		Skill Tre	ee: Color in th	ie boxes a	nd level up y	our skills	
	7	Use for individuals or as a grou interpret the goals flex	up by picking a colour each a kibly. The aim is to inspire yo				
•		(set your own goal)		(set your own goal)		(set your own goal)	
	set your own goal)	(set your own goal)		(set your own goal)	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	(set your own goal)	(set your own goal)
	soc your own godin		SBO/HNSO Fill in the rosters the CRG scoreboard		HSO Have to settle a difficult questi		(set your own goal)
		SK Help your JR count points		Be a GTO		HS0 Handle an expulsion	OPR
	SK During a single jam, mark NI and LEAD	170	Be a HNSO		Be a HSO	(P)	Switch positions when the pack is sprinting
	PBM	PLT Record 2 star passes in one jam	Ш	Read all the WFTDA Rules		JR/IPR Be only 3 SO's during a bout	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
	Manage a foul out	SBO	Start an overtime jam		Call an Illegal Assist		Send to the box a player who is in queue
		Configure custom keyboard shortcuts		Have an observation to shad during an OR	OPR-F	OPR Tell the JR that their jammer is trying to call	
	Be only 6 NSO's during a bout		PLT/PBM Communicate that player has 5+ fouls		Sprint backwards to catch up with the		Stop the jam for safety reasons eg. an injured skater
	PBM	Can't reset stopwatch for 2+ minutes		Give a ☆ or 3 ☆ penalty c	all PR-F	Give the << Split pack >> warning	→ JR
	Manage a jammer swap	у (Be an alternate	Officiate a	Say << Lead is oper or < <lead closed<="" is="" td=""><td>** ></td><td>Count an NOTT point</td></lead>	** >	Count an NOTT point
	PBM/PBT	Say << Ready for five >>	PBT	JRDA game	Give a	Tell the pivot they are not the jamme	Give the
	Explain to a skater by they got a penalty	Stop the jam	Time 3 blockers simultaneously	Request	<=False start warnin	g>> Do the	<<0ut of Play>> warning
	SK/SB0	because of the number of players	JT/SB0	an OTO		< <no earned="" pass=""> Signal</no>	Call an
	cross-check the total score	PLT Repeat the name of	Fix the time on the scoreboard	Ghost an	Call a penalty	Communicate	insubordination
	PW	the penalty called by an S0	Know the	\$0 \$\langle \frac{1}{2}	Remove debris	with other SOs	Know all the
(R	elay a penalty to the PLT	JT Do the hand signal	meaning of all the whistles	Explain a rule	from the track	\ \	officiating hand signals
	PBT/PLT Cross-check the	during a time-out	Help install the track	of roller derby to someone (A)	IPR	to repeat a call	JR Spit your whistle
	mber of penalties	SK Make sure you're		Ghost an	Leave a corrido for the JRs	SK/JR Have assorted	as soon as the other jammer is lead
\		both on the same line		NS0	\rightarrow	sequined wristbands	

START HERE

