



EAME Cable Wakeboard Judge Seminar

Trick list 2007

Gyuri Kirsch
Chairman of CWC
gyuri@cablewakeboard.net
+36703803501

Glossary:

A-Frame: A term used to describe a slider or rail that has an up rail, horizontal rail, and down rail that makes the shape of the letter "A".

Air tricks: Air tricks are moves done in the flats without cutting. From surface no cut.

Backside Boardslide/Lipslide: A Boardslide or Lipslide where the rider approached the slider or wake with their back closest to the object being used.

Backside Spin: A spin where the rider rotates with the back of their body towards the boat first. For a left-foot forward rider this would be clockwise. Sometimes mistakenly referred to as a "blindside spin".

Baller: This is a term used for when a rider does the handle pass of their spin by passing the handle between their legs. Parks and Shane Bonifay invented it.

Blind: Landing blind is also like landing wrapped, where the rider does not pass the handle so they land with the handle behind their back with their back facing the boat. Referred to like a "Tantrum to Blind", or "Front Flip to Blind". Sometimes backside spins are mistakenly referred to as "blind" spins.

Boardslide: A slide on an obstacle or wake where the nose of the board is what travels over the obstacle. So if you approach a slider with your chest facing it and ollie up and slide with the nose over the slider, it's a Frontside Boardslide.

Bone: To bone out a grab or bone out your leg means you straighten it all the way out. So I "boned out grab" is one where your leg or legs are straightened out while grabbing.

Bunny Hop: Another term for Ollie. Bunny Hop comes from world of BMX biking, while Ollie is a term from skateboarding.

Butt Check: When the rider lands a trick and drags or slaps their butt on the water. Generally this is considered a sloppy landing.

Fakie: A term from skateboarding that means riding the board in your normal riding position, but traveling the other direction. This can't really be done in wakeboarding since you can't change your foot position, so fakie is often interchanged with the term "Switchstance" in wakeboarding, which just means that the rider is riding the board with their opposite foot forward.

Frontside Boardslide/Lipslide: A Boardslide or Lipslide where the rider approached the slider or wake with the front of their body closest to the object being used.

Frontside Spin: A spin where the rider rotates with the front of their body towards the boat first. For a left-foot forward rider, this would be a spin in the counter-clockwise direction.



Grab: While in the air, if the rider reaches down to the board and clasps their hand on it, it's a "Grab". There are lots of different types of grabs that can be done alone or added to other tricks.

Handle Pass: When the rope handle is passed from one hand to the other, it's called a Handle Pass. It's usually only used to referred to when the rider passes the handle behind their back.

Heelside Edge: The Heelside Edge is the side of the board closest to your heels. Most riders are more comfortable edging with this edge when beginning.

Lipslide: A slide on an obstacle or wake where the tail of the board travels over the obstacle first. So if you approach a slider with your chest facing it and ollie up and put the tail of the board over the obstacle, you're doing a Frontside Lipslide.

Mobe or Mobius: An invert that also contains at least a 360 degree spin in it.

Off-Axis Spin: When a rider does a spin but goes off the vertical axis so the board usually gets up to shoulder level or above.

Ole: When the rider does a spin and instead of passing the handle just lifts the handle over their head.

Ollie: When the rider pops the board into the air by pushing down on their back foot and jumping up leading with their front foot. Just like a skateboarding ollie.

Rail: A long rail made of metal, PVC, or wood used as an object to slide by a wakeboarder or wakeskater.

Revert: Used to describe landing Switch or Fakie. A Roll To Revert is a Back Roll with a 180 causing the rider to land backwards, or Revert.

Roll: An invert where the board travels in an edge over edge rotation. However, some tricks that follow that rotation aren't called Rolls, and a Back Roll has a tip over tail rotation, so it's very confusing.

Slider: A long rail made of metal, PVC, or wood used as an object to slide by a wakeboarder or wakeskater.

Spin: A spin is when the rider and board rotate around on a vertical axis.

Style: The look a rider has while riding. A unique style is a unique look to their ride. Things usually considered stylish are well-held grabs, smooth landings, tweaking out tricks, etc.

Surface Trick: A trick performed with the board on the water the whole time.

Toeside: The side of the board closest to the rider's toes.

Tweak: When a rider moves the board or legs while making a grab. Tweaking out a Method Grab means the rider would grab the board, then possibly bone out one leg.

Shifty: Board is shifted 90 degrees in one direction and then shifted back in the opposite direction.

Wrapped: When the rider has the rope wrapped around their back when riding they are going to perform a wrapped trick. It allows a rider to spin without doing a handle pass. It also allows the rider to perform unique grabs that usually cannot be done when passing the handle.

Trick	description	shortcut
	Basic ad surface trick	
Surface Trick	A trick performed with the board on the water the whole time.	SF
Surface 180	A 180 degree turn front side on the surface of the water	SF180
Surface 360	A 360 degree turn on the surface of the water front side/back side	SF360
Tumble Turn	Rider lays back on water, board is taken out of water and above the head, body is spun around backside and the rider stands back up onto feet.	TT
Power slide	Rider turns the board backside 90 degrees and making a slide.	PS
Front slide	Rider turns the board front side 90 degrees and making a slide.	FSL
Blind slide	Rider turns the board backside 180 degree and making a slide.	BSL
Bunny hop/ Ollie	When the rider pops the board into the air by pushing down on their back foot and jumping up leading with their front foot. Just like a skateboarding ollie.	BH
	Spins or rotation tricks	
FS/BS 180	A 180 is spin where the rider does a 180 degree rotation while in the air.	FS/BS 18
FS/BS 360	A 180 is spin where the rider does a 180 degree rotation while in the air.	FS/BS 3
FS/BS 540	A 180 is spin where the rider does a 180 degree rotation while in the air.	FS/BS 5
FS/BS 720	A 180 is spin where the rider does a 180 degree rotation while in the air.	FS/BS 7
FS/BS 900	A 180 is spin where the rider does a 180 degree rotation while in the air.	FS/BS 9
FS/BS 1080	A 180 is spin where the rider does a 180 degree rotation while in the air.	FS/BS 10
Spins can be: off axis	wrapped shifty or baller	Ofx/wr/sh



Invert tricks		
Back rolls		
Heel side Back roll	Board and rider perform what is most easily described as a "reverse cartwheel". Imagine the board is riding all the way around the inside of a pipe (the nose of the board start)	BR
Roll to Revert	Backroll with a front side 180.	RR
Half-cab roll	A sw Roll with front side 180	HCR
Roll to blind	Backroll with backside 180	BRB
Mobius	Backroll with a front side 360 Handel pass/no Handel pass	MB
KGB	Heelside Backroll with a backside 360 Handel passed	KGB
Toe side Back roll	A toeside back flip	TBR
TS backroll to revert	TS backroll to revert	TBRR
Pete Rose	A toeside backroll with front side 360. Grabbed	PR
Front flips		
Front flip	A hillside Front roll	FF
Front Flip to Fakie	Front flip with a frontside 180.	FFF
Half-Cab Front Flip	Switch front flip with a frontside 180	HCFF
Front Flip to blind	Front Flip BS 180	FFB
Hasselhof	Switch Front Flip BS 180	HH
Front flip KGB	Front flip with BS 360	FFKGB
Speedball	Heelside double Front Flip	SB
Tootsie Roll	A toeside front roll with a backside 180	TR
Scarecrow	Toeside Front flip with a front side 180	SCR
Crowmobe	Front roll with frontside 360 (toeside cut)	CMB
Crowmobe 540	Front roll with frontside 540 (toeside cut)	CMB5
Skeezer	A switch stance toeside front roll with frontside 360	SKZ
Elephant	A Scarecrow with a rewind 180 back to forward	ELE
Tootsie Roll	A toeside front roll with a backside 180	TR
Egroll	Scarecrow rotation (from surface no cut)	ER
Tantrum		
Tantrum	A heelside back flip	T
Tantrum to Fakie	Tantrum with a frontside 180.	TF
Tantrum to blind	Tantrum with a backside 180.	TB
Whirlybird	A tantrum with a backside 360. Handle rotated above the head	WB
Whirlybird 540	A Tantrum with a BS 540. Handle rotated above the head	WB5

Whirlybird 720	A Tantrum with a backside 720. Handle rotated above the head	WB7
Bell air	Air tantrum (from surface no cut)	BA
Bell air to blind	Bell air to blind (from surface no cut)	BAB
Bell air mobius	Bell air with 360	BAMB
Tweetybird	Air Whirlybird (from surface no cut)	TWB
	Raley	
Air Raley	Board is thrown out behind the rider and above the head in a "Superman" fashion	R
Hoochie Glide	Heelside Raley with a Method grab	HG
OHH	Other hand hoochie	OHH
Krypt	Air Raley with front side 180	K
Blind Judge	Air Raley with a backside 180	BJ
313	HS Raley with a frontside handle-pass 360	313
Nickelodeon	Heelside Raley with a frontside handle-pass 540	N5
911	Air Raley with 90 degrees backside (only legs) and back	911
Shifty Raley	Air Raley with 90 degrees backside (all body) and back	SHR
Toeside Raley	Toeside cut air Raley	TR
Bat wing	Toeside Raley with an Indy grab	BW
Toeside Raley to blind	Toeside cut air Raley with back side 180	TRB
Toeside Raley 360	Toeside cut air Raley with back side 360	TR3
S-Bend	Heelside Raley with an overhead backside 360. (Both hands over head)	S
Hinterberger	Heelside Raley with an overhead frontside 360. (Both hands over head)	HB
Double Hinterberger	Heelside Raley with an overhead frontside 720. (Both hands over head)	DHB
S-Bend to Blind	S-Bend with a backside 180	SB
Vulcan	An S-Bend with a frontside 180	V
Double s-band	Heelside Raley with two overhead backside 360's. (Both hands overhead)	DS
Double s-band to blind	Heelside Raley with two overhead backside 360's. (Both hands overhead) + back side 180	DSB

	Grabs	
Canadian Bacon	Rear hand, toeside grab, between feet, through legs	CB
Chicken Salad	Front hand, heelside grab, between feet, through legs, arm is twisted, lead foot is boned out.	CS
Crail	Rear hand, front toeside grab, back leg is boned out.	CR
Indy	Rear hand, toeside grab, between feet.	I
Indy Nosebone	Rear hand, toeside grab, between feet, bone out your front leg and point it back to where you came from.	IN
Japan Air:	Lead Hand grab in front of front foot while board is brought up so it's perpendicular to the water.	JA
Lien Air:	Lead hand, heelside grab, board pushed in front of rider, back leg boned out.	L
Melancholy (Melan):	Lead hand, heelside grab, between feet, front leg is boned out.	MN
Method	Lead hand, heelside grab, between feet, board is brought up to waist.	MD
Mute	Lead hand, toeside grab, between feet.	MT
Nose	Lead hand, grabbed on tip of the board.	N
Nuclear	Rear hand, front heelside grab, back leg boned out.	NC
Palmer	Lead hand, front heelside grab with a twist.	P
Roast Beef	Rear hand, heelside grab, between feet, through legs.	RB
Seatbelt	Rear hand grabs the nose of the board across the riders body.	SB
Slob	Lead hand, front toeside grab, back leg boned out, board rotated 180 while in the air.	SL
Stalefish	Rear hand, heelside grab, between feet.	SF
Tail	Rear hand, grabbed on tail of board.	T



	Slider or rail tricks	
Ollie on	Approaching the rail ollie on	
BS board slide	Front leg over the rail /middle/	BS BO
BS Nose slide	BS BO landing (if ollie on) and sliding on nose	BS NS
BS Tail blunt	BS BO landing (if ollie on) and sliding on tail	BS TB
FS board slide	Front leg over the rail /middle/	FS BO
FS Nose slide	FS BO landing (if ollie on) and sliding on nose	FS TB
FS tail blunt	FS BO landing (if ollie on) and sliding on tail	FS TB
BS Lip slide	Back leg over the rail /middle/	BS LP
BS nose blunt	BS lip landing (if ollie on) and sliding on nose	BS NB
BS Tail slide	BS lip landing (if ollie on) and sliding on tail	BS TS
FS lip slide	Back leg over the rail /middle/	FS LP
FS nose blunt	FS lip landing (if ollie on) and sliding on nose	FS NB
FS Tail slide	FS lip landing (if ollie on) and sliding on tail	FS TS
FS/BS 50/50	Board is sliding parallel wit the rail	FS/BS 50
FS/BS nose press	Board is sliding parallel wit the rail on the nose	FS/BS NP
FS/BS nose press 360	Board is sliding parallel wit the rail on the nose spin 360	FS/BS NP 3
FS/BS tail press	Board is sliding parallel wit the rail on the tail	FS/BS TP
BS 270 back lip	BS approaching 270 on BS LP	BS 27 BS BO
BS 270 nose blunt	BS approaching 270 on BS NB	BS 27 BS NB
BS 270 tail slide	BS approaching 270 on BS TS	BS 27 BS NS
FS 270 front board	FS approaching 270 on FS BO	FS 27 FS BO
FS 270 nose blunt	FS approaching 270 on FS NB	FS 27 FS NB
FS 270 tail slide	FS approaching 270 on FS TS	FS 27 FS TS
FS/BS spins on rail	360 540 720... Handle pass, ole, baller	FS/BS 3, 5...
FS/BS off/out of board slide	revert 270 450...	FS/BS BO 27 of
FS/BS off/out of 50/50	Revert 360 540...	50 3 of
Transfer /spins/	Ramp to rail /90, 180, 270, 360, 450.../	TR
Gap /spins/	Rail to rail /90, 180, 270, 360, 450.../	GP



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**INTERNATIONAL WATERSKI FEDERATION – REGION EAME
CABLE WAKEBOARD COUNCIL**

Chairman: Gyuri Kirsch kirsch@wakeboarder.hu

fax: +36 1 250 6440 GSM: +36 703 803 506 Nandorfejervari zu 8/c IV/13, HU-1117 Budapest