

Definitions of Tricks for Tricks Party USA*

(Version 2.3, June 2, 2006)

Introduction

Groups: The tricks recognized for Tricks Party competition are divided into five groups according to level of difficulty. For *Ballet*, the tricks in each group are scored as follows:

Group 1: Bad = 0, Average = 2, Good = 4, Excellent = 6

Group 2: Bad = 0, Average = 3, Good = 6, Excellent = 9

Group 3: Bad = 0, Average = 4, Good = 8, Excellent = 12

Group 4: Bad = 0, Average = 5, Good = 10, Excellent = 15

Group 5: Bad = 0, Average = 6, Good = 12, Excellent = 18

For *Imposed Tricks*, each trick is assigned a score from 0 to 10, regardless of the level of difficulty.

Video Footage: Video clips of nearly all the tricks described here are available in a variety of places on the Internet. The letters identifying video footage for each trick point to the following Internet resources:

A: Tricks Party USA – www.trickspartyusa.com/Videos.shtml (judge training videos)

B: Tricks Party France – www.tricksparty.com (official Tricks Party site)

NOTE: On this website, the Flic-Flac is called a “Pancake” and is listed in Group 1. Also the Turtle is referred to as “tortue.”

C: Tricks Party Netherlands – www.vliegerwereld.nl/tricksparty-nl/tricks.html (QuickTime format)

NOTE: On this website, the Flic-Flac is called a “Pancake” and is listed in Group 1.

D: ReedDesign – www.reeddesign.co.uk/tricks/index.html (animated explanations)

E: Randy Greenway’s blog – <http://spaces.msn.com/sportkiteflyer> (flying tutorials)

These resources are updated on a continual and irregular basis. Check the individual sites for the latest information.

General Notes:

- ◆ For tricks that require multiple repetitions of a rotation or sequence, you may be able to improve your score by doing more than the minimum number of repetitions.
- ◆ The name “Flic-Flac” is applied to two different tricks, depending on whether the context is the United States or France. **For Tricks Party in the U.S.**, the Flic-Flac is defined as described in this document, and the Pancake (a flared landing) is included as a Group 1 trick. **For Tricks Party in France**, what’s called the “Pancake” is the same as the U.S. Flic-Flac, what’s called the “Flic-Flac” is a trick that is not recognized in the U.S. [to view this trick, go to www.vliegerwereld.nl/tricksparty-nl/tricks.html and click on “Flic Flac (reversed flic flac)”], and the U.S. Pancake is not included among the recognized tricks.

* Descriptions provided by Ron Graziano and edited by Stephanie Hiebert (v1.0, July 2005; v2.0, April 2006). Key elements provided primarily by Sylvie Tessa-Gambassi, June 2005.

REVISIONS LOG:

April 19, 2006: TURTLE description and key elements revised for consistency with the FADE.

May 30, 2006: ROLLING SUSAN exit revised.

June 2, 2006: ROLLING SUSAN description revised to match the key element correction of May 30, 2006.

Definitions

360

Group 2, Video Footage: C

In the **360**, the kite is flown in a 360° circle parallel to the ground.

KEY ELEMENTS: ▶ Constant speed. ▶ Flight path parallel to the ground.

540

Group 3, Video Footage: A, C, D

The **540** is a single 540° belly-down rotation initiated from a flare (belly down, nose away) that is entered from a vertical line of flight. The kite is flown straight down, flared, and rotated on its belly a full 540°, ending with the nose toward the pilot. The rotation should be as flat as possible, with no change in altitude. The trick is exited nose-up. Compare **SLOT MACHINE**.

KEY ELEMENTS: ▶ Nose-down entry. ▶ Flat rotation. ▶ Nose-up exit.

Axel

Group 1, Video Footage: A, D

The **AXEL** is a 360° belly-down rotation. It begins with the kite in a **STALL**, nose-up. The kite then falls belly down, nose toward the pilot and rotates a full 360°. The kite should be oriented nose-up for both entry and exit. For the best score, the **AXEL** should be low, flat, and in the center of the window.

KEY ELEMENTS: ▶ Flat rotation. ▶ Nose-up entry and exit.

Backspin

Group 4, Video Footage: A, B, C, D

The **BACKSPIN** is a series of 360° rotations entered from the **FADE** position. The trick begins with a **FADE** (belly up, nose toward the pilot), which may be entered from a flare-to-**FADE** move, fractured **AXEL**, or **FADE** launch, but not in combination with any other trick (e.g., entering from a **JACOB'S LADDER**). From the **FADE**, the kite rotates with the lines remaining over the upper leading edges throughout. The kite must complete three full rotations. The method and direction of exit do not matter. Compare **MULTILAZY**.

KEY ELEMENTS: ▶ Minimum 3 rotations. ▶ Control. ▶ Even, consistent rotation.

Backspin Cascade

Group 5, Video Footage: A, B, C, D

The **BACKSPIN CASCADE** is a **BACKSPIN** in which each rotation reverses direction. The trick begins with a **FADE** (belly up, nose toward the pilot) that is entered the same as for the **BACKSPIN** (see the **BACKSPIN** for details); then the kite alternates rotating in one direction and then the other. The kite must complete at least three full reversing rotations. The method and direction of exit do not matter.

KEY ELEMENTS: ▶ Minimum 3 rotations (e.g., right/left/right). ▶ Constant speed. ▶ Even, consistent rotation.

Cascade [Axel Cascade]

Group 2, Video Footage: A, B, D, E

The **CASCADE** is a series of reversing, descending **HALF AXELS**. The trick is entered from a horizontal line of flight, nose pointing straight right (3:00) or straight left (9:00). With each **HALF AXEL**, the kite alternates between the 3:00 and 9:00 positions, ideally pausing a moment in each position before the next reversing **HALF AXEL**. The kite must descend through the window, and the sequence must contain at least three **HALF AXELS**. Ideally this trick is initiated at the top of the window and descends all the way to the bottom, and the kite exits in a straight line, in the direction that the nose pointed last.

KEY ELEMENTS: ▶ Horizontal entry. ▶ Minimum 3 **HALF AXELS**. ▶ Straight-line descent. ▶ Constant speed.

Coin Toss

Group 1, Video Footage: A, B, C, D

The **COIN TOSS** is a ground maneuver in which the kite balances on one wingtip and then executes a **HALF AXEL**—popping up and rotating 180°—and comes to rest on the opposite wingtip, where it must remain for at least two seconds.

KEY ELEMENTS: ▶ Held for minimum 2 seconds on final wingtip. ▶ Stability of the kite on the wingtip.

Comète

Group 4, Video Footage: A, B, C, D

The **COMÈTE** is a tumbling trick in which the kite rotates in a single direction (clockwise or counterclockwise). In each rotation, the kite passes through roughly four positions: (1) belly down, nose away (flare); (2) nose pointing down and slightly to one side (approximately 7:00 for clockwise rotation, 5:00 for counterclockwise); (3) belly up, nose away (**TURTLE**); (4) nose pointing left or right (approximately 3:00 for clockwise rotation, 9:00 for counterclockwise). This series of four positions constitutes one rotation. The method and direction of entry and exit do not matter. Compare **TORPILLE**.

KEY ELEMENTS: ▶ Minimum 3 rotations. ▶ Constant speed.

Crazy Copter

Group 5, Video Footage: A, B, C, E

The **CRAZY COPTER** is a single 360° rotation, executed generally near the top of the window. The kite enters the trick by flying straight up. The nose of the kite is pulled forward and rotated approximately 270° on the pitch axis so that the kite is belly up and nose away, with the nose through the flying lines. The kite is then rotated 360° and flies straight up to exit.

KEY ELEMENTS: ▶ Nose-up entry and exit. ▶ Flat rotation.

Dead Launch

Group 2, Video Footage: C, D

The **DEAD LAUNCH** is a launch that begins with the kite on the ground, belly down and nose toward the pilot. The kite is pulled toward the pilot so that it rises off the ground and launches straight up.

KEY ELEMENTS: ▶ Clean launch and vertical climb.

Double Axel

Group 2, Video Footage: A, B, C

The **DOUBLE AXEL** is an **AXEL** in which the kite makes two complete rotations. It is not two separate **AXELS** flown one after another. As in the single **AXEL**, the kite should be oriented nose-up for both entry and exit. The transition between rotations should be imperceptible, and the kite should not lose altitude.

KEY ELEMENTS: ▶ Two flat rotations. ▶ Nose-up entry and exit. ▶ Minimal loss in altitude.

Fade

Group 2, Video Footage: A, B, C, D

The **FADE** is a float in which the kite is positioned belly up, nose toward the pilot, with the lines extending toward the pilot over the leading edge. The kite must float in this position for at least two seconds. The method of entry and exit does not matter, but both should be clean. Compare **TURTLE**.

KEY ELEMENTS: ▶ Clean entry and exit. ▶ Stability (no pronounced tilt or wobble).
▶ Held for minimum 2 seconds.

Flapjack

Group 3, Video Footage: A, B, C, D, E

The **FLAPJACK** is a **LAZY SUSAN** performed directly from a ground launch and ending in a **TWO-POINT LANDING**. The kite is launched from its two wingtips directly into a **TURTLE** (belly up, nose away), rotated 360°, and immediately brought back down into a **TWO-POINT LANDING**. Compare **KOMBO**.

KEY ELEMENTS: ▶ Rotation close to the ground. ▶ Clear **TWO-POINT LANDING**.

Flic-Flac

Group 3, Video Footage: A, B, C, D, E

The **FLIC-FLAC** is a series of alternating flares and **FADES**. The kite begins the trick by flying straight down. The kite is flared (belly down, nose away), then pulled back into a **FADE** (belly up, nose toward the pilot). This sequence—flare plus **FADE**—must be performed at least three times. The ideal exit is to flare the kite halfway, stop with nose pointing straight down, and then fly out in that direction.

KEY ELEMENTS: ▶ Minimum 3. ▶ Constant speed and movement.
▶ Parallel position to the ground in both flare and **FADE**.

Half Axel [Kick Turn]

Group 1, Video Footage: A, B, C, D, E

Essentially half of an **AXEL**, the **HALF AXEL** is a maneuver that reverses the kite's direction of flight. The kite begins flying horizontally in either direction, then falls onto its belly, turns nose away from the pilot, and rotates 180°. The kite is then snapped back into flight with the nose pointing exactly opposite the initial direction and should exit in a straight line. The direction of flight (left or right) and the height at which the trick is performed do not matter.

KEY ELEMENTS: ▶ Clean half-turn. ▶ Horizontal entry and exit.

Insane

Group 1, Video Footage: A, C, D

The **INSANE** is a descending, corkscrewing wingtip rotation. The trick is initiated toward the top of the window, where the kite is snapped into a wingtip rotation and descends in a corkscrewing motion. The kite must complete at least three full rotations. The method and direction of the entry and exit do not matter.

KEY ELEMENTS: ▶ Minimum 3 rotations. ▶ Constant speed and movement. ▶ Straight-line descent.

Insane (Right-Left)

Group 3, Video Footage: C

The **INSANE (RIGHT-LEFT)** is a reversing **INSANE**. As the first rotation ends, the opposite line is pulled to perform an **INSANE** rotation in the other direction. This sequence must be performed at least three times. The trick differs from a **ROLLING CASCADE** in that a *full* **INSANE** rotation (not a half **INSANE**) is performed on each repetition.

KEY ELEMENTS: ▶ Minimum 3 rotations (e.g., right/left/right).
▶ Constant speed and movement. ▶ Straight-line descent.

Jacob's Ladder [Ours des Prairies]

Group 4, Video Footage: A, B, C, D, E

The **JACOB'S LADDER** is a continuous series of transitions between a half **BACKSPIN** rotation and a half **LAZY SUSAN**. Each “rung” of the ladder consists of one set of the two alternating rotations. The direction of the rotations does not matter. The trick is entered from either a **FADE** or a **TURTLE**. If it is entered from a **FADE** (belly up, nose toward the pilot), the kite is rotated approximately 180° so that it is belly up, nose away as in a **TURTLE**, but with the lines still over the leading edges and coming from under the kite. The kite is then rolled on the pitch axis so that the nose swings down and around a full 360°, into a true **TURTLE**. The kite is then rotated approximately 180°, so that it is belly up, nose toward the pilot as in a **FADE**, but with the lines still over the trailing edge and coming from underneath. Finally the kite is rolled again on the pitch axis so that the nose swings up and around a full 360°, into a true **FADE**. This entire sequence constitutes one full rung of **JACOB'S LADDER**. (If the trick is entered from a **TURTLE**, it starts with a half **LAZY SUSAN** and the alternating sequence continues as just described.) The kite must complete three full rungs of the ladder. The smoothness of the transitions between positions is crucial to the quality of the trick. The method and direction of entry and exit do not matter.

KEY ELEMENTS: ▶ Minimum 3 full rungs.

K2000 [Superstart]

Group 4, Video Footage: A, B, C, E

The **K2000** is a landing to position the kite on its leading edge with the back facing the pilot and the lines coming up over the trailing edge, followed by a half **LAZY SUSAN** and a **TWO-POINT LANDING**. From the initial landing, the lower wing is pulled to launch the kite into a **LAZY SUSAN**. Halfway through the **LAZY SUSAN** rotation, the wingtips are pulled down into a **TWO-POINT LANDING**. The initial landing is an integral part of this trick, and the time between the landing and initiation of the rotation should be minimal.

KEY ELEMENTS: ▶ Clean landing on the leading edge for the entry. ▶ Launch and rotation.

Kombo

Group 3, Video Footage: A, B, C

The **KOMBO** is a **ROLLING SUSAN** performed near the ground, directly into a **TWO-POINT LANDING**. The method and direction of entry do not matter. For the best score, both wingtips must touch down at the same time at the end of the trick. The closer to the ground that this trick is performed, the better. Compare **FLAPJACK**.

KEY ELEMENTS: ▶ Rotation close to the ground. ▶ Clear **TWO-POINT LANDING**.

Lazy Susan

Group 3, Video Footage: A, D

The **LAZY SUSAN** is a single 360° rotation entered from the **TURTLE** position. The trick begins with a **TURTLE** (belly up, nose away from the pilot), from which the kite rotates 360° with the lines remaining over the trailing edges during the entire rotation. The trick must be entered and exited nose-up. Compare **ROLLING SUSAN**.

KEY ELEMENTS: ▶ Nose-up entry and exit. ▶ Flat rotation.

Lewis

Group 4, Video Footage: A, C, E

The **LEWIS** is a **LAZY SUSAN** performed while the kite is fully wrapped in a **YO-YO**. The trick must be entered and exited nose-up. The kite is flown straight up, leaned back and then forward, and then popped to roll the lines up for a **YO-YO**. The kite is then immediately thrown into a **TURTLE** (belly up, nose away) for a **LAZY SUSAN** rotation. A single rotation is completed, and the kite is pulled and unrolled. Compare **YO-YO MULTILAZY**.

KEY ELEMENTS: ▶ No break between **YO-YO** and **LAZY SUSAN**. ▶ Nose-up entry and exit.

Multilazy

Group 4, Video Footage: A, B, C, D

The **MULTILAZY** is a series of **LAZY SUSAN** rotations (360° entered from the **TURTLE** position). The trick may be entered either nose-up (as in a **LAZY SUSAN**) or horizontally (as in a **ROLLING SUSAN**). The trick is exited nose-up. Compare **BACKSPIN**.

KEY ELEMENTS: ▶ Minimum 3 rotations. ▶ Constant speed. ▶ Flat rotation.

Pancake

Group 1, Video Footage: A

The **PANCAKE** is a landing from a nose dive into a flare (belly down, nose away) on the ground. The kite begins by flying straight down and is flared at the last second to land belly down on the ground, where it must remain for at least two seconds. To be considered a clean landing, the nose of the kite should not hit the ground before the belly does.

KEY ELEMENTS: ▶ Execution close to the ground. ▶ Stable belly landing.
▶ Held for minimum 2 seconds without the kite lifting off the ground.

Pinwheel [Helicopter]

Group 2, Video Footage: A, C

Typically executed in light wind, the **PINWHEEL** is a series of smooth, descending belly-down rotations begun near the top of the window. The entry is nose-up; the method and direction of exit do not matter.

KEY ELEMENTS: ▶ Flat rotation. ▶ Minimum 3 rotations.
▶ Constant speed and movement. ▶ Straight-line descent.

Refueling [Docking]

Group 2, Video Footage: B, C

REFUELING is a pair maneuver in which the follower docks a kite inside the lines of the leader's kite and the two kites fly as a single entity. The direction of entry does not matter. Smooth entry while both kites are moving forward will earn a higher score than entry while one kite is stalled.

KEY ELEMENTS: ▶ Clean entry into the lines, without any "bump."
▶ Flight together as a unit for minimum 2 seconds.

Rolling Cascade

Group 4, Video Footage: A, B, C

A combination of the **INSANE** and the **CASCADE**, the **ROLLING CASCADE** is a series of reversing half **INSANE** rotations. The trick begins with an **INSANE**, but the kite is pulled out of the rotation halfway through, and an **INSANE** rotation in the opposite direction is initiated. The sequence is repeated back and forth in alternating directions. The method and direction of entry do not matter. For the exit, however, a horizontal orientation (nose pointing left or right) is generally considered best.

KEY ELEMENTS: ▶ Minimum 3 half rotations (e.g., right/left/right).
▶ Constant speed. ▶ Straight-line descent.

Rolling Susan [Snap Lazy]

Group 2, Video Footage: A, C, E

The **ROLLING SUSAN** is a single 360° rotation entered from the **TURTLE** position. The lower wing is popped to knock the kite into a **TURTLE** (belly up, nose away), and the same line is again popped to perform the rotation. The trick must be entered and exited horizontally. Compare **LAZY SUSAN**.

KEY ELEMENTS: ▶ Horizontal entry and exit. ▶ Flat rotation.

Rolling-up

Group 2, Video Footage: A, C, E

The **ROLLING-UP** is a launch with the lines pre-wrapped around the kite so that it unrolls several times as it rises off the ground. The kite begins on the ground in flare position (belly down, nose away) and is launched as for a **FADE** launch (the nose is swept up and under the kite), but the wraps cause the kite to unroll several times as it rises off the ground. The kite should unroll at least three times. For Tricks Party ballet, this trick may be done only as the first element of the performance.

KEY ELEMENTS: ▶ Minimum 3 unrolls. ▶ Even, straight-line unroll.

Slide [Sideway]

Group 3, Video Footage: A, B, C, D

In the **SLIDE**, the kite travels horizontally while the nose points straight up. The line of travel should be as straight as possible, with no altitude gained or lost, and no wobble or lean in the kite's orientation. The kite should slide in the same direction for at least three seconds. The method and direction of entry and exit are not important. A **SLIDE** is considered excellent when it is long and the pilot does not move sideways or moves only a little. **SLIDES** performed close to the ground generally receive higher scores for risk factor (mainly because it's easier to spot problems in the line of travel near the ground).

KEY ELEMENTS: ▶ Minimal sideways movement by the pilot.
▶ Length. ▶ Wingtips parallel to the ground.

Slot Machine

Group 3, Video Footage: A, B, C, D

The **SLOT MACHINE** is a single 360° belly-down rotation initiated from a flare (belly down, nose away) that is entered from a horizontal line of flight. From a horizontal position (nose pointing left or right), the kite is flared and then rotated on its belly a full 360°. The kite should exit the rotation in the same direction (left or right) that it entered. Compare **540**.

KEY ELEMENTS: ▶ Horizontal entry and exit in same direction. ▶ Flat rotation.

Spike [Tip Stab]

Group 3, Video Footage: A, B, C

In the **SPIKE**, one wingtip of the kite is driven decisively into the ground, where it must be held for at least two seconds. The trick may be entered from either a ground pass or descent at any angle.

KEY ELEMENTS: ▶ Clear and decisive stab. ▶ Held on the spiked wingtip for minimum 2 seconds.

Stall [Stop]

Group 2, Video Footage: A, B, C, D

The **STALL** is a snap of the kite that stops it with the nose pointing up. The kite must remain in the stalled position for at least two seconds. Longer **STALLS** earn higher scores. Ideally the kite should sit perfectly upright, with no lean or wobble to the left or right. The direction of entry and exit does not matter.

KEY ELEMENTS: ▶ Held for minimum 2 seconds.

Torpille

Group 3, Video Footage: *see below*

The **TORPILLE** is a tumbling trick similar to the **COMÈTE** but more smoothly flowing. It begins near the top of the window with a hard **HALF AXEL** pop to knock the kite onto its back, followed by an opposite pop to bring the kite onto its belly, then another pop to bring it onto its back, and so on. The kite tumbles from back to belly as it descends. Many newer kites are more suited to performing the related **COMÈTE** than the **TORPILLE**. One video example of the **TORPILLE** can be found at www.r-sky.com/video.

KEY ELEMENTS: ▶ 45° descent. ▶ Minimum 3 rotations.

Turtle [Backflip]

Group 1, Video Footage: A, C, D

The **TURTLE** is a float in which the kite is positioned belly up, nose away, with the lines extending toward the pilot over the trailing edge. The kite must float in this position for at least two seconds. The kite should be oriented nose-up for both entry and exit. Compare **FADE**.

KEY ELEMENTS: ▶ Clean nose-up entry and exit. ▶ Stability (no pronounced tilt or wobble).
▶ Held for minimum 2 seconds.

Twist [Sleeping Beauty Launch]

Group 1, Video Footage: A, C

The **TWIST** is a launch in which one line of the kite is pulled so that the kite pivots from a position on its back (nose toward pilot, with one wing usually closer to the pilot than the other) almost onto its belly and then into nose-up position as it rises off the ground and is flown straight up.

KEY ELEMENTS: ▶ Nose-up exit.

Two-Point Landing

Group 2, Video Footage: A, B, C

The **TWO-POINT LANDING** is a landing on both wingtips at the same time. It is initiated with a snap **STALL** as close to the ground as possible, such that the kite does not hover or float down to the ground. The angle of approach does not matter. The kite must land on only the two wingtip points (not wingtips and spine, or the entire back of the sail). The kite must remain on its wingtips for at least two seconds before being relaunched.

KEY ELEMENTS: ▶ Decisive landing on both wingtips simultaneously.
▶ Held in this position on the ground for minimum 2 seconds.

Wap-Doo-Wap

Group 4, Video Footage: A, B, C, D, E

The **WAP-DOO-WAP** is a single 360° or 540° rotation initiated from an overrotated flare. The kite is flared 360° on the pitch axis so that the belly is up and the nose points toward the pilot but the lines are now underneath the kite (almost in a **YO-YO**). Before fully entering the **YO-YO**, the kite is spun either 360° or 540°. The kite should exit the trick vertically—nose-down for a 360° rotation, nose-up for a 540° rotation.

KEY ELEMENTS: ▶ Flat rotation. ▶ Clean, vertical exit.

Yo-Yo

Group 3, Video Footage: A, B, C

The **YO-YO** is a simple roll and unroll of the lines around the kite. The kite is rotated on the pitch axis 360° so that the lines become fully wrapped around it, and then it is unrolled. The trick may be entered either nose-up or nose-down, but the nose orientation must be the same for both the roll and the unroll. No other maneuvers may be performed while the kite is rolled up; before the unroll, however, the kite may fly a short distance in the direction the nose is pointed.

KEY ELEMENTS: ▶ Clean roll-up and unroll. ▶ Straight line.

Yo-Yo Multilazy

Group 5, Video Footage: A, B, C

The **YO-YO MULTILAZY** is a **MULTILAZY** performed while the kite is fully wrapped in a **YO-YO**. It is exactly like the **LEWIS**, but with multiple **LAZY SUSANS** instead of just one. See the **LEWIS** for details.

KEY ELEMENTS: ▶ No break between **YO-YO** and **LAZY SUSANS**.
▶ Nose-up entry and exit. ▶ Minimum 3 flat rotations.

Yo-Yo Takeoff

Group 4, Video Footage: A, B, C

The **YO-YO TAKEOFF** is a launch from the ground directly into a **YO-YO**. From its two wingtips on the ground, the kite is popped up and pitched backward 360° so that it rolls up into a full **YO-YO**. The kite climbs 5 to 10 meters (15 to 30 feet) and then is unrolled, nose pointing up.

KEY ELEMENTS: ▶ Clean roll-up in a straight line. ▶ Vertical climb.
▶ Unroll in a straight line. ▶ Nose-up exit.