THE CARTOON BOOK OF

TRICKING



AERIAL / JUDGED / ACTION

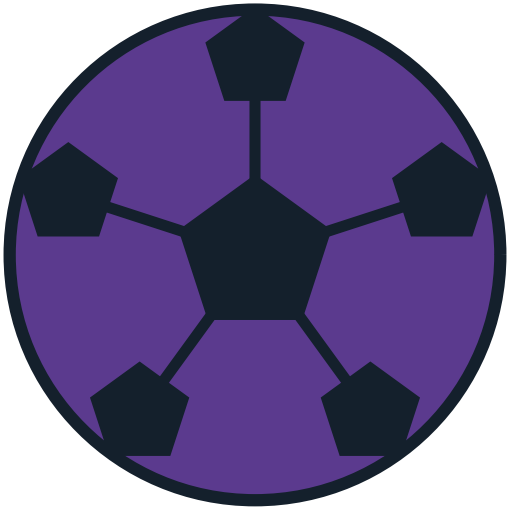
SPORT ON EARTH

Sport on Earth Books · The Extreme & urban Family

Original illustrations · No characters were copied in the making of this book

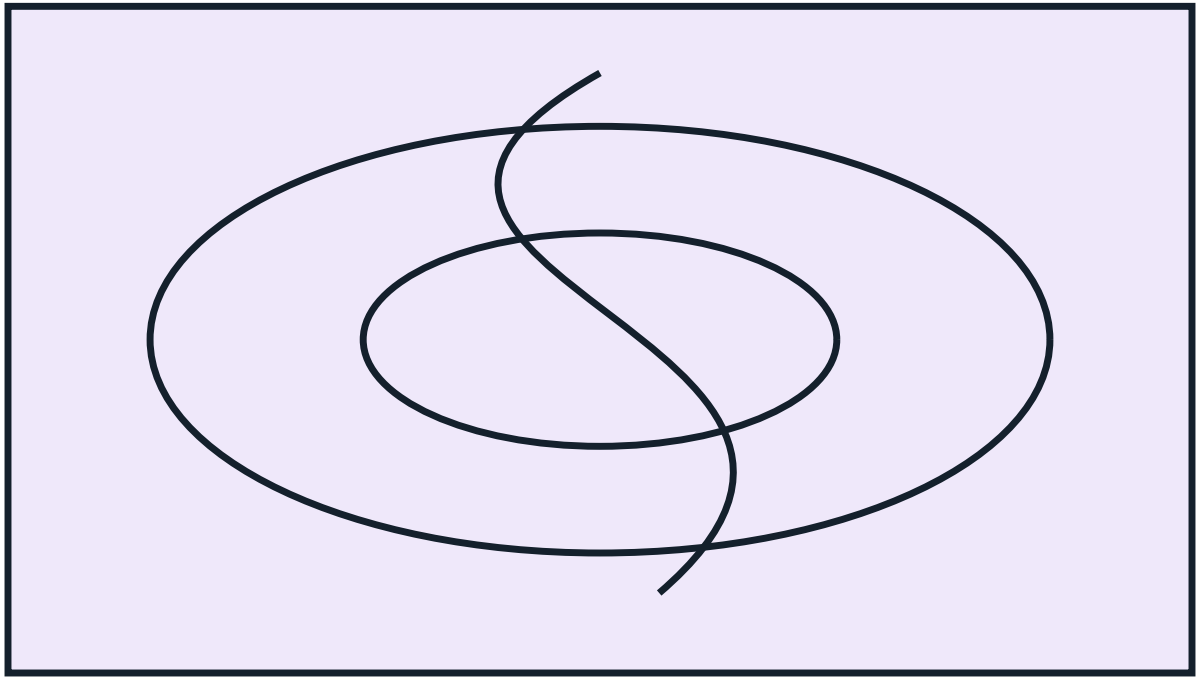
Meet Tricking!

Martial-arts kicks combined with flips.



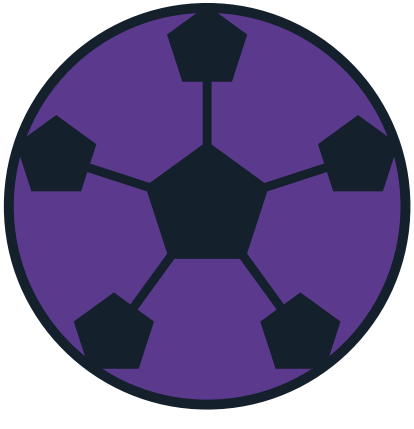
Where It Is Played

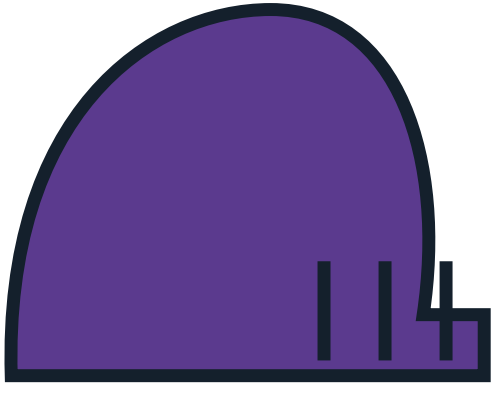
An open gym floor / battle area in a gymnastics or martial-arts hall; no fixed dimensions are prescribed.



The Gear

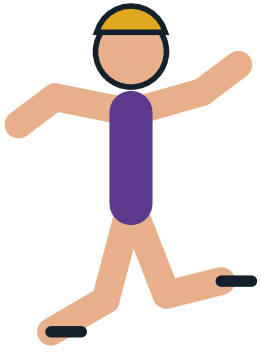
No equipment — a sprung or matted floor and athletic clothing.





How It Starts

Build a base in martial arts or gymnastics, learn basic kicks and flips at a tricking gathering or gym, and share and learn passes with the local tricking community.



How to Play

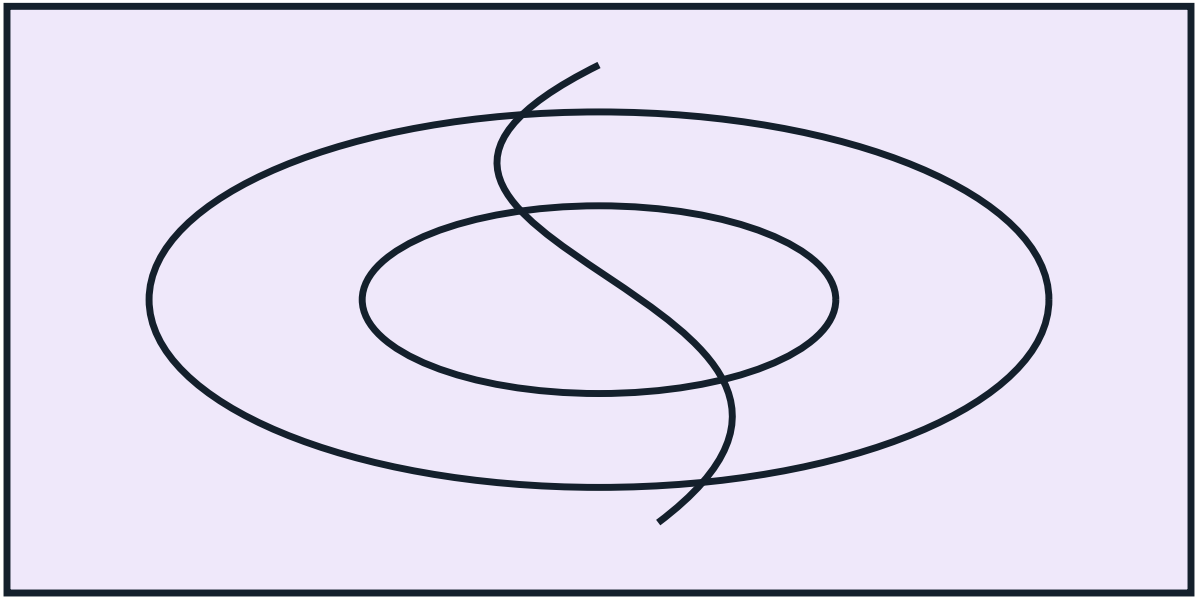
- Format: tricking combines martial-arts kicks with flips, twists and dance movement in freestyle passes — there are no formal universal rules and performances are freestyle.
- Competition opens with preliminaries: each tricker performs and judges award a score between 0 and 100 based on technique, creativity and execution.
- The top 16 trickers from preliminaries advance to Battle Night.
- Battle Night begins with head-to-head 1 vs 1 battles, judged under the Kozen Judging System for transparent battle scoring.

More of the Game

- The second half of Battle Night is Team Battles, where coordination and synergy between team-mates count.
- There is no opponent contact: battles are alternating performances, not fights — each athlete answers the other's pass with their own combination.
- Trickers come from martial arts, gymnastics and dance backgrounds; passes chain kicks, aerial flips and twists (for example 360 and 720 spinning kicks) into combinations.
- The tricker with the judges' decision in the final battle is crowned champion (Hooked Champ at the Hooked Tournament).

The Shape of a Match

Athletes perform freestyle passes of kicks, flips and twists; preliminaries are scored 0-100 and the top 16 battle head-to-head until a champion remains.



More of the Extreme & urban Family

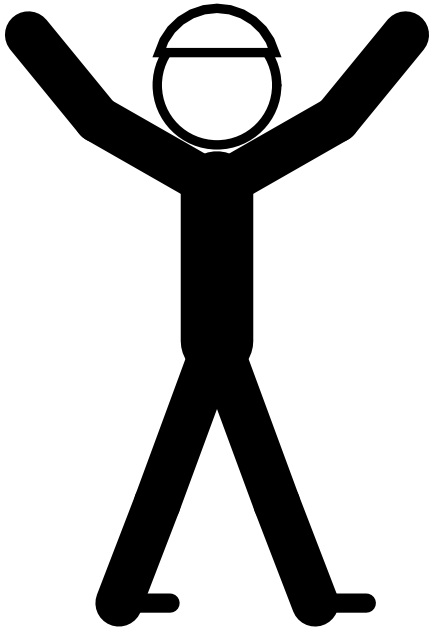
- Skateboarding — Street and park skating, an Olympic sport and X Games staple.
- BMX — Racing and freestyle on small bikes.
- Sport Climbing — Boulder, lead and speed climbing, an Olympic sport.
- Parkour and Freerunning — Move through obstacles with vaults and jumps.
- Chase Tag — Pro format of the playground game.
- Ultimate Frisbee — Seven-a-side disc game, pro in North America.

A Note on the Rules

Tricking (martial-arts tricking) is a judged gathering/competition culture (battle formats scored by community judges on difficulty, execution and style) without a single world governing body or a codified law history. No documented rule change is carried for tricking.

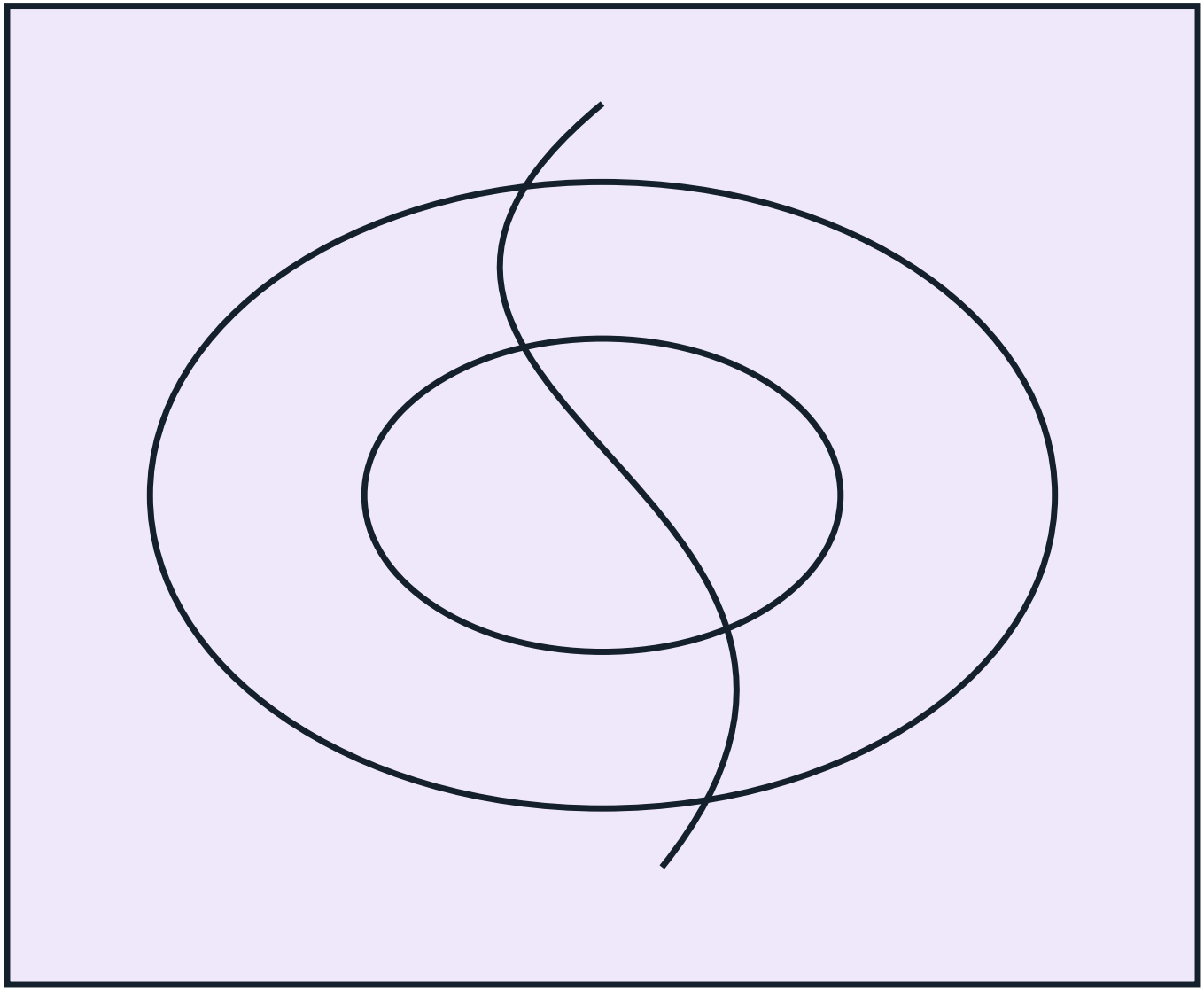


Colour the Action

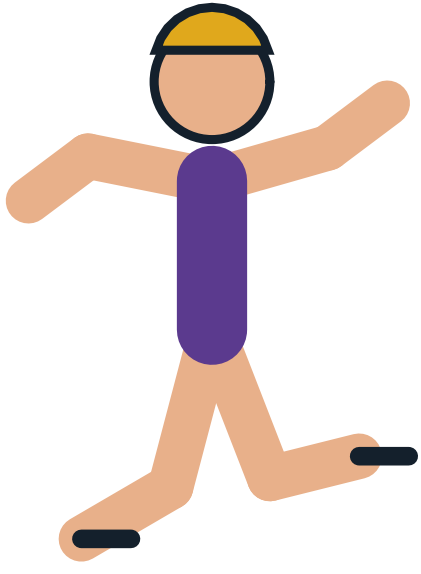


Psst — this page is a colouring page!

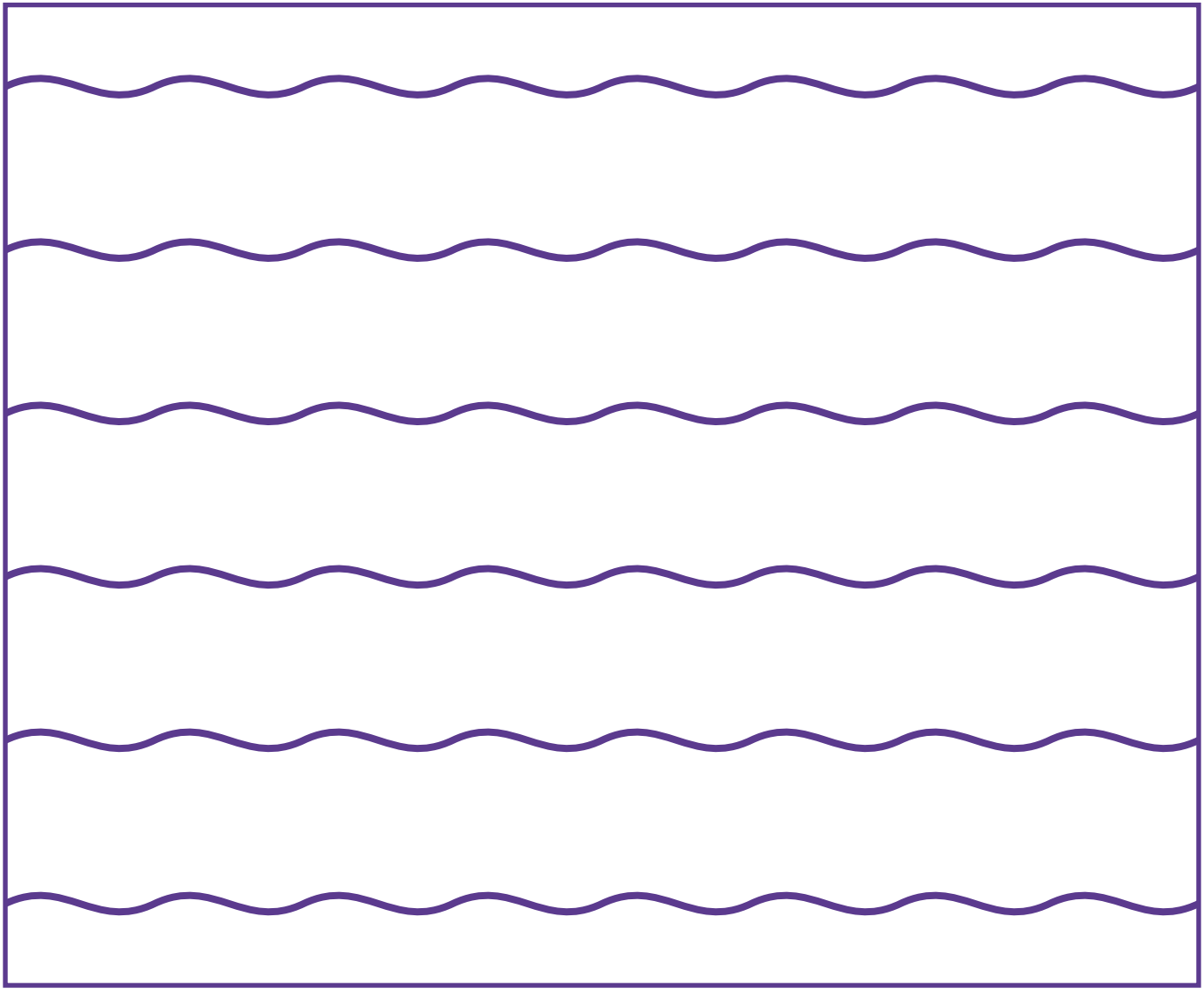
The Sport Today



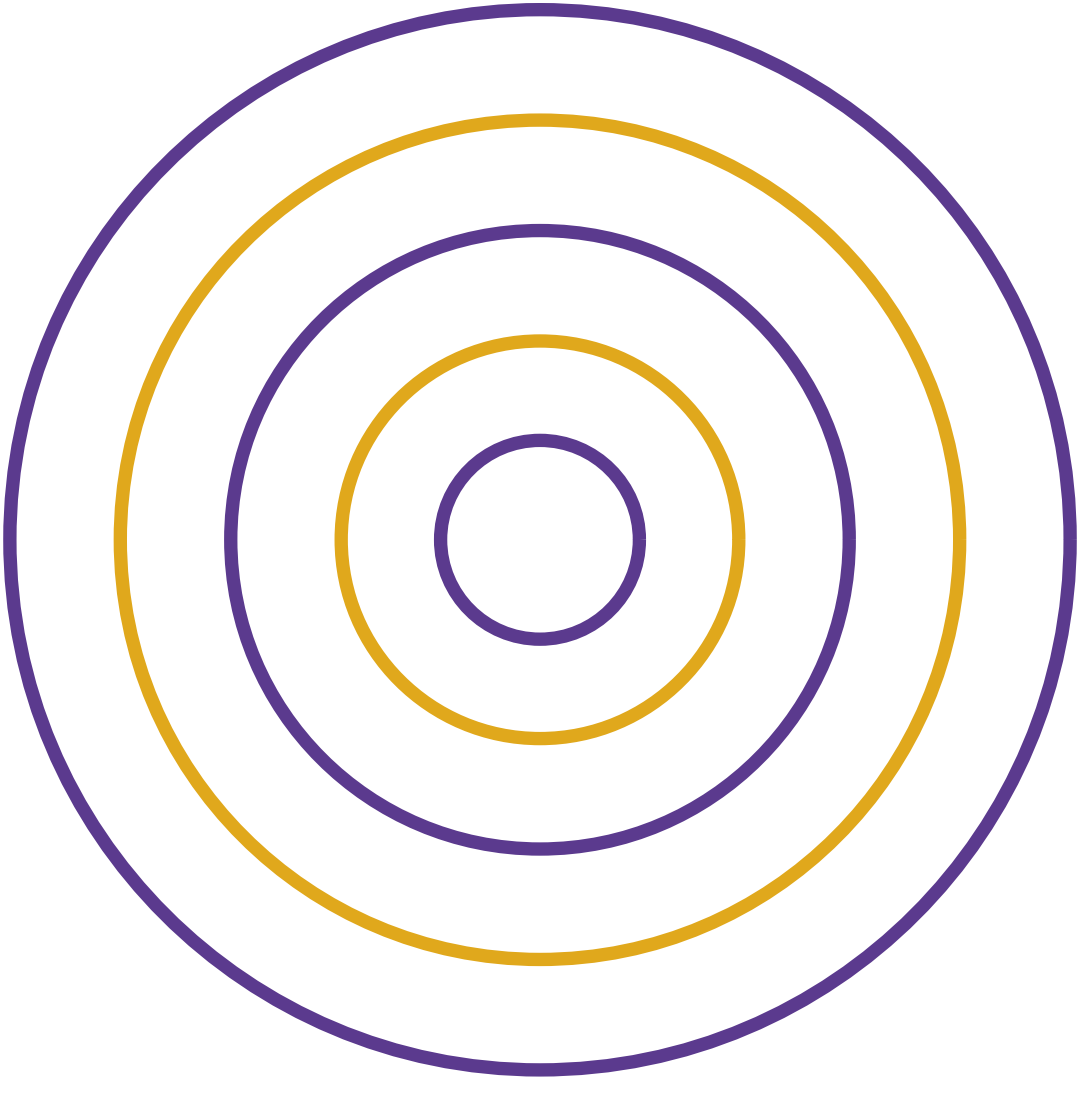
At School and College



Play It Near You



Through the Year

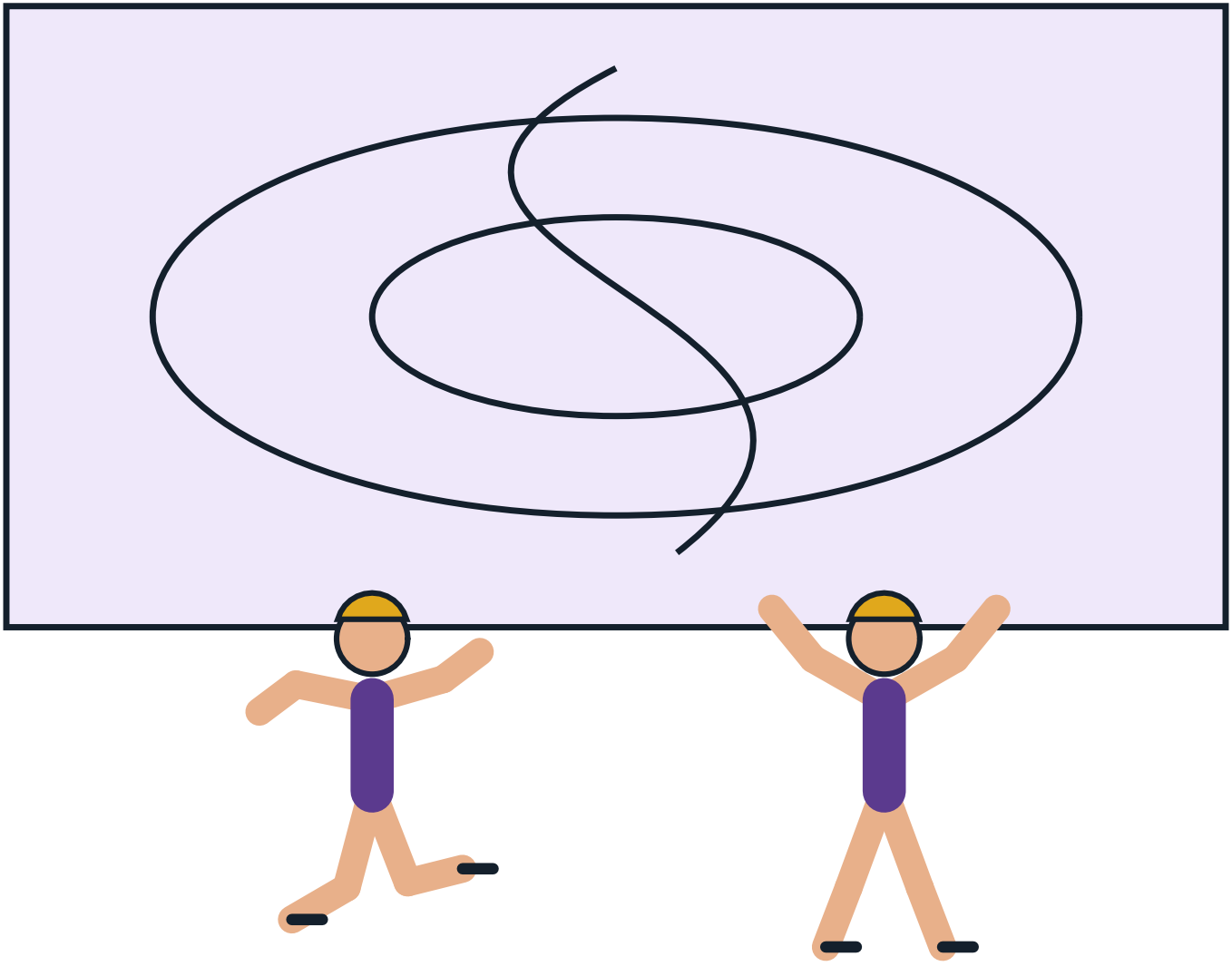


The Extreme & urban Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

- Skateboarding — Street and park skating, an Olympic sport and X Games staple.
- BMX — Racing and freestyle on small bikes.
- Sport Climbing — Boulder, lead and speed climbing, an Olympic sport.
- Parkour and Freerunning — Move through obstacles with vaults and jumps.
- Chase Tag — Pro format of the playground game.

Game Day!



The Sport on Earth Mark

Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.



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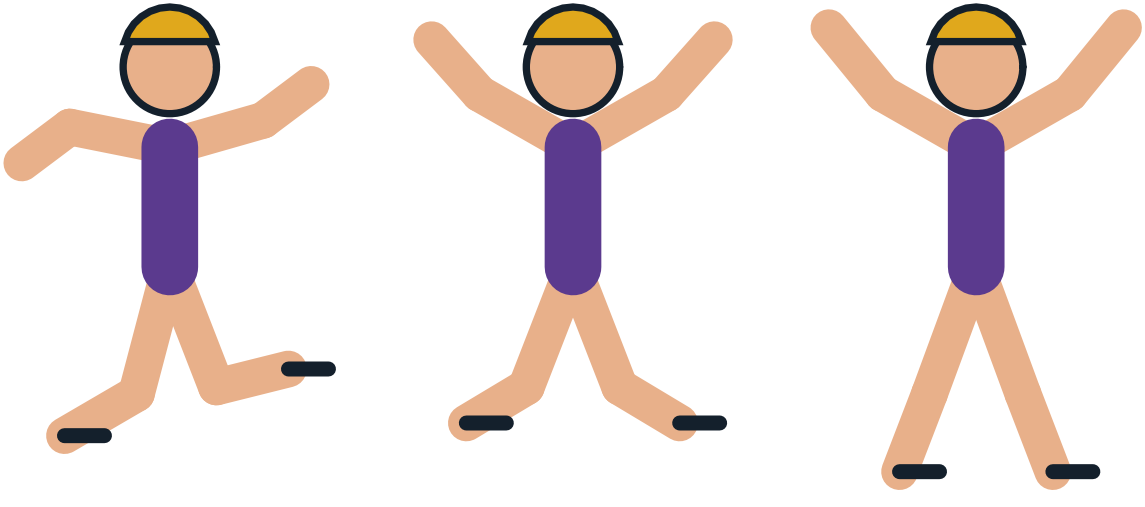
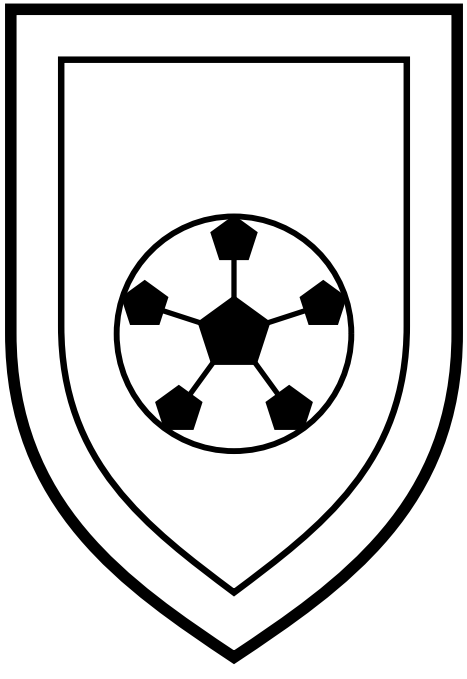
SPORT ON EARTH

Moves of the Game

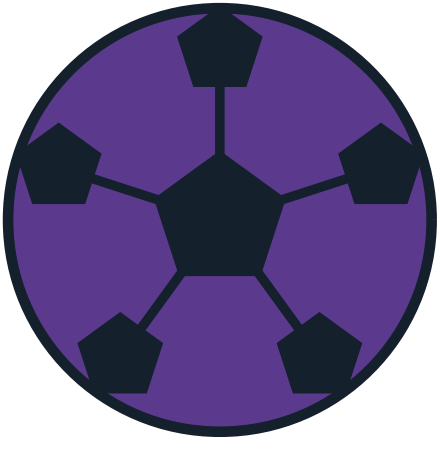


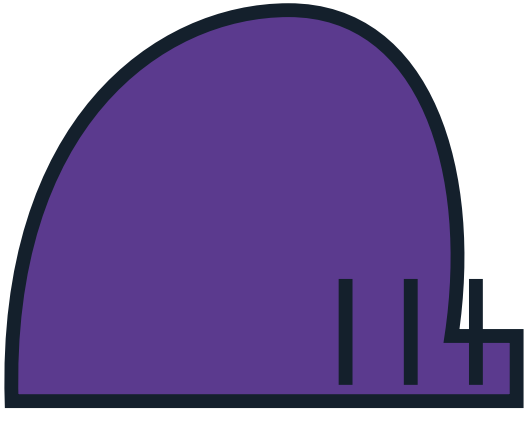
Design a Badge



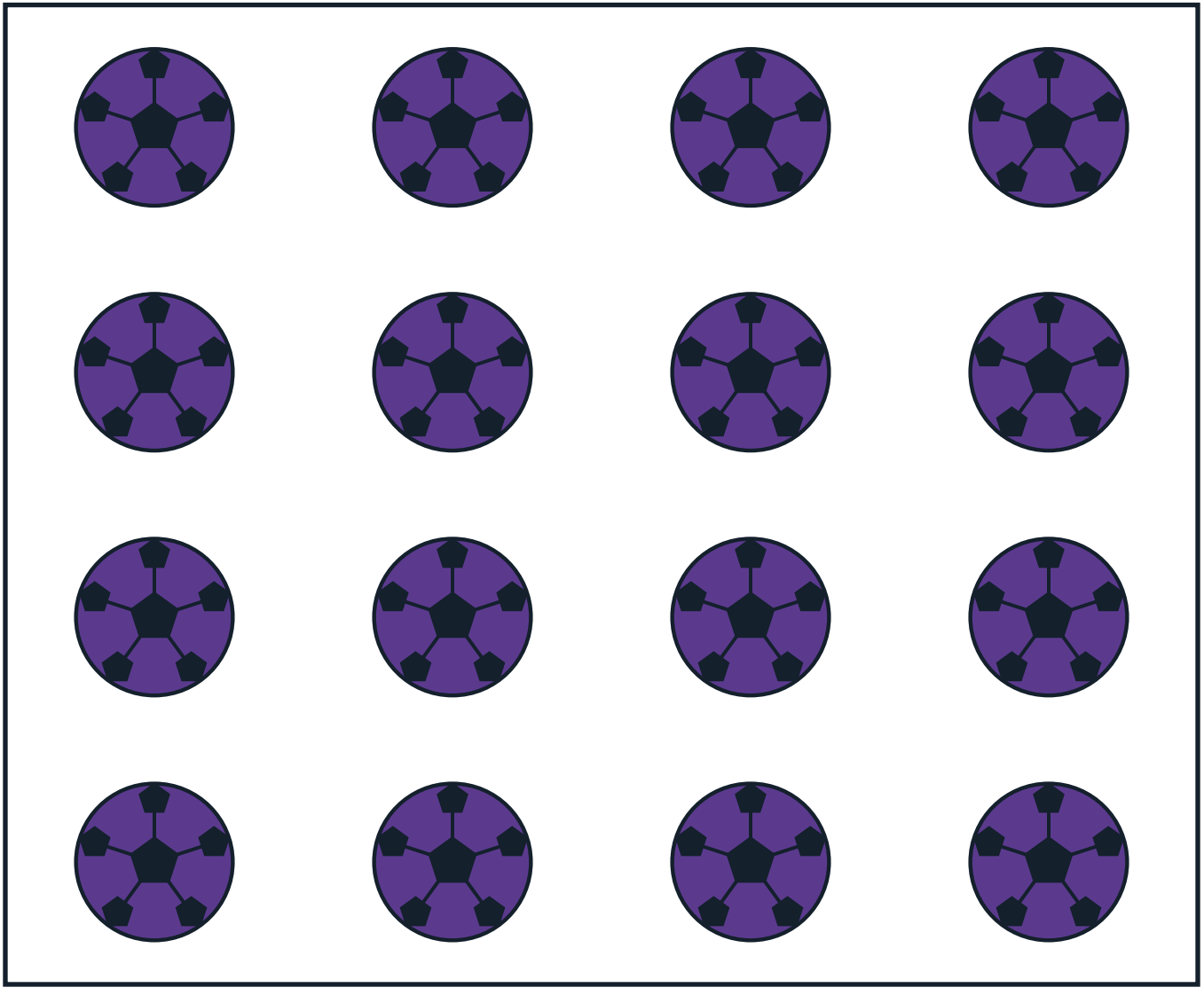
Draw and colour a badge for your own team.

The Gear Parade

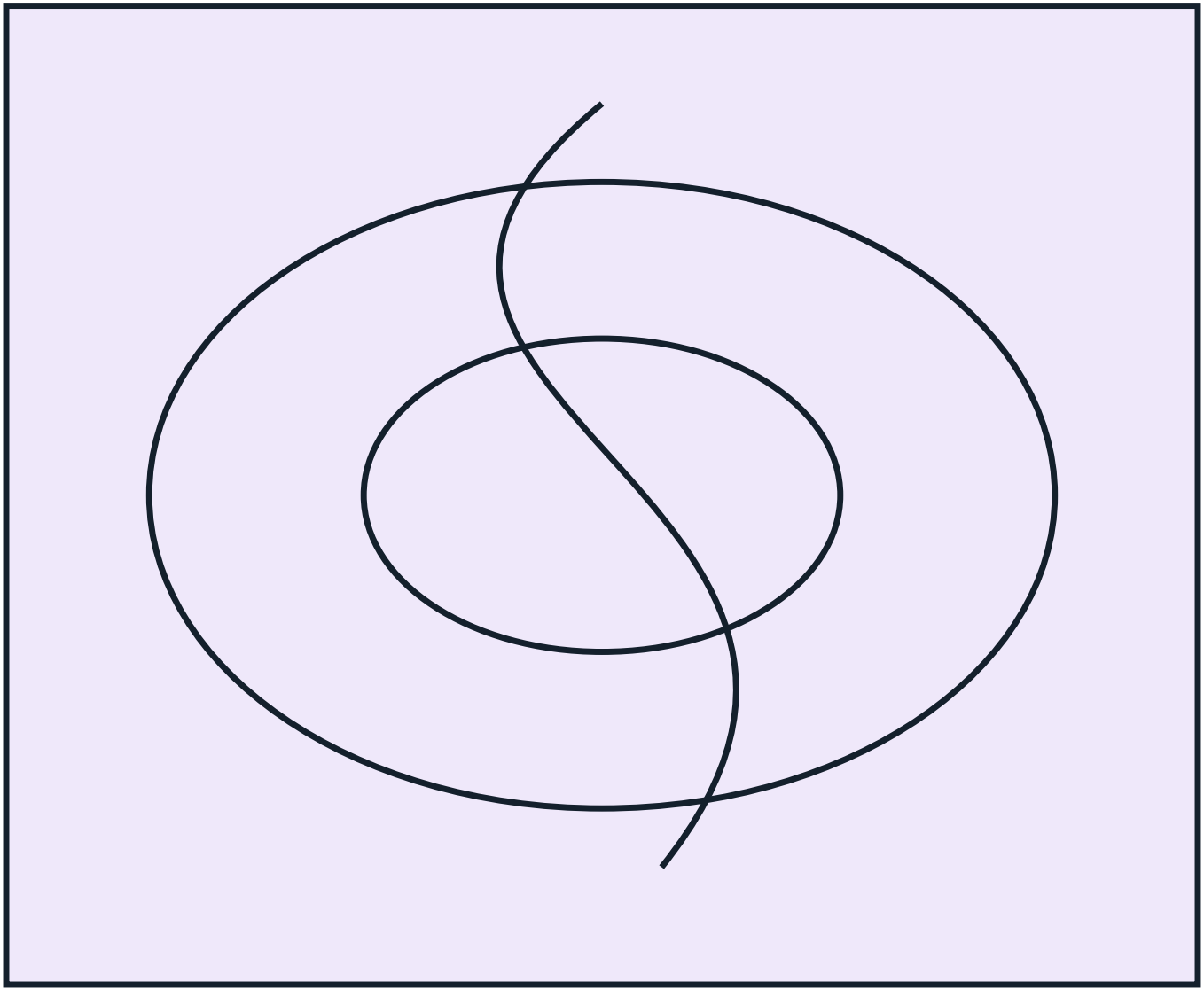




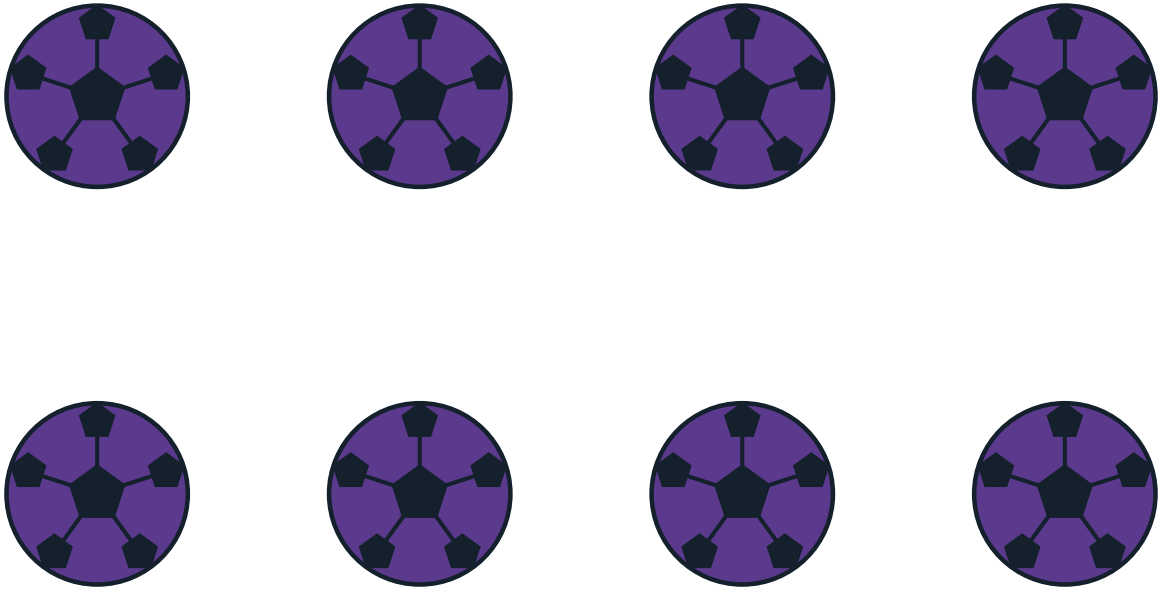
Pattern Play



The Arena From Above



Count the Balls!



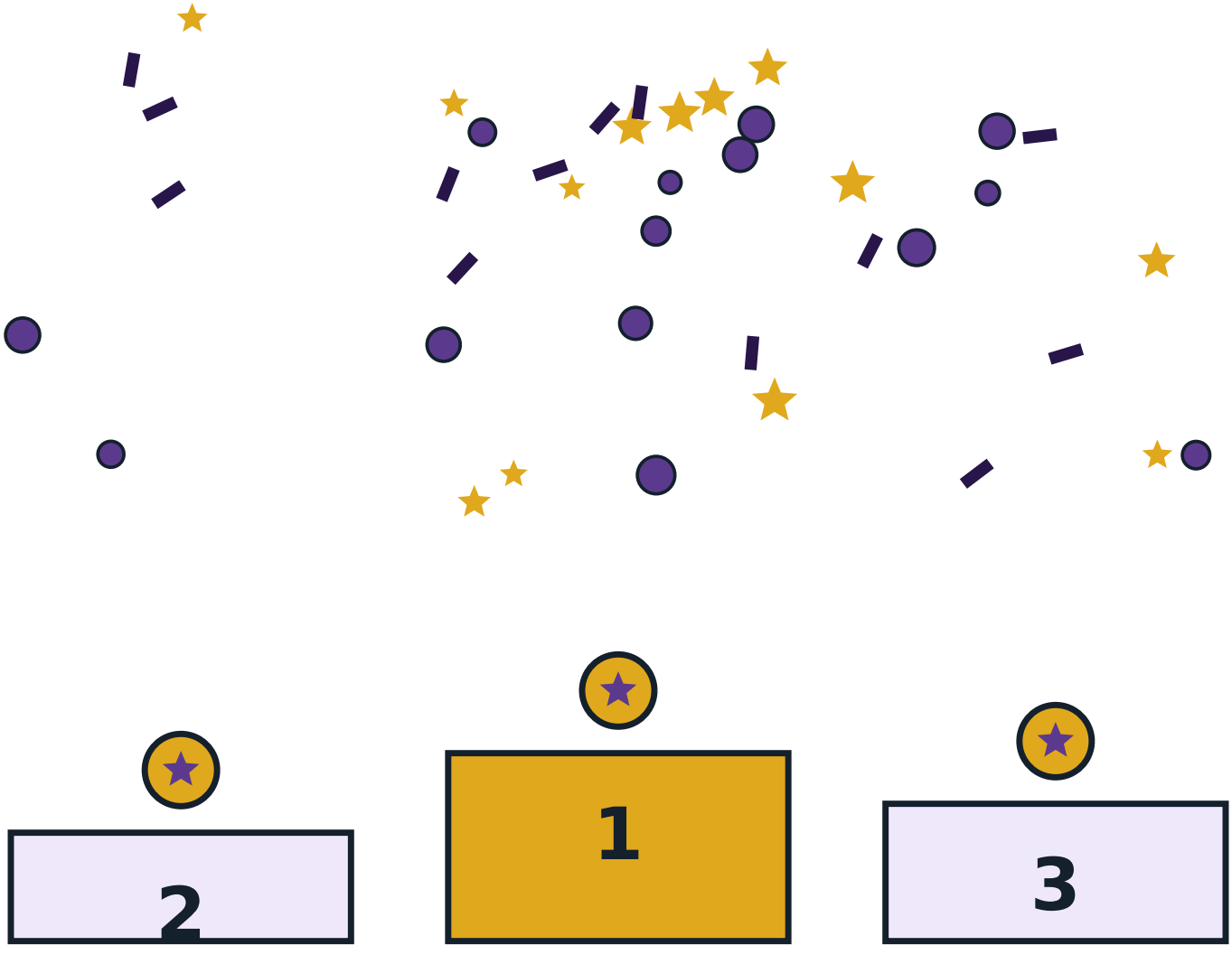
How many can you count? Write the number here: _____

My Favourite Part of Tricking

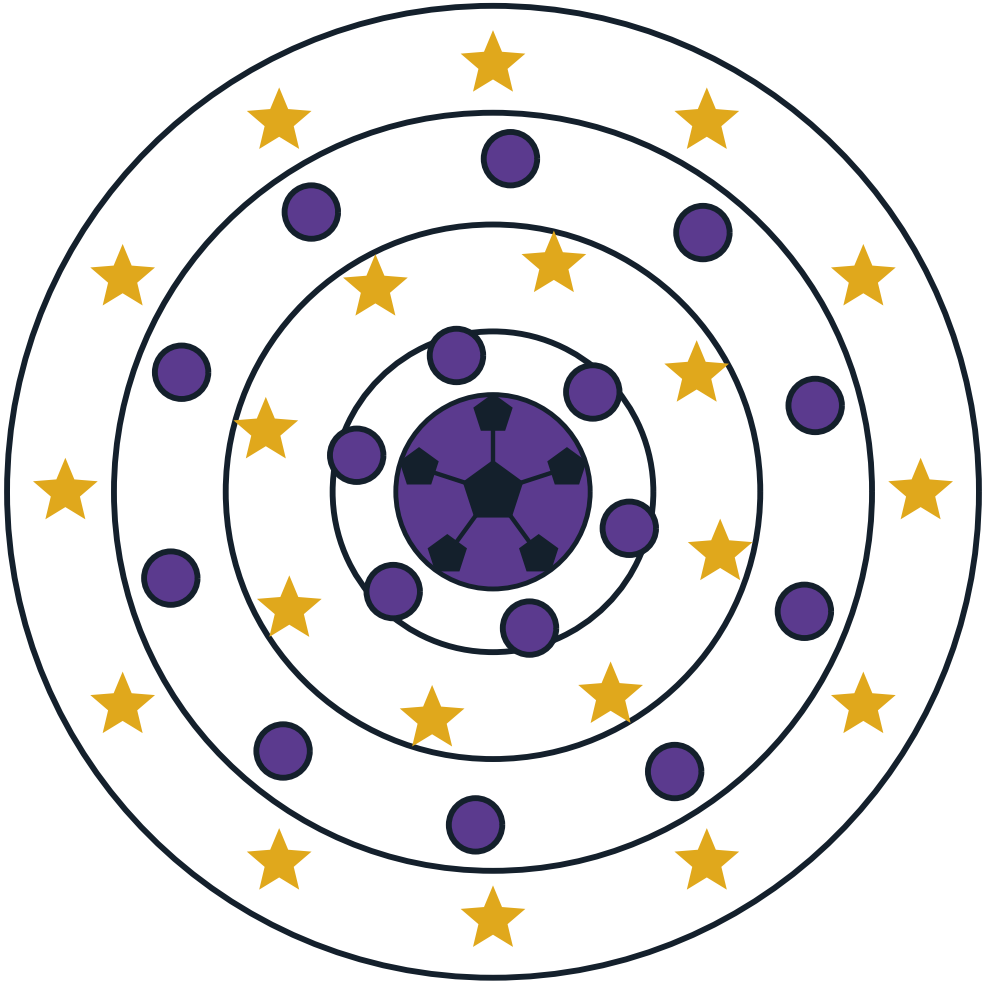
Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Governing body: None — no single governing body. Laws edition the site's rules file follows: Hooked Tournament format and Kozen Judging System (current published event format). Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

More Books in the Family

- The Cartoon Book of Skateboarding
- The Cartoon Book of BMX
- The Cartoon Book of Sport Climbing
- The Cartoon Book of Parkour and Freerunning
- The Cartoon Book of Chase Tag
- The Cartoon Book of Ultimate Frisbee
- The Skateboarding Colouring Book
- The BMX Colouring Book

My Notes

Tricking

The Cartoon Book of Tricking — a Sport on Earth Book.

Text from Sport on Earth's verified sport files. Illustrations: original programmatic artwork created for this series, including the site's own sport mark. No copyrighted characters, team logos or player likenesses appear in this book.

Collect the whole shelf: a cartoon book and a colouring book for every one of the 442 sports and games on Sport on Earth.

