GLOSSARY

SURFING TERMS

Backhand turn: a left turn for a "natural" rider, a right turn for a goofy-footer (Chap. 3).

Beach-break: a surf breaking close in to a sandy beach.

Belly board: half-size surfboard which is most commonly ridden lying on your belly but can be ridden kneeling or standing.

Bicycle: riding stance with legs wide apart as though riding a bicycle.

Blowhole surf: a surf breaking over holes in a lava bottom, which creates a boiling surface.

Body-surfing: catching a wave with your body (Chap. 14).

Bowl: 1. the hollow, dish-shaped face of a wave such as is found at Makaha, Hawaii; 2. the convex bottom of the forward section of a "big gun" surfboard.

Break: 1. the action of a wave as the top spills forward down its face; 2. the area in a surf where the waves are breaking (Chap. 14).

Catch (or crack) a wave: to ride a wave, on a board or some other surf craft or with your body alone.

Close out: occurs when a heavy swell breaks along the entire length of a beach, making surfing impossible.

Coffin ride: occurs when a surfer lying on his back on a board is enveloped in the curl of the wave (Chap. 14).

Corkscrew: spinning action by a body-surfer when catching a wave (Chap. 14).

Cornering: travelling sideways across a wave (Chap. 14).

Critical: a wave reaches a critical stage when it is extremely upright and is about to break.

Curl: the part of the wave that loops over to form a curl as it breaks; usually the top section of a semi-hollow or hollow wave.

Ding: damage to surfboard.

Double ski: a ski designed to be used by two people (Chap. 16).

Dumper: a powerful wave that breaks in shallow water which, instead of breaking slowly from the top, falls suddenly in an arc (Chaps. 13, 14).

Estimó roll: technique of getting out through a wave by capsizing surfboard and using body as anchor (Chap. 11).

Face: surface of a wave, usually the front part of an unbroken wave.

Fin: 1. the fin, or skeg, of a surfboard is the small stabilizing fin attached to the rear underside; 2. swimming aid worn on feet (Chap. 15).

Flippers: swimming aid worn on feet (Chap. 15).

Foam block: polyurethane block from which a surfboard is shaped.

Forward roll pull-out: technique of getting off a wave when body-surfing (Chap. 13).

Goofy-footer: surfer who rides a board with his right foot in front of his left.

Ground swell: swell which has travelled a long distance from where it was formed (Chap. 4).

Gun: large surfboard designed for big surf.

Handboard: small board used in hand while body-surfing (Chap. 15).

Hang five: to ride hanging five toes over the nose of the board.

Hang ten: to hang ten toes over the nose.

Head dip: to dip your head in the wave while riding it.

Hot dog: fast maneuvering on a wave.

Inside: 1. riding close to the white water of a breaking wave. If two surfers catch the same wave, the man closest to the curl is inside; 2. surf or surfer close to shore.

Jamming: obstructing or blocking the ride of another surfer.

Kick-off (or kick-out): method of getting off a wave by kicking the board out of the wave (Chap. 13).

Kook: slang for a novice or beginner, especially someone who imitates others badly.

Left, a: the direction, when facing the shore, in which a wave breaks or a surfer travels.

Lining surf: a wave which stretches a long distance from end to end and often provides a lengthy ride.

Malibu board: short surfboard originally designed for use at Malibu Beach, California (Chap. 6).

Mat: rubber float or surf-o-plane (Chap. 15).

Mouth-to-mouth resuscitation: form of resuscitating someone who has apparently drowned (Chap. 13).

Mushing wave: one that breaks in the top and dies out quickly, leading to a very short ride.

Natural rider: a board-rider who stands with his left foot in front of his right.

Nose ride: to ride on the nose of the surfboard.

Off-set: a board of unsymmetrical shape (Chap. 6).

One-way board: a board which is designed mainly for travelling in one direction.

Outside: 1. a surfer riding outside another surfer who is closer to the curl of the wave; 2. seaward beyond the break.

Out the back: to be out to sea beyond where the waves are breaking (Chap. 14).

Paddle, to: method of propelling surfboard through water (Chap. 2).

Peak surf: a wave whose top forms a peak (Chap. 4).

Peal: to allow the nose of a surfboard to dive under water.

Peel, of a wave: a wave peels when it breaks evenly across its face.

Peipe: form of belly board (Chap. 15).

Pick-up: first stage of riding a wave, or the area where the surfer first catches the wave.

Pig board: a special surfboard shape (Chap. 6).

Plan shape: the outline of a surfboard when viewed from above.

Point surf: surf breaking off a point of land.

Portuguese man-o'-war: a variety of stingeng sea creature (Chap. 13).

Pull-out: to get off a wave (Chap. 3).

Quasi IIlodo: a stance in stunt surfing (Chap. 5).

Radical: extreme.

Rail: side or edge of surfboard.

Reef surf: surf breaking on a reef (Chap. 4).

Right, a: the direction in which a wave breaks or a surfer travels, facing shoreward.

Rip: current of water returning to sea (Chap. 13).

Rocker: 1. curve, banana, or lift of a surfboard shape. For instance, a surfboard when viewed from the side is higher at both ends than in the centre; 2. member of motor-bike cult opposed to surfies.
Sausage board: special shape of surfboard which was rounded at both ends (Chap. 6).
Set: a series of waves following rapidly one after the other.
Shore-break: surf which breaks on the shore or close to it.
Skimming: method of body-surfing using hands as a planing surface (Chap. 14).
Skeg: fin of surfboard.
Ski: see surf-ski.
Slide: to move down or across the face of a wave.
Sloppy surf: uneven, irregular surf.
Soup: broken or white water which has been caused by a broken wave.
Spinner: surfing stunt (Chap. 5).
Strauch crouch: form of crouch originated by Paul Strauch (Chap. 5).
Surfboat: boat for use in surf (Chap. 12).
Surf-o-plane: inflatable rubber mat (Chap. 15).
Surf-ski: ski which is ridden in surf, usually with rider sitting down (Chap. 12).
Tail-hook: metal hook attached to tail of old-style paddle board.
Take off: to begin to catch a wave (Chap. 3).
Tandem: two people riding the same board (Chap. 11).
Teardrop: special shape of surfboard (Chap. 6).
Thin: characteristic of some waves (Chap. 4).
Trail arm: arm which a surfer extends behind him.
Trimming: positioning of surfboard on wave (Chap. 3).
Turn: the tube-like appearance of a hollow or semi-hollow wave.
Turning: changing direction on board (Chaps. 2 and 3).
Undertow: current of water travelling below the surface (Chap. 13).
Walking: moving about on a surfboard (Chap. 3).
Wall surf: a wave-face which seems to stand up vertically like a wall (Chap. 4).
Well-shaped wave: a wave which is suitable for board-riding.
Wet suit: neoprene rubber suit worn as protection against cold wind and water.
Wind swell: waves created by wind (Chap. 4).
Wipe-out: happens when wave makes rider lose control of his board.