

PRECALCULUS

Warm Up #_____: Skateboarding

Jessica remembers when Tony Hawk completed the first ever documented 900 skateboarding trick. It is so named because the boarder makes a 900° rotation in the air. Though others have completed it since and the record has now been broken, this still sticks out in Jessica's memory as an incredible accomplishment.

From Wikipedia:

Tony Hawk, one of the most successful vertical pro skateboarders in the world, landed "The 900" at the 1999 X-Games after ten failed attempts. It was past regulation time but, as one announcer said, "We make up the rules as we go along. Let's give him another try." Other skaters protested, but Hawk continued. Hawk twice landed on his board, but it flew out from under him. When he finally completed the trick, his arms windmilled and his hand barely grazed the ramp. Nonetheless, he rode away. He was awarded 1st place in the "Best Trick" event despite going over the time limit.

The 1080 was first completed successfully by a 12-year-old American, Tom Schaar, on March 26, 2012. The jump was filmed by several cameras at the MegaRamp at Woodward West in Tehachapi, California. A roll-over feature was custom-built which allowed the skater to drop in on the 70-foot-tall and roll right over a 50-foot gap in the ramp, thus allowing Schaar to keep momentum going all the way through to the quarter pipe. Schaar performed several 720s and a 900 while warming-up. He then attempted to perform the 1080, failing 4 times before successfully landing his 5th attempt, being propelled 15 feet above the top of the ramp.

How many revolutions did Tony Hawk travel?

How many radians did Tony Hawk travel?

How many revolutions did Tom Schaar travel?

How many radians did Tom Schaar travel?



Jessica in college...

How To Do a 900° by Tony Hawk



1. Get 540s so wired that you can practically do them blindfolded and start practicing them at least six-feet out.



2. Try spinning faster than normal so that you complete the 540 spin during the peak of your air.



3. As you are six-feet out and looking down at your landing (after spinning 1 1/2 times), realize that you will need to go another full rotation just to complete the necessary spin.



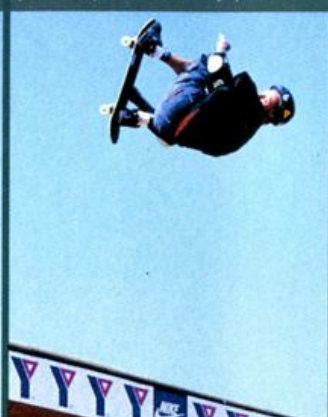
4. Panic. Ask yourself why you are doing this and if it is worth the risk. Seek counseling. Come to terms with your self-doubt.



5. Go for the spin, knowing that you are going to bail. Pull off as hard as you can. As you pass the 540 rotation, tuck and hold it. If you open up, you will land on your back and displace your spine. This is more dangerous than blindly slamming into the wall with your knees.



6. Keep trying until you are comfortable with The Spin.



7. Try holding onto your board throughout the spin and shifting your weight toward the back foot as you spiral through oblivion. Do this repeatedly until you have a sixth sense as to where you are in comparison to the ramp.



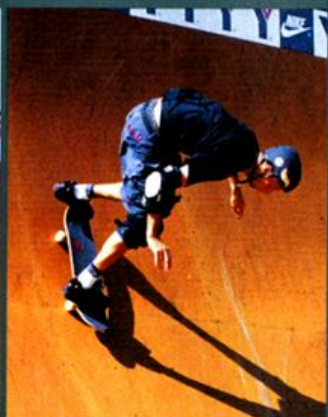
8. Decide that you are going to stomp it down. Call photographers and videographers and tell them you are ready to go for the landing. Set a date.



9. Visualize yourself making it everyday leading up to the day. Tell yourself that you can do it over and over until you actually believe it.



10. Show up on time and warm up with some big 540's. Start spinning all the way until the rotation feels consistent. Give a nod to the paparazzi—letting them know it's on.



11. Set up with a couple of big airs. Pull off with your entire being, spin while shifting your weight and throw it down. You won't be able to tell where you are until you're already coming down the wall. If you didn't get enough height (or your spin was too slow), you may be able to recover with a squat. As you reach the other wall, realize that you have pulled off the elusive 9. Raise your arms in a V.



12. Call me and taunt me about how much cleaner your 9 was. Prepare to get requests for it every time you skate (even during street demos). Field interview questions like, "What's next? A 1080?" Do it in a best trick competition. Sign a video-game contract and make it your character's special move. Relax. **SB**

