

The Callerlab C2 Program - Teaching Order

(hg20041118 / C2 List Revised March 2004)

#	Call
1	Catch 1, 2, 3, 4; split
2	Scoot and Counter (Any Call) and Counter
3	Tagging Calls Your Neighbor Flip Your Neighbor Tag Your Neighbor Vertical Tag Your Neighbor
4	Grand Chain Eight; split
5	Rims Trade Back/Hubs Trade Back Rims Trade (Any Call)/Hubs Trade (Any Call)
6	Cross Concentric Concept
7	Sets in Motion
8	Stack the Line
9	Once Removed Concept, using simple calls such as: From lines facing out: Partner Trade From columns: Walk and Dodge From starting double pass thru: Right & Left Thru, Slide Thru, Star Thru, Square Thru, Touch 1/4
10	(Any Call) Concept, for: Coordinate, Motivate, Percolate, Perk Up; such as: Split Counter Coordinate, In Roll Motivate, Split Perk up
11	Wheel the Ocean/Sea
12	Kick Off/Cross Kick Off
13	Chisel Thru
14	Walk Out to a Wave
15	Parallelogram Concept, such as: Circulate, Split Circulate, In Roll Circulate, Walk and Dodge, Scoot Back, Acey Deucey
16	Invert the Column 1/4, 1/2, 3/4, Full Cross Invert the Column 1/4, 1/2, 3/4, Full
17	Chain the Square
18	Detour
19	Swap the Wave
20	Shazam
21	Swing Along/Along
22	Criss Cross the Shadow
23	Checkpoint (Any Call) by (Any Call)
24	Cross Back/Grand Cross Back
25	Alter and Circulate
26	Perk Up
27	Split Swap (Around) Reverse Split Swap (Around)
28	Rotary (Any Call), such as: Rotary Explode the Wave, Rotary Mix, Rotary Trade the Wave
29	File to a Line/Wave
30	Crazy Concept, such as: Crazy Flutter Wheel, Crazy Right and Left Thru Reverse Crazy Concept
31	Fascinate Fascinating (Any Call)
32	Cross the K/(Any Call) the K
33	Reshape the Triangle
34	(Right/Left) Loop 1, 2, 3
35	Hocus Pocus
36	Circle to a Wave
37	Turn to a Line
38	Press In/Out/Right/Left

#	Call
39	Cross and Wheel Cross Trade and Wheel Grand Cross Trade and Wheel Single Cross and Wheel Single Cross Trade and Wheel Grand Single Cross and Wheel Grand Single Cross Trade and Wheel
40	Sock It To Me/Here Comes the Judge
41	Split Trade Circulate
42	Rotate/Single Rotate 1/4, 1/2, 3/4 Reverse Rotate/Reverse Single Rotate 1/4, 1/2, 3/4 (From lines/waves)
43	Offset Waves/Lines/Columns Concept
44	Lines (Any Call) Thru
45	Truck
46	Exchange the Diamond 1/4, 1/2, 3/4, Full
47	(Any Call) and Circle, such as: Mix and Circle, Switch and Circle, Diamond Circulate and Circle
48	3 by 1 Triangle Formation/Circulate Interlocked 3 by 1 Triangles
49	Zip Code 1-6
50	With the Flow
51	Unwrap Family, such as: Unwrap the Diamond, Unwrap the Interlocked Diamond, Unwrap the Hourglass
52	Ripple the Wave Designated dancers Ripple 1, 2, 3 (Anyone) Like a Ripple (Call #1, Call #2, etc.)
53	Peel to a Diamond/Trail to a Diamond
54	Scoot and Little More (Any Call) and Little More
55	Stretched (Setup) Concept Stretched line, wave, box
56	Scoot and Cross Ramble (Any Call) and Cross Ramble
57	Bounce the (Anyone) Single Bounce the (Anyone)
58	Vertical (Any Call)
59	Triple Wave/Line/Column Concept, such as: Swing Thru, Mix, Switch the Wave, Pass and Roll, Touch 1/4, Dixie Style to a Wave
60	Relocate the Setup
61	Lateral Substitute
62	Triangle {Working As A Box} Concept: Peel Off, Trail Off, Peel and Trail, Follow Your Neighbor
63	Drop In/Out/Right/Left
64	Criss Cross Your Neighbor
65	Stagger Concept, such as: Circulate, Split Circulate, Walk and Dodge, Trade By, Peel and Trail
66	Inlet/Outlet
67	Funny Concept, such as: Funny Diamond Circulate, Funny Square Thru
68	Reverse Cut/Flip The Diamond
69	Cut/Flip the Galaxy Reverse Cut/Flip the Galaxy
70	Disconnected Concept, such as: Swing Thru, Mix, Switch the Wave, Cross Roll to a Wave, Crossfire
71	Dodge (Any Call)
72	Solid Concept
73	3 by 1 Transfer the Column
74	3 by 1 Checkmate the Column