

Scripting 101 – Compulsory Skills

As a new judge it can be difficult to remember the short hand symbols for all the compulsory level skills. But then when you begin preparing to test for an optional level you then realize there are even more short hand symbols to become familiar with.

So the question becomes, what do I do to learn all the different short hand symbols for compulsory skills and to then prepare to learn optional skills?

The first thing you will realize is that many short hand symbols look like the skill it represents.

Here are some examples:

Back Handspring



Full Turn



Split Leap



Cartwheel



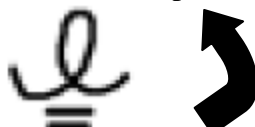
Flips and rolls can be hard to remember since they are very similar in style. You can remember which symbols to use for a forward and back roll or flip by the direction you begin writing the skill.

The symbol for a forward roll or flip begins with the forward movement, clockwise motion, of your pen and a back roll or flip begins with the backward movement, counter clockwise motion, of your pen.

Forward Roll / Flip



Backward Roll / Flip



Learning the compulsory symbols begins by integrating one or two new symbols each time you practice judge, a Compulsory DVD was provided to all judges at the 2010 Judges Cup.

Watch the routines and practice scripting without worrying about taking deductions. Your primary focus should be learning the symbols and scripting and not what they did wrong and the deductions you should take.

Then use one or two new symbols for each session you judge at a meet. By the end of a long weekend you will have scripted all the symbols for the event you are judging.

Scripting 202, in the next newsletter, will discuss optional level skills and their symbols.