

Kitesurfing Tricks Terminology

General

Backside

A backside rotation is where the rider rotates with the back of their body towards the kite first. Sometimes mistakenly referred to as a "blindside spin".

TIP: Backside handlepass Rotation is when you pass the bar from your front hand to your back hand.

Blind

The rider does not pass the bar so they land with the bar behind their back with their back facing the kite

Referred to like a "Tantrum to Blind", or "Front Flip to Blind"

Sometimes backside spins are mistakenly referred to as "blind" spins

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.

Nosebone

Bring back of board to your body by bending back leg & stretching front leg

Tailbone

Bring front of board to your body by bending front leg & extending back leg

Kiteloop

When the rider loops the the kite while in the air.

Downloop

When the rider loops the kite down while riding and pops out of the water when the kite is passing the powerzone.

Flip (F)

The term can be interchanged with "Invert", but in kiteboarding a Flip is usually a term used to define a tip over tail upside down rotation. There are a few exceptions though.

Frontside Spin

A frontside rotation is where the rider rotates with the front of their body towards the kite first.

TIP: Frontside Handlepass Rotation is when you pass the bar from your back hand to your front hand.

Goofy Foot

Riders who ride with their right foot forward.

One Foot

When the rider takes one foot out of is board, extend the leg in one direction and put the foot back in.

Board Off

When the rider take de board out of his feet, and put the feet back in the board.

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

It's usually only used to referred to when the rider passes the bar behind their back.

We are calling handlepasses to all the "mobes" performed with the kite higher then 45°

Invert

When the rider goes upside down while in the air, it's called an Invert.

Mobe or Mobius

An invert that also contains at least a 360 degree spin in it.

We are only calling mobes when you have the kite at 45° or lower.

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.

Progressive Edge

A progressive edge is when the rider builds the edge on approaching the jump so that the hardest edge is right before sending the kite.

Raley-Based Tricks

Tricks built around the Raley. This means they are all tricks with your body extended back with the board above your head, but aren't inverted flips.

Regular/Natural Foot

A rider who rides left foot forward.

Revert

You land revert when you had an 180 rotation to some trick.

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.

Spin

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

Standing Tall

When the rider is about to pop they want to stand tall, which means extending at the hips and knees so they don't absorb the energy

Stomp

When a rider lands a trick in a smooth or clean manner, they have "stomped" the trick.

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. Style usually equates with exceptional technical mastery.

Surface Trick

A trick performed with the board on the water the whole time.

GRABS

Canadian Bacon

Rear hand, toeside grab, between feet, through legs

Chicken Salad

Front hand, heelside grab, between feet, through legs, arm is twisted, lead foot is boned out

Crail

Rear hand, front toeside grab, back leg is boned out

Indy

Rear hand, toeside grab, between feet.

Indy bone

Do a nosebone or tailbone with an Indy grab

Japan Air

Lead Hand grab in front of front foot while board is brought up so it's perpendicular to the water

Lien Air

Lead hand, heelside grab, board pushed in front of rider, back leg boned out

Method

Lead hand, heelside grab, between feet, board is brought up to waist.

Mute

Lead hand, toeside grab, between feet.

Nose

Lead hand, grabbed on tip of the board.

Nuclear

Rear hand, front heelside grab, back leg boned out.

Palmer

Lead hand, front heelside grab with a twist.

Roast Beef

Rear hand, heelside grab, between feet, through legs

Seatbelt

Rear hand grabs the nose of the board across the riders body.

Slob

Lead hand, front toeside grab, back leg boned out, board rotated 180 while in the air.

Stalefish

Rear hand, heelside grab, between feet

Stiffy

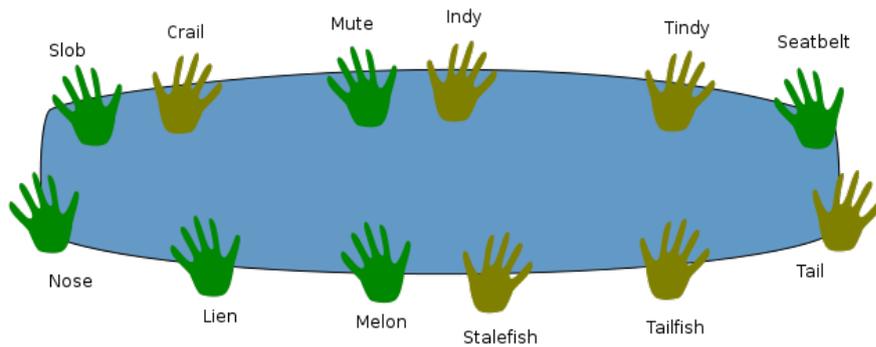
Board is brought out flat in front of the rider
Typically done with an Indy or Roast Beef grab.

Tai Pan

Lead hand, toeside grab, between feet through legs.

Tail - Rear hand, grabbed on tail of board.

Board Grabs



SPINS

Backside (BS)

A spin where the rider rotates with the back of their body towards the direction of travel first. For example, if you are riding in a normal stance with your right foot forward, an anticlockwise rotation will be a "backside rotation."

Backside rotations are often times mistakenly referred to as blindside spins.

TIP: Backside handlepass Rotation is when you pass the bar from your front hand to your back hand.

Baller

This is a term used for when a rider does the handle pass of their spin by passing the bar between their legs.

Flatline Spin

A spin where the rider goes over their lines instead of passing the bar.

Frontside

A spin where the rider rotates with the front of their body towards the direction of travel first. Eg: In the normal stance with the right foot forward, rotating clockwise.

TIP: Frontside Handlepass Rotation is when you pass the bar from your back hand to your front hand.

Off-Axis

When a rider does a spin but goes off the vertical axis so the board usually gets up to shoulder level or above

Osmosis

When the rider performs a spin by tossing the bar from one hand to the same hand again, bypassing the other hand.

A spin where the rider does a shifty one way, then back the other, then spins back in the direction of their initial shifty.

Shifty

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

To Blind & Landing Wrapped

The rider lands with the bar around their back instead of passing the bar

TIP: Going Heelside: We are calling landing blind when the rider does a backside 180 landing with the bar behind their back, and landing wrapped when the rider does a frontside 360 rotation without passing the bar in the air and landing with it behind his back.

INVERTS

Big Wurm

A toeside Front Roll with frontside 540. Handle is rotated above the head

Blender

A Heelside Backroll to Blind

Crook

Whirlybird with a rewind 180 to fakie

Diesel

A toeside Front Roll with a frontside 360. Handle is rotated above the head

Double Back Roll

A heelside double Backroll

Elephant

A Scarecrow with a rewind 180 back to forward

Front Flip

An end over end cartwheel style flip.

Front Flip to Fakie

Front flip with a frontside 180.

Heelside Backroll

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.

Iron Cross

A Moby Dick to Blind

Mexican Roll

A Heelside Backroll where the rider throws his head and body down instead of to the side. It's normally considered an uglier version of a Backroll, but it's the rotation style used for a Roll To Blind or KGB. It's sometimes referred to incorrectly as a heelside Front Roll.

Orbital

An over the line, inverted, backside 360

Orbital 540

An over the line, inverted, backside 540

Remix

A wrapped front flip with a frontside 360 to Blind.

Roll to Revert

Backroll with a frontside 180.

AKA "Backloop to Toeside"

From heelside make a backloop & an extra 180 on the end to land fakie

Scarecrow

Front roll with a frontside 180

Slurpy

Rider loads with both hands behind back and performs a toeside backroll with a backside 360

Special K

A Toeside Backroll to blind approached with both hands behind the back.

Speedball

Heelside double Front Flip

Spiderman

A heelside tantrum with a backside 360. Handle rotated over the head with the backhand. Basically a whirlybird with the back hand on the handle -

Tantrum

A heelside backflip

Tantrum to Fakie

Tantrum with a frontside 180

Temper Tantrum

A double Tantrum

Toeside Backroll

A toeside backflip

Toeside Roll To Revert

A toeside backflip with a frontside 180.

Toeside Front roll

Rider throws their head and body down in a somersault fashion.

Whirlybird

A tantrum with a backside 360. Handle rotated above the head

Whirlybird 540

A Tantrum with a backside 540. Handle rotated above the head

Whirlybird 720

A Tantrum with a backside 720. Handle rotated above the head

Wrecking Ball

A tantrum with a backside 360 to blind. Sometimes referred to as a Whirlybird to blind

SURFACE TRICKS

Any move where the board doesn't leave the water:**Backside Butterslide**

Rider turns the board backside 90 degrees and grinds the water

Backside Butterslide 180

Rider turns the board backside 90 degrees and grinds the water

Rider then grabs the bar with opposite hand and does another 90 degree turn in the same direction.

Body Slide

Rider lies back onto the water.

Butterslide

Rider turns the board frontside 90 degrees and grinds the water

Butterslide 180

Same as regular butterslide but with an additional 90 degree rotation in the same direction

Perez

Rider slides into a surface 360

Potato Peeler

Body Slide with fin release

Powerslide

Board is turned backside 90 degrees. Fins are broken loose.

Surf Carve

Rider cuts back and forth in a surf-carving fashion.

Surface 180

A 180 degree turn on the surface of the water.

Surface 360

A 360 degree turn on the surface of the water.

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.

RAILEY BASED TRICKS

313

Heelside Raley with a frontside handle-pass 360

313 5

Heelside Raley with a frontside handle-pass 540

90210

Toeside Raley with a frontside handle-pass 360

911

A shifty Raley

Air Raley

Board is thrown out behind the rider and above the head in a "Superman" fashion. Your body should be more or less horizontal during the move

Batwing

Toeside Raley with an Indy grab

Batwing to Blind

Toeside Raley with a backside 180.

Bee Sting

A Vulcan where the rider grabs melon like a Hoochie Glide on the way down

Blind Judge

Heelside Raley with a backside 180 AKA Railey to Blind

Hoochie 313

Hoochie glide with a frontside 360

Hoochie Glide

Heelside Raley with a Method grab

Hoochie Krypt

Hoochie glide with a frontside 180. AKA hooch to fakie

Hoochie to Blind

Hoochie glide with a backside 180 landing blind or passing the handle

Indy Glide

A 911 with an Indy grab.

Krypt

Raley with a frontside 180.

Oriental

Heelside Raley with a Slob grab

OHH

Heelside Raley with a Stalefish grab
AKA Other Handed Hoochie Glide/Hoochie Overhand

S-Bend (S bend)

Heelside raley with an overhead backside 360. Both hands over head

S-Bend to Blind

S-Bend with a backside 180

S-Bend 720

Heelside Raley with two overhead backside 360's. Both hands overhead

S-Mobe

An S-bend with a frontside handle-pass 360 on the way down

Vulcan

An S-Bend with a frontside 180
AKA S-Bend to fakie

ONE FOOT & BOARD OFF TRICKS

One foot or Judo Air: (1F)

When the rider jumps and takes one foot out of the board.

Superman (SU)

Jump taking both feet out holding the board at the rail or at a handle

Wizard (WI)

Jump taking board by handle to 360c° spin

Board pass (BBB)

Jump taking board off passing it behind the back

Varial (VAR)

Jump taking board by tail/fins rotate to rail

Tic Tac (TIC)

Jump taking board by rail spin 360c° to same rail

!!(CHECK IF HANDLE IS BEING USED ANY TIME DURING BOARD OFF TRICKS)!!

KITELOOPS AND DOWNLOOPS

Kiteloop (KL)

When the rider loops the the kite while in the air.

Downloop (DL)

When the rider loops the kite down while riding and pops out of the water when the kite is passing the powerzone.

(KITELOOPS AND DOWNLOOP ADD DIFFICULTY TO THE TRICK, BEING DOWNLOOP MORE TECHNICAL THEN THE KITELOOP)

HANDLEPASS INVERTS OR MOBES

*(HANDLE PASSES PERFORMED WITH THE KITE LOW ARE ALOT MORE DIFFICULT!)
(HIGH HANDLE PASSES GRABING BOTH HANDS ARE MORE DIFFICULT THEN GRABING JUST ONE HAND AND LOOPING THE KITE!)
(CHECK GRABS BEFORE HP AND GRABS AFTER HP)*

Blind Pete: A toeside back roll with backside 360

Crow Mobe: A toeside front roll with frontside 360.

Crow Mobe 540: A toeside front roll with frontside 540

Dum Dum: A toeside front roll with backside 360.

Dum Dum 540: A toeside front roll with backside 540.

Flavor Flip: A toeside front flip with a backside 360

Fruit Loop: A toeside front flip with a backside 180

KGB: A heelside backroll with a handle-pass backside 360

KGB 540: A heelside backroll with a backside 540 (landing blind)

Mobius: A heelside Backroll with a frontside 360.

Mobe 540: A heelside Backroll with a frontside 540

Mobe 720 : A heelside Backroll with a frontside 720 landing wrapped or passing the bar in the air, we consider more difficult to pass the bar in the air.

Moby Dick: A tantrum with a backside 360

Pete Rose: A toeside back roll with frontside 360. Typically done with a slob or method grab

Pete Rose 540: A toeside back roll with frontside 540

Slim Chance: A heelside front flip with a frontside 360.

Slim Chance 540: A heelside front flip with a frontside 540

Front Mobe: A heelside front flip with a backside 360

Tantrum to Blind: A tantrum and a backside 180

Toeside Roll to Blind (G-spot): A toeside back roll with a handle-pass backside 180 (landing blind)

Tootsie Roll: A toeside front roll with a backside 180.

COMMON MISTAKES

KGB vs Backroll to Blind with airpass

For the KGB you need to land your move heelside, otherwise you are missing a 180 rotation leading you to a backroll to blind with an airpass.

Front Mobe vs FrontFlip to Blind with airpass

For the Front Mobe you need to land heelside, otherwise you are missing a 180 rotation leading you to a frontflip to blind with an airpass.

313

For the 313 with need a railey with a FRONTSIDE 360, if you do a railey with a Backside 180 its called a blind judge with an airpass, if you do railey with a backside 360 its not a 313 but that doesn't mean that is worth less then the 313.

Flat3

A Flat3 can be a Frontside 360 or a Backside 360, normally the judges would try to use BS3 and FS3 instead of flat3.