Free sample from The Scooter Rider Skills, Safety & Commute Planner. This is worksheet 9 of 11. Get all 11 worksheets: scootermatch.com/kit

Pro Scooter Trick Progression

A week-numbered order from pushing and bunny hops to tailwhips and grinds, sized to the rider

Rider	**Height**
Scooter bar height	**Park or spot**

No governing body sets freestyle scooter skill levels, so this is a common community order, not a sanctioned syllabus. Work each trick until it lands two of three tries, logged on the Weekly Ride Log.

Fit first: pro scooter size by rider height

Rider height	Total height (ground to bar top)	Bar-only height	Typical age
3'6" to 4'0"	28 to 30 in	17 to 19 in	5 to 7
4'0" to 4'5"	30 to 32 in	19 to 21 in	7 to 9
4'5" to 4'11"	32 to 34 in	21 to 23 in	9 to 12
4'11" to 5'5"	34 to 36 in	22.5 to 24.5 in	12 to 14
5'5" to 5'10"	35 to 37 in	24 to 26 in	14 and up
5'10" to 6'8"	36 to 39 in	25 to 28 in	adult

This site's pro scooter chart: bars between hip and waist; bar-only height is about total minus 11.5 in on standard 110 to 120 mm wheels. Park and trick riders sit at the low end. Bars can be cut down, never extended.

The progression

Weeks	Trick	Built on	Lands when...	Landed on
1	Pushing, carving and the foot brake	Nothing	you carve a full circle both ways and stop on a mark	

Weeks	Trick	Built on	Lands when...	Landed on
2	Bunny hop	Pushing	both wheels clear a line on the ground, landing both at once	
3	Manual	Bunny hop	the front wheel stays up for a car length	
4	Fakie (riding backward) and a 180	Bunny hop	a hopped 180 rides away fakie, then turns back	
5	Tail tap and drop-in on a small ramp	Manual	the drop-in rolls out without a foot down	
6	Quarter pipe fakies	Drop-in	up the ramp and back down fakie, controlled	
7 to 8	Barspin	Bunny hop	bars caught with both hands before landing, on flat first	
9 to 10	Tailwhip	Bunny hop, barspin	the deck comes all the way round and both feet land on it, on flat first	
11 to 12	First grind on a low ledge or rail (pegs)	Manual, bunny hop	a feeble or smith lands and rolls away	

Every session

- [ ] Helmet (CPSC plus ASTM F1492) and knee, elbow and wrist pads on
- [ ] Scooter check: clamp bolts tight, no headset wobble, wheels spin free, grip tape not peeling
- [ ] Learn every new trick on flat ground before a ramp, and on a small ramp before a big one
- [ ] Take turns, watch the landing zone, follow the park's posted rules

The skatepark build's core pieces

Real listings from the site's own catalog, the same rows the beginner and intermediate skatepark builds use.

- **VOKUL Gold entry-level pro scooter**: The beginner skatepark build's scooter.
- **Triple Eight Certified Sweatsaver helmet**: CPSC plus ASTM F1492, from the intermediate skatepark build.
- **CNC aluminum pro scooter pegs**: For the week 11 to 12 grinds.

Current prices and our latest picks for each item: **scootermatch.com/kit/scooter-rider-skills-safety-and-commute-planner/gear/**

Researched guidance, not professional advice. Wear a certified helmet every ride. Scooter laws differ by state and city: check yours.