



Wakeboard Tricks

Surface Tricks

Surface tricks are tricks that are performed while the board is on the surface of the water.

Backside Butterslide: Rider turns the board backside 90 degrees and grinds the wake.

Backside Butterslide 180: Rider turns the board backside 90 degrees and grinds the wake. Rider then grabs the handle with opposite hand and does another 90 degree turn in the same direction.

Backside Start: Rider gets up in a backside position where the backside is facing the boat.

Body Slide: Rider lies back onto the water.

Butterslide: Rider turns the board frontside 90 degrees and grinds the wake.

Butterslide 180: Same as regular butterslide but with an additional 90 degree rotation in the same direction.

No-Hander: Rider puts handle between knees, then lets go with both hands.

Nothing Butterslide: Rider puts handle between knees while in a butterslide.

Perez: Rider carves outside of the wake and slides into a surface 360.

Potato Peeler: Body Slide with fin release.

Powerslide: Board is turned backside 90 degrees in the flats. Fins are broken loose. If done correctly, it creates a huge spray.

Surf Carve: Rider cuts back and forth in the wake 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.

Grabs

Grabs are the essence of boardsports which really allow riders to define their style. A grab is performed when a rider grabs the board in various locations with their hand.

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 Nosebone: Rear hand, toeside grab, between feet, bone out your front leg and point it back to where you came from.

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.

Melancholy (Melan): Lead hand, heelside grab, between feet, front leg is 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.

Spins

Spins are when a rider and board perform a rotation while in the air. Spins can be some of the most fun and expressive tricks while wakeboarding.

180: A 180 is spin where the rider does a 180 degree rotation while in the air.

360: A 360 is spin where the rider does a 360 degree rotation while in the air.

540: A 540 is spin where the rider does a 540 degree rotation while in the air.

720: A 720 is spin where the rider does a 720 degree rotation while in the air. Cory Pickos was doing handle pass 720's off the wake in the early to mid 90's. Scott Byerly was the first notable wakeboarder to start doing 720's.

900: A 900 is spin where the rider does a 900 degree rotation while in the air. First landed by Darin Shapiro. Shawn Watson was the first to stick an off-axis 900 both in freeriding and in competition. Watson was also the first to stick an off-axis 900 off the wake. Steve Edwards was the first person to stick an off-axis 900 off the wake in competition.

1080: A 1080 is a spin where the rider does a 1080 degree rotation while in the air. Parks Bonifay was the first person to stick a 1080. Mark Kenney also reportedly landed a few 1080s.

009: The rider does a toeside Osmosis 540 followed by an Overhead (Ole) 360. Invented by Matt Sims.

Spin Terminology:

Backside: A spin where the rider rotates with the back of their body towards the boat first. Many times mistakenly referred to as blindside spins. Collin Wright was the first rider to start doing major backside spins including backside 540s off the wake and backside 720s.

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.

Flatline Spin: A spin where the rider goes over the rope instead of passing the handle.

Frontside: A spin where the rider rotates with the front of their body towards the boat first.

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. Invented by Marshall Harrington. Also referred to as "Monkey" or "Corked" spins. Other notable contributors to off-axis spins are Corey Kraut and Shawn Watson.

Osmosis: When the rider performs a spin by tossing the handle from one hand to the same hand again, bypassing the other hand - Invented by Shaun Murray.

Rewind: 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. Gregg Necrason was the first rider to land a shifty 540.

To Blind: The rider lands with the rope wrapped around their back instead of passing the handle.

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. A big innovation in wrapped tricks came when Randy Harris invented the double wakeboard handle - the Vandall Handle.

Inverts

Inverts are tricks that consist of the riding going upside down while in the air. NOTE: Inverts containing a handle-pass are in a separate section called Handle-Pass Inverts.

Big Wurm: A toeside Front Roll with frontside 540. Handle is rotated above the head - Invented by Ryan Davis.

Blender: A wrapped Heelside Backroll - Invented by Eric Perez.

Crook: Whirlybird with a rewind 180 to fakie.

Diesel: A toeside Front Roll with a frontside 360. Handle is rotated above the head - Invented by Todd Brendel.

Discombobulator: A wrapped Heelside Backroll with a frontside 540 - Invented back in the ski jumping days by Dave "Tha Dawg" Reinhart. First landed on a wakeboard by Zane Schwenk.

Double Back Roll: A heelside double Backroll - Invented by Parks Bonifay.

Elephant: A Scarecrow with a rewind 180 back to forward - Invented by Scott Byerly/Brannon Meek/Gregg Necrason.

Front Flip: An end over end cartwheel style flip.

Front Flip to Fakie: Front flip with a frontside 180.

Half Cab Double Backroll: A Half Cab Roll into a Toeside Backroll - Invented by Parks Bonifay.

Half-Cab Front Flip: Switchstance frontflip with a frontside 180.

Half-Cab Roll: A switch Roll To Revert.

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 Wrapped Moby Dick - Invented by Darin Shapiro.

Mexican Roll: A Heelside Backroll where the rider throws his head and body down instead of to the side. It was named after Andrea Gaytan, a former female professional rider from Mexico. 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 - Invented by Darin Shapiro.

Orbital 540: An over the line, inverted, backside 540 - Invented by Darin Shapiro.

Remix: A wrapped front flip with a frontside 360. AKA wrapped Slim Chance - Invented by Randy Harris.

Roll to Revert: Backroll with a frontside 180.

Scarecrow: Front roll with a frontside 180 - Invented by Brannon Meek.

Slowball: An extremely stalled out heelside Front Flip where the body is kept very straight - Invented by Jeremy Kovak.

Slurpy: Rider approached the wake with both hands behind back and performs a toeside backroll with a backside 360 - Invented by Zane Schwenk.

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

Speedball: Heelside double Front Flip - Invented by Darin Shapiro.

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 - Invented by Ricky Gonzales.

Tantrum: A heelside backflip - Invented by Eric Perez.

Tantrum to Fakie: Tantrum with a frontside 180.

Temper Tantrum: A double Tantrum - Invented by Parks Bonifay.

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 - Invented by Bill McCaffray.

Whirlybird 540: A Tantrum with a backside 540. Handle rotated above the head - Invented by Shaun Murray.

Whirlybird 720: A Tantrum with a backside 720. Handle rotated above the head - Invented by Parks Bonifay.

Wrapped KGB: A heelside backroll with a wrapped backside 360 - Invented by Ryan Seibring and Gregg Necrason.

Wrecking Ball: A wrapped tantrum with a backside 360. Sometimes referred to as a wrapped Whirlybird - Invented by Matt Hickman.

Raley Tricks

Raley-Based Tricks are tricks that are based on the Raley and are built off of it.

313: Heelside Raley with a frontside handle-pass 360 - Invented by Shaun Murray.

313 5: Heelside Raley with a frontside handle-pass 540 - Invented by Shaun Murray.

90210: Toeside Raley with a frontside handle-pass 360 - Invented by Mark McNamara.

911: A shifty Raley - Invented by Parks Bonifay.

Air Raley: Board is thrown out behind the rider and above the head in a "Superman" fashion - Invented by Darin Shapiro.

Batwing: Toeside Raley with an Indy grab - Invented by Scott Harwood.

Batwing to Blind: Toeside Raley with a backside 180.

Bee Sting: A Vulcan where the rider grabs melan like a Hoochie Glide on the way down - Invented by Mark Kenney.

Blind Judge: Heelside Raley with a backside 180 - Invented by Parks Bonifay.

Hoochie 313: Hoochie glide with a frontside 360.

Hoochie Glide: Heelside Raley with a Method grab - Invented by Gator Lutgert.

Hoochie Krypt: Hoochie glide with a frontside 180. AKA hooch to fakie.

Hoochie to Blind: Hoochie glide with a backside 180 landing wrapped or passing the handle - Invented by Shaun Murray.

Indy Glide: A 911 with an Indy grab.

Krypt: Raley with a frontside 180.

Oriental: Heelside Raley with a Slob grab - Invented by Scott Byerly

Oh Really: Toeside Raley with a Frontside 540.

OHH: Heelside Raley with a Stalefish grab. AKA Other Handed Hoochie Glide - Invented by Adam DelVecchio.

S-Bend: Heelside raley with an overhead backside 360. Both hands over head - Invented by Shannon Best.

S-Bend to Blind: S-Bend with a backside 180 - Invented by Darin Shapiro.

S-Bend 720: Heelside Raley with two overhead backside 360's. Both hands overhead - Invented by Andy Owings.

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

Square Raley: A Raley done without the use of the wake. AKA Air Air Raley - Invented by Shaun Murray.

Vulcan: An S-Bend with a frontside 180. AKA S-Bend to fakie - Invented by Parks Bonifay.

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