

# Trick Dice Rules

Trick Dice can be practiced alone or played competitively with 2 or more skaters.

Skaters take turns rolling the dice and attempting the tricks that are rolled until one player wins by earning 10 points.

Play rock, paper scissors to see who goes first.

Player 1 rolls all 3 dice.

First, he tries the trick on the red dice (hard trick). He gets one try. If he lands it, he gets 3 points and his turn is over.

If he misses the first trick, then he tries the trick on the yellow dice (medium trick). He gets one try. If he lands it, he get 2 points and his turn is over.

If he misses the red trick and the yellow trick, then he tries the trick on the green dice (easy trick). He has 1 try. If he lands it, he gets 1 point for his turn.

Next, player 2 rolls all 3 dice, and repeats the process.

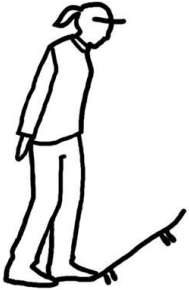
Players continue alternating turns until someone wins by earning 10 points!

# Trick Descriptions

## Green Tricks (1 point)



**Board Catch** - Use one foot to smack the tail on the ground, making the nose of the board shoot up. Next, catch the nose of the board with one hand.



**Drop Down** - Put your back foot on the tail of the board, making the tail touch the ground. Next, put your front foot on the board and push down, landing with all four wheels on the ground.



**Early Grab** - Get some speed, and grab the board in between your feet.



**Hippie Jump** - Get some speed and jump up in the air (without the board jumping with you) and land with both feet back on the board.



**Manual** - Get some speed, push down on the tail, and ride with your 2 front wheels up in the air. Try to hold the position for 3 seconds!



**Tail Grab** - Get some speed and grab the tail of the board with your back hand.

## Yellow Tricks - (2 points)



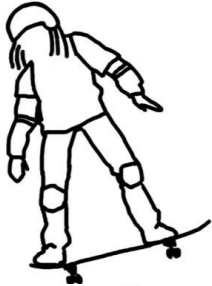
**Backside Kickturn** - Turn 180 degrees in the direction that you are facing. This trick is easiest when done standing still.



**Body Varial** - Stand on your board, then jump up in the air and turn your body 180 degrees, and land back on the board. You can turn your body in either direction.



**Flippy Uppy** - Put your skateboard upside-down, on top of both of your feet. Next, jump up and flip the board right-side-up at the same time. Land with both feet on the board.



**Nose Manual** - Get some speed, push down on the nose of your board and ride with your 2 back wheels up in the air. Try to hold the position for 3 seconds!



**One Footer** - Get some speed and ride with one foot on the board, and the other foot dangling off to the side.



**Primo** - Place your board on its side. Next, stand on top of the two wheels and hold the position for 5 seconds.

## Red Tricks (3 points)



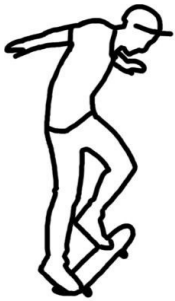
**Acid Drop** - Start with both of your feet on the ground, and hold your board by the nose. Next, lay your board down and jump onto the board at the same time.



**Foot Stall** - Place the board on the tip of your foot, and balance the board in that position for at least 3 seconds.



**Frontside Kickturn** - Turn 180 degrees in the opposite direction that you are facing. This trick is easiest when done standing still.



**Ollie** - In this trick, you jump into the air with your board sticking to your feet. To do an ollie, bend your knees, then slam the tail of your board into the ground with your back foot, jump into the air, and slide your front foot up the board, all at the same time.



**Power Slide** - Stand on your board and place both of your hands on the ground. Use your hands to pivot your body and your board 180 degrees. All four wheels slide across the ground during the pivot.



**Soccer Flip** - A lot like the “Flippy Uppy,” except the board does a whole flip instead of half a flip. Place your board right-side up and put both your feet under the board. Next, jump up and flip the board at the same time. Land with both feet on the board!