

Hello fellow foilers. There's a storm on the horizon.

This sport is about to get the boost it's been needing for a few years now. Designs will improve. Riding levels will go up. Competitions will raise riding levels to new heights.

Any storm represents uncertainty, fear, and destruction. But a storm also brings new life, energy and vitality. We stand on the brink of that now. More next issue...

It's been exciting here at *Flight* headquarters. Subscriptions have been coming in and it's evident that people around the world are excited about riding the air chair. I am too.

This newsletter needs your support. Send me your stories, tricks, and best photos about *your* sport. Of course, I need your support too. The future of *Flight* depends on you, so subscribe today. You will be glad you did!

Tony Klarich

INSIDE

Filings

Easier Starts.....4

Instruction

Wide Air Jumps.....5

Air Gainer.....6

Profile

Peter Nelson.....8

Feature

3rd Fly-In.....10

Extreme News.....14

Up for Grabs

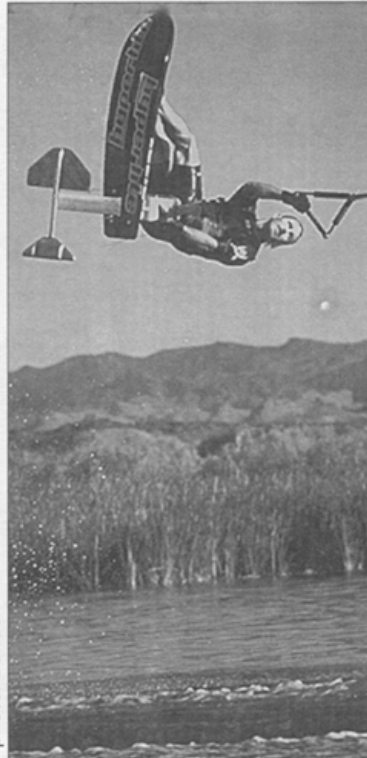


photo: Bender



photo: Klarich

Grab Your Seat Tower or Ski for a New Sensation.

No sport exists within a void. And so it is with hydrofoiling. As more riders begin to take flight on the chair, each brings their individual style, and sometimes a rider can change the way we ride. Ron Stack, going for a tail grab above, is one such rider; wakeboarder turned hydrofoiler that has helped bridge the gap with the influence of grabs.

But what are grabs and where did they come from? A grab can be defined as a clear meeting of the rider's hand and board. Air Chairing can trace its grab history from wakeboarding with far out moves like the roast beef and stale fish. But even the wakeboarders must credit their grabs to skateboarders and snowboarders. So now you know. Skate, snow, wake, air chair.

Grabbing your board takes a combination of skill, flexibility, and arm length! It requires concentration on a good jump before even attempting the grab. For those not so flexible, you can still get the feeling of a grab by locking onto the rear upper part of the seat tower during a jump or inverted move.

See "Grab Bag" on page 6 for a list of grabs currently being done.