

Skate Proficiency Level

The following chart shows the core competencies that merit the level ranking of a skater.

DISCLAIMER; This system was created by ZIMSKATE in Zimbabwe as a guide to efficiently track the progression of a skater from amateur to professional level. This system remains a hypothesis as it has not been scrutinized, tested or adopted by the international collective of global skate organizations. It in no way represents the official position or opinions of any National Skate Federations despite currently being tested in Zimbabwe. The chart also does not reflect the official position and has not been sanctioned by the global skateboarding governing body, World Skate. Therefore, use this document with the aforementioned in mind, knowing that the opinions below can be subject to change or removal when presented to skate officials and professionals for deliberation. The date of such presentation has not been set but will only be considered in Zimbabwe after rigorous testing, monitoring and evaluation of these claims. Lastly skaters are generally categorized into two main groups, i) street skaters or ii) vert/park skaters. Some do both and are comfortable in all environments. Skaters considered moderate or pro level usually come from either appearances and placement in organized competition or a general consensus from the larger skate community. The latter is commonly coupled with photographic and video evidence through various skate session recorded clips and publications for this opinion to be confirmed. Therefore, some pro skaters are sponsored and have a certain level of 'fame' as with other professional sports, while other pro skaters are not sponsored and mostly lead quiet lives, even refraining from competition, however, the reputation and recognition remains highly esteemed for previous bodies of work contributed to the progression of skateboarding.

***Skateboarders develop differently, hence the measure of a skater's level relates closer to fluidity, style and consistency rather than the ability to cram and land a bunch of tricks.**

***Proficiency is also merited on pure ability rather than age or experience.**

Glossary of Terms

General Riding; This refers to the balance and control a skater has over their board when pushing, riding or coming to a stop.

Environment Mastery; Ability to successfully manipulate the skateboard and body movement over different terrain.

Ramp, Obstacle/ Park Mastery; Ability to navigate inclined and declined slopes as well as rails, gaps, barriers and other obstacles common to a skatepark.

Trick Mastery; Ability to successfully perform and land universally accepted skateboarding tricks.

Levels by Colour

The colours are used as a visual guide to assist the reader.

Amateur	Intermediate	Professional

STREET SKATER

Level	CRITERIA	DESCRIPTION	COMPETENCY GUIDE
Amateur	1. General Riding	Skater demonstrates the basic ability to use a skateboard.	-push, ride and stop the board with ease. -ability to turn
Intermediate		Demonstrate comfort and increased skills in tight or congested spaces.	-marked improvement in balance, ability to fluidly increase/decrease speed and fully manipulate board and body movements
Professional		Skater shows complete control and understanding of body and foot positioning on skateboard at all times.	consistently ride fakie, switch stances, -advanced riding and balance displayed
Amateur	2. Environment Mastery	Skater shows knowledge of the techniques required to navigate different environments	-shows potential in navigating curbs, cracks, gaps and uneven surfaces.
Intermediate		Skater is comfortable in new and challenging spaces, showing good navigational skills	-can perform tricks over curbs, cracks, gaps and uneven surfaces -Navigate more complex environmental challenges such as stairs and rails with 20% success rate (every 2 of 10 attempts)
Professional		Skater easily and instinctively tackles new environments and obstacles. They show style and heightened awareness of their surroundings	-pass over complex environments with style and fluidity of motion -Navigate complex environmental obstacles such as stairs and rails with 50% success rate (every 5 of 10 attempts)
Amateur	3. Trick Mastery	Ability to correctly perform and land any universally accepted trick.	Land the trick 1 time.
Intermediate		Ability to correctly perform and land a handful of universally accepted trick of moderate difficulty.	Land tricks with 20% success rate (every 2 Of 10 attempts)

Professional		Ability to correctly perform and land many universally accepted tricks and consistently string together complex trick combinations.	Land tricks with 50% success rate (every 5 of 10 attempts)
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VERT/ PARK SKATER

Level	CRITERIA	DESCRIPTION	COMPETENCY GUIDE
Amateur	1. General Riding	Skater demonstrates the basic ability to use a skateboard.	-push, ride and stop the board with ease. -ability to turn while riding
Intermediate		Skater demonstrates comfort, balance and control while riding with the ability to turn, stop and change direction seamlessly.	-full control of skateboard in transitions (change of slope) -natural movements and improved fluidity on inclined or declined surfaces
Professional		Skater demonstrates maximum comfort, balance and control while riding additionally varying foot/body stances, techniques and movement with fluidity and consistency.	-consistently ride fakie, switch stances, -advanced riding and balance displayed -added style and fluid body movement
Amateur	2. Ramp, Obstacle/ Park Mastery	Ability to ride maneuver and navigate on, up, down or around a series of ramps and obstacles.	-drop in on a ramp -ride up and down a ramp, bowl, curve, inclined or declined feature. -successfully mount and dismount a rail, bench or elevated obstacle.
Intermediate		Ability to consistently ride, maneuver and navigate on, up, down or around a series of ramps and obstacles. The skater demonstrates good balance and control.	Navigate obstacles with 20% success rate (every 2 of 10 attempts) demonstrating comfort, occasionally adding a trick on the mount or dismount.

Professional		Ability to effortlessly ride, maneuver and navigate on, up, down or around a series of ramps and obstacles. The skater shows ability to easily add, invent or combine techniques of various difficulty during a park run.	-Ability to consistently perform aerial tricks on a ramp Navigate obstacles with 50% success rate (every 5 of 10 attempts) demonstrating superior control, easily and consistently adding tricks on the mount or dismount.
Amateur	3. Trick Mastery	Ability to correctly perform and land any universally accepted trick.	Land the trick 1 time.
Intermediate		Ability to correctly perform and land a handful of universally accepted trick of moderate difficulty.	Land tricks with 20% success rate (every 2 Of 10 attempts)
Professional		Ability to correctly perform and land many universally accepted tricks and consistently string together complex trick combinations.	Land tricks with 50% success rate (every 5 of 10 attempts)