



# BLAZING TEENS

AVANCERADE TRICKS

## PIN WHEEL

Start with a hard sleeper. Take the left index finger to raise the string and at the same time move the right hand down. When the left hand reaches the section 15 cm from the yoyo, pinch the string and let the yoyo do the circular motion constantly in such a way. Pay attention to how to bring back the yoyo to your hand.

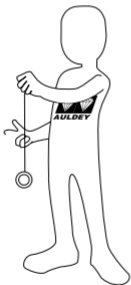


fig. 1

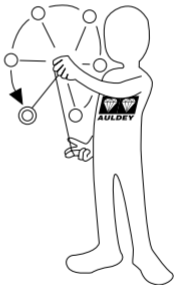


fig. 2

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## MAGIC GLOVES

Throw a long sleeper before you make patterns with the string. Take your left hand and let the string lean against the back of the left hand, reach over your right index finger to snell the string section between the left thumb and the index finger, twist it and make a knot around the index finger. Now do the same thing to the other fingers. Ok, let's pull off the string to remove the knots you just made.



fig. 1



fig. 2



fig. 3



fig. 4



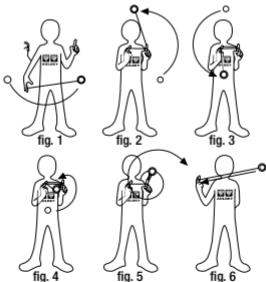
fig. 5



fig. 6

## DOUBLE OR NOTHING

To start the Double or nothing, throw a breakaway first, but don't let the yoyo come back to your hand. Instead, allow the yoyo string to come across the left index finger and the right index finger, then back to the left finger a second time and the yoyo falls on the outer side string between the two hands. be careful to coordinate the hands and make sure you can keep 30 cm long of the string when the yoyo loops the second time over the left index finger and falls. to end this trick, you can use the same way as you do in the UFO. Flip the yoyo up into the air with the left finger and the right hand gives a jerk to the string to bring back the yoyo.



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## SIDE WINDER

Throw a UFO towards your left-handed ground and let the yoyo keep horizontally spinning. Now quickly to return the yoyo back to your hand. Now let's try to do the same towards the right. At the contest you are required to complete the both.



fig. 1



fig. 2



fig. 3



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AVANCERADE TRICKS

## BARREL ROLL

Begin with a hard sleeper. Then flip the yoyo over the left fingers and into the string with your left index finger, then come over your index finger again, position in the index finger of your right hand against the inside of the string closer to body. And pull down on the string so that the yoyo slides up and comes over your index. Follow the string back down with your right index finger under the yoyo, and back up to the same position to start the new roll. To end the performance, slide your finger out of the yoyostring, pull up with your right hand, let the yoyo swing out and return to your hand.



fig. 1



fig. 2



fig. 3



fig. 4



fig. 5



fig. 6



fig. 7

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## MOONSAULT BACKFLIP

First let's do the man on the trapeze to begin this performance. Let the yoyo come over the left index finger and land on the string and move the right hand close to the left hand, use the middle finger of your right hand to touch the double strings and flip the yoyo up to the air, letting the yoyo do an inward circular motion, and then do it again to the opposite direction. To catch the yoyo, flip it up and jerk it back to your hand. The point is how to take advantage of the centrifugal force of the loop and to always keep the string in tight state.

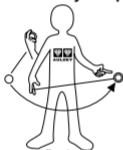


fig. 1



fig. 2



fig. 3



fig. 4



fig. 5



fig. 6

# SPLIT THE ATOM

This trick will start by throwing a hard sleeper and flipping the yoyo over your left hand and under your right hand. Followed by mounting the yoyo on the string. Slide your left hand under the yoyo and move it half way of the string. Then slide your right hand under the yoyo and move it half way of the string. then spin the yoyo forward two rotations, to dismount, pull your right hand open to the air and return the yoyo to the hand.



fig. 1



fig. 2



fig. 3



fig. 4



fig. 5



fig. 6



fig. 7



fig. 8



fig. 9



fig. 10

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# ATOMIC FIRE

Start as what we do in the Split the Atom at the beginning, mounting the yoyo on the string. Now slides you left hand down below the yoyo, and pull your left hand straight up, and allow the yoyo to transfer from one string to the other. Slide your left hand down under the yoyo again and slide it back up, allowing the yoyo to transfer from one string to the another. To dismount, slide your finger out and lift your right hand strait up into the air anf back to the yoyo.



fig. 1



fig. 2



fig. 3



fig. 4



fig. 5



fig. 6



fig. 7



fig. 8



fig. 9



fig. 10



fig. 11

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## SHOOT THE MOON

Shoot the moon requires you to throw the yoyo out in front of you in the way you do a forward pass, but higher. When the yoyo comes to you, use your wrist to flip the yoyo up into open air in an almost vertical way from down below your right hand. When the yoyo falls again, flip it again outward into the air. Repeat it several times and at last bring back the yoyo to your hand.



## DOUBLE LOOP

The key is to practice on the looping with your none yoyo hand first and coordination of the duble hands. When you are able to loop with your non yoyo hand as well as you can with your yoyo hand, you begin to practice on looping with the two hand. Practice in this way: One yoyo is going out, the other is coming back.

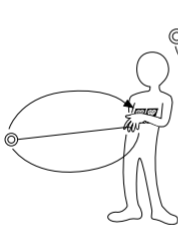


fig. 1

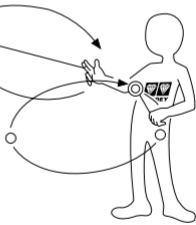


fig. 2

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