WBOARD SELECTION THE



IF YOU LIKE TO RIDE:

RAILS

- park rails boxes
- · jibs and rails of all kinds

HALFPIPE

- · halfpipes and Superpipes
- quarterpipes and hips
- · transitions of any kind

PARK AND SLOPESTYLE

- jumps and booters rollers
 - manmade
 - park features

IF YOU LIKE TO RIDE:

ALL-MOUNTAIN

- · all aspects of the mountain's mellower terrain
- riding from A to B
- all-around freeriding

BIG-MOUNTAIN FREERIDING

- steep runs
- gnarly natural features and jumps
- trees
 chutes
- · drops and cliffs

BACKCOUNTRY

- powder
- · out-of-bounds touring and riding
- · cat- or heli-boarding, or in-bounds freshies

IGN FEATUR

- · relatively soft flex
- shorter length thick, reinforced edges, recessed edges (or no edges at all)
 - light weight
- relatively inexpensive (expect damage)
 - · centred stance

- stiff flex (especially stiff tail)
- deep, tight-radius sidecuts
- light weight with lower swing weights
- centred stance options
 - directional and twin shapes

- soft to medium flex
- medium-radius sidecuts light, with lower swing
- weights centred stance options

GNIFEATU

- · medium to stiff flex
- medium-radius sidecuts
- centred or set-back stance options
- · medium to stiff flex
- longer length
- stable, mediumradius sidecuts
- set-back stance options tapered shapes to allow for nose to float
- long, soft nose with a stiffer tail
- aggressively tapered shapes to allow for nose to float
- •stable, mediumradius sidecuts
- set-back stance options

R-BUYING ESSENTIA

- 1: Ask yourself truthfully what kind of terrain you ride most often from the categories above.
- 2: Board Length: Freestyle snowboards generally range in length from 145–165cm and Freeride boards from 150–170cm. Heavier riders, faster speeds and softer snow (especially powder) require longer lengths. As a general rule, a board's length should measure up between your chin and nose. Women's boards generally range from 135–155cm. Kids boards range from 90–140cm.
- 3: Board Flex: As with length, this depends on a number of factors such as riding style and individual weight. Freeride boards tend to be stiffer, and park/freestyle boards have a more forgiving flex.
- 4: Board Width: If your boot size is a men's 10.5 or bigger, look for a mid-wide to wide board so that your boots don't hang far over the edges—but beware not to go too wide, since the wider the board, the more sluggish its turn initiation.
- 5. Sidecut Radius: Looking at a board's topsheet from above, the tip to tail curvature on each side of board is called sidecut. Sidecut is one of the key design features affecting how a board turns, from ease of turn initiation to the size of its turning arc or radius. Deeper sidecuts allow quicker turns. Mellower sidecuts equate to longer radius turns, but greater control at high speeds.
- 6: Tips For First-time Riders: Look for something that's softer flexing (easier to turn) and on the shorter side of the range for your height and weight. Tapered tails are also perfect for beginners since they help turn initiation.

7: Bindings: Your options are strap-ins or step-ins. Strap-ins generally provide more support and more fine tuning of your fit and feel. Step-ins, are arguably quicker and easier to connect in, but rely on a beefier, heavier boot for support.

Most bindings on the market are strap bindings, so you'll find many more options in this category.

8: Boots: If it's comfortable when you try it on, it's a good first bet. Some riders tend to like soft, forgiving boots that feel like skate shoes when they're strapped in, others prefer a lot of support that translates to quicker weight transfer and edge control. Check for good heel hold when the boot is strapped in. Snug and comfortable is good; loose and sloppy is not.

9. Used boards—Things to check:

Camber: Like with skis, camber is the height of the board's bow in its centre. If the camber is flat, it means the board's been beaten up and won't ride well.

Topsheet: Check for cracks in the topsheet, which is a real sign of wear, but don't be to concerned with cosmetic scratches

Base and Edge Damage: Stay away from obvious base damage, and especially "core shots", where the structural integrity of the board has been compromised by hitting a rock or other object. With the exception of park/rail boards, edges should be square and without dente