

Dude, Snowboard Lingo.

- **Alley-oop**- Any maneuver in the half pipe where one rotates 180 or more degrees in the uphill direction.
- • **Andrecht**- A rear handed backside hand plant with a front-handed grab.
- • **Backflip**- Flipping backward off a jump.
- • **Backside rodeo**- Coming off a jump and turning your back down the hill, flipping 540 and landing fakie.
- • **Backside rotation**- Rotating clockwise for a regular-footer, rotating counter-clockwise for a goofy-footer. When riding switch the exact reverse applies.
- • **Backside wall**- From the top of the halfpipe looking down towards the bottom, the backside wall is the left wall for regular footers and the right wall for goofy footers. If you ride straight down the center of the halfpipe, your backside wall is behind you.
- • **Bail**- To chicken out at the last min and not do a trick, also to fall coming out of a trick.
- • **Betty**- Female rider
- • **Blindside**- Any rotation where the rider is oriented "blind" to the landing.
- • **Boned**- Refers to the straightening of a leg.
- • **Bonk**- To hit a non-snow object with the snowboard while riding as part of a trick.
- • **Boost**- To catch big air off a jump or a halfpipe.
- • **Booter**- a big jump where you need lots of speed and you get launch into the air
- • **C-Rail**- a rail with a bend to it
- • **Carve**- Where the tip and tail follow the same path through the snow.

- • **Chatter**- Vibration of the snowboard as a result of too much pressure build up.
- • **Coping**- A rounded lip at the top of a ramp, obstacle, or half pipe - usually made of metal, cement, or PVC pipe.
- • **Corkscrew 540**- Sideways backside 540, also called a barrel roll.
- • **Dialed**- able to do a trick perfectly time after time
- • **Duck Foot**- A stance angled with toes pointing outward.
- • **Eggflip**- An eggplant where the rider chooses to flip over in order to re-enter the pipe instead or rotating 180 degrees.
- • **Eggplant**- A one-handed 180 degree invert with the front hand planted on the lip of the wall and the rotation is backside.
- • **Face plant**- Fall on face.
- • **Fakie**- Riding the opposite direction than your usual stance.
- • **Flat bottom**- The part of the halfpipe between the two walls.
- • **Freeriding**- Snowboarding on all types of terrain for fun.
- • **Freestyle**- Mostly associated with riding the halfpipe, and in terrain parks with jumps and rails. Also is describes snowboarding which includes tricks and maneuvers.
- • **Front flip**- Flipping forward off a jump.
- • **Front side**- The front side of the snowboard is the side where your toes rest.
- • **Gap**- It is like a tabletop without the snow in the middle. Or a jump with a take-off ramp higher than the table below it.
- • **Goofy foot**- To ride with the right foot forward.

- • **Grab**- Grabbing the snowboard with one or both hands.
- • **Grind**- To ride on a non snow object
- • **Half cab**- It is the Freeriding version of the Caballerial.
- • **Halfpipe**- U ditch built with snow.
- • **Handrails**- What riders slide and grind on, usually found in the terrain park
- • **Hip**- a big jump where the landing is located on one side of the jump.
- • **Hit**- A jump
- • **Hucker**- One who throws himself/herself wildly through the air and does not land on his/her feet.
- • **Indy grab**- A grab where the back hand grabs the toe edge of the snowboard between the bindings.
- • **Invert**- When the feet go over the head in an aerial maneuver.
- • **Japan air**- The front hand grabs the toe edge, the front knee is tucked and the board is pulled up and the back is arched.
- • **Jib**- To ride on a non-snow surface like rails, logs, tables, cars, barrels, etc..
- • **Kicker**- A jump
- • **Kink**- a bend in a rail or box
- • **Leash**- A retention device used so the snowboard doesn't run away.
- • **Lip**- The top edge of the halfpipe wall.
- • **Lipslide**- When the back foot goes over the feature(rail) first.
- • **Mailbox**- Shaped like a mailbox, but it is about 10 feet long, riders slide and grind on it.

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- • **Mctwist**- An inverted aerial where the rider performs a 540 degree rotational flip.
- • **Melonchollie**- The front hand reaches behind the front leg and grabs the heel edge in-between the bindings while the front leg is boned.
- • **Method**- The front hand grabs the heel edge, both knees are bent, and the board is pulled up behind the rider.
- • **Mute grab**- The front hand grabs the toe edge between the bindings.
- • **Nollie**- Much like an Ollie only you spring off of your nose instead of your tail.
- • **Nose**- The front part of the snowboard, also called the tip.
- • **Nose bonk**- To hit an object with the nose of the board.
- • **Nose grab**- The front hand grabs the nose of the board.
- • **Nose butter**- When you ride on the tip of your snowboard and rotate it so your board is sideways to your direction of travel.
- • **Nose poke**- Any maneuver where you bone your front leg and "poke" the nose of the board in a direction away from your body.
- • **Nose slide**- Sliding on the nose of board on the edge of an obstacle.
- • **Nuclear air**- The rear hand reaches across the body and grabs the heel edge in front of the front foot.
- • **Ollie**- To get air by first lifting the front foot, springing off the back foot, then landing on both feet.
- • **Phat**- Cool or a lot.
- • **Poach**- To ski closed or out of bounds terrain or to drop in

- on a line someone else had lined up.
- • **Poptart**- Airing from fakie to forward in the halfpipe without rotation.
 - • **Poseur**- Someone who pretends to be something he/she is not, in an attempt to impress others.
 - • **Quarterpipe**- Designed like a halfpipe but with only one wall.
 - • **Rail**- A feature in the terrain park, and the streets..
 - • **Regular foot**- To ride with the left foot forward.
 - • **Revert**- To switch from riding fakie to forward
 - • **Roast beef**- The rear hand reaches between the legs and grabs the heel edge between the bindings while the front leg is boned.
 - • **Rodeo flip**- Partially inverted 360 with a back flip.
 - • **Rolling down the windows**- When someone is caught off balance, and they rotate their arms wildly in the air to recover.
 - • **S-Rail**- A rail with a bend to it, so if you look from the top it looks like a S.
 - • **Seatbelt grab**- The front hand reaches across the body and grabs behind the back binding while the front leg is boned.
 - • **Session**- Nonspecific length of time for which someone rides.
 - • **Shifty**- A grab less trick where the upper torso and lower body are twisted in opposite directions and then returned to normal.
 - • **Sick**- really cool
 - • **Sketchy**- Not solid, e.g. that landing was sketchy.

- • **Speed check**- To slide sideways in order to quickly slow down.
- • **Squirrely**- Out of control
- • **Stalled**- When a maneuver is intentionally started late into a jump/trick.
- • **Steeze**- Style
- • **Stick**- To land a jump cleanly.
- • **Stiffy air**- When both legs are boned and a grab is used.
- • **Switch**- When your rear foot is the new front foot, or riding backwards.
- • **Tail bonk**- To hit an object with the tail of the snowboard.
- • **Tail grab**- The rear hand grabs the tail of the snowboard.
- • **Tail poke**- Any maneuver where you bone your rear leg and "poke" the tail of the snowboard in a direction away from your body.
- • **Taipan air**- The front hand reaches behind the front foot and grabs the toe edge between the bindings. The front knee is then bent to touch the board tuck knee style.
- • **Transition (tranny)**- The radial curved section of a halfpipe wall between the flat bottom and the vertical.
- • **Tight**- sweet or cool
- • **Vertical**- The vertical top portion of a wall in a halfpipe which allows the snowboarder to fly straight up into the air
- • **Vultures**- Crowds who gather at dangerous sections of a competition.
- • **Wall**- Any bank that is at or above 90 degrees.
- • **Wipeout**- A crash.