

# GAME OF SKATE RULES

1. To decide the players' order in the game of skate by flipping the board onto the table to see who has foam/grip tape showing right side up. The person who is remaining after single or multiple attempts of being the player with a right side up tape will choose the order in which the game is to be played.
2. The first skater must first call out or demonstrate their trick of choice – though no trick can be landed more than once by either player.
3. On offense (when demonstrating a trick) the trick must be landed clean on all four wheels: No finger drags, rail landings, manual landings, caspers, hands on the fingerboard or on the ground! That means grabs, no-complies, handplants or bonelesses are not allowed in a game of skate.
4. On defense, if an offensive player pops their board off the table then the defensive player must pop their board off the table. (no table slides if offense pops their board)
5. If the first player does not land their trick it is the next player's turn.
6. But once a player lands their trick cleanly all other players have to imitate it and land it first try as well.
7. On Offense, the player has to roll over the first line, then initiate their trick in between line 1 and line 2. Then the player must land the trick between line one and line two, then roll over line 2.
8. If a defensive player does not land the trick demonstrated by the offensive player he receives a letter of the word S.K.A.T.E.
9. If you have already received four letters (S.K.A.T.) you are allowed two attempts to imitate a trick.
10. Once a player has received all five S.K.A.T.E. letters, he has lost and is out of the game of s.k.a.t.e.
11. The last remaining skater in the game of s.k.a.t.e. Wins.
12. If a player is unable to attempt a new trick on offense due to running out of tricks that have not been performed already, this player forfeits and the defensive player wins (we suggest bringing a small piece of paper with all of your trick list on it).
13. If a player has equipment malfunction during their matchup and they are not able to immediately continue that player forfeits and the opposing player wins the match.