

**TONY HAWK**

*teaches*

**SKATEBOARDING**

MASTERCLASS

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Left: Tony in 1987  
Right: Tony today

# MEET TONY HAWK

Tony Hawk didn't invent skateboarding, but nobody has done more to grow the sport than the iconic Southern Californian. As the creator of more than 100 highly technical and influential tricks that redefined what was possible in vert skating, a dominant force in '80s and '90s competitive skating, the owner of multiple successful skate companies, the star of a billion-dollar skateboarding video game franchise, and a tireless advocate for the sport who has built hundreds of skate parks around the world with his foundation, Tony isn't just the face of skateboarding. Tony *is* skateboarding.

## The Beginning

**Tony was born** on May 12, 1968, in San Diego, California. Intelligent but also hyperactive, and determined to do or get whatever he wanted, Tony (the youngest of four kids) was a handful for his parents. What he—and they—needed was the right outlet for his energy.

When Tony was nine, his older brother, Steve, gave him a beat-up old blue fiberglass skateboard, which he rode for the first time in the alley behind the family's house. Tony wasn't immediately enamored with skating, but when he visited his first skate park, he fell in love with the sport while watching people do aerials out of swimming pools. *I wanna fly. I wanna do that. Whatever it takes*, Tony recalls thinking. "I was relentless in trying to get what I wanted as a kid, and that shifted to skateboarding and wanting to learn tricks."

Hooked, Tony began skating in empty pools for hours every day at the now-defunct Oasis skate park in San Diego. "When my dad would drive me to the skate park, I would put my pads on in the car so that when we arrived I would just bust out of the door ready to skate," he says. "That's how excited I was to go there." Not even his first big injury could deter Tony. After face-planting, losing several teeth, and knocking himself unconscious at only 10 years old, he awoke thinking not about his pain but how to avoid hanging up his wheels next time. "I knew I was getting back out there, and I feel like that was a defining moment of my career," Tony says. "I didn't mind getting hurt for the sake of progression."

## Finding His People

**In skating, Tony found** not only direction and a way to express himself, but also a community that played an important role in his life. "We were like this band of misfits, and we didn't fit in anywhere, but the skate park was our home away from home," he says. "We all spoke the same language. We all were pushing each other to be creative and to learn new things, and I felt like that community really defined me."

Undersized and scrawny, Tony wasn't able to "fly" out of pools like taller, heavier skaters could. Undeterred, he compensated for his physical deficiencies with a revolutionary aerial move, performing ollies at the tops of walls so he could pop himself up four to five feet in the air. This gave him the time and space to execute more complicated maneuvers. His abilities turned heads, and by only

12 years old Tony was winning amateur contests throughout California. In 1982, at 14, Tony went pro skating for the Powell-Peralta skateboard company on its famous team, the Bones Brigade. He began traveling the country on weekends to compete and do demos.

## An Outcast Among Outcasts

**The safe space** that Tony enjoyed at skate parks stood in stark contrast to his experience in high school, where he was bullied for being small, for having an IQ of 144 and taking advanced classes, and for being one of two skaters at his school—what Tony refers to as the “trifecta of uncool.” In the early ‘80s, people considered skateboarding a lame, weird hobby that a kid should grow out of, and jocks tormented him for it. “School was not a pleasant experience,” Tony says. “It was very isolating. I basically learned to go to school kinda undetected, go to my classes, and bounce.”

By the time Tony was 16, the proliferation of half-pipes and aerial tricks was making skating popular again. Tony was dominating vert skating competitions, making good money from prizes and endorsement deals, and he was widely considered the best competitive skateboarder in the world. But to his classmates he was still a nobody. “I would go to Florida and there would be fans and I’d be signing autographs and I’d win prize money, and [then] I’d come home and I was still a ghost in the hallways,” he says. He’d won three national titles by the time he was 18, and even then, when people had heard of Tony Hawk and knew he went to their school, nobody recognized him.

Despite his achievements as a young pro, Tony also struggled for acceptance in the larger skate community. Initially his peers didn’t consider his inventive, trick-based style, which lacked the surf influence of older skaters coming out of Dogtown (see page 19), a style at all. Haters called him a “robot” and a “circus

### Glossary of Skate Terms

A LITTLE CRAM  
SESH BEFORE  
YOUR JAM SESH

**Air:** Short for aerial.

**Aerial:** A trick where all four wheels leave the vertical or horizontal plane.

**Backside:** In general, a trick executed with the skater’s back facing the ramp or obstacle. Also, when you rotate the back of your body in the direction you’re riding.

**Bail:** While in the air, deciding you’re not going to land your trick and kicking your board away for a hopefully painless landing.



Tony at 18 sitting on a ramp he built

skater.” They claimed that his groundbreaking ollies into aerials were a form of cheating. *Thrasher* magazine ridiculed him even as it reported his event wins. It all stung deeply. “I was in this very small community of skateboarding that was already isolated and outcast and weird, and then I’m a type of skater that’s only doing tricks, and that made me an outcast in this outcast activity,” Tony says. “And I was just extremely isolated in that. I want to be at least accepted by this community that I love.”

Tony persevered and stuck to his personal style, constantly pushing himself forward and inventing new tricks. “I wanted validation from the skate community, but at the same time I loved skating too much to make that the only focus of what I was doing,” he says. “At some point I learned how to do these moves high in the air and I learned how to do them on different terrain, and that is kind of when the haters shut up.”

**Bonk:** A short nose grind involving a quick tap of the front truck on an obstacle.

**Bowl:** A skateable object (like a pool) where the transitioned walls wrap around 360 degrees to form a bowl.

**Carve:** The act of making big, fast turns in the corners of transitions.

**Coping:** A protruding edge, typically made of metal or cement, that runs along the lip of transitioned ramps.

**Crew:** The people you skate with.

**Disaster:** The act of rotating 180 degrees in the air—either frontside or backside—then smacking the center of the deck on the coping before reentering a bowl or ramp.

**Drop in:** The act of going from a flat platform into a steep transition. Also, any obstacle that skaters can perform that act from by placing their tail on the obstacle’s edge and leaning forward.

**Fakie:** When you’re in your normal stance and rolling backward.

**Flat / Flatbottom:** Any flat surface at

The results spoke for themselves. By the time Tony was 25 and decided to step away from competition to focus on learning and inventing new tricks, he'd competed in 103 pro contests and won a record 73 of them, with 19 second-place finishes. For 12 consecutive years, from 1984 to 1996, he'd been crowned vert skating's world champion. And even *Thrasher*, which had once trashed him for having no style, named him the magazine's inaugural Skater of the Year in 1990.

## The Birth of Birdhouse

**A majority of** skate parks closed in the early '90s because liability insurance was too costly and interest in the sport was dying down. There were fewer competitions, street skating was overshadowing vert skating, and Tony found his royalty checks from sales were reduced by half each month.

But the turn of events couldn't keep Tony down. In 1992 he teamed with fellow pro skater Per Weinder to start his own skate company, Birdhouse Projects (now Birdhouse Skateboards). Having seen his beloved sport go in and out of fashion several times already, Tony had faith that it would eventually rebound. "I had to believe that," Tony says. "And also, I didn't want to do anything else. I loved skating too much. I loved skating so much that I was willing to struggle with a skate company, to keep it afloat at huge challenges to my livelihood and my lifestyle. I was eating Taco Bell and Top Ramen, peanut butter and jelly sandwiches for, like, two years. Sold my cars. Moved into a smaller place. But I was happy doing that if it allowed me to stay in skating."

For the next couple of years, while many of his peers moved on in pursuit of financial stability, Tony and a

the bottom of a transition.

### **Frontside:**

In general, a trick executed with the skater's front facing the ramp or obstacle. Also, when you rotate the front of your body in the direction you're riding.

### **Goofy-footed:**

A skating stance where the right foot is the lead foot.

### **Half-pipe / Vert ramp:**

A ramp composed of a flatbottom with concave transition leading to vertical on both sides.

**Handplant:** A trick that requires you to do a one-handed handstand while your other hand grabs and holds your skateboard.

**Hang up:** When your truck catches on the coping while reentering a transition.

**Hardflip:** A trick consisting of a frontside 180 pop shove-it and a kickflip.

**Kick turn:** When you briefly lift the nose of your board, balancing on your back wheels, and swing the front of your board in a new direction.

**Knee slide:** A way of controlling a fall by

small team of skaters traveled across the country doing exhibitions in skate shops and amusement park parking lots—three a day for a whopping \$100 total—while promoting and selling Birdhouse products.

Tony's belief in skating and Birdhouse ultimately paid off. In the mid- to late '90s, the sport's popularity surged once more—in large part due to his own efforts and accomplishments—and Birdhouse blossomed into one of the biggest skate companies in the world.

## The Turn of the Century

Tony at the 1998 X Games



**Of all the** years that Tony has been active, arguably the biggest of his career was 1999. He'd returned to competition in 1995 for ESPN's inaugural alt-sports event, the Extreme Games (since renamed the X Games), and won gold in the vert competition that year and again in 1997. In 1999, at X Games V, Tony participated in the Best Trick event and landed skating's first-ever 900 (two-and-a-half midair revolutions) after 10 years of trying, one broken rib, and 11 failed attempts on

the day. "When I made it, it was like time stood still," he says. "I didn't really understand it had happened until I was riding back towards the stands and the crowd and everyone was rushing me on the ramp. It still kinda doesn't seem real that it happened." Tony didn't win the event—he'd completed it after

sliding on plastic caps on your kneepads.

**Ledge:** Any elongated block with edges on which you can do slides or grind tricks.

**Line:** A number of tricks performed consecutively, or the route a rider plans to skate.

**Lip:** The edge of any transition that a skateboarder rides. Lips are often built with coping.

**Lipslide:** A slide in which the tail of the board goes up and over the obstacle and your board slides between the two trucks.

**Manual:** A trick where you balance on either the front or back wheels of your board without the tail or nose of the board touching the ground.

**Nose:** The front of the skateboard, from the front truck bolts to the tip of the board.

**Pocket:** The concave part of the skateboard's curved tail or nose.

**Pump:** Extending your legs at the right spot on a transition to build up speed.

**Rail:** The edge of the skateboard.



his time had run out—but the dramatic, jaw-dropping feat made a huge impression on the massive live crowd, national TV audience, and those who witnessed the highlight on *SportsCenter*.

A month later, Activision released *Tony Hawk's Pro Skater*, the first video game in what became a hugely influential, billion-dollar franchise that introduced skating to countless kids worldwide and inspired many of them to try skating for the first time (see page 50). With the 900 under his belt and his titular game, Tony catapulted into mainstream celebrity and became one of the most recognizable sports figures in the world.

## “Retirement”

**Shortly after the** 1999 X Games, Tony retired from competition, but his work in skateboarding was far from over. He continued to develop new tricks and draw huge crowds to skate exhibitions, launching his extreme sports tour, Tony Hawk's Boom Boom HuckJam, in 2002. That same year, he founded the Tony Hawk Foundation, which has helped build more 600 skate parks all over the United States and made the sport accessible to kids in disadvantaged areas. An estimated 6 million young skaters use those parks each year (see page 23).

Tony also continued building his business empire, expanding beyond Birdhouse and his juggernaut video game franchise with Hawk Clothing, the Tony Hawk Signature Series of sporting goods and toys, several books, a film production company, a SiriusXM satellite radio show, and the immensely popular RIDE Channel on YouTube.

In 2009, Tony was inducted into the Skateboard-

Alternately, a handrail or any other object made to emulate a handrail.

**Razor tail:**

A chipped tail that results from stopping your board by dragging the tail on the ground.

**Regular-footed:**

A skating stance where the left foot is the lead foot.

**Revert:** A rotation, either frontside or backside, done by sliding the wheels along the ground.

**Rock 'n' roll:**

A ramp trick where you go up to the lip, push your front truck over it, stall, then kick turn 180 degrees to reenter the transition.

**Session:** Any time skaters get together at a spot to skate.

**Slam:** A hard fall.

**Snake:** Someone who cuts you off or steals your line at a park or spot. Also, the act of cutting someone off or stealing their line.

**Spot:** Any location with skateable elements where street skaters ride.

**Stall:** Holding a trick for some duration of

ing Hall of Fame during its inaugural ceremony for his many achievements in the sport. But the honor didn't mark the end of his skating career. Remarkably, Tony landed another 900 in 2011 at 43 years old, and again, for what he claimed was his final time, at 48 in 2016. On his 50th birthday, he blew minds by performing 50 tricks he'd invented over the course of his life. Now 52, Tony is still going strong, as dogged and determined as ever. And he plans to keep skating until the light goes out of him. The joy of skating is that great, and, as Tony says, "there are still new tricks to learn."

With this MasterClass, Tony wants to empower you to accomplish more than you ever thought you could. He will teach you skate history, share his personal story of perseverance and achievement, and show you how to do basic moves as well as a range of street, park, and vert tricks. Now let's get rolling.



time before reentering a transition.

**Tail:** The rear of the skateboard, from the rear truck bolts to the end of the board.

**Tic-tac:** To pivot left and right on your back wheels, either as a means of acceleration or to keep your balance when landing a trick off center.

**Transition:** Any surface for skating that is not horizontal or vertical. The curved part of the terrain that is between 0 and 90 degrees.

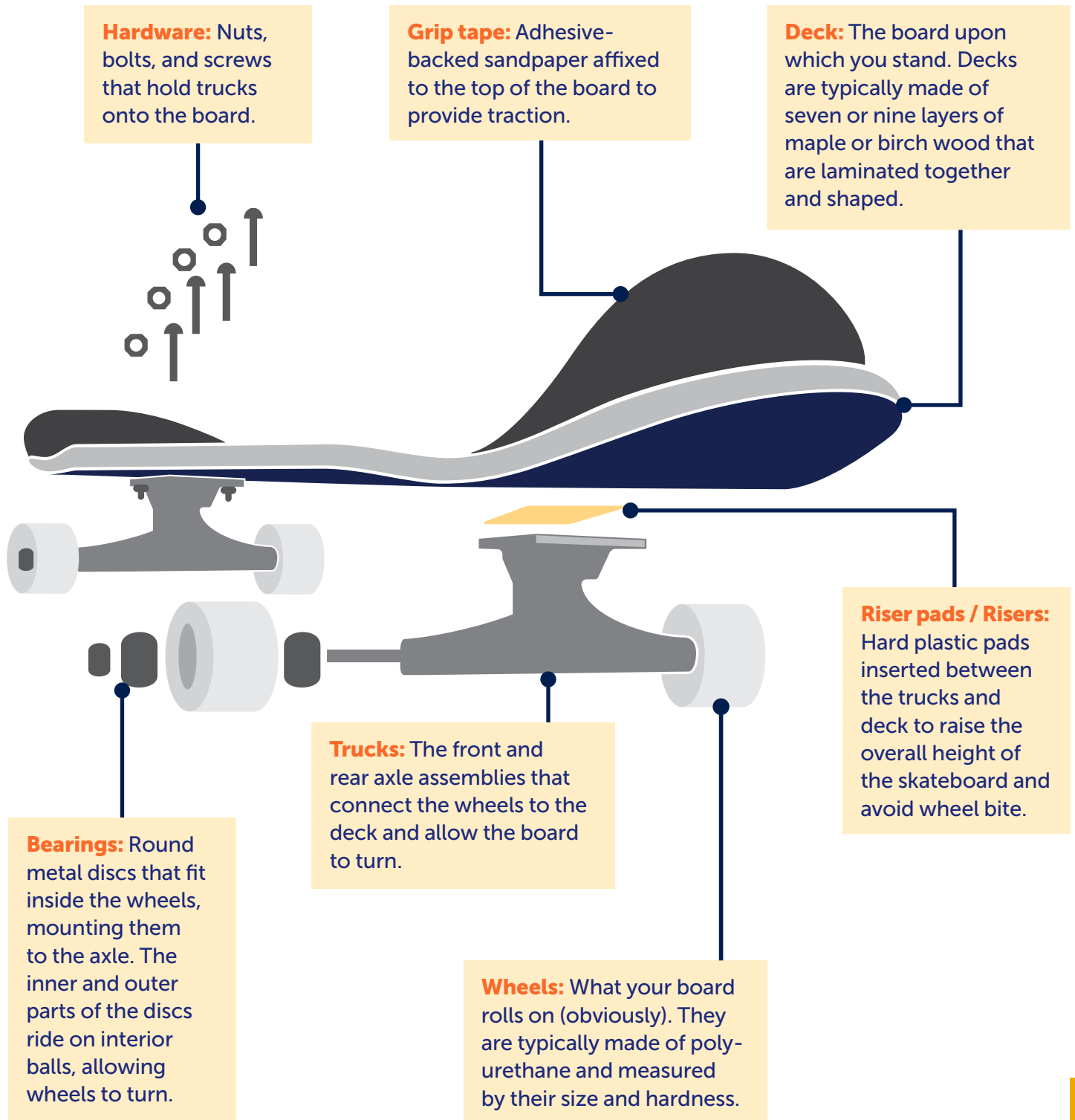
**Truck/s:** The front and rear axle assemblies that connect the wheels to the deck and provide the turning capabilities for the board.

**Varial / Shove-it:** The spinning of the board along its vertical axis.

**Wheel bite:** When too much weight is applied to one side of the board, causing the underside of the deck to touch a wheel and stop its rotation.

# The Basic Anatomy of a Skateboard

MODERN SKATEBOARDS HAVE COME A LONG WAY SINCE THEIR EARLIEST PREDECESSORS. HERE'S A QUICK DIVE INTO THEIR COMPONENT PARTS



# The Skateboard Buying FAQ

EVERYTHING YOU NEED TO KNOW ABOUT BUYING YOUR FIRST BOARD

## WHAT KIND OF BOARD SHOULD I GET?

Decks come in four basic shapes, and each one is designed for certain kinds of skating:

- ✖ Shortboards are the shortest style and are designed and shaped for getting air and performing tricks. Tony, Riley (see page 30), and Lizzie (see page 37) all use shortboards.
- ✖ Cruisers, which often feature kick-tails, are easily maneuverable mid-length boards designed for cruising streets.
- ✖ Old-school boards typically have a flat nose and kicktail and an asymmetrical shape. They're also generally wider. They work well for skating pools, ramps, or carving the streets.
- ✖ Longboards are wider and—you guessed it—longer. They're easily maneuverable, and, with their softer wheels, best suited for transportation or downhill racing (not for tricks).

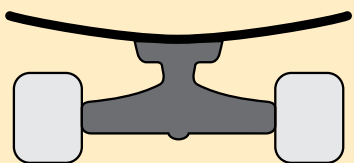
## WHAT SIZE DECK IS RIGHT FOR ME?

It depends on how big you are and what style of skating you plan to do. Decks come in many different widths, and you should choose your deck based on width, not length, according to these general guidelines:

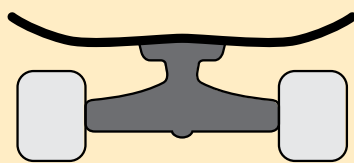
- ✖ If you are under 3'5" and wear a size 3 shoe or smaller, get a micro deck (width: 6.5"–6.75").
- ✖ If you are 3'5"–4'4" and wear a shoe between sizes 4 and 6, get a mini deck (width: 7").
- ✖ If you are 4'5"–5'2" and wear a shoe between sizes 7 and 8, get a midsize deck (width: 7.3").
- ✖ If you are 5'3" or taller and wear size 9 shoes or bigger, get a full-size deck (width: 7.5" or larger). Once you've reached a full-size deck, your skating style will dictate the right width for you. Some loose guidelines:
  - ✖ 7.5"–8" for skating streets or doing more technical tricks
  - ✖ 8"–8.25" for skating pools, ramps, and parks
  - ✖ 8.25" and wider for skating vert, pools, and cruising

## HOW CONCAVE SHOULD MY DECK BE?

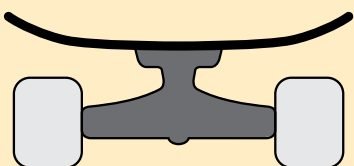
The concavity of your board is correlated to your performance. Just like with board size, the right concavity depends on the style of skating you plan to do. Here are common types of concavity that affect how the board feels under your feet and what kind of skating you can pull off:



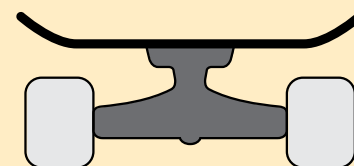
✦ **Radial:** This slight U-shaped curve is the most common deck shape and it helps your feet grip the board better, which is useful in most styles of skateboarding.



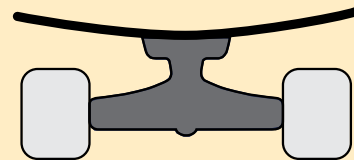
✦ **W-Concave:** The W shape is found in the tail area, and the extra curve in the centerline allows you to shift more energy from your heel to your toe for a highly precise, responsive, quick-turning board.



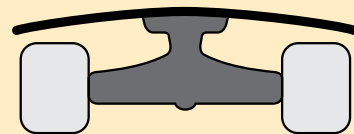
✦ **Progressive:** With a more dramatic curve than a radial, these decks have a steep wall on the rail and a wider base to give you more secure footing and help you to feel even more locked in.



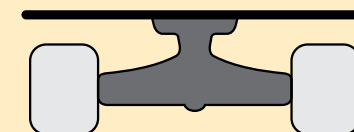
✦ **Tub / Flat-cave:** Featuring rails that extend at a sharper angle from the deck than a radial board, these decks allow you to shift energy quickly but also keep your feet flatter for a smooth and relaxed ride.



✦ **Asymmetrical:** With rails that rise at different angles, these decks give you more power in your heels for turns.



✦ **Convex:** This atypical deck arches upward, giving you a more natural foot placement for downhill and slalom skating.



✦ **Flat:** Found mostly on longboards these days, this old-school design gives your feet plenty of space and lets you do boardwalking tricks.

## DOES IT MATTER WHAT WOOD THE BOARD IS MADE FROM?

Decks are typically made of birch, bamboo, or maple wood. Maple is the most common and is ideal because it is flexible yet durable, so it can be shaped easily without sacrificing strength. Plus it's impact-resistant.



## WHAT KIND OF WHEELS SHOULD I GET?

Skateboard wheels are commonly made of polyurethane and differ in diameter (size) and durometer (hardness). The wheels you pick will impact the way your board accelerates, turns, and rides. The wheels that work best for you will depend on the style of skating you want to do.

✦ **Diameter:** Measured in millimeters (mm), the smaller the number, the smaller the wheel. Smaller wheels (50mm–53mm) give you a slower ride and, because they're lower to the ground and more easily controlled, work best for technical or street skating. Larger wheels (60mm+) allow you to go faster, provide greater balance, and are best suited for cruising and vert skating. Between these two is the average-size wheel (54mm–59mm), which is a happy medium for beginners.

✦ **Durometer:** Measured on a Durometer A Scale, which goes from 1 to 100 and measures increasing hardness, harder wheels go faster than softer wheels. For mellow cruising, try the softest wheel (78a–87a), which can handle rough surfaces. For street skating, try a harder and faster wheel that still has grip (88a–95a). For skating street, parks, ramps, and pools, go with a wheel that is well-balanced between speed and grip (96a–99a).

## Play It Safe With Protective Gear

**Every skater has** had the thought that protective gear looks lame. But you know what looks really cool? Finally pulling off a trick without breaking all the bones in your body. Tony recommends wearing protective gear when you're starting out and at any experience level when you're skating pools, parks, and vert. Here are the essentials:

### ✦ **Helmet:**

You should always wear a multisport or skateboarding helmet that fits your head snugly (look for one with installable pads—it shouldn't move when you shake your head). A helmet should sit low on your forehead and have side straps that form a V shape around each ear as well as a buckle that fastens tightly under your chin. If you can fit more than two fingers between the strap and your chin, it's not tight enough. Also, be sure your helmet is multiuse and capable of taking more than one hit.

### ✦ **Wrist guards:**

Wrist guards reduce the chance of twisting or breaking your wrists when you fall or bail on a trick. Not everyone wears them, but they're sensible if you're starting out and haven't learned how to fall properly or if you tend to land on your hands more than your knees.

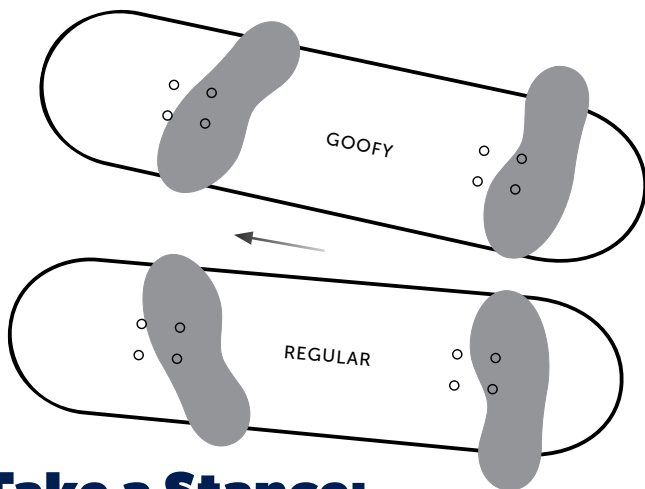
### ✦ **Knee- and elbow pads:**

When you fall—and you *will* fall—pads prevent or reduce the severity of cuts, scrapes, bruises, and burns. Additionally, kneepads can be used in a knee slide maneuver to slide safely on a vert and other large transitions. Make sure yours have sufficient padding and an external plastic cap designed to take abuse.

### ✦ **Skate shoes:**

Whatever your personal aesthetic, a good skate shoe has closed toes and flat, thick, durable, slip-resistant rubber soles that hold on to grip tape and prevent shocks from traveling up your feet. Padded tongues and thick midsoles are also key for protecting your ankles from spinning boards and obstacles. These days Tony's preferred brand is Vans.

# BASIC SKILLS AND TECHNIQUES



## Take a Stance: Regular or Goofy?

There are two stances for skateboarding: regular and goofy. Regular means that you skate with your left foot forward and push your board with your right foot. Despite sounding like an insult, goofy simply means that you skate with your right foot forward and push with your left foot. (Tony skates goofy-footed, so you're in good company if you do, too.) To determine which stance is right for you, stand up straight and have someone push you gently from behind. Whichever foot you brace yourself with is your lead foot.

### HOW TO PUSH

**1.** Place your front foot over the front truck bolts. It should face

forward toward the nose of the board but at a slight angle.

**2.** Use your back foot to push alongside the board and propel yourself forward. To get more speed, push multiple times.

**3.** When you've achieved your desired speed, place your back foot on the tail so that it's perpendicular to the deck.

**4.** Once your back foot is on the board, pivot your front foot to the same perpendicular position as your back foot.

### HOW TO GET A RUNNING START

**1.** For this more advanced move, hold the nose of your board with the hand that corresponds to your front foot (i.e., if you skate with your right foot forward, hold the board with your right hand).

**2.** Run forward.

**3.** While moving, set your board down so your back wheels contact the ground first, placing your front foot over the front truck bolts as the front of the board comes down.

**4.** Place your back foot on the tail so that it's perpendicular to the board. Alternatively, to get even more speed, you can give the board



a quick push with your back foot before placing it on the board.

### **HOWTO** **STOP (BEGINNER)**

- 1.** While in motion, take your back foot off the tail of the board and place it on the ground parallel to your board on the toese side.
- 2.** Drag your back foot along the ground, applying pressure to your foot until you come to a full stop. Be sure to even out the weight you place on your feet—if there's too much weight on your back foot, you will stop, but your board will keep going.

### **HOWTO** **STOP (INTERMEDIATE)**

- 1.** Place the toe of your back foot on the tail of your board so that your heel is hanging off the back.
- 2.** Lean back on your toe until the heel of your shoe contacts the ground, keeping your bodyweight centered between your heel and your board. Be sure the tail of your board does not contact the ground—if it does, you'll find yourself with razor tail.
- 3.** Drag the heel of your shoe on the ground until you stop.

### **HOWTO** **TURN BY LEANING**

- 1.** With your feet in skate position, lean in the direction you want to turn by placing pressure on either

your heels or toes. Be sure to keep your weight centered so that when the board turns you don't find yourself off-balance.

### **HOWTO DO A** **TIC-TAC** **(AKA HOW TO MOVE WITHOUT PUSHING)**

- 1.** With your board motionless, place both feet in skate position, front foot over the front trucks, back foot on the tail.
- 2.** Kick up your board slightly so you're balancing on your back wheels.
- 3.** Using your bodyweight, quickly swing the front of your board left or right—about a quarter of a full kick turn (see below)—and bring your front wheels back to the ground. Make sure your weight is in your front foot when you land, which is what will propel you forward.
- 4.** Repeat steps two and three, swinging your board back in the opposite direction this time. This back and forth "tic-tac" movement will naturally set your board in motion.

### **HOWTO** **KICK TURN**

- 1.** Kick up your board so you're balancing on your back wheels.
- 2.** Using your bodyweight, quickly swing the front of your board in whatever direction you want to turn.
- 3.** Bring the front of your board back down to the ground.

# THE ORIGINS OF THE OLLIE

In 1977, 14-year-old Floridian Alan “Ollie” Gelfand—whose nickname came from a favorite sandwich of his—was practicing a lipslide on a half-pipe. He lifted up his board at the top, causing all four wheels to come up off the wall. The board stuck to his feet while it scooped around 180 degrees. Gelfand’s friends dubbed this groundbreaking hands-free aerial move the “ollie pop.” Subsequent photos of Gelfand performing his “ollie air,” a feature in *SkateBoarder* magazine, and the inclusion of his trick in the movie *Skateboard Madness* (1980) wowed the skate community and opened up a world of possibilities in vert skating.

One of the many skaters inspired by Gelfand’s trick was fellow Floridian Rodney Mullen, who appreciated the way the ollie allowed him to keep his momentum on a ramp by scooping his tail and guiding his board around. Mullen deconstructed the move and tried to take the vertical trick horizontal. The scooping motion didn’t translate to popping straight up off of flat ground, but eventually he realized that quickly snapping the tail of his board and kicking his front foot forward—a move derived from an earlier trick he’d invented—leveled his board out with a seesaw motion. Thus was born the flatground ollie, which 15-year-old Rodney debuted in 1982 at the Rusty Harris Pro-Am Series in Whittier, California. Called an “ollie prop pop” when featured in *Thrasher* magazine as a Trick Tip a year later, it was subsequently simplified to an ollie. The move provided air with which to do more complex flip tricks and allowed skaters to pop onto obstacles like rails and ride continuously by jumping curbs. It ended up being revolutionary and became the foundational move of street skating.

## What the Ollie Can Do for You

“The ollie is the foundation to almost every trick on the street,” says Tony, “and most tricks on ramps.” Whatever kind of skating you’re doing, being able to bring your board up into the air by snapping your tail off of a surface opens up a world of possibilities. In street skating, getting that air allows you to jump curbs, to jump over or onto obstacles like rails and benches for grinds, to perform board flips and rotations, to clear stairs on a jump, and more. In vertical skating, the ollie is key to maximizing the air you need to perform the sickest of aerial

tricks. So, take your time and get comfortable ollieing, then push yourself to ollie even higher. From there, the only real limit to what you'll do is your imagination. (And gravity.)

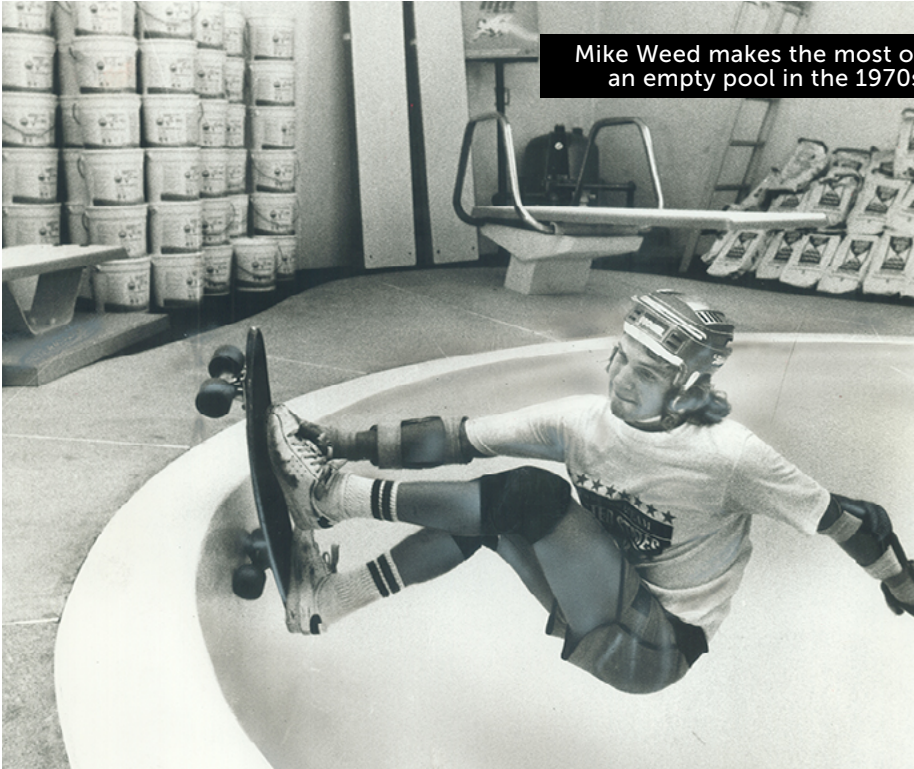
Tony catches air during an ollie



## HOWTO OLLIE

- 1.** With your front foot positioned slightly in front of the middle of the board, put your back foot all the way on the edge of the tail.
- 2.** Bend your knees so you're crouched down and ready to explode upward.
- 3.** Snap down on your tail hard with your back foot so your board taps the ground and starts to go vertical. After snapping, bend your back leg so your board can rise and your back wheels can leave the ground.
- 4.** Slide your front foot forward so it catches the board and levels it out, bringing the tail end up to your back foot.
- 5.** With both legs bent and maintaining friction between your feet and the board, straighten your legs to bring the board back down to the ground and land the ollie.

# SKATING'S GOLDEN AGE



## How a Drought Changed Skating Forever

**When and why** the first skater dropped into an empty pool is anyone's guess, but in Southern California, the practice exploded in the mid-'70s as the result of a drought. Decreased rainfall and water conservation efforts led many homeowners to drain their pools, freeing the bowls up for an unintended use. While some skaters politely asked to use pools, others waited and watched until homeowners left, then hopped over fences into people's backyards. Some even went so far as to unscrew and remove pool slides for their sessions.

## The Boys of Dogtown

A RAGTAG CREW OF KIDS FROM CALIFORNIA WERE RESPONSIBLE FOR CREATING AERIAL SKATING

Dogtown is an area of southern Santa Monica bordering Venice Beach where a group of young outcasts, including Tony Alva, Jay Adams, and Stacy Peralta, birthed aerial skating. In the 1970s, a crew of surfers from the then-impoverished beach town competed on the Zephyr Surf Team, representing their local shop, Jeff Ho Surfboards and Zephyr Productions. When waves were low at their local surf spot, the infamous Cove at Pacific Ocean Park, the "Z-Boys" practiced moves on skateboards in the streets and in pools void of water, creating a fresh new surf-inspired style of skating.

A golden age of skateboarding, it was an experimental time when skaters were discovering new possibilities daily, building upon each others' innovations and blending styles. For surfers who skated, like the Zephyr Skateboard Team (aka the Z-Boys), the transitions and walls of empty pools were the closest thing they could find to a wave on land, and the inherent danger of wiping out on concrete added extra excitement to runs. The Z-Boys revolutionized skating with their surf moves, riding up walls and catching the first documented air. Along with other skaters like Steve Alba, known as the "Godfather of Pool Skating," pool skaters inspired the next generation of skaters, including a young Tony.

The popularity of pool skating led directly to the proliferation of skate parks with pools—such as the one in San Diego where Tony first watched skaters perform aials and fell in love with the sport. The air skaters caught in those earlier pools changed the verticality of skating completely.

Quite simply, without pool skating, skateboarding as we know it today would not exist. There would be no big-air vert skating, no half-pipe titans like Tony, Bob Burnquist, Christian Hosoi, and Shaun White. So, the next time you see a bone-dry pool, don't think of it as empty—recognize it is full of possibility.

## The Story of Pipeline Skatepark (aka Upland)

### HOW THE WORLD'S FIRST VERTICAL SKATE PARK CAME TO BE

Pipeline Skatepark was a legendary skate location in Upland, California. Stan and Jeanne Hoffman opened Pipeline, dubbed "The World's First Vertical Skatepark," in May 1977, following the emergence of vert skating in pools. Featuring the first vertical walls that were actually designed for skateboarding

and the first fullpipe in a park, Pipeline attracted pros like Steve Alba and Chris Miller and became the go-to location for skate contests and video shoots. The park gained even more fame worldwide when the Hoffmans added the Combi Bowl, a 12-foot-deep vert double bowl that connected a square pool and a

round pool with a small shallow section. Pipeline inspired and influenced the construction of skate parks around the world even after it closed in 1988. In 1994, a replica of the original Combi Bowl was built at the Vans skate park in Orange, California, in collaboration with the Hoffmans.

# A Long List of (Some of) the Vert Tricks Tony Has Invented

THE MAD SCIENTIST OF SKATING HAS MADE UP MORE THAN 100 TRICKS ON VERT SINCE HE STARTED SKATING IN 1977. HERE ARE JUST A FEW

720

900

360 flip  
mute to fakie

360 frontside  
rock 'n' roll

360 ollie to  
backside  
boardslide

360 varial  
disaster

360 varial  
McTwist

360 varial to tail

Airwalk

Airwalk to fakie

Alley-ooop back-  
side bluntslide

Backside  
heelflip body  
varial

Backside ollie  
one foot

Backside  
ollie to tail

Backside pop  
shove-it

Backside rewind  
grind

Backside varial

Bluntslide to  
fakie

Cab backside  
smith

Cab body varial

Cab lipslide

Cab revert

Cab shove-it

Cab to tail

Double kickflip  
varial indy

Eggplant  
to fakie

Fakie heelflip  
varial lien

Fakie to fakie  
540

Fakie to fakie  
frontside rock  
'n' roll

Fakie to fakie  
lien 540

Fakie to fakie  
stalefish 540

Fingerflip air  
to fakie

Fingerflip  
backside air

Frontside 270 to  
switch crook

Frontside  
bluntslide

Frontside body  
varial revert

Frontside cab

Frontside cab  
disaster

Frontside cab  
disaster revert

Frontside cab  
revert

Frontside cab  
tailgrab

Frontside G  
twist

Frontside G  
twist body varial

Frontside G  
twist Madonna

Frontside G  
twist varial

Frontside  
hurricane

Frontside  
hurricane to  
fakie

Frontside  
kickflip body  
varial

Frontside  
L twist to tail

Frontside  
nosegrind

Frontside  
noseslide

G twist 360  
varial

G twist heelflip  
body varial

G twist varial  
disaster revert

Gymnast plant

Half cab body  
varial lien

Half cab fron-  
tside blunt re-  
vert

Half cab to  
bluntslide

Half elguerial

Heelflip slob air

Heelflip varial  
lien

Heelflip varial  
lien revert

Indy 540

Invert to layback  
air

Kickflip McTwist

Lipslide revert

Madonna

Nollie heelflip  
indy

Ollie 540

Ollie to indy air

Rodeo flip

Sacktap

Saran wrap

Shove-it  
frontside  
nosegrind

Shove-it  
rock 'n' roll

Shove-it to  
backside smith

Slob G twist  
one foot

Stalefish

Stalefish 540

Stalefish  
frontside 540

Switch 540

Switch backside  
ollie

Switch indie air

Switcheroo to  
fakie

Tailgrab one  
foot 540

Varial 540

Varial 720

Varial G twist

# CREATING A NEW REPUTATION

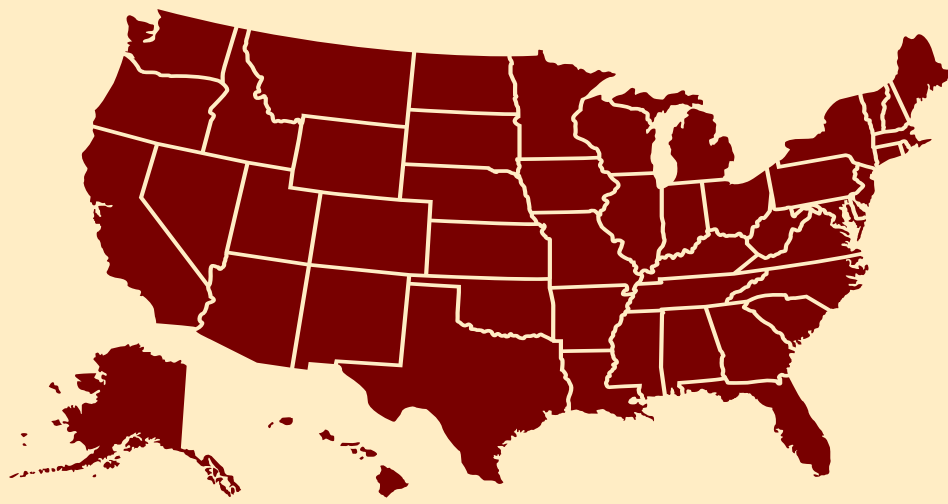
## Skateboarding Breaks New Ground

SEE HOW THE TONY HAWK FOUNDATION IS HELPING TO KEEP SKATEBOARDERS BUSY

**Skateboarding has long** had an outlaw image, largely because skaters had no dedicated practice areas to call home. As far back as the mid-'70s, skaters were getting into trouble with the law for trespassing, damaging property, and disturbing the peace. When purpose-built skate parks largely disappeared in the early '80s and crews began street skating in places like office parks and locked schoolyards, the conflict between skaters and non-skaters only worsened. There was hardly a skater active during those days who didn't have to ditch a session to flee from an angry property owner, security guards, or police.



















































In the decades since there has been a concerted effort by local advocates and civil authorities to build skate parks so kids have safe spaces to thrash and stay active without disturbing others or grinding public property to pieces. To that end, since 2002 Tony's namesake foundation has worked with hundreds of these advocates to create free parks for the public, raising more than \$9.2 million to help finance 623 skate park projects (and counting), especially in low-income inner cities and rural areas across the United States. The Tony Hawk Foundation has also partnered with Skateistan—an international nonprofit organization that uses skateboarding and education to empower children—to build parks in Afghanistan, Cambodia, and South Africa.

According to a 2009 survey of 102 police officers in 37 states where Tony's foundation had contributed to the construction of a public skate park, the parks are effective at keeping young skaters out of trouble: Surveyors found that 47 percent of officers noticed a decrease in overall youth crime since the skate park opened, and 90 percent believed the skate park was an asset to the community, with 85 percent reporting a "significant decrease in complaint calls from business and property owners regarding skate-related incidents/crimes." Skate parks, it turns out, do the trick.



## Skate the States

THE TONY HAWK FOUNDATION HAS DEDICATED MILLIONS TO BUILDING SKATE PARKS ALL AROUND THE WORLD. USE THE HANDY GUIDE BELOW TO SEE HOW MANY THF HAS BUILT IN EACH STATE

 <b>3</b> Alabama	 <b>6</b> Alaska	 <b>4</b> Arizona	 <b>8</b> Arkansas	 <b>66</b> California	 <b>12</b> Colorado	 <b>1</b> Connecticut	 <b>2</b> Delaware	 <b>11</b> Florida	 <b>10</b> Georgia
 <b>0</b> Hawaii	 <b>26</b> Iowa	 <b>14</b> Idaho	 <b>17</b> Illinois	 <b>15</b> Indiana	 <b>12</b> Kansas	 <b>4</b> Kentucky	 <b>1</b> Louisiana	 <b>10</b> Massachusetts	 <b>4</b> Maryland
 <b>10</b> Maine	 <b>22</b> Michigan	 <b>23</b> Minnesota	 <b>13</b> Missouri	 <b>6</b> Mississippi	 <b>16</b> Montana	 <b>9</b> North Carolina	 <b>6</b> North Dakota	 <b>5</b> Nebraska	 <b>6</b> New Hampshire
 <b>4</b> New Jersey	 <b>4</b> New Mexico	 <b>1</b> Nevada	 <b>21</b> New York	 <b>21</b> Ohio	 <b>13</b> Oklahoma	 <b>32</b> Oregon	 <b>15</b> Pennsylvania	 <b>3</b> Rhode Island	 <b>2</b> South Carolina
 <b>6</b> South Dakota	 <b>5</b> Tennessee	 <b>23</b> Texas	 <b>4</b> Utah	 <b>7</b> Virginia	 <b>7</b> Vermont	 <b>30</b> Washington	 <b>31</b> Wisconsin	 <b>12</b> West Virginia	 <b>6</b> Wyoming



**Street skateboarding is** a style that makes use of the limitless urban environment. It found popularity the late '80s and early '90s as skating's liability insurance caused skate parks to close. With fewer places to go, skaters took to the streets, using obstacles like curbs, handrails, stairs, walls, park benches, picnic tables, and trash cans to perform tricks like grinds, slides, and aerials. The beauty of street skating is that there are no hours of operation. Virtually anywhere can be a skate spot (legality pending). The environment—and what you choose to do with it—is boundless.

## Pain vs. Progression

IN SKATING, SUCCESS IS OFTEN SYNONYMOUS WITH SUFFERING

Injuries are a part of skating. Whether you want to skate fast for transportation or to perfect tricks, practicing to achieve your goals will most likely lead to at least a few literal painful moments of failure. (Yes, even with the protective gear that Tony recommends—see page 14.)

Tony's first big injury happened when he was 10. While performing rock 'n' rolls in a pool, he hung his wheels up on the coping, lost his board, and face-planted, losing teeth and knocking himself unconscious. When he awoke—just as an ambulance arrived—his first thought was not about his injury but about where the trick went wrong (he needed to lift his wheels more to avoid hanging them up). "I knew I was getting back out there, and I feel like that was a defining moment of my career," Tony

says. "I didn't mind getting hurt for the sake of progression."

That dogged determination to achieve your goals—no matter the scrapes, breaks, bumps, and bruises you'll certainly acquire along the way—is as much a part of skating as your trucks and grip tape. "I think there's so much to learn from failure, through your life," Tony says. "You learn what you're capable of, you learn what you can endure, and you learn to be successful through those failures." Before Tony landed his historic 900 at the 1999 X Games, he spent 10 years getting banged up while trying to pull it off. Only you can say exactly how much pain you're willing to endure for your love of skating, but if you're anything like Tony, no amount of pain will compare to the euphoria of finally succeeding.

## HOW TO DO A

### BACKSIDE POP SHOVE-IT

- 1.** Position your front foot slightly in front of the middle of the board with your heel hanging off the board. Position your back foot on the tail of your board so that your big toe presses on the tip of the tail.
- 2.** While performing a basic ollie (snapping the tail of your board with your back foot so the tail taps the ground—see page 18), kick your back foot behind you and your front foot out in front of you.
- 3.** As you're in the air, bend your legs so your board has room to rise and spin beneath you. To keep your board from over-rotating, don't push too hard as you kick out.
- 4.** When your board has spun 180 degrees, extend your legs so your feet catch it and bring it down to the ground.

## HOW TO DO A

### FRONTSIDE 180 OLLIE

- 1.** Position your feet as you would to perform a basic ollie (see page 18).
- 2.** As you're about to snap the tail of your board, open your shoulder and turn your torso in the frontside position. This will provide the momentum to make your board spin frontside 180 degrees. If you find you're not spinning a full 180 degrees, turn your shoulder even more.
- 3.** As you're leveling out your board halfway through the turn, shift your weight toward your front foot, keeping your upper body over your back foot. This puts you in position

to continue rolling backward when you land.

- 4.** Straighten your legs to bring the board down after you and the board have both turned 180 degrees. If you need to, you can land early on your front wheels (now at the rear) and pivot the rest of the way as you bring your back foot (now in front) down to complete the 180.



### HOW TO DO A KICKFLIP

1. Position your front foot just behind the nose of your board. It should be hanging halfway off the board on the heelside. Place your back foot in the middle of the tail.
2. When you snap up as you would when performing a basic ollie (see page 18), kick your front foot out on a slight heelside diagonal. Your toe should catch the nose of the board and send it flipping beneath you.
3. As you and your board travel, be sure to keep your weight over the board.
4. When your board has flipped a full 360 degrees beneath you, catch it first with your back foot, then your front foot, then extend your legs to land the kickflip.

### HOW TO DO A HEELFLIP

1. Position your back foot in the middle of the tail and your front foot just behind the nose of your board, with your heel on the board and your toes hanging off. Be sure enough of your heel is on the board so it will catch your board as you kick out.
2. As you ollie (see page 18), kick your front foot out diagonally toward your toeside, catching the nose of your board with your front



A young Riley skates during the 2011 Maloof Money Cup

heel to initiate the flip.

3. When your board has flipped a full 360 degrees beneath you, catch it with your feet and land the heelflip.

### HOW TO DO A BACKSIDE OLLIE 180

1. Position your feet like you would doing a basic ollie (see page 18), with your back foot in the center of your tail.
2. Before snapping your tail, begin turning your shoulders in a backside direction. This will create the momentum to spin you and your board 180 degrees.
3. Pop your tail and slide your front foot forward while continuing to rotate your shoulders around. If you've timed your shoulder turn correctly

with the pop, you and your board will land after rotating 180 degrees. Be sure to also shift your weight as you would with a frontside 180 ollie (see page 25) to ensure you keep rolling when you land.

### **HOW TO DO A** **FRONTSIDE POP SHOVE-IT**

- 1.** Position your back foot so your big toe presses on the tip of the tail. Position your front foot slightly in front of the middle of the board, with your heel on the board and your toes hanging off.
- 2.** Pop your tail while also pushing it out toeside to start your board's frontside rotation beneath you.
- 3.** Use your front foot to guide your board as it rotates so it completes a full 180.
- 4.** When the board has nearly completed the full 180, catch it with your front foot to stop its rotation, then catch it with your back foot and bring it down to the ground to complete the trick.

### **HOW TO DO A** **360 FLIP**

- 1.** Position your feet as you would for a kickflip (see page 26) but with your back foot more in the pocket of your tail.
- 2.** With your back foot, pop your tail down and use your toes to flick toward your heelside with enough force so that your board rotates 360 degrees in a backside direction.
- 3.** Just after you pop your board, use

your front foot to flick forward and to the heelside to start the board flipping, like you would in a kickflip. Be sure to jump high enough that the board has time to both rotate and flip a full 360 degrees.

- 4.** As the board is nearing a 360-degree rotation and flip, catch it with your front foot to settle it, then catch it with your back foot and bring it down to the ground.

**Pro tip:** When starting out, don't worry about catching your board and landing. Focus on getting the flick-outs right so your board consistently rotates and flips 360 degrees.

### **HOW TO DO A** **FRONTSIDE 50/50**

- 1.** Start out by skating parallel to the obstacle you want to jump onto.
- 2.** Pop your ollie (see page 18). Make sure you ollie high enough to clear the obstacle completely so you can bring your trucks down on it. (When starting out, try with a lower obstacle, like a curb, then work your way up to benches and rails when you're comfortable.)
- 3.** Rotate slightly frontside so both of your trucks land on the edge of the obstacle in a grind position. Be sure to land on the heelside of your trucks—if you land on your toeside you can slip out of the grind and fall backward off the obstacle.
- 4.** Grind in a forward motion and come off at the end of the obstacle,

putting pressure on your tail to bring your nose up as your front truck clears the obstacle.

### **HOW TO DO A FRONTSIDE SMITH GRIND**

- 1.** Start by skating parallel to the obstacle you want to jump onto.
- 2.** Pop your ollie (see page 18) like you would when doing a frontside 50/50 (see page 27).
- 3.** Land your back truck on the obstacle, dipping the nose of your board to the side of the obstacle.
- 4.** Lean on your back foot enough to ensure that you have sufficient momentum to push your back truck through the grind completely but not so far back that you'll fall backward.
- 5.** If you're grinding a ledge, lean more on your toes—the top of the ledge will support you. If you're grinding a rail, lean on your heels to make up for the lack of support on the side.

### **HOW TO DO A BACKSIDE TAILSLIDE**

- 1.** Skate parallel to the obstacle you want to jump onto, keeping it on your backside.
- 2.** As you pop your ollie (see page 18), rotate your shoulders, turning backside 90 degrees so the tail of your board lands on the obstacle and slides.
- 3.** Once on the obstacle, stop your shoulder rotation and point your head in the direction you're heading

so that the board slides straight and doesn't rotate further.

- 4.** As you approach the end of the obstacle, turn your board straight for your dismount and landing.

Prolific skater Nyjah Huston (see page 54) takes over a street in Montreal



### **HOW TO KICKFLIP DOWN STAIRS**

- 1.** Approach the stairs with sufficient speed to clear the set.
- 2.** Perform a kickflip (see page 26) as your front wheels are almost at the edge of the stairs. Flick the board quickly so it will flip 360 degrees well before landing and you have time to bail out if you need to.
- 3.** When your board has flipped 360 degrees, catch it with your feet to stop it from flipping any further.

If you fail to stop your board, you might land on its side or bottom, risking injury.

**4.** Spot the landing and ride away.

**Pro tip:** Before even attempting to kickflip down stairs, get comfortable ollieing down stairs, making sure you have enough speed to clear them. Also, start with a small drop, like a curb or a couple of stairs, before proceeding to a big set of stairs.



Riley feeble grinds a rail

## HOWTO BOARDSLIDE A HANDRAIL

- 1.** Approach the handrail at a slight angle instead of straight on. Make sure you have enough speed so that if you fall, you don't wind up taking a rail to your crotch.
- 2.** When you're near the rail, perform an ollie (see page 18) high enough so your front wheels will clear the rail.
- 3.** While in the air, rotate your body frontside so you land the middle of your board on the rail, traveling sideways. Be sure to keep your weight centered over your board so you're balanced on the rail.
- 4.** When you're dismounting the rail, simultaneously turn your board and body back to their original positions so you can land and ride away straight.

## HOWTO FEEBLE GRIND A RAIL

- 1.** Approach the rail like you would to do a boardslide but with even more of an angle. Be sure the rail is on your backside.
- 2.** Ollie up, making sure to get enough air so your front truck clears the rail.
- 3.** Land the back truck and the toe-side of your board on the rail at the same time. Keep your weight on your back heel.
- 4.** While you're grinding the rail, keep your weight centered over the rail.
- 5.** As you near the end of the rail, shift your weight back slightly, lift your board, and straighten it out so you can land and ride away safely.

**GET TO KNOW**  
**STREET SKATER**

# RILEY HAWK

TONY'S SON IS MAKING  
A NAME FOR HIMSELF APART  
FROM HIS FAMOUS POPS

**Age:** 27

**Where He's From:**  
San Diego, California

**When Did He Turn Pro?**  
December 6, 2013, on his 21st  
birthday. That same day, *Skate-  
Boarder* magazine named him its  
2013 Amateur of the Year.

**Sponsors:**  
Baker and Lakai

**Skate Vid That Inspired Him:**  
Lakai's *Fully Flared* (2007)

**Notable Wipeouts:**  
Repeatedly damaged both ankles,  
requiring reconstructive surgeries and the addition of synthetic ligaments.  
Tony told *GQ* that injuries like Riley's would normally be "career-enders."  
(Thankfully they weren't.)

**Fun Facts:**  
Riley has appeared in two video games from his dad's famous franchise: *Tony Hawk's Pro Skater HD* and *Tony Hawk's Pro Skater 5*. In addition to skating, he is singer-guitarist for the hard rock band Petyr, a visual artist, and also works on motorcycles.



**Park skateboarding** is a style that uses purpose-built skate parks, which typically feature a mix of vert and street skating elements such as half-pipes, quarter pipes, handrails, stairs, pools, bowls, pyramids, and ramps. The world's first skate park, Tucson, Arizona's Surf City, opened in 1965, but the mid-'70s saw an explosion of parks inspired by the popularity of pool skating in Southern California. In addition to their versatility, skate parks also offer a safe space for skaters to practice their craft—meaning they won't get into trouble with the law for trespassing or damaging public or private property.





# Tony's Skate Park Etiquette and Tips

SKATE PARKS ARE A GREAT PLACE TO WORK ON YOUR SKILLS AT ANY AGE, BUT THEY CAN BE DANGEROUS IF YOU DON'T RESPECT THE FLOW OF THE ACTION OR KNOW THE OFFICIAL AND UNOFFICIAL RULES. TO MAKE SURE YOU GET THE MOST OUT OF YOUR EXPERIENCE, FOLLOW TONY'S ADVICE.

## ✦ Skate during off-hours.

The emptier a park is when you're first starting out, the better. You'll get more practice runs in because you won't have to wait for others before taking your turn, you'll be less likely to collide with someone, and, if you're self-conscious, there will be fewer eyes on you. (Generally speaking, skaters are supportive of each other trying to learn new tricks, so try not to stress yourself out. Everyone is there to learn and get better.) Try going early in the morning, when people are still asleep, or during school and work hours. (Not that you should skip school or work—but you know what we mean.)

## ✦ Observe before joining in.

To avoid collisions, park skaters take turns. This is especially important when a park is busy. Watch when and from where people skate so you understand the order and flow, then claim your spot and take your turn.

## ✦ Make sure you are seen.

With all of their twists and turns and elements, skate parks can create blind spots. To reduce the chances of running into someone else, make your presence known, and be sure you're in the clear before dropping in.

## ✦ Watch out for "snakes."

A snake is someone who skates out of turn and takes more turns than they should. They steal time from others and potentially endanger them.

## ✦ Wear protective gear.

Even if you avoid collisions, there's always the possibility you'll slam hard trying a trick. Tony recommends wearing a helmet, kneepads, and elbow pads (see page 14) so you can enjoy skating for decades to come.

## ✦ Read and follow the park's official rules.

Every park will have a list of rules to ensure everyone's safety and enjoyment. Do your part and check them out anytime you skate a new park.

Skate phenomenon Sky Brown at nine years old



## HOWTO CARVE

- 1.** As you're approaching a corner, do a small pump with your legs through the upward transition.
- 2.** As you near the top of the transition, steer your board into a sideways position on the wall.
- 3.** As you move through the sideways plane of the corner, give a hard pump with your legs to pick up maximum speed.

## HOWTO DROP IN (TAIL DROP)

- 1.** Stand at the edge of the ramp or bowl and place your board's back wheels beyond the coping, supporting the board by putting weight on its tail with your back foot.
- 2.** To begin the drop, put your front foot on the board and lean forward with it, committing fully.
- 3.** As your front wheels hit the wall, shift your weight evenly across your board and lean forward—if you keep your weight on your back foot you'll fall backward.

**HOW TO DO A****ROCK TO FAKIE**

1. Approach the coping going straight up so that you're perpendicular to it.
2. As you near the coping, apply slight pressure to your tail to lift your front truck so it clears the coping.
3. Shift your weight forward so the middle of your board comes to a rest on the coping.
4. Once you've rocked on the coping, shift your weight back into the bowl—but not so far that you fall backward and slam.
5. As you begin to reverse direction, put weight on your tail to ensure your front truck clears the coping once more and doesn't get hung up.

**HOW TO DO A****FRONTSIDE OLLIE**

1. Approach the coping at a slight angle so that the front of your body is slightly open to the coping.
2. As you near the lip, rotate your shoulders even more to the frontside, opening up your body further to the coping.
3. With your back foot, perform an ollie (see page 18) by popping your tail on the wall. At the same time, slide your front foot forward to launch yourself into the air.
4. Keep both legs bent as you and

your board continue your slight rotation.

5. As you finish your rotation clear of the coping, extend your legs and land on the wall. If you extend your legs too soon, you'll hang up your back truck on the coping. If you think that's going to happen, just kick your board away and bail into a knee slide.

**HOW TO DO A****BACKSIDE 50/50 GRIND**

1. Approach the lip so it's on your backside and aim for a spot on the coping where you can place your back truck to start your grind. Give

Tony does a frontside ollie in 1995



yourself added momentum with a pump of your legs as you ride the transition upward.

**2.** Ride up and over the coping until your back truck catches on it and begins grinding.

**3.** Shift your weight to your front truck to bring it down so that both trucks are grinding on the coping. When you're starting out, stand straight and keep your weight centered when grinding. When you're more experienced, you can lean into the bowl to gain additional speed.

**4.** At the end of your grind, do a subtle kick turn to reenter the bowl.

**5.** Bring your front wheels down on the wall and lean into your reentry as you would whenever dropping in (see page 33).

### **HOW TO DO A FRONTSIDE 5-0 GRIND**

**1.** Approach the coping from a slight frontside angle. Make sure you have enough speed so that your rear truck will clear the lip and catch it, initiating a grind.

**2.** As you near the lip, lift your front truck and aim for a spot on the coping to place your back truck.

**3.** As your back truck clears the lip, shift your weight over your back truck so that it locks in on the coping and begins to grind.

**4.** To complete your 5-0 grind, continue your frontside rotation, shifting your weight forward to bring your front wheels down onto the wall and reenter the bowl.

### **HOW TO DO A BACKSIDE DISASTER**

**1.** Approach the bowl's coping going straight up so that your board is perpendicular to the coping.

**2.** As you near the coping, use your back foot to press down and out heelside on the tail of your board, initiating a 180 backside rotation. Spot where you want to land the center of your board.

**3.** Clear the lip with your back wheels and complete your 180-degree rotation, landing the middle of your board on the coping.

**4.** To reenter the bowl, shift your weight forward and press on the nose of your board to ensure your back wheels clear the coping and don't get hung up.

### **HOW TO DO A FRONTSIDE SMITH GRIND**

**1.** Approach the coping as you would for a frontside 5-0 grind but with even more speed.

**2.** As you approach the lip, turn your shoulders frontside.

**3.** Land your back truck on the coping to initiate your grind before clearing the coping with your truck.

**4.** Lower your front truck down past the lip so the frontside rail (side edge) of your board slides on the coping. This will pitch you forward, so shift your weight to your back foot to keep yourself grinding.

**5.** To reenter the bowl, continue turning frontside while shifting your weight forward. Bring your front wheels down and ride off.

## HOW TO DO A FAKIE DISASTER SMITH

1. Approach the coping going backwards, aka fakie. Be sure you have enough speed for your back wheels to roll up and over the lip so you can land the middle of your board on the coping.
2. When your back wheels have cleared the lip, land the middle of your board on the coping.
3. Shift your weight and pivot your board heelside with your back foot so you stall on the deck. Push down with your back foot, forcing your back truck into the coping.
4. Shift your weight forward to bring your front wheels down onto the wall, clear the coping with your back truck, and reenter the bowl.

## HOW TO DO A FRONTSIDE BONELESS

1. Approach the coping with enough speed to get air.
2. As you near the lip, bend your knees, grab your board frontside, and plant your front foot on the coping while keeping your back foot on your board.
3. Using your momentum, push off the coping and rotate 180 degrees frontside.
4. Quickly get your front foot back on your board, release the board from your hand, and shift your weight forward for landing.



John "Tex" Gibson does a frontside boneless in 1985

**GET TO KNOW**  
**PARK SKATER**

# LIZZIE ARMANTO

THE WUNDERKIND IS  
OFF TO THE OLYMPICS

**Age:** 27

**Where She's From:**

Santa Monica, California

**Her Home Park:**

Lizzie learned the basics at the Cove in Santa Monica, which has a pool, two bowls, and a street/flow course.

**When Did She Turn Pro?**

2017

**Sponsors:** Birdhouse, Vans

**Notable Achievements:**

Lizzie has won more than 30 skateboarding awards, including taking gold at the first-ever Women's Skateboard Park event at the 2013 X Games in Barcelona, Spain.

In 2016, she became the first woman featured on the cover of *TransWorld Skateboarding* magazine and, in 2017, the first woman to grace the cover of *Thrasher* in more than 20 years. In 2018, she became the first female skater to complete Tony's 360-degree ramp, the Loop.

**Going for the Gold:**

A dual citizen of the U.S. and her father's native Finland, Lizzie will represent the Finnish national team at the Tokyo Olympics when skating makes its debut.

**Notable Wipeouts:**

While skating the Vans Combi pool in Orange, California, Lizzie bailed on a trick, slammed hard, and knocked her teeth out. In 2014, she tore her PCL, then her MCL, forcing her off her board for six months.

**Fun Fact:**

Lizzie has appeared in two of Tony's video games, *Tony Hawk's Shred Session* and *Tony Hawk's Pro Skater 5*.





## VERT

# BASICS & INTERMEDIATE

**Vert skateboarding** is an aerial style that involves skating a transition from a horizontal surface to a vertical one, such as you find in a ramp, half-pipe, bowl, or pool. Surfers who were pool skating in the mid-'70s to simulate wave riding on dry land created vert skating when they rode up and over the edges, catching air. From backyard pools, vert skating moved to skate parks, which often include pools and bowls and vert ramps such as half-pipes and quarter pipes. Although going vertical can be intimidating, flying up in the air off of vertical walls is one of the purest thrills there is in skating, and you can use that air to perform eye-popping tricks.

## HOWTO PUMP

1. When you are at your highest point of a transition wall and coming to a stop, drop into a half-crouch.
2. As you begin to roll back down the transition, straighten your legs into a standing position, pushing down on whichever of your trucks is higher. This transfers the stored energy from your legs into your board to pick up speed as you roll through the flat and into the next transition wall. (Note: The principle is the same as pumping your legs on a swing, bending and lifting your legs through your backswing,

straightening them at the height of your backswing to release the energy.)

3. Repeat on each transition wall to continue building speed.

## HOWTO DO A FAKIE

1. As you're going up a transition wall, lean forward.
2. As your board comes to a stop, shift your weight to your back foot, which becomes your lead foot as you roll back down the transition.
3. This enables you to switch directions without turning.

## HOWTO DO A KICK TURN

1. As you're going up a transition wall and nearing the top, begin to rotate your lead shoulder as if you're throwing a punch.
2. Apply light pressure to your tail to lift your front wheels slightly. Using the momentum of your shoulder rotation, pivot 180 degrees on your back wheels.
3. Quickly set your front wheels down to skate back down the transition.

## HOWTO DO A KNEE SLIDE

1. When bailing out at the height of a vert ramp, either toss your board or hold it out at your side to avoid getting tangled up with it as you fall.



Tony does a melonchollie to fakie on a half-pipe



**2.** Bend your knees, position them under you, and lean back slightly to avoid falling forward on your face. Alternatively, you can take one step on the transition while coming down before entering into your knee slide to absorb some of the impact.

**3.** Contact the transition with your kneepads and slide down to safety.

## **HOW TO DO A BACKSIDE AIR**

**1.** Approach the top of the transition wall like you would when doing a kick turn (see page 39).

**2.** As you lift your front wheels, grab the heelside of your board's nose.

**3.** Instead of pivoting 180 degrees on the wall, allow your momentum to carry you up over the lip into the air, where you will continue your 180-degree rotation. Be sure to keep your back foot firmly on your board.

**4.** As you come back down to the ramp, keep your legs bent until your wheels have cleared the coping so you don't hang up.

**5.** Once you've cleared the coping, extend your legs and put your wheels back down on the ramp.

## **HOW TO DO A BACKSIDE OLLIE**

**1.** Approach the top of the transition wall like you would when doing a backside air.

**2.** As you near the coping, lightly pop your tail to perform an ollie (see

page 18) up into the air, keeping your legs bent.

**3.** Slide your front foot forward on your board.

**4.** As you come back down to the ramp, extend your legs to maintain pressure on your board and keep your feet on it until you land. Done properly, a backside ollie will feel like you rode an invisible wall while in the air.

## **HOW TO DO A FRONTSIDE ROCK 'N' ROLL**

**1.** Approach the coping going straight up so that your board is perpendicular to the coping.

**2.** Lift your front wheels slightly so they clear the coping.

**3.** As your front wheels clear the coping, straighten your front leg, pushing the nose of your board out.

**4.** Simultaneously, bend your back leg and pivot your back foot on your board so only your toe is in contact with the tail.

**5.** As you begin to come back in, pivot frontside. Lift up on your front wheels so they clear the coping and don't hang up when reentering the ramp.

**6.** Come back in like you would doing a frontside kick turn.

## **HOW TO DO A LIPSLIDE**

**1.** Approach the coping at an angle as if carving (see page 33) with enough speed to get over the coping.

**2.** Just before the lip, snap your tail to perform a frontside ollie (see page 34), making sure to move your front foot forward to the nose as you rise up.

**3.** In the air, turn your board enough so you land the middle of it on the coping. Your board should be perpendicular to the coping. Your momentum will make you slide along the lip.

**4.** With your front foot still on the nose of your board, press down to lift your back wheels over the coping so you can reenter the ramp.

## **HOW TO DO A FRONTSIDE TAILSLIDE**

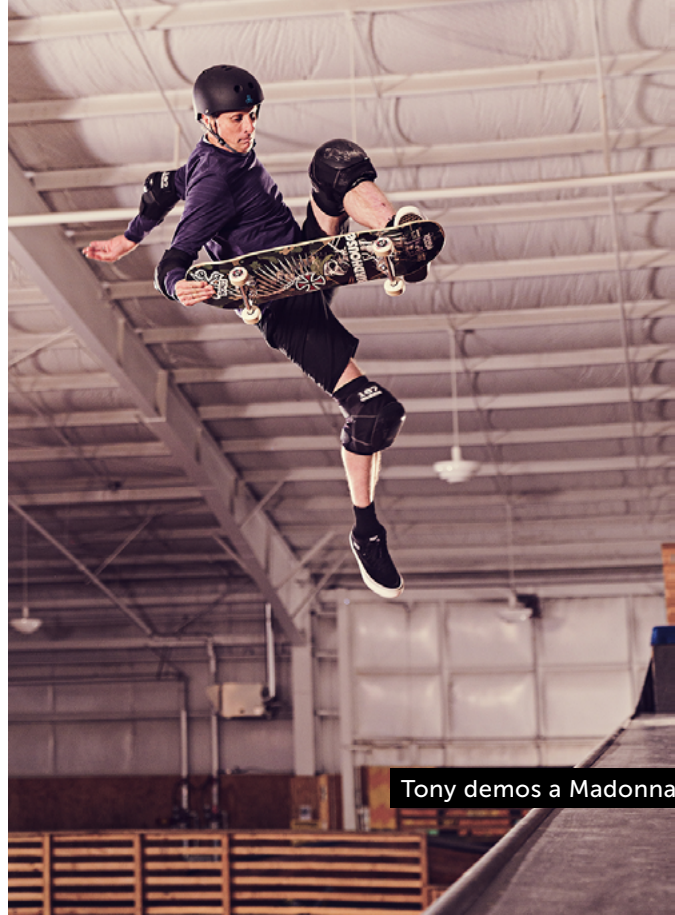
**1.** Approach the coping at an angle, as if you're doing a lipslide.

**2.** Ollie (see page 18) before you reach the vertical portion of the ramp, snapping your tail so you jump it up onto the coping. (Note: You just want to reach the coping, not jump over it, then come down on it.)

**3.** As you're coming up onto the coping, shift your weight to your back foot on the tail so that you can stand and slide.

**4.** Slide, keeping your weight balanced on your back foot, until you begin to slow down.

**5.** To come back in, let your front wheels drop, shifting your weight to your front foot like you would when dropping in (see page 33). Alternatively, you can ollie out of the tailslide, but it will reduce your speed.



## **HOW TO DO A MADONNA**

**1.** Going the frontside direction, grab the nose of your board as your momentum carries you up off the ramp—no ollie necessary.

**2.** Just after you grab the nose of your board, take your front foot off the board and kick it downward, propelling you further up.

**3.** As you reach your peak, bend your front leg and bring it back up to your board.

**4.** As you come down, aim your tail for the coping, but make sure you are far enough out of the coping that your back truck won't catch it, hang up, and send you sprawling. If you're too far out and your tail misses the coping, you'll just land your wheels directly on the ramp and roll down.

**HOW TO DO A****BACKSIDE SMITH GRIND**

- 1.** Approach the coping at an angle like you're doing a backside 50/50 grind (see page 34). Make sure you have enough speed so your rear truck will get up onto the coping, initiating a grind.
- 2.** Shift your weight to your back foot while pushing the nose of your board out and down with your front foot so your front trucks go to the side of the coping, your nose tilts down into the ramp, and the rail of your board sits on the coping. Be sure to lean back enough so you won't get your front wheels caught up. Point your front foot toward your board's nose so your heel doesn't stick out and catch either.
- 3.** Grind the coping with your back truck and rail, maintaining your balance and keeping your front foot on the board, not hanging off at all.
- 4.** When you're losing momentum or just feel like it, drop back into the ramp.

**HOW TO DO A****BLUNTSIDE TO BACKSIDE 180**

- 1.** Go up the ramp at an angle with just enough speed to clear the coping with your back truck. Approach the coping with your heels off the

board to account for a natural forward shift that occurs when sliding.

- 2.** As you shoot up, lift your front truck slightly so it and your back truck clear the coping and your tail makes contact with the coping.
- 3.** Once you've cleared the coping, use your front foot to rotate the nose of your board back until it's perpendicular to the coping. (Rotate your board clockwise if you're goofy-footed, counterclockwise if you're regular-footed.)
- 4.** Keep your weight back and make sure you're hanging your heels off the back of your board while briefly sliding on your tail.
- 5.** To perform the 180 up off the coping, swing your lead shoulder in a backside direction while lifting up your board. This will carry you and your board around and forward back down into the ramp.

**HOW TO DO AN****INVERT (HANDPLANT)**

- 1.** Go straight up the vert ramp perpendicular to the coping.
- 2.** As you near the coping, reach down with your lead hand and grab your board on the toese side between your legs. At the same time, reach down with your back hand and prepare to grab hold of the coping.
- 3.** When your back hand reaches

the coping, grab it. This creates a pivot point for your body to rotate around.

4. As you pop off the ramp on your board, your legs should be bent and your hand should still be holding your board. Let your momentum pivot you around so your board points toward your planted hand. (Note: As you get more experienced, you'll discover your balance point where you can stall and add cool personal effects to your invert.)
5. When you've reached the highest point of your invert, swing your board back around, keeping your planted hand as your pivot point. As your board approaches the coping, release your hand and transfer your weight from your hand to your feet.
6. Come back into the ramp like you do when performing a backside air (see page 40).

## HOW TO DO A CABALLERIAL

1. Approach the lip going fakie. Be sure you are going up straight so your rear wheels will hit the coping at the exact same time. As you ride fakie up the transition, wind up your shoulders to give yourself rotational momentum.
2. Hit the coping with your back wheels and launch up off the ramp into a fakie ollie. If you're going fast enough and bonk your wheels hard enough, it will give you enough separation from the wall to complete a 360.
3. As your wheels hit the coping

and you launch into the air, let your body unwind, sending you into a backside 360.

4. As you complete your 360, put your wheels down on the wall, land, and roll forward.



Mike McGill does a McTwist during a 1985 competition

## HOW TO DO A MCTWIST (AKA 540)

1. As you approach the coping, reach down with your lead hand to grab your board toeside behind your front wheels. At the same time, snap your head around.

Getting your head tucked against your back shoulder will not only make you spin, but also allow you to spot your landing zone in advance—key for a trick that has you spinning and blind to your landing spot until the last instant.

**2.** Lift your front truck up slightly, and snap your tail off the wall to pop up off of it and into the air. Be sure to hit the wall with enough force so you get sufficient air and room to pull off your rotation.

**3.** As you snap off the top of the ramp, quickly grab your board

toeside behind your front wheels with your lead hand, keeping your head tucked. Grabbing your board and tucking your head will make you spin.

**4.** When you've rotated 540 degrees and are coming down straight and forward, release your board and stand up on it. (Note: While spinning, you won't see your landing spot until right before you come down on it. Landing a McTwist requires lots of practice, repetition, and some gut intuition to know just when to land.)



## The Birth of the Caballerial

The caballerial is named for its creator, Steve Caballero, a legendary skater from San Jose and a member of the Powell-Peralta skate company's revered Bones Brigade team. Steve invented the trick in 1980 and successfully executed it for the first time in competition on a half-pipe at Pipeline Skatepark, aka Upland (see page 20). Pulling off the trick helped him win the event. In a *Powell-Peralta Intelligence Report*—a zine designed to inform the skate community—company cofounder Stacy Peralta announced Steve's win and dubbed his trick a Caballerial, a portmanteau for "Caballero" and "aerial." Steve was embarrassed to have a trick named after him and instead referred to it as a fakie ollie 360 or fakie 360 aerial, but caballerial (or cab) stuck.

# HOW TO WIN

## From the X Games to the Olympic Games

FOR ITS NEXT TRICK, SKATEBOARDING WILL  
BE OLLIEING ONTO AN OLYMPIC PODIUM

**It's been** a bumpy road to the Olympics for skateboarding, but the long-ignored sport was finally approved for Olympic inclusion by the International Olympic Committee (IOC) on August 3, 2016. Skateboarding is set to debut at the 2021 Summer Olympics in Tokyo, Japan, following a one-year postponement due to the COVID-19 pandemic. The Games will feature both men's and women's street and park skating competitions with 20 skaters per event.

In the interest of national diversity, only three skaters from each country will be able to qualify for each event. To do so, they will have to compete for qualification points at events sanctioned by World Skate, the IOC-recognized organizational body for roller sports. Prior to pandemic-related suspensions, the top three finishers at the 2020 World Championships were supposed to receive an automatic trip to Tokyo for each event, with 16 more decided by world rankings, plus one Japanese competitor per event.

Both street and skate events will include a prelim round and a final round, with the prelims featuring four heats of five skaters. The first eight skaters from the combined ranking of the heats will advance to the finals. Park skaters will show off their moves in three 45-second runs on a curvy course with dishes and bowls, with their best run counting as their final score. Using a scale of 0 to 100 points, five judges will score the skaters based on overall level of difficulty and originality, factoring in flow, timing, consistency, and air.

On a street course featuring stairs, handrails, curbs, benches, walls, and slopes, street skaters will get two 45-second runs to perform five tricks. Five judges will use a scale of 0 to 10 points to score, factoring in the degree of difficulty of the tricks, height, speed, originality, execution, and the composition of moves. The skater's four highest run or trick scores will be combined to create their final round score.

Skateboarding's inclusion in the Olympics has not been without controversy. In 2015, when the IOC was merely considering approving skate events for Tokyo, opposition skaters created an online petition that read: "Skateboarding is

not a 'sport' and we do not want skateboarding exploited and transformed to fit into the Olympic program. We feel that Olympic involvement will change the face of skateboarding and its individuality and freedoms forever." Such backlash was perhaps inevitable given skateboarding's countercultural history, its "art vs. sport" debate, and a generational resistance to mainstreaming and validation by suits.

For his part, Tony sees Olympic skateboarding as a good thing. "This new generation of skaters has much more opportunity thanks to its inclusion in the Olympics," he argues. "On an international scale, it's going to change everything, because countries that have, for the most part, discouraged and shunned people from skating are now going to embrace it and are now going to give them facilities, give them opportunities, and skateboarding will be just as commonplace in those countries as soccer."

If that proves true, Olympic skateboarding may be as good as gold.

## 5 Keys to Crushing Skate Competitions

WHETHER YOU'RE OLYMPICS-READY OR JUST ENTERING A LOCAL COMPETITION, USE THESE TIPS TO HELP YOU TAKE HOME A TROPHY

### 1. Plan your runs.

Know exactly what you want to do and how you'll transition from one trick to another. If you wing it, you may end up going blank.

### 2. Always have a backup plan.

No matter how much you've prepared, things go wrong. Know what you will do in the worst-case scenario to get the most out of your run.

### 3. Practice, practice, practice.

You want your moves to feel like second nature, and consistent exe-

cution comes only from putting in the work.

### 4. Be conservative.

Play it cool in early rounds, and get more complicated or risky as you advance. If you start big, everything else you do will seem underwhelming.

### 5. Don't succumb to your ego.

The crowd can fool you into doing a trick you haven't practiced, but you're more likely to hurt yourself than pull it off.

## Tips for Filming Skate Videos

**Gone are the** days when skaters like Tony had to enter and win skate competitions to make a name for themselves. The internet and social media have given everyone a platform to show off their skills, build and interact with a fan base, and even make a little money. Got a revolutionary trick up your sleeve that the world needs to see? Just grab your phone, film it, post it on YouTube and Instagram, and share it to skate sites and blogs. Of course, the more attention you pay to filming and editing, the better your skate video will look and the more likely it will be to impress. Use these tips to make your vid as impactful as it can be.

✳️ **Set your phone up on a tripod.** If you're filming yourself, you will need to position your phone in advance. Leaning it against something or wedging it in between objects won't necessarily secure it, and your phone may slide or fall over, blowing your shot. A sturdy, adjustable tripod will allow you to get the shot you set out to get.

✳️ **Mark spots for tricks.** When filming yourself with a static phone, you need to know exactly where to execute your trick so that it's framed properly. Use tape or chalk markings so you can see where your frame is and where you should start your move.

✳️ **Get a friend to film you.** While it's possible to film yourself, having someone else film you opens up more possibilities (a friend could skate alongside you to capture grinds or a series of tricks more dynamically). Ask a friend to help you out—just make sure that he or she knows what you want out of your shots.

✳️ **Scout locations in advance.** Don't waste time wandering around on your shoot day trying to find challenging obstacles or cool backgrounds. Take time beforehand to locate the right spots for you, thinking critically about the shots you want and how to frame them. Whenever possible, use skater-friendly locations like skate parks. The last thing you need when trying to film a sick trick is to get booted, fined, or arrested for trespassing or property damage.

✳️ **Frame your shots carefully.** Always make sure you are completely in the frame. Tricks inspire far less awe when a pair of disembodied legs performs them. Being fully in frame lets viewers appreciate your range of motion, athleticism, and the risks you take.



✳️ **Variety, variety, variety.** A skate video with just one location, just one angle, just one lens, and nothing but tricks is a boring one. Add some spice to your video by mixing things up. Shoot at different locations at different times of day. Try different kinds of tricks from a number of angles, using close-ups, cutaways, and long shots to keep viewers' eyes stimulated. To that same end, experiment with the many lens attachments available for phones. A fast lens can blur your background, a wide lens works well for compact tricks in small places, and a fish-eye lens will make stairs and rails appear bigger and taller, providing a trippy quality to big tricks while keeping both you and your obstacle in frame. Show your failures as well as your successes. You can also switch things up by filming your crew joking around, comparing injuries, and more, giving viewers a sense of your personalities as well as a respite from tricks on tricks on tricks.

✳️ **Always keep the camera rolling.** If you constantly stop and start while recording, you may miss out on once-in-a-lifetime action that you'll never be able to re-create. Much of what you shoot will hit the cutting room floor, but you may also find unexpected moments of brilliance in B-roll footage.



✳️ **Save the editing for later.** While you're filming, focus on capturing as much cool footage as possible. You can worry about postproduction after you've squeezed everything you can out of the day.

✳️ **Find the right video editing software for you.** With skate videos, your edit is as important as your skating, so you need software that fits your needs and editing skills. If you have money to spend on professional editing software like Final Cut Pro and VideoStudio Pro, rad; if you don't, there are free and user-friendly options like iMovie, Windows Movie Maker, and Avidemux that will get the job done and produce high-quality videos.

✳️ **Tell a story with your edit.** The more you can emotionally invest viewers in your video, the bigger impact it will have. A great way to do that is by giving your video a story framework. Have one in mind when you begin editing. Maybe yours is a story of overcoming adversity, failing at a trick over days only to nail it in the end and skate off triumphantly to the hoots of your friends. Perhaps you're telling the story of your gnarliest slams, or the progression of all the tricks you've ever learned. Whatever it is, it will be far more engrossing than a simple capture of a single skateboard trick.

✳️ **Play around with speed.** In addition to providing much-needed variety, mixing in slow-motion shots can add emphasis to big moments and allow viewers to really digest them.

✳️ **Add background music to your edit.** The sounds of a skateboard get old quick. Use them sparingly and add life to your footage with music that evokes specific emotions, like filmmakers do with scores and soundtracks. The right song can add drama to a scene or pump up the viewer. Experiment and find something that works best for your vid (just make sure it's legal to use whatever music you choose, otherwise you might run into trouble posting on YouTube or Instagram).

✳️ **Adjust your colors and white balance.** To avoid your video looking too dark or washed out, modify the colors and contrast during your editing process. It will allow you to get crisp, high-quality images that clearly show the details of your skating.

✳️ **Avoid goofy filters and effects.** Skate videos should be fun, and you should have fun filming and editing yours, but adding silly filters and effects can make your video look amateur. The more seriously you take the look of your video, the more seriously people will take your video.

## AN INSIDE LOOK

# How Tony's Pro Skater Video Game Series Changed Skating History

In 1998, when Tony signed on with video game publisher Activision to make *Tony Hawk's Pro Skater* (1999), he had no idea how pivotal the moment would prove to be for him personally and for the sport of skateboarding.

At the time, Activision had a prototype of a skateboarding game in the works with developer Neversoft and approached Tony to make it more authentic, so it would connect with skaters. The demo Tony played featured a previously licensed action movie star skating through the desert with a gun strapped to his back, and while that was laughable, Tony saw promise in the intuitive controls and engrossing gameplay: "I realized right then that with my resources, with my experience, with my connections, we could make this something that skaters would really like."

Tony worked closely with Activision, going above and beyond to ensure that the game simulated the feel of skateboarding and accurately reflected skate culture. In addition to doing motion capture for the game, he supplied developers with videos of skate tricks and consulted with other featured skaters on moves and terminology so it would be well-rounded. Down to the music—licensed contemporary rock songs instead of chintzy video game music—it was designed to be the real deal.

Serendipitously released a month after Tony pulled off his famous 900 on national television at the 1999 X Games, catapulting him into mainstream celebrity, *Tony Hawk's Pro Skater* was a revelation for those who played it, but it wasn't until *Pro Skater 2* (2000) that the series became a phenomenon. With additional development devoted to improving its intuitive controls, forgiving gameplay system, and open style of play, *Pro Skater 2* received glowing reviews and racked up sales. Gamers who'd never set foot on a skateboard picked it



up and quickly learned how to perform tricks—the names of which popped up on screen when attempted, teaching skate vocabulary—and then string them together into sick, point-grabbing combinations. To outsiders, it made skating seem accessible and, more important, fun.

Not intended to be a gateway into skateboarding, *THPS* nonetheless led gamers to fall in love with the sport—much the same way that EA’s wildly popular *FIFA* franchise has created legions of rabid young soccer fans—and try skating for the first time. “I expected that this game would inspire skaters to buy video game systems because they wanted to emulate, they wanted to do tricks that they wished they could do in real life,” Tony says. “And there’s a whole generation of kids right now that started skating because they played that game.” So much for video games rotting your brain and locking you into the couch!

Two decades later, with 18 titles in the billion-dollar franchise—including this year’s exciting bundle of *Tony Hawk’s Pro Skater 1 + 2*, which features remastered 4K graphics, updated tricks, and the classic skaters’ current likenesses—it’s clear that *Tony Hawk’s Pro Skater* series continues to popularize skating as much as any of the breathtaking tricks Tony has pulled off in his iconic career.

## The Evolution of Tony's Pro Skater Games

HOW THE BIRDMAN'S VIDEO GAME EMPIRE HAS PUSHED ITS LIMITS OVER THE YEARS

### **Tony Hawk's Pro Skater (1999)**

The game that kicked everything off featured intuitive controls and unique gameplay with motion capture used to make the skateboarding moves look as realistic as possible.

### **Tony Hawk's Pro Skater 2 (2000)**

One of the best-reviewed video games of

all time, it added manuals (balancing with one set of wheels and no support from the nose or tail) as well as local multiplayer. Players also had the ability to create custom characters and design skate parks.

### **Tony Hawk's Pro Skater 3 (2001)**

Introduced online multiplayer gameplay as well as reverts, which allowed

players to extend their trick combinations.

### **Tony Hawk's Pro Skater 4 (2002)**

Featured “skitching,” which allowed skaters to hang off the back of moving vehicles, as well as the spine transfer. The game is also the only one in the series where the player does not have to buy tricks.

**Tony Hawk's  
Underground (2003)**

The first game to have a story mode in place of career mode. It also allowed players to dismount their skateboards and explore different levels on foot.

**Tony Hawk's  
Underground 2 (2004)**

The only direct sequel in the series. It allowed players to slow time with "Focus" mode, which offered greater control during a combo.

**Tony Hawk's  
American Wasteland  
(2005)**

The first game to feature one consecutive open world instead of separate levels. It also allowed players to grab a bike and do freestyle BMX tricks.

**Tony Hawk's  
Downhill Jam (2006)**

The only racing title in the series. The goal was to beat opponents with speed, high scores, and the completion of goals.

**Tony Hawk's  
Project 8 (2006)**

With the new "Nail the Trick" mode, players could use the right analog and left analog sticks to control the placement and actions of their avatar's right and left feet to perform tricks, just like in real life.

**Tony Hawk's  
Proving Ground  
(2007)**

Featuring gameplay that was more reminiscent of earlier Tony Hawk games, it evolved *Project 8*'s "Nail the Trick" mode into "Nail the Manual" (a bullet-time version of a normal manual) and "Nail the Grab" (grabbing the nose, tail, or sides of the board with one or both hands) modes.

**Tony Hawk's Motion  
(2008)**

Released for the Nintendo DS, it featured an insertable motion-sensing peripheral called the "Motion Pack" to control skaters and, for the first time in the franchise, snowboarders.

**Tony Hawk's Ride  
(2009)**

Catering to more active gamers, it replaced the controller with a peripheral skateboard and motion-detecting infrared sensors. This allowed players to simulate riding, turning, leaning, and hopping.

**Tony Hawk's Shred  
(2010)**

A peripheral-based motion-controlled game, it introduced a snowboarding mode for consoles, allowing people without a Nintendo DS to ride powder.

**Tony Hawk's  
Pro Skater HD (2012)**

The first exclusively downloadable *Tony Hawk's* game for consoles, the mashup of *THPS* and *THPS2* added a "Big Head Survival" mode, in which players had to complete combos to keep their character's gradually inflating head from popping like a balloon, effectively ending the game.

**Tony Hawk's  
Pro Skater 5 (2015)**

This release featured the ability to stomp suddenly to the ground while in midair to reach rails or destroy objects. Additionally, level-specific power-ups could give characters special abilities, like double jumps, or cool visual tweaks like gigantism or a burning skateboard.

**Tony Hawk's  
Pro Skater 1 + 2 (2020)**

This highly anticipated bundle (see previous page) features the complete remastered versions of the games that launched the franchise and changed both gaming and skating history. All the pro skaters, classic levels, and tricks return in 4K high definition along with classic gameplay modes like local split-screen multiplayer, Create-a-Park, and Create-a-Skater modes.

# THE FUTURE OF SKATEBOARDING

## Skating Toward Diversity

SINCE THE EARLY DAYS, SKATING HAS BEEN PREDOMINANTLY WHITE, MALE, CISGENDER, AND HETEROSEXUAL. BUT THANKS TO INCREASED ACCESSIBILITY, VISIBILITY, AND ACTIVISM, THE SPORT IS TRENDING MORE DIVERSE BY THE DAY.

**Money equals access** in most areas of American life, and skating is no different. During the '70s and '80s, if you didn't have or live near an empty pool, didn't live in or near a community with a skate park, or didn't have enough room in your backyard to build a wooden ramp, the chances you would get into skating were low. Even if you had money to buy a skateboard and equipment, the lack of skate facilities and the community they foster could crush your dream of ollieing before it even got off the ground. As a result of this economic barrier to entry, the majority of skaters were white.

Despite the existence of black, Latino, and Asian skaters such as Ray Barbee, Mark Gonzales, and Shogo Kubo, the perception of skating as a "white thing" precluded many nonwhite kids from even trying it. Other black kids accused Barbee, who learned to skate in the summer of 1983 at the age of 12, of "trying to be white." The taunts didn't stop him from skating or turning pro for Powell-Peralta in 1989, but the message that he didn't belong was clear enough.

Skating's racial and ethnic diversification gained momentum in the early '90s: That was the era when street skating—which required only a board—exploded, enticing a diverse new group of skaters. The shift continued throughout the decade as televised skate competitions at the X Games, *Tony Hawk's Pro Skater* video games, and skaters like Harold Hunter and Stevie Williams brought skating into more minority communities, normalizing and popularizing the sport. More recently, the development of publicly owned skate parks in low-income and marginalized communities has contributed greatly to that growth. Tony, whose namesake foundation has helped develop 623 skate parks (and counting) across the U.S., and Manny Santiago, who restores or builds a park in his native Puerto Rico annually as part of his yearly Prince of Puerto Rico skate contest, are just a couple of the people making skating more accessible to the masses.

For women and girls, who've long been marginalized in what is reputed to be a progressive sport, activism and entrepreneurialism have been integral to addressing gender inequality.

After being shut out of the first seven editions of the X Games, skaters Jen O'Brien and Cara-Beth Burnside pushed ESPN for inclusion, securing a women's demo in 2002 and full-on women's events in 2003. When they found out that male X Games winners made 25 times more than their female counterparts, they organized a women's boycott of the 2005 X Games and won equal pay in 2008.

That same year, Burnside and Mimi Knoop created the female-focused skate company Hoopla because other skate brands weren't sponsoring women skaters. Their mission—to encourage girls to skate and provide a support system for female pros—was successful and vital for a decade, leading to sponsorships for women skaters from skate brands like Welcome, Plan B, and Enjoi and sneaker giants like Nike and Adidas. In the media space, a crop of online magazines including *Skateism* has emerged to promote diversity and challenge traditional skate outlets like *Thrasher* and *TransWorld Skateboarding*, which have rarely recognized female skaters on their covers.



Mimi Knoop skates during a competition in Huntington Beach, California

Even with these strides, the need for greater recognition of skaters who are not straight white males remains, as does the need to call out racism, sexism, and homophobia in skating. Both issues were central to discussions when skaters, activists, writers, city authorities, academics, and charity workers met in 2018 at Pushing Borders, the first-ever international conference on skateboarding.

Looking to the future, it's impossible to overstate the importance of multiracial skaters like Nyjah Huston racking up gold medals in competitions, Leo Baker (née Lacey Baker) becoming Nike SB's first openly gender-queer nonbinary skater in 2017, or the Olympics featuring men and women from all over the globe skating for the first time at the upcoming 2021 Tokyo Summer Games. Children of all races, ethnicities, nationalities, gender identities, and orientations are watching, and the more they see themselves reflected and accepted in skating, the more they will embrace skating and push it to new and exciting places.

# Watershed Moments in Women's Skateboarding

## A BRIEF BUT CRUCIAL HISTORY





2002

Jen O'Brien and Cara-Beth Burnside convince the X Games to host a women's demo at X Games VIII.

2003

Women's skateboard park and vert competitions debut at X Games IX. Jen O'Brien becomes the first woman to skate officially at the X Games. Vanessa Torres wins the first women's park gold.

2005

Cara-Beth Burnside, Mimi Knoop, and Drew Mearns form the Women's Skate Alliance to unite and give voice to professional female skateboarders. The WSA's nonprofit division, the Action Sports Alliance (the Alliance), stages a women's boycott of the X Games, demanding action on pay discrepancy—men were making 25 times more than women—and improved media coverage for women.

At age 15, Lyn-Z Adams Hawkins becomes the first female to skate the daunting DC Mega Ramp.

2006

Lyn-Z Adams Hawkins becomes the second playable female character in the *Tony Hawk's Pro Skater* franchise, appearing in *Tony Hawk's Project 8*.



Lyn-Z Adams Hawkins

2008

Following a 2006 meeting between Action Sports Alliance and then-ESPN president John Skipper to resolve pay disparity, the women's and men's X Games champions both win \$40,000.

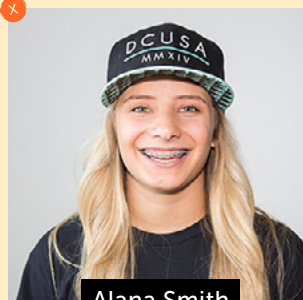
Mimi Knoop and Cara-Beth Burnside start the female-focused skate company Hoopla to encourage girls to skate and to provide a support system for female pros. It operates for a decade before shuttering, its founders declaring their mission accomplished, as big skate companies are finally supporting female pros.

2009

Lyn-Z Adams Hawkins becomes the first woman to land a 540 McTwist at the Quiksilver Tony Hawk Show demo.

2012

At age 12, Alana Smith becomes the first female skater to land a 540 McTwist in competition (at Exposure, an all-women event).



Alana Smith

2014

Leticia Bufoni becomes the first female skater signed to Nike SB.

x

Leticia Bufoni wins the first Street League Skateboarding Women's SLS Nike SB Super Crown World Championship. She's also the first woman skateboarder to appear in *ESPN The Magazine's* annual Body issue.

2015

x

The International Olympic Committee approves skateboarding for the Tokyo Summer Olympics, including women's street and park skating competitions.

2016

Lizzie Armanto becomes the first woman featured on the cover of *TransWorld Skateboarding* magazine.

x

Leo Baker (née Lacey Baker) becomes Nike SB's first openly gender-queer nonbinary skater and designs the first-ever Nike skate shoe for women. In 2017, they also become the first woman to win the Berrics' Populist award.

2017

Birdhouse rookie Lizzie Armanto becomes the third woman featured on the cover of *Thrasher*.

x

Samarria Brevard becomes the first professional African American woman skateboarder to sign with a major skate brand (Enjoi).

2018

Lizzie Armanto becomes the first female skater to complete The Loop, Tony's 360-degree ramp.

x



Samarria Brevard

2019

Nike SB releases *Gizmo*, its first all-female skate video and a tribute to team member and women's skate pioneer Elissa Steamer.

x

x

x

x

x

x

x



Leticia Bufoni



## **PARTING WORDS FROM** *TONY*

"I've always said that skateboarding is a lifestyle, a sport, and an art form all at once. You're creating your own style. Skating is your canvas and you can paint it however you want, and no two paintings are gonna look alike.

"Skateboarding can be a great lesson in your life: A lesson in perseverance, a lesson in self-confidence, a lesson in belief. You don't have to be a pro skater, but you can carry these lessons with you in so many other ways—skateboarding will teach you the value of repetition, the value of seeing something through, and [the value of] not giving up. It's not a matter of being super good. You just have to be willing to try. You are capable of so much more than you imagine."

# Credits

## CLASS

### **Del Mar Skateranch bulldozer and pool**

Courtesy Tod Swank Photography

### **1996 FoxLA news report**

Courtesy FOX 11 – 24/7, Fox Television Stations, LLC. TM and © 2016. All rights reserved

## WORKBOOK

### **Tony in bed**

Courtesy John Storey/The *LIFE* Images Collection via Getty Images/Getty Images

### **Tony sitting on half-pipe**

Courtesy Paul Harris/Getty Images

### **Tony at the 1998 X Games**

Courtesy Tom Hauck/Getty Images

### **Mike Weed**

Courtesy Dick Loek/*Toronto Star* via Getty Images

### **Riley in 2011**

Courtesy Dario Cantatore/Getty Images

### **Nyjah Huston**

Courtesy Le Babillard/Alamy Stock Photo

### **Sky Brown**

Courtesy Behrouz Mehri/AFP via Getty Images

### **Tony doing a frontside ollie**

Courtesy Doug Pensinger/Getty Images

### **John “Tex” Gibson**

Courtesy Doug Pensinger/Getty Images

### **Tony doing a melonchollie to fakie**

Courtesy Robert Anthony/Alamy Stock Photo

### **Steve Caballero**

Courtesy Doug Pensinger/Getty Images

### **Mimi Knoop**

Courtesy Stan Liu/Icon Sportswire via Getty Images

### **Patti McGee**

Courtesy Bill Eppridge/The *LIFE* Picture Collection via Getty Images

### **Lyn-Z Adams Hawkins**

Courtesy Allen J. Schaben/*Los Angeles Times* via Getty Images

### **Alana Smith**

Courtesy Rick Kern/WireImage

### **Samarria Brevard**

Courtesy Keith Birmingham/MediaNews Group/*Pasadena Star-News* via Getty Images

### **Leticia Bufoni**

Courtesy Carl De Souza/AFP via Getty Images

## MARKETING

### **Lizzie Armanto *Thrasher* footage**

Courtesy Greg Smith