



Scootering

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About the tutorial

Scootering is a game that demands presence of mind rather than the physical power. It is popular because of the fact that people of any age group can play it. Scootering comes under extreme sports. Through this tutorial, we will try to learn the basics of scootering.

Scootering is a simple sport but requires plenty of practise to play efficiently in a competitive environment. The "How to Play" section in this tutorial is not detailed enough, but it will let you know the basics of playing the game.

Audience

This tutorial is meant for all those readers who want to learn the art of scootering and participate in scootering competitions at a professional level.

Prerequisites

Before proceeding with this tutorial, you are required to have a passion for scootering and an eagerness to acquire knowledge on the same.

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1. Scootering – Overview

Scootering is a game that demands presence of mind rather than the physical power. It is popular because of the fact that people of any age group can play it. Scootering comes under extreme sports. Through this tutorial, we will try to learn the basics of scootering.

In scootering, a rider has to ride the scooter and has to perform extreme stunts upon the streets, walls, rails and other objects through various tricks. Both male and female can participate in this sport.

Scootering is also called as **scooter riding** or simply **riding**. It is a part of extreme sports, where the players ride stunt scooters and perform freestyle tricks. The tricks in scootering look like those of combination of BMX sports and skateboard.

Internal Scooter Association (ISA) is the governing body of the scootering championships that organizes the scootering competitions all over the world. Initially in ISA scooter championships, 10+ countries have participated. Some of the major countries who have dominated scootering events include: New Zealand, Austria, Australia, USA, Netherland, UK, Canada.

2. Scootering – Equipment

For scootering, a scooter is the primary requirement which includes bars, forks, brakes, wheels, headset, pegs, and decks.

Bars

Handle bars which are essential for a scooter are usually made up of 6061 aluminium or 4130 chromyl. Now-a-days various designs of bars are used which includes "T" bars or standard RAD "OG" bars. Besides these, there are also bars of other variations are used with different angle measurements and styles.

Forks

Generally maximum forks are thread less. Thread less means there is a compression system which is used to hold the scooter bars and deck to the fork. But threaded forks have not vanished from the market. They are still available. But threaded forks make the rider's scooter wobbly and it is also not as strong as a thread less fork scooter.

Brakes

Flex fenders are the most popular among the brakes that are used in scooters. Beside flex fenders, there are also many brakes available in market. During race, the rider can depress it against the rear wheel which slows down the speed of the scooter.

Wheels

Wheels of early stage scooters were made of plastic at core and urethane at outside which were unreliable and it often broke or cracked. As we know necessity is mother of invention so to overcome this, researchers developed metal-core wheels which are highly reliable and are greatly used by today's riders.

The metal core which is used in today's wheels are manufactured with a machined aluminium core and with a durable urethane tyre. The companies that produce metal-core wheels are Fasen, RILLA, Proto, Envy scooters, Madd gear, Root industries, Havoc, River wheel co and Eagle Sport wheels.

Headset

Headsets on freestyle scooters are similar to those on BMX bikes. The scooters used in scootering sports are designed to fit a 1 1/8" sized headset. For threaded forks, a threaded headset is used.

Pegs

There are very small numbers of brands who are specialized in making pegs. They make pegs by using both alloy and chromyl. The name of these brands is 81 customs, Tilt, District, Havoc and Ethic. For stalling on ledges and other obstacles, scooter pegs are used. Scooter pegs appearance resembles a smaller version of BMX pegs.

Decks

Initially, first razor 'A' decks were being used by the riders, since then decks of free style scooters came a long way. There was folding mechanism but now the scooter decks are usually constructed without any folding mechanism. Most of the modern day decks consist of two or three pieces of metal which are welded or bolted together.

3. Scootering – How to Play?

There are various techniques involved in scootering. In this chapter, we will discuss these techniques in detail.

Pogo

Pogo is a technique which is performed by the experienced ones. It is not for the beginners because in this method, the rider has to hold down his brakes and at the same time he has to hop on his back wheel.

The experienced players used to perform this because they are aware of this technique. The beginner ones have to practice a lot to gain expertise in this method. The experienced players have to keep practicing it because it is a tricky method and a dangerous one also.

Hippy Jump

Pogo was a difficult trick but hippy jump is an easy one. Pogo can be performed by the experienced ones but beginners have to practice a lot. Hippy jump is so easy that anyone can perform this trick. The trick is that the player simply need to jump off the deck and he has to leave his wheels on the ground.

There are certain variations observed as the player can switch his stances by turning. At the same time, the rider can do different techniques like Rodeo or air walk. Rodeo is the pose where the player does styles by holding the scooter on one hand and the other hand is set free.

Earlier we have mentioned that hippy jump is very easy and anyone can do it but it does not mean any unprofessional player will hold the scooter and perform the trick. The rodeo or air walk needs special practice to perform.

Bunny hop (Ollie, jay hop, etc.)

Bunny hop is the beginner's guide book for almost all the scooter tricks which we have discussed earlier and which we are going to discuss later. To perform this trick, the player needs to pull up on the handle bar he is having and at the same time he has to jump while his feet should be on the scooter. So at the time of performing the job, the wheels of the scooter will leave the ground.

The main idea behind bunny hop is to just jump with your scooter. This is the basic process to learn because if you will not jump then how you can cross a hurdle. After performing this trick with confidence, the player can try to move onto the next higher level tricks.

X-Up. (Bar-to-bar)

Bunny hop is the beginner's first guidance because maximum tricks are derived from this trick and X-UP is among those derived tricks which is often used. To perform the x-up trick, the player first need to perform bunny hop with full confidence and then he can twist his handlebars 90 degrees in mid-air. At last, he can straighten the handle bars before landing.

Manual. (Wheelie)

Manual trick is an easy trick in which the player just has to lean back and balance on his back wheel. Then he has to keep on riding.

Kick-Out

Again masters of the bunny hop trick will perform this trick with ease. At first, the player will perform the bunny hop trick and then kick out his deck to the side with both feet at 45 degrees. At the time of landing, the player has to keep in mind that he has to straighten the deck out before landing on the ground.

Nose Manual (Endo)

Nose manual trick has resemblance with the manual trick. But nose manual is opposite of manual trick. Manual trick is a simple trick. Here the player just has to lean back and balance on his back wheel and will keep on riding around. But in nose manual, the player has to lean forward and has to balance on his front wheel. So players need a lot of practice in order to perform this trick.

No Foot

In no foot technique, the player need to do Ollie. Then he has to take both of his feet off the deck. This move is similar to that of hippy jumping technique. In this trick, we can also do an air walk and rodeo.

Grind

Grind is another technique in scootering and also a very famous one. It is very simple, but it has the capacity to easily put the performer in trouble. All you need to do is Ollie and turn your deck 90 degrees and land on the rail steadily and safely. After this, the player can grind for as long as he needs, then Ollie off.

Bar spin

Bar spin is also a useful trick. Hard to learn but can lead to many other trick combinations. This trick is difficult and is performed by the experienced and most importantly the interested ones.

Tail whip

Tail whip is also hard to learn can also lead to many other tricks or combinations. First the player has to kick the scooter deck and then can advance in the competition. For safety purpose, shoes are recommended for the players' toes.

4. Scootering – Types

Scootering can be played in various places like parks, streets, flatland etc. Some of these venues are as follows:

Street Scootering

Scootering on streets is the most challenging one because here the riders will ride in the inner city and will use the structures such as stairs, ledges, handrails and gaps.

The street riders or the inner city riders mainly focus on technical tricks such as sliding down handrails or stair sets. Riding on the streets is very challenging for the riders as streets are versatile and the riders will come across many challenging obstacles starting from traffic to stairs, ledges and gaps so to tackle this he must perform tricks such as gap jumps, rail slides.

There has been a huge push or advertisements for more people to play or ride scooters on the road since 2013 as like the skateboarding in the 90's. Many scooter riders generally ride street when they want to film a video part.

Park Scootering

The experienced scooter riders utilise the scooter to ride on the rails, boxes, ledges, walls, half pipes and even the vertical ramps whichever comes on their way. One would normally find all these in a skate park. To learn new tricks, many riders enjoy riding **fly out**.

To conquer on different obstacles like fly boxes, spines, quarters, rails, ledges, stair sets, hubbas, and ledges, the riders follow different techniques which are cultivated from the fly out technique. A-frames, euro gaps and banks are also involved among these techniques. There are also many advanced tricks which are usually performed in a park. Among these footless rewinds, briflips, and flips are the famous ones.

Dirt Scootering

The scooters that are used to ride on dirty surfaces have inflatable tyres and it has inner tubes much like BMX bikes. Dirt scootering is becoming popular because it is challenging and the obstruction is mud surfaces. Many companies are now making scooters which satisfy all the requirements to run or jump on mud surfaces.

Flatland Scootering

Among all the terrains we have discussed above, flatland terrain is the simplest of them. Here the competition takes place on a flat surface. The scooter riding takes place on a flat surface such as parking lots, tennis ball courts, basketball courts or on driveways.



Among all the grounds flatland is the simplest one but the tricks use to ride and compete is same. On flatland, the players generally prefer to link smaller tricks up in combinations. Some examples of the combos are tail whips, manuals, bar spins, fakies, sliders, briflips, and hang fives.

5. Scootering – Rules

For safety of a player, he has to practice as much as possible because practice makes a man perfect. There is no other option than practice. One of the biggest mistakes players may think that they can instantly do things without any practice. This thinking comes in the mind of the experienced players because they have the experience and they know how to play the game.

Rules for Newcomers

Scootering just for the sake of fun can lead to serious injuries. Newcomers should acquire sufficient knowledge before handling a scooter. They should first go to some local skate park to try out the tricks and experiment with other new ones. It is highly recommended that you wear a strong helmet because accidents are not uncommon in scootering.

Rules When a Player Falls

If you fall, then make sure that you will spread out your body and roll on the field so that you aren't hurt badly. If you get hurt, then arrange some first aid. It is safe to keep it inside your sports bag. The most important thing is make sure that you have good wheels without flat spots.

Rules for Wet Ground

A big advice to all the players is that they should never ride on the ground which is wet because the rider's wheels may get too slippery, and his brakes may not work at the right moment. Many players have fallen on grounds which are wet.

Maximum of the scooter riders do not strictly play in street or park. However, a survey has shown that players find park riding more enjoyable than street riding. The reason behind this is street riding is more dangerous than park because of challenging obstacles like traffic.

Rules for Protecting Head and Feet

One should wear a helmet and put a pair of shoes as these are the foremost safety guideline in modern day scootering. By wearing a helmet, the rider can save his head if accident occurs. Shoes are important because all the kicks are made by the foot so if there will be no shoes on the foot it may get hurt and one cannot advance in the competition with full potential.

6. Scootering – Champions

Scootering is an enthusiastic game which is a combination of BMX and skateboarding. In this game, the players have to perform various trick on streets, parks and other venues. In this chapter, we will discuss about some of the champions of Scootering and their careers.

Jordan Clark

Jordan Clark belongs to England and has been riding scooter since four years. Currently, he is the world champion of this game as he has scored 89.66 points in Extreme Barcelona Competition 2015.

Jordan is sponsored by Grit Scooters who discovered him in 2014 through Grit Academy. In his first World Championship, he performed in such a way that people began to know him. He has also won Scootfest Cup and got second rank in UK Nationals.

Alexis Letellier

Alexis Letellier is a rider from Paris. Currently he is living in Paris. He made his debut into this game in the year 2008. Ethic, DTC, all is Possible, and Black pearl are his sponsors. His favourite trick is flair.

FISE is the best event of his career until now. He is the winner of Montreux Scooter Contest. The first scooter on which he started his riding was Jd Bug which was similar to Old Razor.

Dakota Schuetz

Dakota Schuetz is a professional scooter rider from America who has the record of winning every scooter competition. He is also one of the scooter rider who has performed all the 40 tricks in trickonology.

He made his debut into the world championship in the year 2014. Till now he has won the ISA World Championship title three times. He is the first competitor who completed a challenge named as 1080 in scooter championship.

Dylan Morrison

Dylan Morrison is a 17-year rider from New Jersey. Currently, he is living in Melbourne, Australia. He made his debut into this game in the year 2010. Apex, Scooter Hut, and Drop the Anchor Clothing are his sponsors.

He won the Best Trick at World Championship three times and Victorian Championship also three times. In the year 2015, he won the best trick in ISA World Championship consecutively for the third time.

Derek Seay

Derek Seay is a 19-year-old rider from Arizona. Currently, he is living in San Tan Valley. He made his debut into this game in the year 2007. Envoy scooters and The Vault Pro Scooters are his sponsors.

Back flips or double bars are his best tricks that he uses very often in his game. In FISE competition, he got 11th rank. The first scooter on which he performed was Razor Pro.