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:

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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:

Spin ramp
Half pipe
Quarter pipe

Diagram of board:
V8 – AK30

Olly: (=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)

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

Olly (or Nollie) Impossible: Same as olly 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”

oli: a jump, spin the board

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.

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

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.

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

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

Ollies: jump
Kick flip: when you flip the board

Description of a Casper provided.

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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 – ollie 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”.

<table>
<thead>
<tr>
<th>2x360</th>
<th>50-50 grind</th>
<th>360</th>
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<tbody>
<tr>
<td>5-0</td>
<td>160</td>
<td>540</td>
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<tr>
<td>5-0 grind</td>
<td>180</td>
<td>720</td>
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<tr>
<td>50 tail grab</td>
<td>280</td>
<td>900</td>
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<td>50-50</td>
<td>320</td>
<td>180 airborne</td>
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<td>NZ Playground Language</td>
<td>Skateboarding</td>
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<tr>
<td>180 flip</td>
<td>back ollie</td>
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<td>180 grab</td>
<td>backside 180</td>
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<tr>
<td>180 grind</td>
<td>backside board side</td>
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<tr>
<td>180 heel flip</td>
<td>backside crooked</td>
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<tr>
<td>180 Indy grab</td>
<td>grind</td>
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<td>180 kick flip</td>
<td>backside flip</td>
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<td>180 method</td>
<td>Backside fakie pop</td>
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<tr>
<td>180 mute grab</td>
<td>shoved</td>
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<tr>
<td>180 nose grab</td>
<td>backside feeble grind</td>
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<tr>
<td>180 ollie</td>
<td>backside frontside flip</td>
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<td>180 pop</td>
<td>backside kickflip</td>
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<td>180 pop shuvit</td>
<td>backside pogo</td>
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<tr>
<td>180 shove-it</td>
<td>backside tailslide</td>
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<tr>
<td>180 spin</td>
<td>bail</td>
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<td>180 stale fish</td>
<td>Bennihana/Benny</td>
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<td>180 switch</td>
<td>Harmer</td>
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<td>180 to fakie</td>
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<td>180 to nose slide</td>
<td>board slide</td>
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<td>180 to rail slide</td>
<td>bowl flip</td>
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<td>180 trans slip</td>
<td>bunny hop</td>
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<td>360 Indy grab</td>
<td>Christ air</td>
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<td>Christ air flip</td>
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<tr>
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<td>360 pop shuvit</td>
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<tr>
<td>360 stale fish</td>
<td>dark side/slide</td>
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<tr>
<td>360 spin</td>
<td>devil eye</td>
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<tr>
<td>360 tail grab</td>
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<tr>
<td>360 to 5-0</td>
<td>disaster transfer</td>
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<td>360 to board slide</td>
<td>dizzy Dave</td>
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<td>360 to fakie</td>
<td>donuts</td>
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<td>360 to nose slide</td>
<td>double heel flip</td>
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<td>360 to rail slide</td>
<td>double kick flip</td>
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<tr>
<td>380 kick flip</td>
<td>drop in</td>
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<tr>
<td>360 twirl</td>
<td>fake ollie</td>
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<td>540 flip</td>
<td>Fake pop shuvet</td>
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<tr>
<td>acid drop</td>
<td>fakie</td>
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<tr>
<td>air (= ollie grab high)</td>
<td>fakie 180</td>
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<tr>
<td>air grab</td>
<td>fakie 360</td>
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<td>air walk</td>
<td>fakie 180 flip</td>
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<td>assess(?)</td>
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<td>back manual</td>
<td>fakie nollie</td>
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</tbody>
</table>
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
nosestall 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
tailstall 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