



The KTA trick guide is a basic resource for riders on the tour to learn more about tricks and the definitions of what a move is made up of. This trick guide has been drawn up from the PKRA and KPWT formats so that the KTA is inline with the definitions of the world pro tours. It is not an exhaustive list of all the tricks that may exist.

To see what the tricks look like then click this link and view them on the most excellent video guide that the PKRA have created for riders on their website <http://www.prokitetour.com/trick-list.php>

## General Definitions

<b>Board off</b>	When the rider takes the board off their feet and then back on again.
<b>Boned</b>	To bone out a grab or bone out your leg means you straighten it all the way out while grabbing.
<b>Downloop</b>	When the rider loops the kite down while riding.
<b>Goofy</b>	Riders who ride with their right foot forward.
<b>Grab</b>	While jumping if the rider takes hold of any part of the board with either hand.
<b>Handle Pass</b>	When the rider passes the bar behind their back from hand to the other.
<b>Invert</b>	When the rider goes upside down while in the air.
<b>Kiteloop</b>	When the rider loops the kite while in they are in the air.
<b>Mobe</b>	An invert that also contains at least a 360-degree spin in it.
<b>Nosebone</b>	Bringing the back of board to your body by bending back leg and straightening the front one.
<b>Railey</b>	When the rider's body is stretched forward horizontally, hands towards the kite and feet stretched back. The board should be higher than the body.
<b>Regular</b>	A rider who rides left foot forward.
<b>Revert</b>	The rider lands revert when they add a 180 rotation to the trick.
<b>Spin</b>	When the rider and board rotate around on a vertical axis.

<b>Surface</b>	A trick performed with the board on the water the whole time.
<b>Tailbone</b>	Bring front of board to your body by bending front leg and straightening the back leg.
<b>Transition</b>	When a rider beings a jump or trick in one direction and then sends the kite the opposite way to land the trick and ride away in the opposite direction.
<b>Toeside</b>	The rider is on the front edge of the board, rather than the normal rear heel side edge.
<b>Unhooked</b>	Any jump or trick the rider performs with the chicken loop out of the harness hook.

## Surface Tricks

<b>Backside butterslide</b>	The rider turns the backside 90 degrees and grinds the water.
<b>Backside butterslide 180</b>	As for the move above then the rider grabs the bar with opposite hand and does another 90 degree turn in the same direction.
<b>Body slide</b>	The rider lies back on the water.
<b>Butterslide</b>	Rider turns the board frontside 90 degrees and grinds the water.
<b>Butterslide 180</b>	A butterslide but with an additional 90 degree rotation in the same direction.
<b>Carving</b>	Rider cuts back and forth in a surf-carving fashion.
<b>Potato peeler</b>	A body slide with fin release.
<b>Power slide</b>	The board is turned backside 90 degrees with the heel edge fins clear of the water.
<b>Surface 180</b>	A 180-degree turn on the surface of the water.
<b>Surface360</b>	A 360-degree turn on the surface of the water.
<b>Tumble turn</b>	The rider spins around with their back on the water a full 360 degrees and rides away. The board is out of the water during the spin.

## Grabs

<b>Canadian</b>	A rear hand toe side grab through the legs.
<b>Chicken salad</b>	A front hand heel side grab through legs with the lead foot boned out.
<b>Crail</b>	A rear hand front toeside grab with the back leg boned out.
<b>Indy</b>	A rear hand toeside grab between the feet.
<b>Japan air</b>	The lead hand grabs in front of front foot while board is brought perpendicular to the water
<b>Method</b>	A leading hand heel side grab between the feet with the board brought up to waist.
<b>Mute</b>	Leading hand toeside grab between the feet.
<b>Nose grab</b>	The riders lead hand grabs the front tip of the board.
<b>Nuclear</b>	A rear hand front heel side grab with the back leg boned out.
<b>Palmer</b>	A lead hand front heel side grab with a twist.
<b>Roast beef</b>	A rear hand heel side grab through the legs.
<b>Seatbelt</b>	The rear hand grabs the nose of the board across the rider's body.
<b>Stalefish</b>	A rear hand heel side grab between the feet
<b>Stiffy</b>	When the board is brought out flat in front of the rider
<b>Tai Pan</b>	A lead hand toeside grab through the legs.
<b>Tail grab</b>	The rear hand grabs on tail of board.

## Board off tricks

<b>One footer</b>	When the rider jumps and takes one foot out of the foot strap and then back in.
<b>Superman</b>	A jump taking both feet out holding the board by the rail or the handle.
<b>Wizard</b>	Spinning the board 360 by the handle during the jump.
<b>Board pass</b>	This is when the rider takes the board off passes it around their back during the jump.
<b>Varial</b>	Jumping and taking board by tail/fins and rotating to the rail.
<b>Tic-tac</b>	The rider takes board by rail and spins it 360 back to same rail.

## Rotations

<b>Backloop</b>	A spin where the rider rotates with the back of their body towards the direction of travel first.
<b>Baller</b>	When a rider does the handle pass of their spin by passing the bar between their legs.
<b>Flatline</b>	A spin where the rider goes over their lines instead of passing the bar.
<b>Frontloop</b>	A spin where the rider rotates with the front of their body towards the direction of travel first.
<b>Off-Axis</b>	When a rider does a spin but goes off the vertical axis with the board up to shoulder level or above.
<b>Osmosis</b>	A spin where the rider does a shifty one way then back the other in the direction of their initial shifty.
<b>Shifty</b>	The board is shifted 90 degrees in one direction and then shifted back in the opposite direction.
<b>To blind</b>	The rider lands with the bar around their back riding toeside.

## Inverts

<b>Big wurm</b>	A toeside front roll with frontside 540.
<b>Blender</b>	A heel side backroll to blind.
<b>Crook</b>	Whirlybird with a rewind 180 to fakie.
<b>Diesel</b>	A toeside front roll with a frontside 360.
<b>Double back</b>	A heel side double backroll.
<b>Front flip</b>	An end over end cartwheel style flip.
<b>Iron cross</b>	A Moby Dick to blind.
<b>Orbital</b>	An over the line inverted 360 back roll.
<b>Roll to revert</b>	A backloop to toeside fakie landing.
<b>Scarecrow</b>	Front roll with a frontside 180.
<b>Special K</b>	A toeside backroll to blind approached with both hands behind the back.
<b>Speedball</b>	A heel side double front roll.
<b>Tantrum</b>	A heel side back flip.
<b>Tantrum to Fakie</b>	Tantrum with a frontside 180 landing.
<b>Temper tantrum</b>	A double Tantrum.
<b>Toeside backroll</b>	A toeside back flip.
<b>Toeside roll to revert</b>	A toeside back flip with a frontside 180 landing.
<b>Toeside front roll</b>	A toeside front flip.
<b>Whirlybird</b>	A tantrum with a 360 backloop.

## **Railey's**

<b>313</b>	Heel side Railey with a frontside handle-pass 360.
<b>90 210</b>	A toeside Railey with a frontside handle-pass 360.
<b>911</b>	A shifty railey
<b>Batwing</b>	A toeside railey with an Indy grab.
<b>Batwing to blind</b>	A toeside Railey to a backside 180 landing.
<b>Blind judge</b>	A heel side railey to blind.
<b>Hoochie glide</b>	A heel side railey with a Method grab.
<b>Hoochie to blind</b>	A hoochie glide with a backside 180 landing blind.
<b>Indy glide</b>	A 911 with an Indy grab.
<b>Krypt</b>	A railey with a frontside 180.
<b>OHH</b>	Heelside railey with a Stalefish grab.
<b>Railey</b>	The board is thrown out behind the rider and above the head in a "Superman" fashion, the body is horizontal during the move.
<b>S-Bend</b>	Heel side railey with an overhead backside 360 and oth hands over head.
<b>S-Bend to blind</b>	An S-Bend with a backside 180.

## Handle Passes

<b>Blind Pete</b>	A toeside back roll with backside 360.
<b>Crow Mobe</b>	A toeside front roll with frontside 360.
<b>Dum-Dum</b>	A toeside front roll with backside 360.
<b>Flavour flip</b>	A toeside front flip with a backside 360.
<b>Fruit loop</b>	A toeside front flip with a backside 180.
<b>KGB</b>	A heel side backroll with a handle-pass backside 360.
<b>Mobius</b>	A heel side backroll with a frontside 360.
<b>Moby Dick</b>	A tantrum with a backside 360
<b>Slim chance</b>	A heel side front flip with a frontside 360.
<b>Front Mobe</b>	A heel side front flip with a backside 360.
<b>Tootsie roll</b>	A toeside front roll with a backside 180.