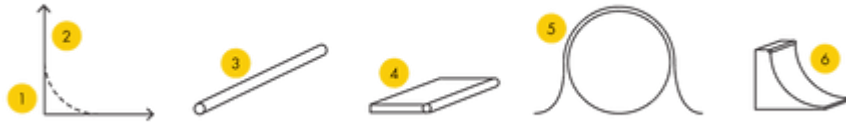


Skatepark Terminology



1. TRANSITION

The name given to the curved vertical surface of the ramp.

2. VERT

This describes any transition that reaches vertical.

3. COPING

This comes in many forms: the round bar-style coping you find mostly on ramps; pool-style tiling found in bowls; and right-angled flashing on box sections.

4. DECK

The flat landing at the top of quarter pipes and half pipes.

5. FULL PIPE

This is the original and least common of all pipes. Generally not purpose built. Found in industrial ruins. This gives skaters the chance to go over-vert.

6. QUATER PIPE

A single transition ramp (quarter of a full pipe). This can consist of any angle and size, all the way from mini to vert.



7. HALF PIPE

This is basically two-quarter pipes opposite each other, with a calculated amount of flat bottom connecting them.

8. MINI RAMP

Usually 5ft or smaller. Not tall enough for the transition to go vert.

9. VERT RAMP

At least 8ft tall with transitions that go to vert.

10. EXTENSION

Extensions can be found on half pipes. They are literally an extension in height on one section of a ramp.

11. SPINE

Two-quarter pipes meeting back-to-back.



12. KICKER/LAUNCH

A small ramp used for launching off. These are often transportable and can be moved around skate parks and street spots.

13. BANK/WEDGE RAMP

Any flat, slanted surface that allows for riding. These can vary in size and angle.

14. ROLL IN

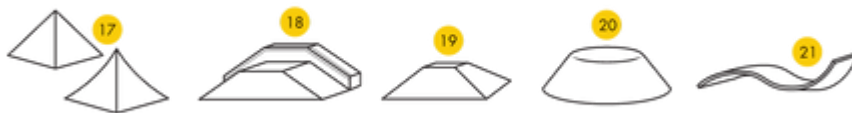
A large rolling quarter pipe with no coping, used for gaining speed. Also commonly found on vert ramps.

15. BOWL/POOL

Originally emptied in-ground swimming pools. Bowls are now found in concrete and wooden forms in most skate parks. They come in many shapes and sizes (such as kidney and clover). The best ones have a flat bottom and coping (or pool tiles) just like a half pipe.

16. CRADLE/OVER-VERT

A spherical over-vert extension commonly found in bowls. Enables inverted and over-vert manoeuvres.



17. HIP

Any two transitions that meet to create a protruding corner. These can come in banked form (flat surface) or curved with a transition (like a quarter pipe).

18. FUNBOX

A combination of banks, flats, ledges, and rails. Fun boxes come in a multitude of different sizes and designs.

19. PYRAMID

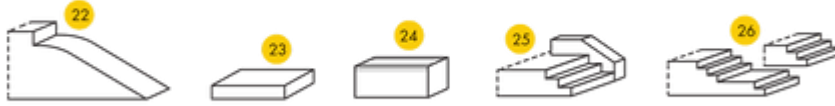
A four-sided ramp with a flat section at the peak. It usually has flat sides but sometimes has a transition.

20. VOLCANO

A cylindrical cone with a flat top (sometimes has a rounded top).

21. NESSY

A smooth curvaceous rolling ramp with a kicker at the end for jumping. We've nicknamed this one after the Loch Ness monster.



22. EURO GAP

A wedge ramp with a flat section and a step up to the deck. Usually skated up the ramp with speed to launch over the gap.

23. MANUAL PAD

A small raised box for doing manoeuvres on and off.

24. GRIND BOX/LEDGE

A box with coping for doing grind and slide manoeuvres. This is often a movable object. If fixed in place it is referred to as a ledge.

25. HUBBA

An angled ledge that commonly runs down a set of stairs. Used for grind and slide tricks.

26. STAIR

The original street skate obstacle. Commonly used to throw yourself off in all sorts of aerial manoeuvres.



27. FLAT RAIL

A flat (or cylindrical) metal pole used for slides and grinds. Rails normally are parallel to the ground and often 1-2ft in height.

28. HANDRAIL

An angled metal pole running down a set of stairs. There are numerous styles including kinked handrail (as shown).

29. RAINBOW RAIL

A curved rail that comes out of the ground at both ends allowing skaters to grind over the top.

30. MEGA RAMP

These monstrosities are custom built, big air giants. The intention is to drop in via the humongous roll in and launch yourself off the ridiculous kicker onto the ginormous landing ramp and up and out and back into the tsunami of a quarter pipe. Not one for the weak hearted.

