

The acquisition of the Class B skills will tell you if **tricking** is for you or not. Technically...once you've acquired these tricks, you can be considered a "good" trickster as long as you're creative. Unfortunately, from here on out...it'll take a higher level of fitness to progress into Class C.

## CLASS C SKILLS/TRICKS

Name	Abbr.	Type	Origin	Prerequisite(s)
Hyper Aerial	N/A	Invert/Flip	Tricking	"powerful" aerial
Sideswipe	N/A	Invert/Kick	Tricking	"good" 540 & Raiz
Illusion Twist Feilong	N/A	Twist/Kick	Tricking	"good" Illusion Twist
Hypertwist	N/A	Twist	Wushu	"good" Butterfly Twist
Envergado	N/A	Invert/Kick	Tricking	"good" Parafuso & Raiz
Pop 900 Round Kick	Pop 900	Spin/Kick	Tricking	"good" Pop 720 Wheel Kick
Pop 720 Double	720 Double	Spin/Kick	Tricking	"high" Pop 720 Wheel Kick
Jacknife	N/A	Kick	TKD	540 & Cheat 720/540 Wheel Kick
Flik-Flak	N/A	Invert/Kick	Tricking	Moon Kick
Corkscrew	Cork	Twist	Capoeira	Moon Kick
Shuriken Corkscrew	S-cork	Invert/Kick	Tricking	"inverted" Moonkick
Gainer Arabian	G-arabian	Flip	Tricking	"straight" gainer
Gainer Full	G-full	Flip	Capoeira	"good" gainer
Webster/Loser	N/A	Flip	Capoeira	"strong" Aerial or Frontflip
Flare	N/A	Kick	Gymnastics/Bboying	good flexibility, strength, and added coordination
Touchdown Raiz	TD Raiz	Invert/Kick	Tricking	Raiz & Gumby/Gumbi
Cheat 900	C-900	Spin/Kick	Tricking	"good" Cheat 720
One-Hand Cheat 720	1-H C720	Invert/Kick/Spin	Tricking	"good" One-Hand Raiz & Cheat 720 Wheel Kick
Aerial Twist	A-twist	Invert/Twist	Wushu	Butterfly Twist & "high" Aerial
Triple Flash Kick	3x Flash	Flip/Kick	Tricking	"good" Flash
360 Double Hook	360 Dub	Kick	Tricking	"high" Pop 360 with a hook kick & added coordination
Feilong Cross	N/A	Kick	Tricking	"high" Pop 360 with a hook kick & added coordination
Terada Grab	T-grab	Flip/Kick	Tricking	Side Sommi
X-Out	N/A	Flip/Kick	Tricking	"high" Flash Kick

Suicideswipe	N/A	Invert/Kick	Tricking	"decent" Sideswipe
Arashiswipe	N/A	Spin/Kick	Tricking	jump switch front kick, "good" arm strength, and coordination
Gainer X-Out	G-X	Flip/Kick	Tricking	"high" Gainer
Kim-Do Kick/ Kim-Do X-Out	K-D	Flip/Kick	Tricking	"high" Doubleleg
2000	N/A	Invert/Spin	Bboying	1990
Grandmasterswipe	GM Swipe	Invert/Flip	Tricking	"good" Masterswipe
Twist Doubleleg	Twist D-leg	Twist/Kick	Tricking	Illusion Twist & Doubleleg

*A lot of things happen while learning the Class C tricks...swingthrus, transitions, misslegs, and stepdowns become more interesting, and using them occurs more often. Also, tumbling will become "commonplace", and the difficulty of it will surely increase...*

Mastering these skills will begin to set you apart from your average trickster. It's truly one of the toughest transitions between classes to make, but if done...opens doors to a vast amount of options and variations.

## CLASS D SKILLS/TRICKS

Name	Abbr.	Type	Origin	Prerequisite(s)
Shuriken Corkscrew Feilong	S-cork Fei...	Invert/Kick	Tricking	Shuriken Corkscrew
Cheat 720 Twist/540 Twist	C720 twist	Invert/Twist	Tricking	"strong" Raiz
Pop 1080 Wheel Kick	1080	Spin/Kick	Tricking	Pop 900
Pop 720 Triple	720 Tri	Spin/Kick	Tricking	"good" Pop 720 Double
Singleleg Hook	S-leg Hook	Invert/Kick	Tricking	"good" Singleleg
Doubleleg Hook	D-leg Hook	Invert/Kick	Tricking	"good" Doubleleg
Pop 720 Feilong	720 Feilong	Spin/Kick	Tricking	"good" Pop 720 & Feilong
Au-batido 1990	Batido-90	Invert/Kick/Spin	Bboying	Au-batido & 1990
Swipeknife	N/A	Invert/Kick	Tricking	"quick" Sideswipe
Switchblade	N/A	Kick	Tricking	"good" Parafuso
Scissorswipe	N/A	Invert/Kick	Tricking	"powerful" Aerial & front kick
Boxcutter	N/A	Twist/Kick	Tricking	Hyper Corkscrew