

Explanation of changes in the DS

One goal for the descriptive system was to reduce the number of nicknames, so that the vocabulary is easier to remember, and describe. This was done by officially changing things like "barfly" or "flail" by reducing them to their more common components.

By changing some of the names, it becomes more efficient to communicate, as seen with the former "around the world" nickname, which formerly described two tricks. Another side effect of changing nicknames, is outdated names such as "pixie" or "butterfly" have been changed to more descriptive, timeless names such as "open" or "down" respectively.

Additionally, some concepts that players have been doing for years now have been improperly described because of the lack of tools given to players to describe them. For this reason, new names have been added, such as "late" or "twin".

1-Cross was: cross body. (i.e. clipper.)
Shorter.

2-Far was: opposite side.
Changes the body side.
Easier to visualise.

3-Near was: same side (ss).
Remains on the same body side.
Easier to visualise.

4-Core: continuous mid to downtime part of a move. (i.e. whirl, mirage)

5-Front set was: toe set.
From *front* to *far*.
Not always from toe.

6-Near set was: toe set ss.
From *front* to *near*.
Shorter.

7-Far set was: far or paradox.
From *side* to *far*.
We use only the term far, negating the need to differentiate between far and paradox.

8-Side set was: clipper set.

From *side* to *near*.

Not always from clipper.

**Rule*: Each trick has only one name regardless of the basic set. There are two exceptions: around-the-world and orbit. (much less names to remember)

9-Late: a downtime half spin at the last moment before the end of a move.

i.e. *osis* is a late clipper

10-Axle was: gyro toe. Is: late toe stall.

Not a gyro.

11-Spindle is: late far inside stall.

12-Torsion is: late frigid *osis*.

13-Tilt is: late outside stall.

14-Wait and quick was: downtime/midtime or original/crispy.

Concise and short terms which describe the timing of the leg dexting the footbag.

15-Wait: Describes a dex done downtime, after the footbag peaked.

16-Quick: Describes a dex done midtime, as the footbag peaks.

17-Around-the-world was: around the world in-out.

18-Orbit was: around the world out-in.

A more efficient way to describe dex orientation.

19-Switch was: legover.

Switch was taken from "Double Switchover". This also removes the confusion from double legover, where the "double" term implies something different than what is named today.

20-Down was: butterfly.

Not a flying move, childish name, comes from "double down".

21-Whip was: reverse whirl.

No more reverse, fits with whirl.

22-Twist was: reverse swirl.

No more reverse, fits with twirl.

23-Twitch was: reverse swirl toe or blink.

Fits with twist/twirl.

24-Down axle was: wauxspin.

25-Unusual: inside/outside were not.

The greatest majority of tricks are based upon toes and clippers, so other surfaces such as outside and inside are considered unusual.

26-Rotor is: swirl spindle.

27-Double down was: barfly, paradon, double over down, down double down.

No more basic set nicknames.

28-Double switch was: double switch over, reaper.

No more basic set nicknames.

29-Double whirl was: whirr

Double whirl is efficient, and whirr can be confused in verbal conversation with whirl.

30-Double swirl was: ripstein.

Double swirl is efficient.

31-Double torque was : barroque.

32-Drifter swirl was: swifter.

Swifter is a stepping muted far swirl.

33-Rewind: Two component where the second is the opposite of the first. (dex, duck, spin)

34-Whirling whip was: bling blang.

35-Swirling twist was: zigzag.

36-Symposium illusion was: flail.

Basic symposium tricks have no need for a nickname, as seen with mirage, whirl, etc.

37-Superdown was: superfly, dolomite, blackula, shaft.

No more basic set nicknames. Kept “super” from superfly.

38-Twin (i.e. eggbeater, whirling swirl)

A twin dex move is when you do two dexes with either leg in a core or a set.

39-Mixer was: double legover.

Not a “double” dex, fits with eggbeater.

40-Twistup was: revup.

No more reverse, so “rev” doesn’t fit.

41-Illusioning symposium illusion was: massacre.

42-Down symposium twitch was: what?!

43-Symposium whipping swirl was: double helix.

Not a double.

44-Triple mirage was: triage.

45-Triad: describes 3 dexes, with one single dex with one foot and a double dex with the opposite foot. Either combination qualifies to be a triad dex. (i.e. flurry, double down swirl)

46-Double whirling swirl was: whirring swirl.

No more whirr.

47-Triplet: describes 3 consecutive dexes done with a different leg each time.

48-Illusioning symposium eggbeater was: chainsaw massacre.

49-Quartet: when four dexes are done, in a mix of single, double and triple dex moves. (i.e. barraging symposium eggbeater)

50-Open was: pixie.

Childish name.

51-Shut was: fairy.

Childish name.

52-Stepping (far) was: blurry (when paradox).

No more paradox.

53-Blazing was: whirling set (when paradox). Is now: whirling set (always).
No more paradox

54-Blasting was: reverse whirling set.
All basic dex types have a nickname for a set, to differentiate between possible midtime confusion.

55-Slashing was: swirling set.
All basic dex types have a nickname for a set, to differentiate between possible midtime confusion.

56-Slicing was: gyro reverse swirling.
All basic dex types have a nickname for a set, to differentiate between possible midtime confusion.

57-Symposium atomic was: flailing.

58-Symposium stepping was: pogo.

59-Open quantum was: frantic.

60-Open atomic was: sailing.

61-Shut slashing was: phasing.

62-Symposium stepping atomic was: shooting.

63-Atomic near was: tapping.
No nickname for “near”.

64-Front spinning was: toe spinning.
Not always from toe.

65-Front ducking was: toe ducking.
Not always from toe.

66-Hunching / shrugging: describes when the footbag is set over your head symmetrically with your body.

67-Hunching: blind to front

68-Shrugging: front to blind

69-Mixed set: any combination of dex, spin and duck. (i.e. open ducking, atomic gyro)

70-Flying down was: flying butterfly.

71-Floating was: flying stall.

Floating is when a player jumps with one foot and stalls the footbag with opposite foot while in the air. Floating was used for symposium quantum quantum.

72-Floating toe was: foe.

73-Swing: with a continuous movement, the footbag is stalled and carried from one point to another.

74-Rake was: cross body rake.

Footbag drops in front of ankle.

We use it that way since a long time.

75-Sweep was: not named.

Like a rake, but the footbag drops behind ankle.

76-Side rake was: rake.

Most people don't even know that rake alone was not cross body.

77-Pendulux was: pendulous.

Front to cross swing.

Pendulous was used as a set.

78-Body over: while the footbag is stalled, the players foot and body both transfer over the footbag, ultimately changing the stall position.

79-Stepover was: reverse walkover.

No more reverse.

80-Transfer: describes when a player stalls the footbag, and carries the footbag from one stall position to another. (i.e. wrap)

81-Unwrap was: reverse wrap.

No more reverse.

82-Trade: when you transfer the footbag from one foot to another, with continuous footbag contact. (i.e. toe-toe trade)

83-Squeeze: defines when the footbag is delayed between two surfaces of the entire body. (i.e. pincher)

84-Jam is: inside-inside squeeze.

85-Pound was: rooted stall

A pound is a stall done by landing on the ground with the stalling foot only.
(i.e. toe pound)

86-Bent: a move done with the knee bent in front of you parallel to the ground.
(i.e. bent down)

87-Bent flying clipper was: bent knee clipper.
No flying in the name and it's a flying move.

88-Link set: using an unusual surface to do a set.
**Note:* Link sets are 2 moves, so they don't get a name.

89-Inside to shut was: neo.

90-Mini: when there are unusually very low alternating stalls done consecutively.
(i.e. mini toe stalls)

91-Standard juggling is: 1 foot, 2 footbags.

92-Columns juggling is: 2 feet, 1 footbag on each foot.

93-Compound: moves done by a set followed by a core component.
(i.e. open double down, ducking whirl)

No compound moves have a nickname in the DS, such as: ripwalk, smear, scorpion's tail, legbeater, food processor, mobius, mullet, nemesis, etc.

94-Start: the initial contact before a move/link/string.