

Handshape					
k	.	closed fist			
Thumb			Fingers		
q	.	closed	q	.	closed
w	/	in palm	u	↖	hooked
e	<	curved	o	↗	curved
r	↘	"3D"	s	↙	bent
t	-	horizontal	g		straight
y		vertical			

Palm Orientation (Position)		
l	☒	forward
ç	☒	backward
c	☒	up
v	☒	down
z	☒	medial
x	☒	distal

Movement					
Arm and wrist			Hand		Non-Manual Expressions
à	⊥	forward	û	JL	open
á	T	backward	ü	TF	close
â	≠	forward and backward	À	≠	open and close
ã	↑	up	Á	↗	flex fingers at base
ä	↓	down	Â	↘	flex fingers at tips
è	↕	up and down	Ã	W	open and close fingers
é	→	right	Ä	↗	drum fingers
ê	←	left	È	↙	rub fingers
ë	↔	right and left	É	L	bend wrist
ì	+	in	Ê	L	lateral movement of wrist
í	↔	out	Ë	L	rotate wrist
î	↗	up and to the right	Ì	L	rotate forearm
ї	↖	up and to the left			EliS – Escrita das Línguas de Sinais – Cheatsheet (last edited 21.11.2025)
ò	↘	down and to the right			
ó	↙	down and to the left			
ô	↱	arc			
õ	▷	flex/extend arm			
ö	0	circular (vertical)			
ù	o	circular (horizontal)			
ú	⊙	circular (frontal)			

EliS – Escrita das Línguas de Sinais – Cheatsheet (last edited 21.11.2025)

Based on <https://nulpoints.github.io/elis/> by **Nulpoints**, itself excerpted from "Princípios Básicos da EliS: Escrita das Línguas de Sinais" by **Mariângela Estelita Barros** and "Um texto escrito em Libras/ELiS: O sistema de escrita das línguas de sinais (ELiS) como recurso para registrar enunciados sinalizados" by **Freitas, Barros**, and **Fernandes**. Translation by **Nuno Raposo**.

The font used after the ASCII transcription of each symbol can be found at the above link, along with additional resources.

Each symbol is presented first as ASCII, then in the specialized EliS font, e.g. "k" and "•" for "closed fist".

Location										
Head			Body			Limb			Hand	
Q	□	face	H	Π	neck	\	L	whole arm	@	palm
W	□	top of head	J	□	body	Z	L	shoulder	#	back
E	I	side of head	K	≡	thorax	X	L	armpit	\$	fingers
R	L	ear	L	Π	side	C	L	upper arm	%	side of fingers
T	=	forehead	Ç	ī	abdomen	V	L	elbow	&	in between fingers
Y	--	eyebrow				B	L	forearm	*	phalanges
U	..	eye				N	L	wrist	-	fingertip
I	~~	cheekbone				M	Π	leg		
O	—	nose								
P	—	upper lip								
S	—	teeth								
A	—	mouth								
D	oo	cheek								
F	L	chin								
G	Ł	below chin								

General Spelling Indications

- Handshapes are shortened with the assumption that unwritten fingers follow the last finger given. For example : “tg” is equal to “tgggg”.
- If hands share parameters (H,P,L,M), write them once. If hands share all parameters, use “/” to signal a two-handed symmetric sign.

Two-handed Semi-Symmetrical Signs

- When one or more but not all parameters (H,P,L,M) are shared between both hands.
- Write shared parameters once, differing parameters twice.
- If “q” is before a thumb letter (one of “qwerty”) it is part of the previous handshape.
- It is easier to read the handshapes backwards – the last thumb symbol (one of “qwerty”) is the start of the second handshape.

	Spelling				
	Handshape (= H)	Position (= P)	Location (= L)	Movement(= M)	
One-handed	H	P	L	M	
Two-handed symmetrical	/H	P	L	M	
Two-handed asymmetrical	H(nd)/H(d)	P(nd)P(d)	L(nd)L(d)	M(nd)M(d)	
Two-handed semi-symmetrical	H(H)	P(P)	L(L)	M(M)	
	<i>See text above for an in-depth explanation . The “()” indicates optionality but is not to be written.</i>				
With supporting hand	H	P	L (Hand, nd, e.g. "@")	M	
Compound	Sign 1				Sign 2
	H	P	L	M	

“nd” = non-dominant, “d”= dominant,

“b” = unity punctuation mark, see punctuation table p.3

Punctuation		
Symbol		Meaning/use
b	∴	Unites two parts into a single sign. Can be used for independent signs, or dependent signs such as a compound.
-	-	Absence of movement in a hand, for two-handed signs.
/	//	Indicates an identical handshape for the other hand in a two-handed sign. Precedes the handshape.

Diacritics		
Symbol(s)		Meaning/use
pdh	፻፻	Un-fan fingers, used after handshape.
iaf	፻፻\	Contact between thumb and indicated finger. Repeat symbol to designate the finger. (e.g. “a” is index, “aa” is middle, etc...)
>	>	Right side of location. Use before location.
<	<	Left side of location. Use before location.
'1, '2, '3	— _ _ _	Contact once, twice or thrice at location. Use before location.
m	:	Repeat movement. Use after movement.
n	..	Alternate movement. Use after movement.

An online keyboard is available at <https://nulpoints.github.io/elis/keyboard.html>.

A Keyman keyboard layout is available at

available at
<https://nulpoints.github.io/elis/elis.kmp>

For ease of access, all Movement symbols are available through a second layer activated through the right Alt key, as shown here.

