wheels on the ground, airborne land back wheels first

Ollie (or Nollie) Impossible: Same as ollie with a rotation.

Madonna: 4 wheels off ground, airborne rotation.

Rocket Air: Hands and feet on board, jump up off the ground.

Method: Grip back of skateboard while airborne.

Stalefish: Grip front of skateboard while airborne.

360: Turn 360° while airborne (also called Pot Shovit)

180: turn 180° while airborne.

## e15

kickflip: is when you do an ollie and you flip the board and then [land] on it

heel flip: it’s when you hit the board with your heel

## b16 – HS1

Ollie = jump

“You have to get the board off the ground and land [on] it”

“When you jump over something with your skateboard”

Moving ollie: skating the jump

Kick flip: when it flips around

“You have to flick it and flick”

“When the board does a side flip under your feet”

Moving kickflip: skating and flip it upside down

Heelflip: when it is done like kickflip but with heel

50/50 grind: 2 trucks on rails

50: when one truck is in the air on a rail.

Manual: riding with one truck up

Darkside slide: grinding with board upside down

Boardslide: grinding with board turned to the middle.

“Pot soveit: When the board does a 180° or 360° spin under your feet”

b16 – HS4

oli: a jump, spin the board

W17 – WA1

Ollies: kick flick, board spins and then land on it

Ollie manual: ollie in the air, land on two front wheels

180: half turn

360: full turn

grinding: ollie onto the pipe stairs, keep on going, ollie off.

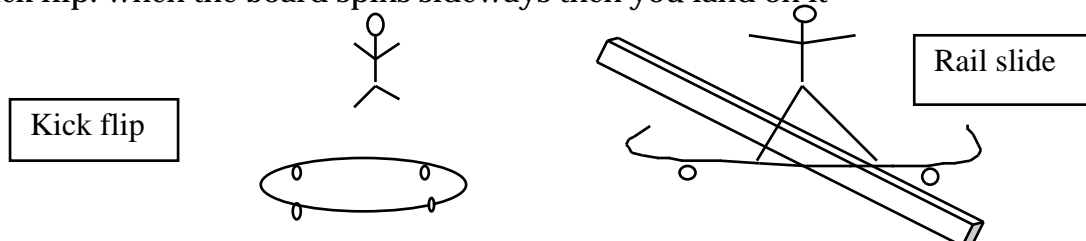
V21-WN4 – visit material

Shove-it: board does 180 but you don't.

P23

Tampon: when you land with something between your legs (and it hurts) e.g. rail

Kick flip: when the board spins sideways then you land on it



Grind: when you ride your board across a rail and your trucks are sliding on the rail.

Rail Slide: When you slide across a rail in the middle of your board.

Ollie: when you make the board jump up so you can jump (ollie) over something.

Power Slide: when the wheels slide across the concrete and screech.

K25 – visit material

Ollie ≠ Nollie; the latter has the feet further forward on the board.

Q26 – visit material

goofy: right foot forward; opposed to natural (terms also used in snowboarding and surfing)

P27

Ollies: jump

Kick flip: when you flip the board

O28 – CH6 – visit material

Description of a Casper provided.

## P28 – CH16 – visit material

Goofy: right leg ahead on the board

Natural: left leg ahead on the board

## C33 – visit material

Manual – like a wheelie

Indy – grab the middle of the board

Christ air – stick your arms out as if crucified while in mid air

Hospital – described on tape

## D34

Ollies: flip them up/over and land the right way up and carry on.

## D36 – visit material

Pop (or pot) shove-it: when asked about the final consonant, both were given. This is like a 180, but don't get all the wheels off the ground, and don't do an ollie to get into it.

## C37 – IV1

Olly: lift the board right off the ground

Kick flip: as above and flip the board around

Hard flip: as above but spin the board 180° and land in opposite direction.

Olly impossible: board passes over foot twice

Nose grab: lift the board right off the ground and grab nose

Tail grab: lift the board right off the ground and grab tail

Shove it: turn board around and keep skating

K grind: and 5-0 grind: ban grinds on gutter, etc

Mute grab: grab side as you lift

Melancholy: turn board to side

## C37 – IV4

Olly – olly impossible: Kick the board up – it flips – does a circle in the air – then person lands on it with both their feet.

### Skateboard Manoeuvres

The following list contains all the manoeuvres reported. Some of them have descriptions above, but unfortunately, not all. They varied enormously in their frequency. Some, like ollies, were reported by every school which supplied skateboard terms; others were reported only once. There are considerable problems with the spelling of many of these. Once again, the most relevant comment is “We don't spell it, we say it”.

2x360	50-50 grind	360
5-0	160	540
5-0 grind	180	720
50 tail grab	280	900
50-50	320	180 airborne

180 flip	back ollie	fakie pogo
180 grab	backside 180	fakie shuvit
180 grind	backside board side	feeble grind [actually
180 heel flip	backside crooked	feble]
180 Indy grab	grind	finger flip
180 kick flip	backside flip	flip
180 method	Backside fakie pop	frontside
180 mute grab	shovet	frontside board side
180 nose grab	backside feeble grind	frontside crooked
180 ollie	backside frontside flip	grind
180 pop	backside kickflip	frontside feeble grind
180 pop shuvit	backside pogo	frontside flip
180 shove-it	backside tailslide	frontside nose slide
180 spin	bail	full axle
180 stale fish	Bennihana/Benny	gap
180 switch	Harmer	grab
180 tail grab	blading	grab 360
180 to 50/50	blunt slide	grain
180 to board slide	blunt stall	grim
180 to fakie	board slide	grind
180 to nose slide	bowl flip	half axle
180 to rail slide	bunny hop	half flip
180 trans slip	Burial	half k:k flip
360 airborne	Casper flip	half pipe spin
360 flip	chicken salad	hake
360 grind	Christ air	hand plant
360 Indy grab	Christ air flip	hand rail
360 kick flip	Crippler	hard flip
360 mute grab	crooked grind	heel flip
360 nose grab	Crop	hoho (slide)
360 pop shuvit	dark side/slide	hospital
360 stale fish	devil eye	impossible
360 spin	disaster	Indy/Undy (grab)
360 tail grab	disaster transfer	Indy nose bone
360 to 5-0	dizzy Dave	Indy grab 560
360 to board slide	donuts	Japan(ese) air
360 to fakie	double heel flip	jester
360 to nose slide	double kick flip	jump board
360 to rail slide	drop in	K grind
380 kick flip	fake ollie	Kick flip
360 twirl	Fake pop shovet	kick flip 360
540 flip	fakie	Lap
acid drop	fakie 180	?linear
air (= ollie grab high)	fakie 360	madonna
air grab	fakie 180 flip	Manual
air walk	fakie 360 flip	Manual grind
assess(?)	fakie flip	Marviel
back flip	fakie nollie	Melancholy
back manual	fakie ollie	Method

monkeys move  
 moving kickflip  
 Moving ollie  
 Mute grab [actually  
 grap - but only here]  
 Nollie  
 nollie impossible  
 nollie flip  
 nollie hardflip  
 nollie heelflip  
 nollie kickflip  
 nollie to manual  
 nose grab  
 Nose grind  
 Nose manual  
 nose pick  
 nose slide  
 nose stall transfer  
 nose tap  
 Ollie  
 Ollie 180  
 Ollie 360  
 ollie grab high  
 ollie impossible  
 ollie (to) manual

pogo  
 Pop shovet  
 power slide  
 pumping  
 quarter pipe  
 rail  
 rail grind  
 rail slide  
 ?ralling  
 roast beef  
 rocket air  
 rock 2 fakies  
 rock and roll nose still  
 round house  
 royal jester  
 salad grind  
 sex change  
 shifty  
 shove it  
 shovet flip  
 side flip  
 slide  
 smith slide  
 Smith grind  
 stale fish

somersault  
 switch flip  
 switch pogo  
 tail grab  
 tail grab  
 tail grind  
 tail slide  
 tail stall transfer  
 tail tap  
 tampon  
 tick tack  
 transfer  
 truck grind  
 tun nose grab  
 Twism grab  
 Varial  
 Varial flip  
 walkie  
 wall-ride  
 wheelies  
 windmill  
 yes and no