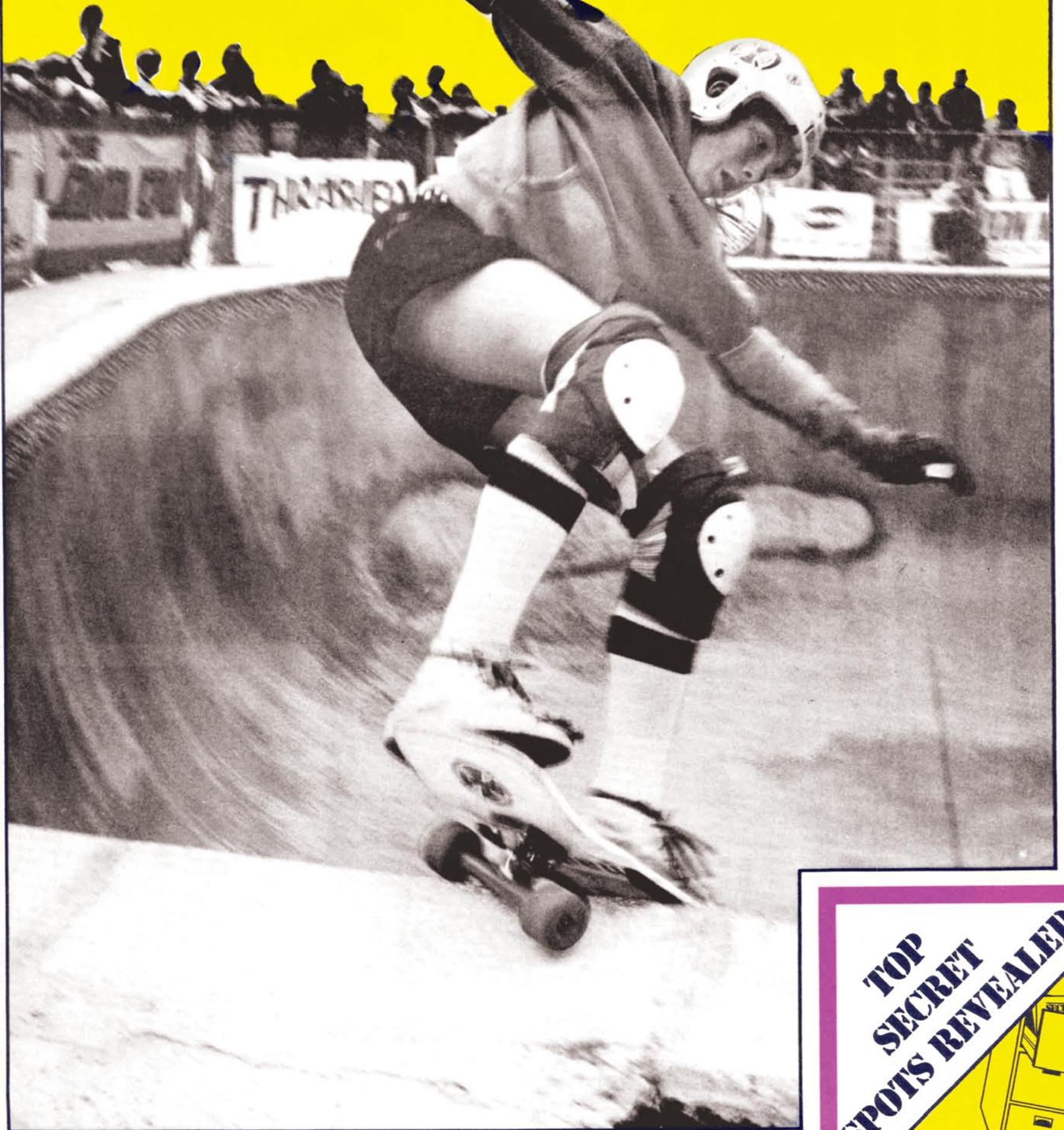


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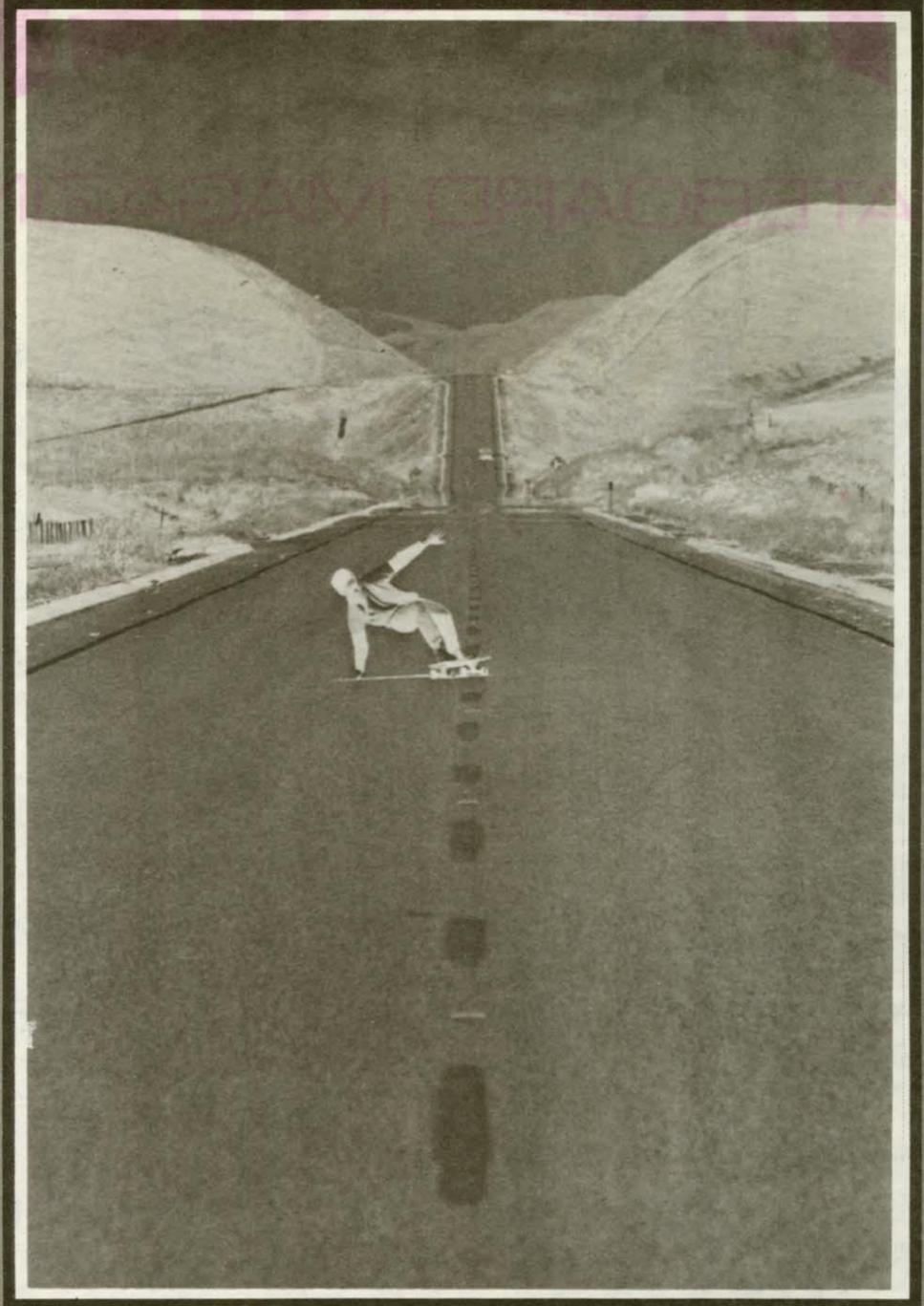
SKATEBOARD MAGAZINE™



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SPOTS REVEALED**



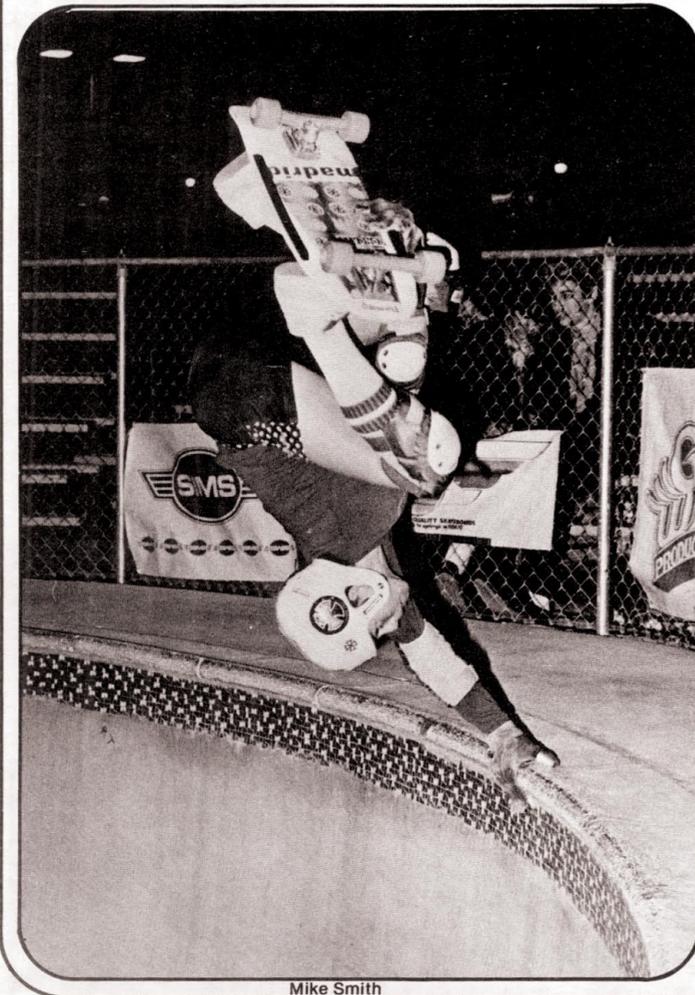
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Chris Miller

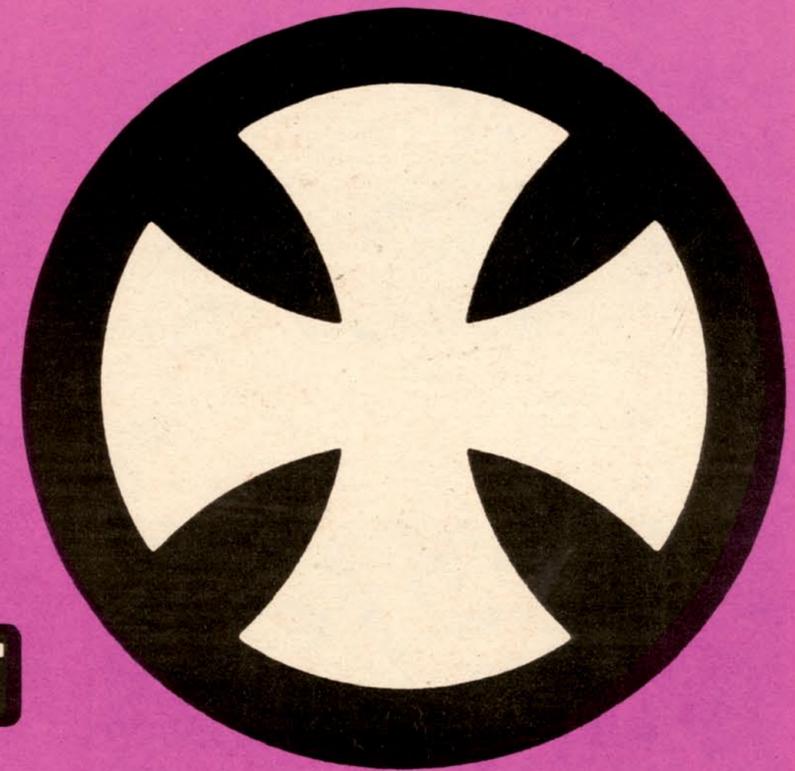
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TALKING ED

HOW TO WRITE, EDIT, DESIGN, PHOTOGRAPH, PASTE UP, AND PRINT A SKATEBOARD MAGAZINE

During these past several months myself and a few dedicated souls have committed ourselves to the finer points of skateboarding and related activities. Compiling notes and gathering information each month to produce a valid media representation of an activity that is once again on the rise. Establishing contacts throughout the world and exchanging ideas with the nucleus of different skating centers. We have seen a new energetic spirit with radical ideas to further expand previously established barriers.

As we tear into a blazing summer issue we thought it would be appropriate to pass along some of the knowledge that we have gained to our readers. To give some of you aspiring young artists or journalists some pointers on publishing your own skate magazine, tabloid or newspaper.

First off you must go out and find the action. If you can't find it create your own, then the action will come to you. Everybody wants a piece of the action. You shouldn't have too much trouble now that skateboarding has been to the far corners of the world and back. There are no skate centrals only separate pockets of energy each having their own history, legends and heroes. These crazies on the skateboards, who at one time infiltrated and secured empty swimming pools, are now filtering out into the streets to wreck havoc on an unsuspecting public. Take pen in hand and draw upon this untapped energy and record the action from the source. Write with abandon as you describe tales of skate adventures into the unknown. Add observations and stretch the truth as far as possible. After all isn't skating itself an expansion of reality?

Edit your copy down to the bare essentials, leaving nothing out but leaving everything up to interpretation. Let them read between the lines. Make up new words to replace old worn out terms like "bitchin'," "gnarly" and "oh wow!"

Design your publication to reflect the intensity and craziness that you see around you. Use illustrations as much as possible. If you can't draw, steal artwork from other magazines and books. Use the ransom note method of cutting and pasting to create one-of-a-kind designs. Artists' aids such as screen tints and border tapes are a must for the designer who wants to create that tastefully trashy 'new wave' look.

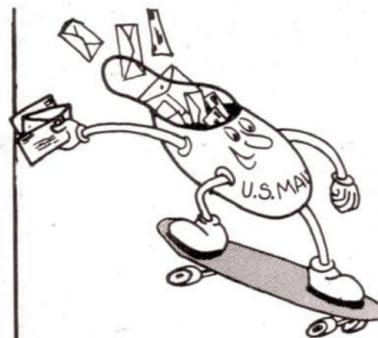
Photos should feature the most bizarre subject matter possible while still keeping within the category of radical skate activities. Use your imagination, and if you can't get the kind of photos you want, what the heck, pose a few shots. Posing is a good way to get the shots you want while thinking up new and bizotic maneuvers to try out later on. If you don't have a camera, simply go down to the nearest photo booth and take some shots. The studio space is rather limited but four pics for a quarter is definitely a bargain.

The size of your publication is up to you. A small pocket size mag can be carried around by your readers and whipped out at a moment's notice. A larger format is nice too because you can use bigger photos and bigger type. The larger edition is also helpful for the distributors and retailers who insist on using unsold issues for packing material.

When you go to have your mag printed you can save money by using a small insta-print type operation. Better yet, take it down to the library or supermarket and use the Xerox machine. Printing on color paper adds a nice touch—and definitely staple the pages together (if you have more than one page) to keep it intact.

These are just a few suggestions from the crew here at Thrasher to start you on your way. We've already received several nice publications from stoked skaters who have taken the situation into their own hands. A small magazine or newsletter is a great way to keep your team or gang members informed of the goings on in your area. So get out there and start gathering information and don't forget to send a few copies out this way.

Stay jamming,
—K.T.



MAIL DROP

THRASHER,

Your mag is the knarliest. I just picked up one at the local surf shop, and it's radical. I told my friend, Dave Pay, about it and he is subscribing.

Ever since Oasis closed down here, I've gotten into street skating. Street skating's hot. The cement is unlimited. I think it's most cool how your mag covers street and vert.

Keep up the good work.

—Steve Brooke
El Cajon, California

THRASHER,

Your magazine is great. You can tell that you're full on behind our sport. I live in Longview, Texas, and for our size city we have a large skateboard population. We have over 25 serious skaters. We are full on behind it and we are in progress of opening a skateboard shop. It's called "Peterman Enterprises," and the people managing it are dedicated to the sport. We are in progress of forming a team to travel to contests and to skateparks. We have people here who shred. Give us a week in a top LA park and we will be able to compete with the top amateurs. Keep up the good work and let's see coverage of East Coast parks like Apple, Cherry Hill, Surf'n'Turf and Endless Summer. They gotta get some coverage by this hot mag. You should help keep them in business because of all the people who read your magazine.

—Brad Heron
Longview, Texas

THRASHER,

You guys really got a bitchin' mag — it's about time an all skateboard mag has been made again. I also do vertical roller-skating when I'm not into skateboarding my half pipe. It's a nice change to see skating instead of half the space taken up by BMX, motorcycles and other lame conventional sports which have their own special mags. How about an article on D. Andrecht, D. Peters or Fred Blood?

—Paul Howard
Cheyenne, Wyoming

THRASHER,

My congratulations on another fine issue. The Whittier Pro/Am contest was well done. Plus keep on writing about Zekes and Vatos Banditos — I dig that article. It makes a lot of sense and describes the world in a new way. I think you should have a Pro interview a Pro. How about a section on maneuvers or a trick of the month? I have heard some people say skateboarding is dead — B.S. — it is more alive now than when it started. Oh ya, how about a THRASHER calendar? Another idea — how about telling your readers who the hot up and coming riders are? Let's see some hot lady skaters. This magazine is pure skateboarding to the fullest. And it is always improving.

—An Avid Skater,
Anaheim, California

THRASHER,

I think your mag blazes because you just cover the radical action of skateboarding. Here in Las Vegas everyone that is into skateboarding reads it and likes the articles you print. We have a lot of hot skaters here but not many places to skate. We only have one "real" pool that we call Shotgun. Our local park is so "bunk" that it is ready to close down from "lack of skater support."

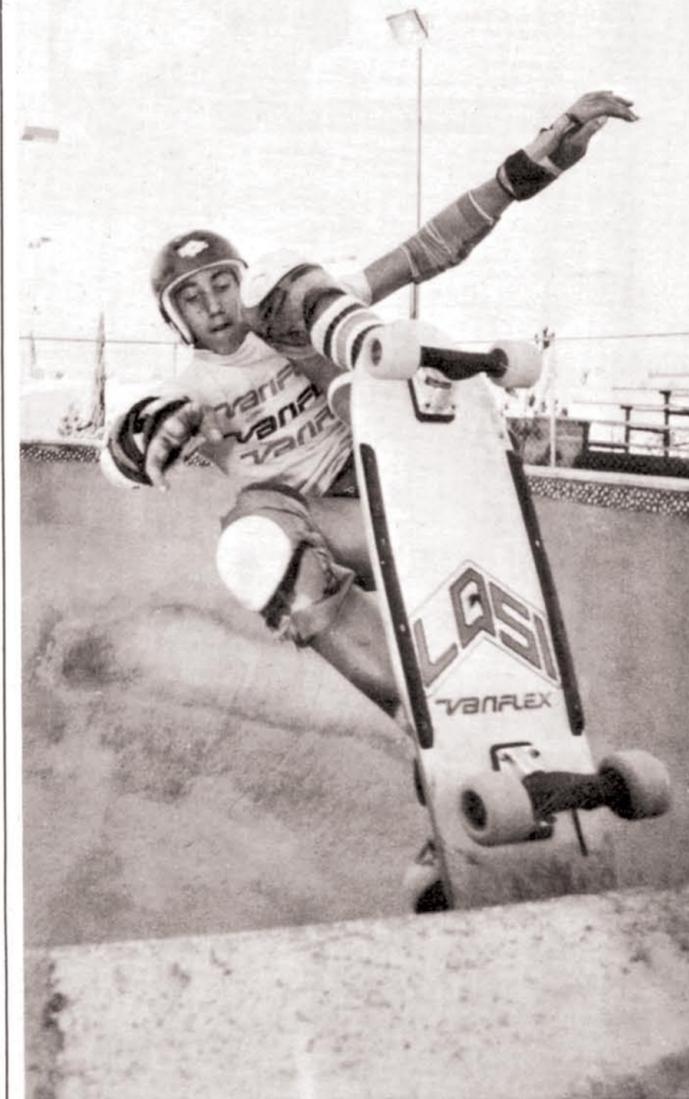
—Joe Calzon
Las Vegas, Nevada

Dear THRASHER,

I think your mag is totally hot. Everything you do is so professional. But come on, that sequence you do called "Wild Riders of Boardz" just totally sucks. How lame can you get — Zekes, Vario X, Blade? And who the hell cares about Naomi? If it is a joke, it's a bad one!

Thankx,

—Bob Pribble
Indianapolis, Indiana



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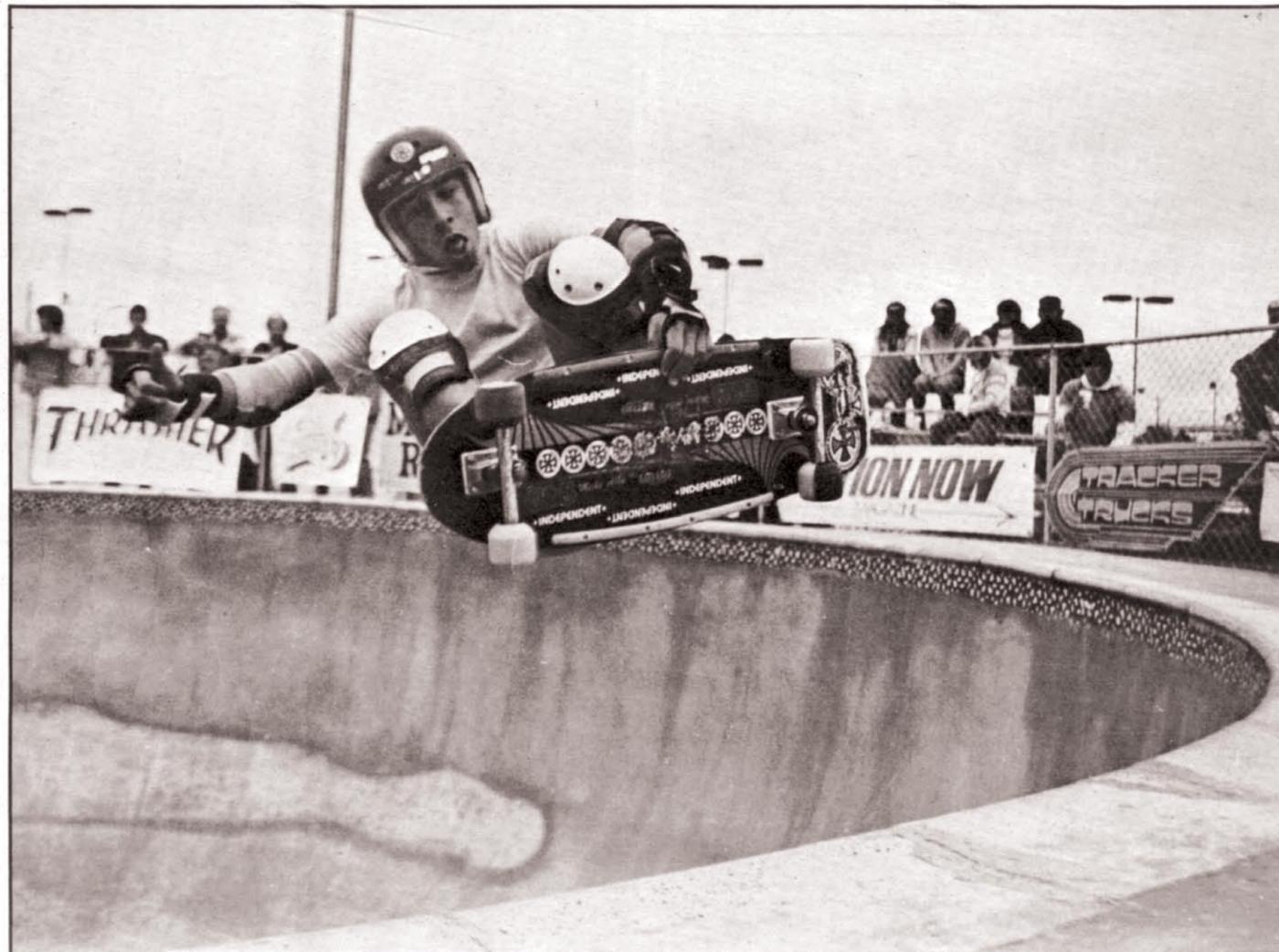


Mike Smith.

SPRING NATIONALS



Working all the angles, Mike Smith outlasted the competition and took first. Backside ollie over the entry.



A heavy veteran at only 15, Micke Alba, frontside air.

Rancho Mediterraneo Skatepark (The Ranch) is located in Colton, CA near San Bernardino — about 45 minutes east of L.A. Driving through the dry, parched San Bernardino Mountains one would think that rain was scarce in this area of dry lakebeds and high chaparral. Well as luck would have it the contest, which promoter Gil Losi has scheduled for Friday and Saturday had to be concluded on Easter Sunday due to heavy rains on Saturday.

Gil Losi

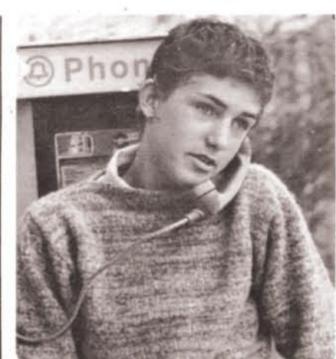


It was to many of the skater's advantages to have the contest during Easter week, no school meant that the time could be used to wire lines and learn tricks. Qualifying began at 7:00 P.M. Friday night with the Amateur program on tap first, the cut was to 16. Getting used to the pool during daylight hours was tricky enough, but to take qualifying runs at night was even more difficult partially due to the poor lighting.

A total of 32 amateurs entered the event, Todd Joseph, a hot skater from Arizona, took the lead in the first heat and stayed in front until the fourth heat when another out-of-state ripper put on a strong run to take the lead, John 'Tex' Gibson again was the man to beat. Bob Serafin and Tony Hawk had ripping runs as did Paul Molina and Mark Rogowski. Lance Mountain did not put on his usual show of heavy bionics due to a slight injury that he suffered in practice, regardless, he still managed to qualify easily. The amateur getting the most crowd response was Christian Hosoi, his

intense runs got the crowd to their feet hooting and screaming for his fine routine, leaving no doubt that he was a contender for the cash. Heat 4 had Ray 'Bones' Rodriguez shredding smooth and stylish lines, working the whole pool like a well seasoned veteran of many pool wars. Steve Olson returned to action and secured a spot in the finals. Bulky's run wrapped up the qualifying, the top 12 being: Peters, McGill, Lamar, Blender, Ziegfried, Grisham, M. Alba, Smith, Ray Bones,

and lofty aerals set the tone of his routine, leaving no doubt that he was a contender for the cash. Heat 4 had Ray 'Bones' Rodriguez shredding smooth and stylish lines, working the whole pool like a well seasoned veteran of many pool wars. Steve Olson returned to action and secured a spot in the finals. Bulky's run wrapped up the qualifying, the top 12 being: Peters, McGill, Lamar, Blender, Ziegfried, Grisham, M. Alba, Smith, Ray Bones,

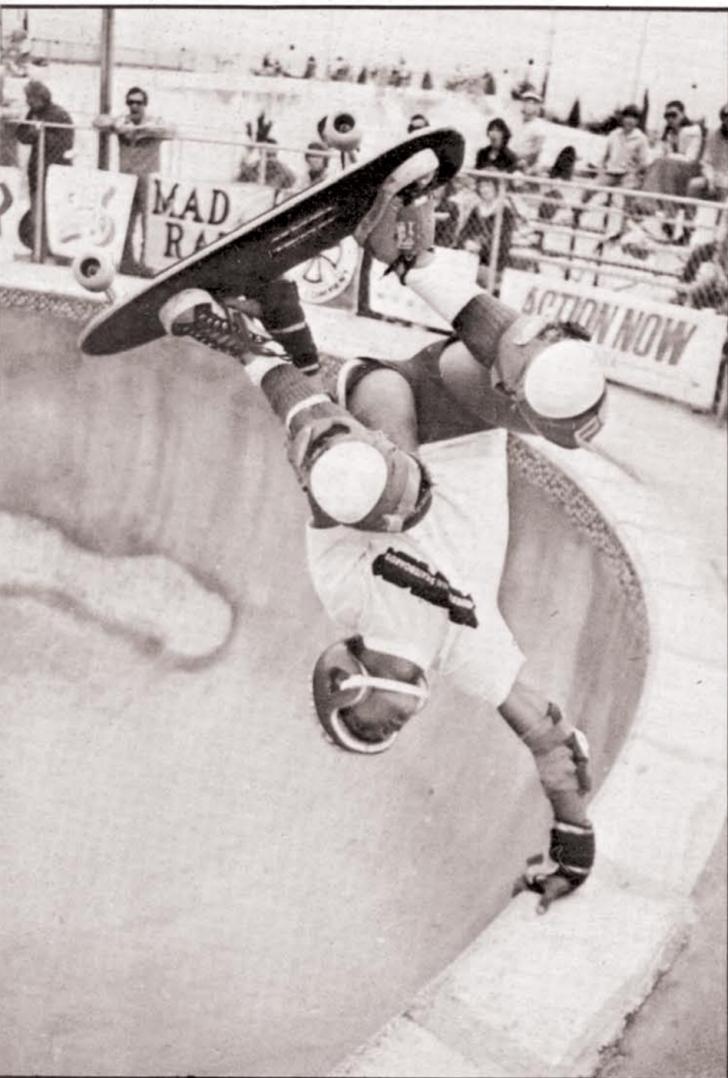


Hello operator, Bert Lamar collect to . . .

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MIKE FOLWER

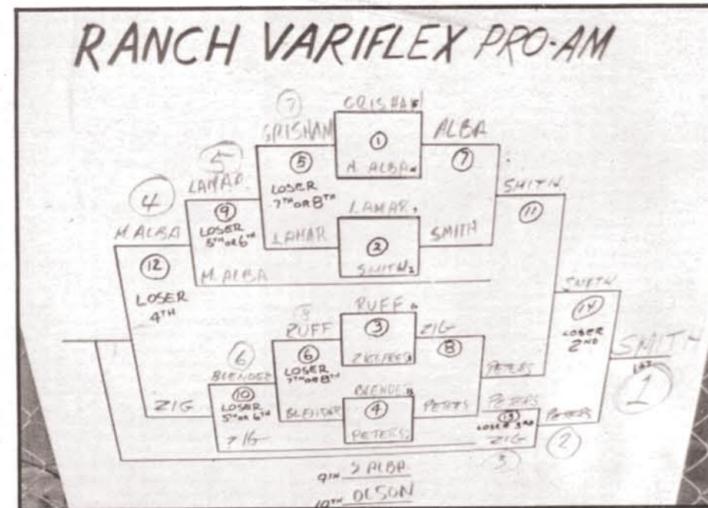
BOWMAN



Skating hard and never letting up is Mike Siegfried's style, he ripped to third.

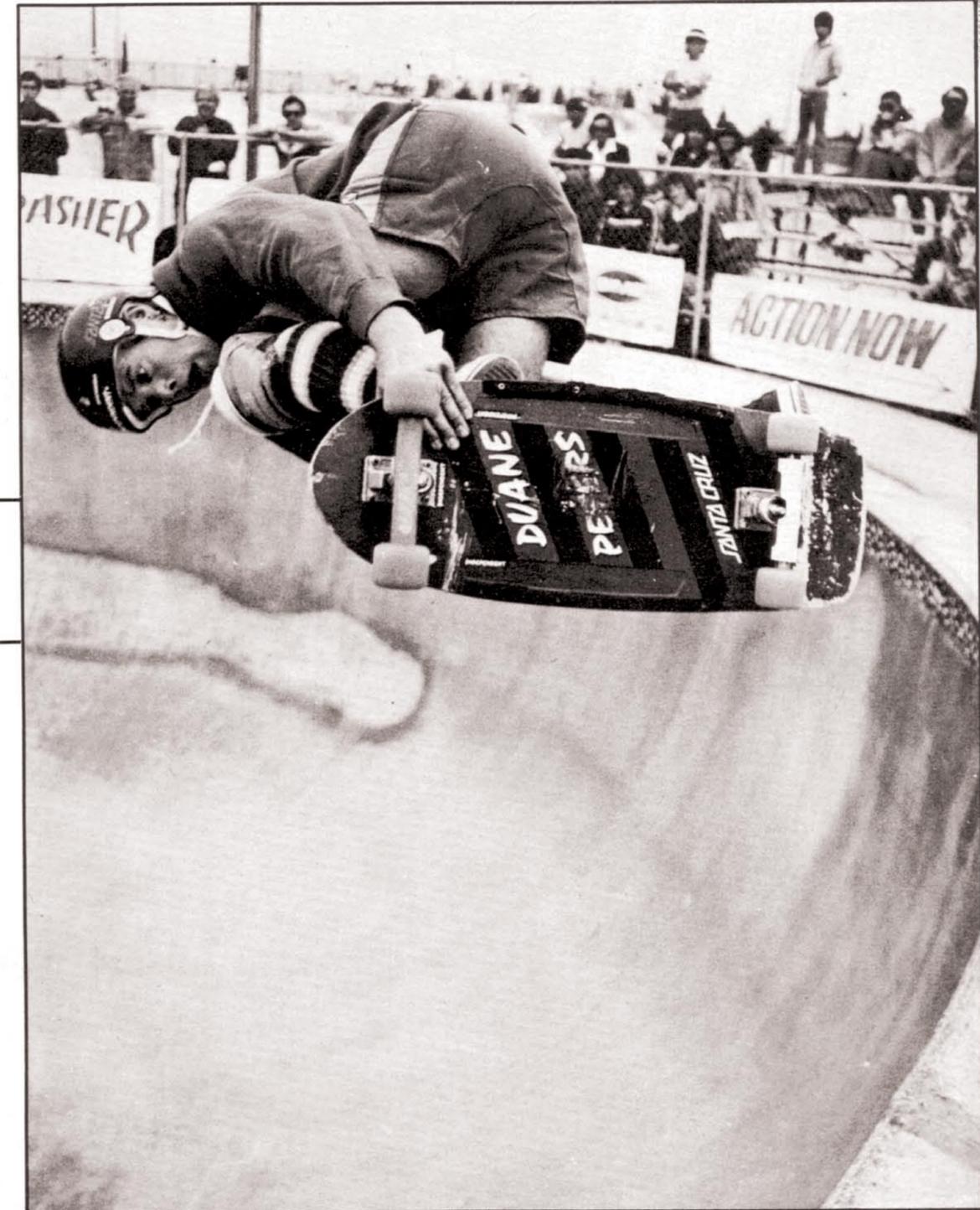


Neil Blender, table-top backside air during Friday nite qualifying.



Head to head breakdown.

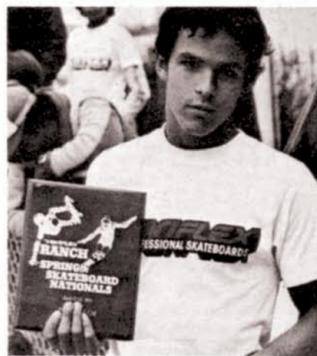
D.P. flashed his usual brilliance to nail down second.



Olson, Ruff, Desota. Back luck and unfortunate falls kept last year's Colton Pro winner out of the finals, nevertheless Steve Caballero shredded and was definitely the man in Out.

When I awoke Saturday morning I opened the motel room door and was greeted by heavy rain clouds. A half hour later it started to rain and didn't let up all morning. Back at the park Gil had decided to postpone the competition until Sunday, a heavy hail storm at noon made the outlook grim for the rest of the weekend.

On Sunday things looked hopeless, the sky was heavily overcast and a light rain was falling. By the time I arrived at the park the rain had let up and it was relatively dry (no pun intended). Reports from L.A., Pasadena and Upland were that it was pouring. Gil Losi (by this time praying to the gods and performing curious ancient rituals) gathered the Pro riders together and announced that they would skate first and if it rained the results from Friday's qualifying would be final and



Mike Siegfried

most important that HE WOULD PAY THE WHOLE PURSE. After a quick warm up session the Pros were ready to do battle. Head to head competition is still fairly new to bowl riding, yet it already seems to be the best method for determining the best skater on a given day. A simple explanation of this system is as follows: each skater competes in a two-run confrontation against another skater; the winner of the match is

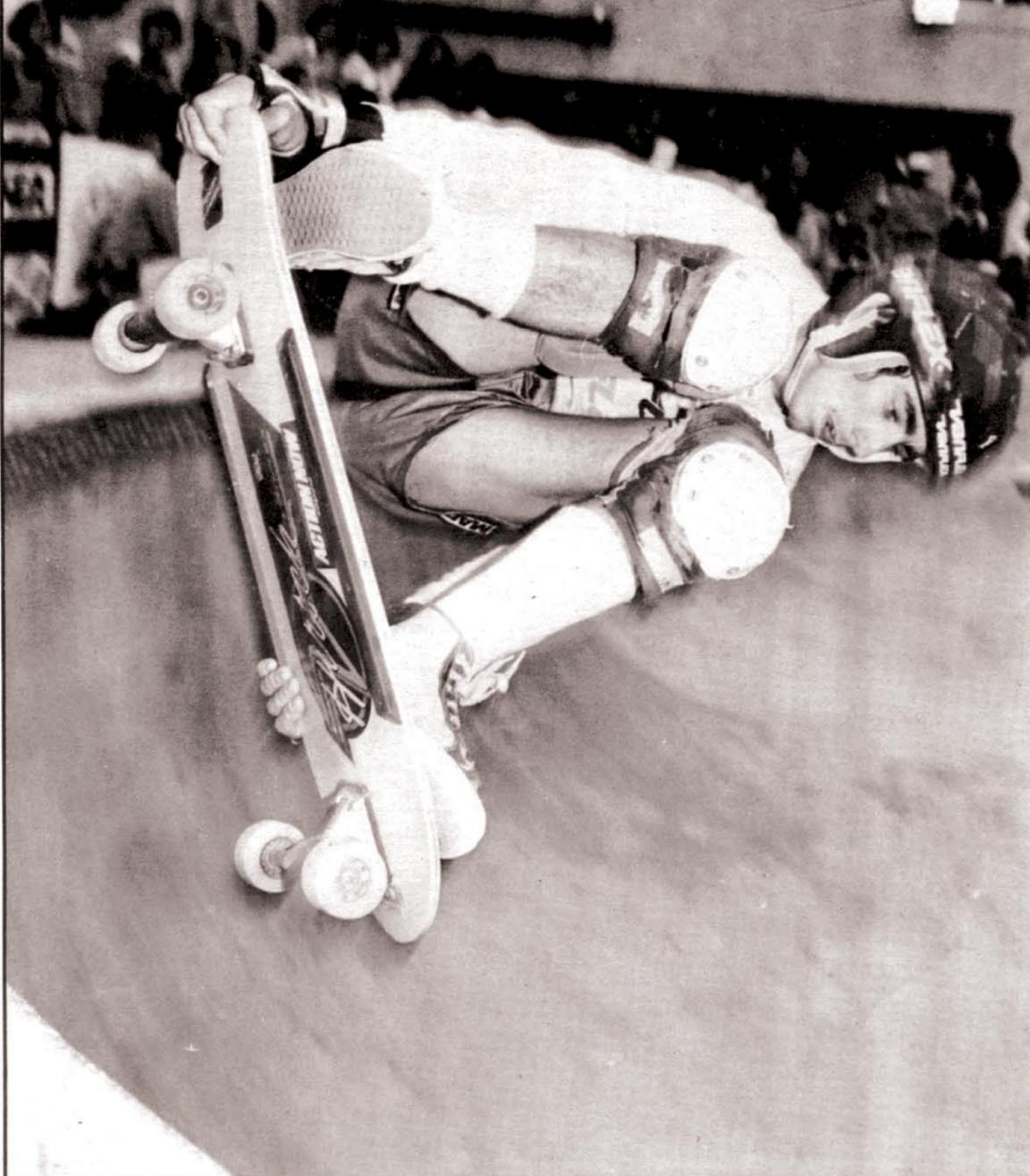
the skater with the highest scored run, he then moves into a winner's bracket. The loser moves into a loser's bracket. To be eliminated a skater must lose twice, thus a competitor may lose once, remain in the competition, and come back to win it all. It makes for a very interesting format, with heavy strategy sessions as to how to skate against a particular rider. To my knowledge the first person to conceive of this format was Curtis Hesselgrave; he also promoted the Lakewood Contest that first utilized this system.

With menacing clouds overhead the Pro round robin got under way. The winners of the first four match-ups were M. Alba, M. Smith, Ziegfried and Peters, the losers were Grisham, Lamar, Ruff and Blender. It was evident in this first round that the big threats were Mike Smith and Peters, D.P. working the pool for all its worth and Mike executing with flawless perfection all his tricks and working all angles. Although beaten by D.P., Neil Blender showed heavy moves and let it be known that he could

come out of the loser's bracket and win it. The loser pairings were evenly matched, Lamar eliminating Grisham, Blender doing it to Ruff. In the winner's round Mike couldn't handle Smith's attack and Ziegfried bowed to Peters. Micke then faced off against Lamar in a battle of tried and true veterans, Micke edging Bert for the win — bye, bye Bert. Ziggy turned the trick on Blender, later Neil. Back to the winner's bracket, D.P. went in against Smith



Neil Blender



Rad/Am Lance Mountain grabs some tail while doing a lein-air.



Second place amateur Christian Hosoi had the most air lines. Lein air.



Steve Caballero didn't fare too well in the competition, but was more than impressive while doubling up with Grisham.

and came up short in a hectic duel — one loss for Duane. Now Micke squared off against Ziggy and the victory in this closely fought battle went to local favorite Ziggy. Duane now was up against Ziegfried the loser being eliminated and the winner getting one more chance at Smith. With their backs against the wall these two great skaters gave it their all, the crowd screaming their encouragement. D.P. had to pull out all the stops to give Ziggy his travel papers. Being undefeated meant that Smith would have to lose twice to Duane to be eliminated, this time all of Duane's skills were not enough to beat Smith. Thus Mike Smith became the undefeated winner of the Variflex Spring Nationals.

As usual the Pro skating was awesome, the ability of the top Pros to shred any terrain is unequalled. Mike Smith left little doubt that this was his contest — blazing every run and attacking the pool with authority, and serving notice that he will be a force in the Pro ranks.

The Pro Doubles event was held immediately following the Pro Final. Mike Smith and Billy Ruff going against Eric Grisham and Steve Caballero. Mike and Billy were first up and blazed airs over carves, air over boards and an amazing tail stall by Smith off the nose of Billy's board. But it was not enough to beat a team consisting of Eric Grisham, probably the greatest doubles skater in the world, and Steve Caballero — the winningest Pro bowl rider in the past year. Eric's usual partner was out due to injuries but, Caballero filled in nicely and there was little elbow room between the skaters as the duo blazed carves under inverts, handplants off of boards and a crowd stoker when Steve did a rock 'n roll off of Eric's board slid into a 50/50 and rolled back in with the winning run.

The Women's Event was won by Patty Hoffman showing smooth lines and a familiarity with the pool. Denise Danielson was runner-up, while Carabeth Burnside easily captured the Amateur class.

Under still threatening skies and

occasional droplets falling in the pool, the Men's Amateur event got into gear, first being the cut from 16 to 8 for the previously explained head to head format — going into the round robin were: Mountain, Hosoi, Serafin, E. Meek, Hawk, Rogowski, Joseph and Rennie.

The Amateur skaters are exciting to watch, each has his own well rounded repertoire of tricks that have been finely tuned. On this day, however, Lance Mountain was unbeatable as he combined consistency with an aggressive style to win his second straight Amateur contest. Second place went to Christian Hosoi, who put on quite an air show, but could not hang on to beat Lance.

In between the commotion in the pool competition there was a Pro Tight Slalom event. Steve Evans came out of the Badlands to edge out rival Billy Hanes in a tightly fought race. The course, although not really creative, was, nevertheless demanding in skill and concentration.

As we packed up and headed

west into a sunset that was obscured by rain clouds, we realized that skateboarding had been spared a defeat by the thundergods and we could hear Gil breathe a sigh of relief just as drizzling rain began to fall.

Thanx again to Mr. and Mrs. Losi for their hospitality and for their patience in putting up with a bunch of mad dogs. Later.

—Mike Folmer with Dudley Counts

Christian Hosoi



Results

- Pro/Pool**
 1. Mike Smith
 2. Duane Peters
 3. Mike Siegfried
 4. Mike Alba
 5. Bert Lamar
 6. Neil Blender
 7. Eric Grisham
 8. Billy Ruff

- Am/Pool**
 1. Lance Mountain
 2. Christian Hosoi
 3. Tony Hawk
 4. Mark Rogowski

- Pro/Slalom**
 1. Steve Evans
 2. Bill Hanes
 3. Gil Losi Jr.
 4. Steve Olson
- Am/Slalom**
 1. Brian Martin
 2. Rick Howell
 3. Henry Matus
 4. John Hawthorne

- Women/Pool**
 1. Patti Hoffman
 2. Carabeth Burnside
 3. Denise Danielson
 4. JoAnna Field
- Doubles**
 1. Eric Grisham/Steve Caballero
 2. Mike Smith/Billy Ruff



Steve Evans' dominated the slalom.



IT'S A SET-UP

Three Top Professionals Tell You All About Their Favorite Skates.

STEVE CABALLERO



Since pool riding is my specialty I will describe components that I use in assembling my board for pool and vertical skating. This set-up works well for almost any type of skating such as curb grinding and freestyle.

I ride my own model which is a Powell/Peralta Spoon Nose concave, constructed of six-ply maple with one layer of fiberglass for snap-back flexibility. My board is a bit smaller than most, measuring in at 29 1/2" x 10" respectively, and the kicktail flat with a 12° angle. For grip tape I use Bear Foot Grip, because of its longevity factor and it doesn't rip the flesh like the pizza deck varieties. I mount my board with Tracker Sixtrack Magnesium trucks secured with thick flathead machine screws and half inch black riser pads. For wheels I use the Bones Cubic II's, which are smooth and fast without the loud clatter associated with the rock hard wheels. The compact size of these wheels (64mm x 64mm), allows for a low center of gravity and stable ride, while the double radius design provides a smooth transition between trucks, wheels and coping during delicate edge maneuvers. My bearings are precision with the inner seals removed to allow easy access for lubrication with Tri-Flon oil.

Most pool skaters use plastic attachments on their boards and trucks for protection and to facilitate

certain moves. I use rail sliders not only for board sliding tricks but also to protect the graphics and the decals on the bottom of my board. A plastic nose bone protects the vulnerable nose area from damaging blows. Using Copers is a must for anyone who skates pools, not only do they provide protection for the trucks but also make extended grinding way easier. The addition of a Lapper on the back truck makes sure that you don't hang up during re-entries and sliding rock 'n rolls. Lappers also protect the king bolt and nut area of the truck from excessive wear and tear. I find that this set-up works best for me and although yours may be different, it is always important to check your equipment before sessioning and what helps your skating most is practice no matter what or where you skate.



ROGER HICKEY



Not only is Roger a master of speed and downhill he is also an avid freestyler. His more notable and outrageous stunts include barrel jumping, high jumping (at or above previously established records) and some amazing maneuvers using skyhooks. However, Roger's power lies in his mastery of downhill speed, whether it be straight ahead speed runs or the twisting curves of Glendora Mountain Road. Here Roger describes his set-up for downhill.

I'm currently using my own model from Madrid, The Roger Hickey Downhill Concave, which is 33 inches long and 10 inches wide with a 9° concave. This is the first downhill board to feature a concave design and I find that it not only offers more stability in wobbling situations, but also enables you to feel the rails of the board. This aspect really helps out quite a bit because I tend to move my feet around while at speed. Also clear grip tape on the deck gives the board a nice look and being less grippy allows me to adjust my foot placement more easily.

I've found that the best trucks for my downhill style are INDEPENDENT 151mm with white Variflex cloud bushings. On the top of the front truck I use a Blue cloud bushing for added turning capabilities. I also

fill the front truck forward a little bit by using washers between the board and the baseplate. This allows for more leverage on the front truck.

My choice of wheels varies with different road conditions and types of terrain but I generally use Powell 65mmx38mm rollerskate wheels. They are hard yet resilient—ideal for high speed and cornering. My preferred bearings are German FAG precisions with the inside seals removed and thoroughly cleaned with WD 40. By adding three drops of Tri-Flon oil and one drop of LPS oil these bearings stay well lubed and free spinning.

Downhill boards vary quite a bit from what you may be used to so it takes time and a lot of miles to make the adjustments and changes needed to gain extra MPH from your stick.



STEVE ROCCO



Freestylers vary considerably from rider to rider in means of style and types of set-up. All depending upon what works the best with his or her particular preference. My set-up will give you a general start as to how to set your board up for better trick action.

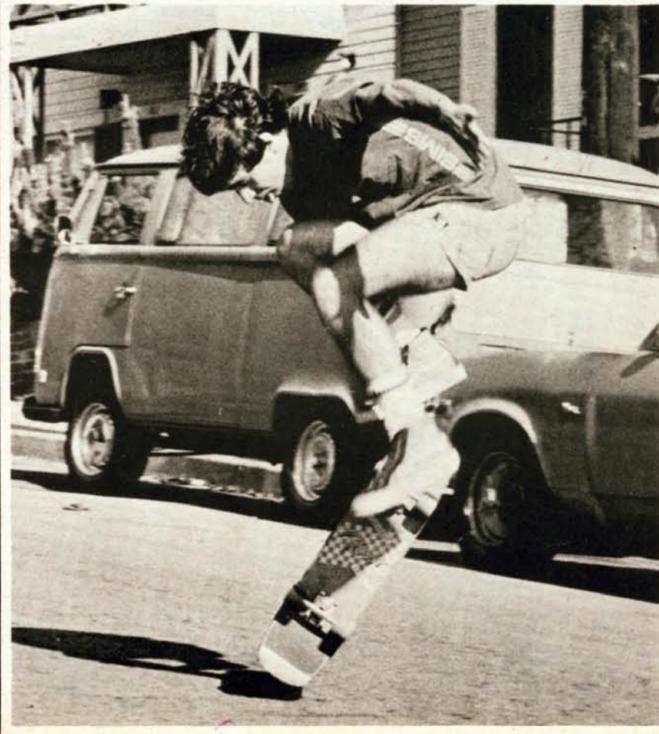
When drilling my board I always make sure that before I put my trucks on that I've drilled it straight. What I mean by straight is that the holes are all colinear and also the same distance from each edge. The way I check this is to set the trucks on the board, lining up the holes and then placing a yard-stick lengthwise along the board, resting it flat against the edges of both truck baseplates.

When I do rail tricks I must have the board stand straight up and down when on its rail. If it doesn't, this means a wheel adjustment is in order. This is totally easy to fix. All I do is place enough washers on the axle (between the wheel and the actual hanger of the truck) until the edge of my wheels are flush with the rail.

If it's functional for you to use skidplates when you ride, the best way to install them is to screw them on with wood screws. I always screw them in from the top of the board down into the skidplate—reason being is when I've used the nut and bolt variety, the skidplate

wears down to a certain point, and the hardware tends to scrape on my riding surface, denying me the traction that I very much desire. I've tried a lot of equipment and, out of all the skidplates I've tried, I really prefer, and recommend the Powell-Peralta skids. They work well for certain tricks, if you know what I mean.

Now when I put grip tape on my board I file the edges because if I don't, the tape almost always seems to peel up. Another thing is that I always keep my rails rounded so that the chances of structural damage are a lot slimmer. Those of you who are heavily into 50-50 caspers and all that should place griptape on the bottom of your board right by the rear skidplate. I've found that helps keep my foot in place and makes my tricks most effective.



**TOP
SECRET
SPOTS
REVEALED**



• The Baldy Pipeline is a world wide legend among skaters. One of the first proving grounds for Southern California vert skating. 'THE CYLINDER' is still rideable and still a heavy proving ground. Chris Strople cess sliding out the end of the pipe.



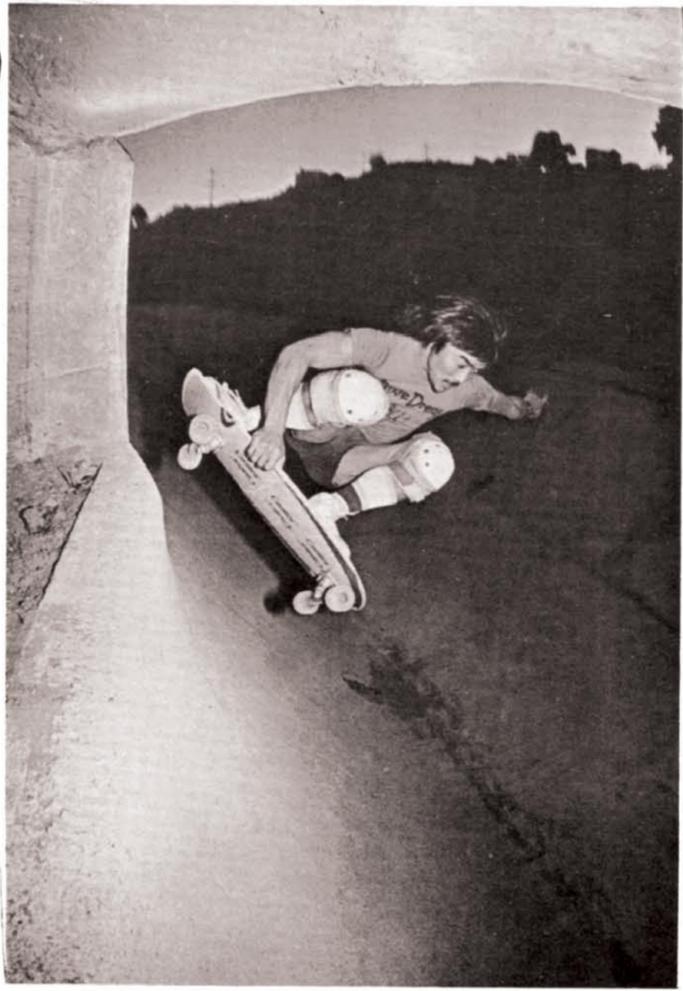
THATCHER

• Kitty Pool, a classic Nor Cal spot where the only locals are the cats that inhabit the abandoned house next to the pool. Peter 'Kiwi' Gifford, lay back rollout over the death box.

• Somewhere in the Palmetto thickets of Florida. 'Skatings Ultimate High' these concrete barrells were shredded by a small group of hand picked specialists. Scott McCranie gets "up there".



The 'TRENCH' is currently being ripped by a hot selection of North County locals. Including names such as Bruce Logan, Lance Smith, Rodney Jesse and shown here, Tom Innouye. WARNING: Skating Sano-Land could be hazardous without local approval.



The Rat Hole is a prime example of a classic skate spot. It has been skated and thrashed for many years yet still stands like a battle scarred statue, paying homage to all those who skate there.



JEFF NEWTON

What is to be said or told about a spot with such massiveness that it can only be described as 'THE GLORY HOLE'.



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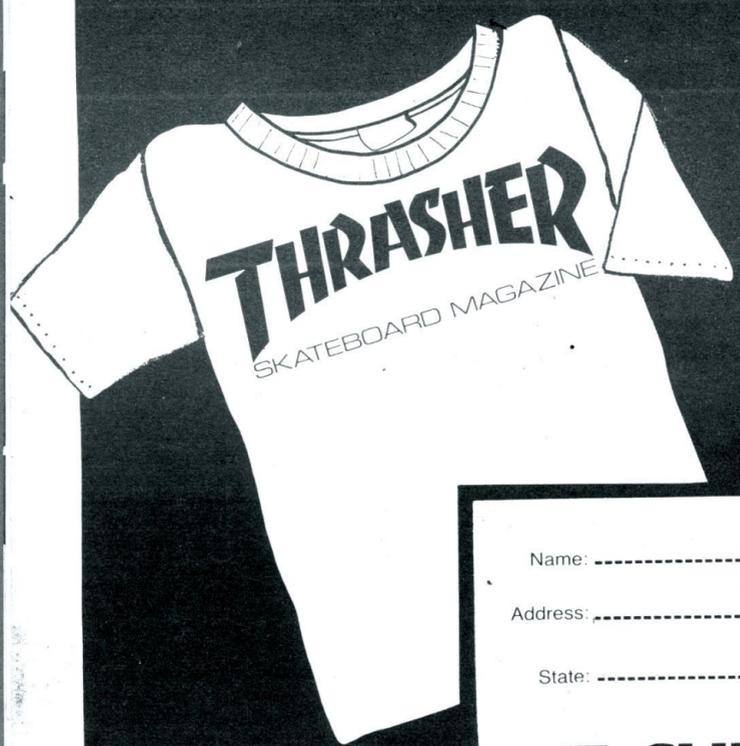
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COMPETITION

TEXAS Spring Series a big success

#2 AUSTIN, TEXAS

The second contest in our series took us to Austin. This event was run in conjunction with SportFest, a two-week period when the city gets involved in all kinds of sports, everything from golf tournaments to celebrity canoe races! The skateboard event was put on in the same area as the Southern Nationals Frisbee Competition, thus we had access to over 10,000 spectators.

Saturday morning, as usual, we almost had a rain-out. Luckily after an hour or so of heavy rain, the skies cleared and the competition resumed. The number of entrants increased from the Galveston contest, showing us that skaters want to support competition events. As an added attraction John Gibson and Stuart Singer came to town to judge the contest and skate with the participants.

RESULTS / FREESTYLE

13 & Under

1 - Andrew Lopez

16 - 18

1 - Travis DeArman
2 - Mike Iserman
3 - Mike Valdez

19 & Over

1 - Bigger Cram
2 - John Griston
3 - Cody Bell

RAMP

13 & Under

1 - Andrew Lopez
2 - Travis DeArman
3 - David Ward

14 - 15

1 - Craig Johnson
2 - Tommy Harmel
3 - David Chism

Ladies Ramp (Skateboard)

1 - Sally Stout

Ladies Ramp (Rollerskate)

1 - Elise Vander Borcht

Mens Rollerskate

1 - Alan Guimond

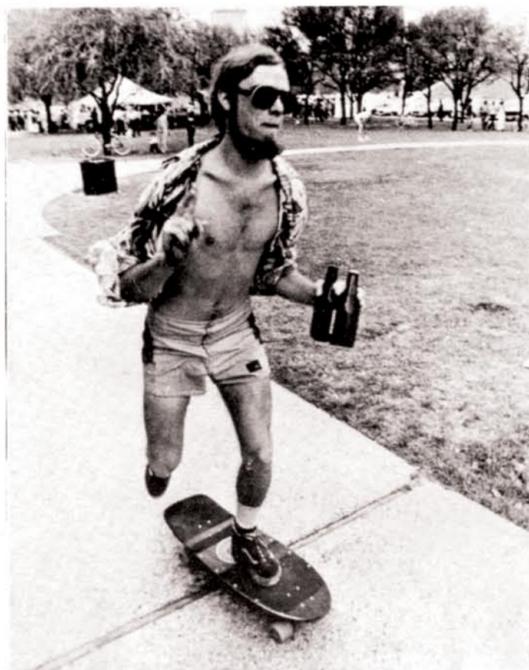
16 - 18

1 - Jeff Phillips
2 - (tie) David Gobeia / Dan Wilkes
3 - Rick Trevino

19 & Over

1 - "Bigger" Cram
2 - Gerald Burris
3 - Keith Rodgers

Gettin' rad while gettin' air, The Lone Star way.



"The Brewski Man" on a run.



#3 DALLAS

The climax of the Series happened indoors (no way for a rainout) at the Dallas Convention Center. It was run in conjunction with a local radio station's lifestyle fair. This included everything from live bands to public service groups, from stereo displays to bull riding. An estimated 300,000 people came to this three day event.

The number of entrants for this contest grew again from the last one with a few coming from Oklahoma. From even farther away (Florida to be exact), came Alan Gelfand and Dan Murray to join local boy Stuart Singer in doing demos and judging.

The crowds surrounding the ramp at times were immense, so the skaters really had the enthusiasm to do their best.

RESULTS / RAMP

13 & Under

1 - Andrew Lopez
2 - Travis DeArman

14 - 15

1 - Craig Johnson
2 - Tommy Koese
3 - Todd Presson
4 - Mark Bridges

16 - 18

1 - Jeff Phillips
2 - Dan Wilkes
3 - Dave Chaffin
4 - Kevin Brown / Pete Castro
5 - Scott Morse

19 & Over

1 - Dana Buck / Barry McDaniel / William Cram / Gerald Burris
2 - John Nav

FREESTYLE

13 & Under

1 - Andrew Lopez

16 - 18

1 - Mike Valdez
2 - Travis DeArman
3 - Tim Litzman
4 - Dan Wilkes
5 - Mike Iserman

19 & Over

1 - Duane Kunksley
2 - Barry McDaniels
3 - Gerald Burris
4 - Keith Rogers
5 - William Cram

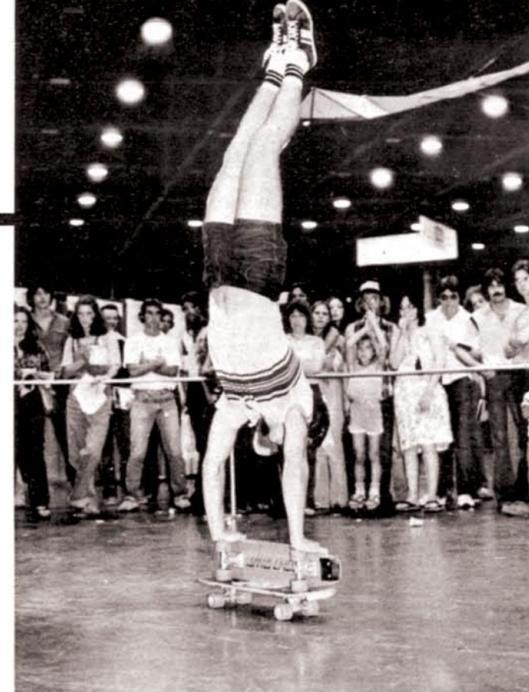
ROLLER SKATE

14 - 15

1 - Pete Miller

16 - 18

1 - Allan Guimond
2 - Stan Frank
3 - Elise Vander Borcht



Freestyle involves strength and coordination.

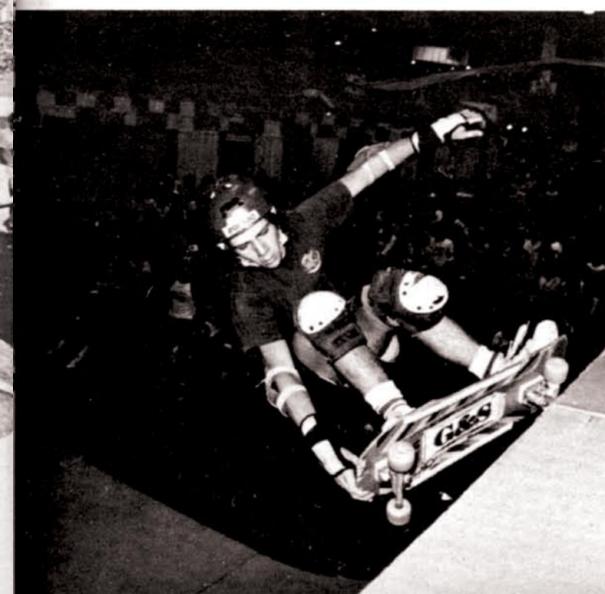
Alan Gelfand doing his standard promo bit.



Alan Gelfand logging air time.



Indoor freestyle in Dallas.



CLOSING COMMENTS

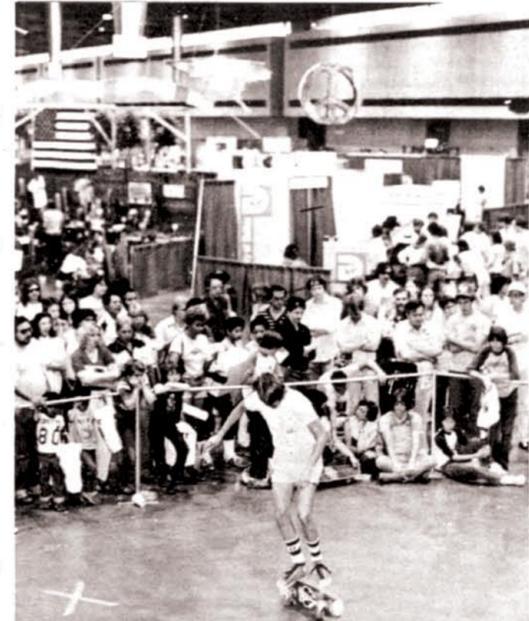
Thanx to everyone involved in the Series and especially to the skaters who participated — without you, there would be no point to any of this.

We have shown that skating is and always will be here, and that contest or exhibitions will bring them together to show the masses what it is all about.

If you live somewhere where skating needs a boost, talk to your nearest skate shop, try to organize a contest — that's how the Spring Series of Texas got started. But most important — get involved — if you don't do it no one else will.

THANX AGAIN to all the sponsors of the Series: Madrid, Indy, Variflex, Sims, Tracker, N.H.S. Powell/Peralta, Zorlac, Donel, Schmitt Stix, SIO and THRASHER MAG. See ya at the next Series.

—Jeff Newton

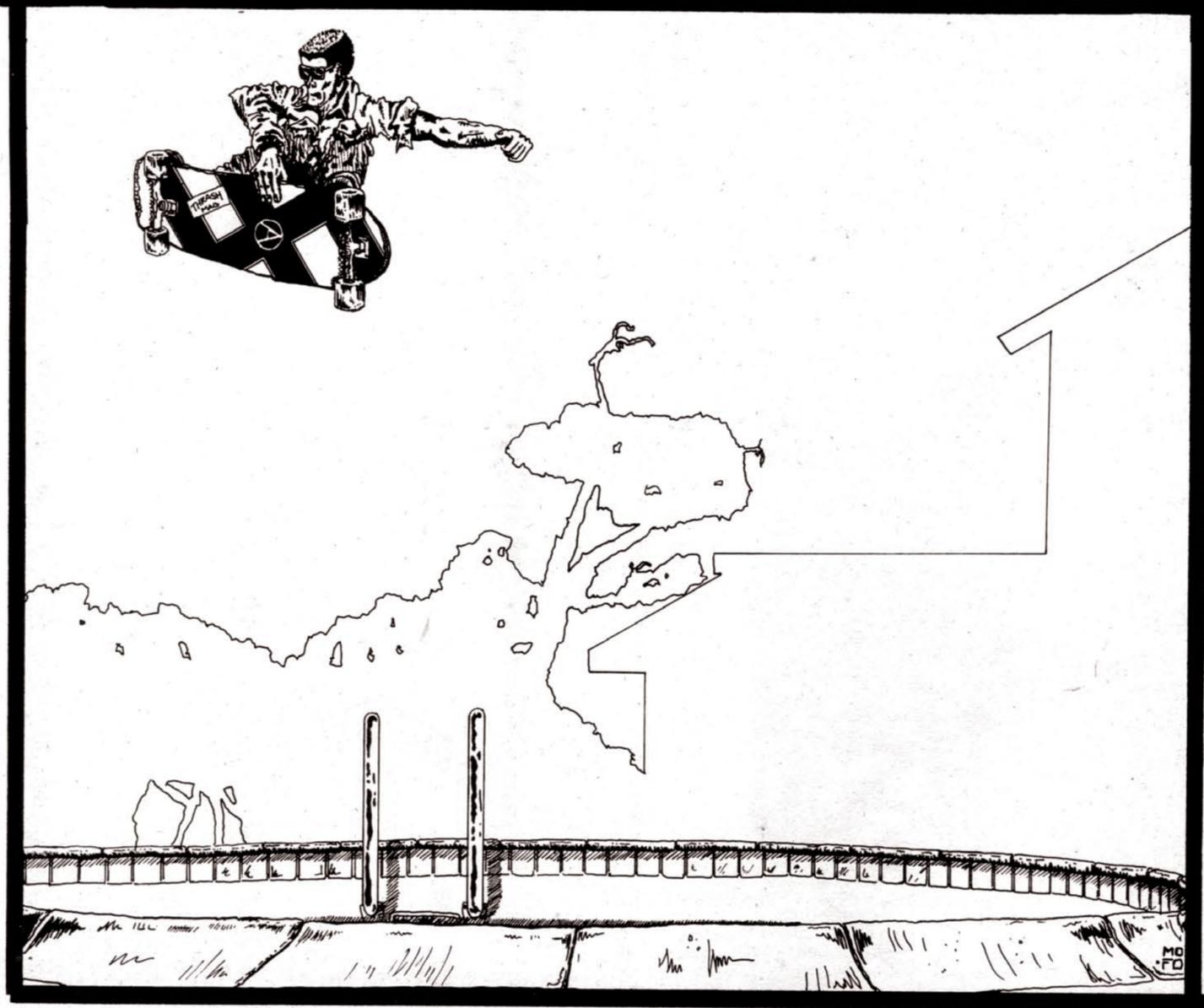


WILD RIDERS OF BOARDZ

PART IV

THE CHALLENGE. THE ULTIMATE CHALLENGE. GENERAL CON — FRONTS GENERAL FOR A PARLEY OVER A DISPUTED TERRAIN. A BATTLE OF A SORT TO BE FOUGHT ON A MUTUAL BATTLEGROUND.

The two hours seemed to go by like two minutes or even two seconds. The two Zekes find themselves facing the two Vatos Banditos across the pool of the forthcoming festivities. The pool was emaculate. It seemed as if it was made for the duel that was about to come down. No words were spoken. At this stage of the game (that's right a game — don't all predicaments or situations one faces every day end in either a win or lose type of outcome?) No words needed to be spoken. Words meant nothing here. If something needed to be said, it was to be said with action. The expression. The universal language that everyone understands.



Nacho and Joker, with expressions of marble sullenness, stood at the shallow end of the pool. Visions of potential lines raced through their minds. Blade and Eddy-Boy decided to stand by and wait for the Vatos Banditos to make the first move. That way, whatever the opposers did, the contenders would have to do better in order to defeat their menace.

Nacho began to breathe heavier and more erratically, psyching himself up for this big challenge, to do something better than he has ever done before. He began to perspire heavily. Sweat stained his headband, his shirt, his mind. He snapped his fingers and pointed to the pool. Then, just as if jettisoned from a cannon, both Vatos Banditos rocketed into the shallow end, slam dropping to the floor of the pool and committing themselves to a head to head forced coping thrust edger carve. Joker pulls out first and heads for the shallow end to prepare for re-entry. Nacho, still holding his original line, ascends towards another carve but this time he switches his stance at the halfway point and fakies down around only to pop-out on the other wall spinning his board around in mid-flight, landing regular footed. On his way back to the shallow area to join an impatient Joker, he performed a few victorious hand gestures signifying his satisfaction with the run.

One leg thrust delivered Joker to the face wall carving around, giving him enough speed to do a no hands aerial on the right wall. A good three, three and a half footer. Impressive. Still Blade and Eddy-Boy stood motionless, almost oblivious to the activity before them. They knew that they themselves could do much better. But what if these guys were just warming up? Only time would tell, and the time would pass very fast. As soon as Joker completed his run with a few more snappy moves, he and Nacho exit the pool and nod affirmative nods towards the Zekes and then towards the pool. The signal for Blade and Eddy-Boy to try and display their alleged superiority that they claim to have so much of. As usual Eddy-Boy wasted no time in expressing his skate smarts. In one swift, fluid motion he was denying the face wall coping the peace and serenity that it was just getting used to after the brutal assault of the Vatos Banditos. On the left wall there is the ladder. The kind with the steps in the wall and two tear drop shaped tubular rails that jut about three feet above the coping. (A rather unusual additive that is not found on many pools in the area, but creates a challenge to creative minds in the process of skating for what they believe in.) Eddy-Boy throttled a high frontside above the right wall switching his stance on the return trip, he aimed for the rails, attempting and executing a full extension hand plant at the zenith of the chrome plated commodity. A smooth descent down the wall and into

the shallows left Eddy-Boy sitting on the shallow end deck sighing a

Nary a split second went by between the moment that Eddy-Boy touched his butt to warm concrete and the instant that Blade entered the deep end. A four foot high pop-out axle stall did Blade's heart good. Dropping in he carved the shallow end and re-entered hitting the right wall for speed and effect, he accosted the left wall daring a no-hand aerial one-two, precariously pulling it off with his back trucks smacking the coping on the way down. He returned to where Eddy-Boy was sitting, nodding with approval.

The Vatos Banditos slightly dismayed with the Zekes overwhelming prowess, proceeded to undo the Zeke security blanket with a few tricks hidden way up their sleeves.

Joker dropped in at high speed intending to do a roll-out lay back roll-in — a move that he had pulled off numerous times before with mechanic precision. But this time something went wrong. His front foot slipped off at the last stage of the move, sending his figure plummeting to the drainage area below. He got up, somewhat shaken, and walked away with a seven inch long gash on his forearm — a reminder of his slight miscalculation. Seeing this, Eddy-Boy mounted his vehicle and proceeded to carve roundhouse forevers as Joker made his dejected exit. Blade marched across the deck over the right wall and stood erect holding his board above his head with outstretched arms, just waiting for Eddy-Boy to recognize the hint. Eddy-Boy caught it right on cue. A few rotations at a speed that made him only a blur, ejected him high above the pool planting his foot firmly on the board above Blade's head and extending his own board way above his head. A good ten feet above the deck then diving recklessly back into the pool and rolling out on the other side. He stood up and walked away towards the shallow end and sat down as if just completing a routine move.

Blade tossed his board into the pool and jumped in after it, landing on a board at the transition. At the same moment Nacho was dropping in at speed. They met at the bottom. SLAM!! A calamity. Blade flew back with three ribs busted. Nacho crumpled on the spot, his wrist snapped.

Joker and Eddy-Boy flashed on the scene developing before them. Then looking at each other, mentally agreeing to go for help. FLASH!! They're gone.

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8x10



The Fly carves the shallow end, while D-13 and The Midtonians amp out the The Kitty Pool.

30

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