CALLERLAB Challenge C-2 Program

December 21, 2016

Alter and Circulate (Anything) Concept (for Motivate, Percolate, Coordinate, and Perk Up) Bounce the (Anyone) / Single Bounce the (Anyone) Catch 1, 2, 3, 4 Chain the Square Checkpoint (Anything) by (Anything) **Chisel Thru** Circle to a Wave Crazy Concept / Reverse Crazy Concept **Criss Cross the Shadow Criss Cross Your Neighbor Cross and Wheel Family 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 Cross Back / Grand Cross Back Cross Concentric Concept** Cross the K / The K Detour **Disconnected Concept Dodge (Anything)** Drop In/Out/Right/Left Exchange the Diamond (1/4, 1/2, 3/4, Full) Fascinate / Fascinating (Anything) File to a Line **Funny Concept Galaxy** Formation **Reverse Cut/Flip the Galaxy Grand Chain Eight Hocus Pocus** Inlet / Outlet **Interlocked Triangle Formation** Inpoint/Inside/Outpoint/Outside Interlocked Triangles Invert the Column (1/4, 1/2, 3/4, Full) / Cross Invert the Column (1/4, 1/2, 3/4, Full) Kick Off / Cross Kick Off Lateral Substitute Lines (Anything) Thru Right/Left Loop 1, 2, 3 **Offset Waves/Lines/Columns Concept Once Removed Concept Parallelogram Concept Peel/Trail to a Diamond** Perk Up

Press In/Out/Right/Left **Relocate the (Formation) Reshape the Triangle Reverse Cut/Flip The Diamond Rims/Hubs Trade Back / Rims/Hubs Trade (Anything) Ripple the Wave Designated Dancers Ripple 1, 2, 3** (Anyone) Like a Ripple (Call #1, Call #2, ...) Rotary (Anything) Rotate Family (From lines/waves added at C-2) **Rotate / Reverse Rotate** Single Rotate / Reverse Single Rotate Scoot and Counter / Counter Scoot and Cross Ramble / Cross Ramble Scoot and Little More / Little More Sets in Motion Shazam Sock It To Me / Here Comes the Judge Solid Concept Split Swap Around / Reverse Split Swap Around **Split Trade Circulate** Stack the Line **Stagger Concept Stretched (Formation) Concept** Swap the Wave Swing Along / Along Swing and Circle variation: (Anything) and Circle (1/4, 1/2, 3/4, Full) (Any Tagging Call) Your Neighbor **Flip Your Neighbor Tag Your Neighbor** Vertical Tag Your Neighbor **Tandem-Based Triangle Calls Peel Off Trail Off Peel and Trail** 3 by 1 Checkmate the Column 3 by 1 Transfer The Column 3 by 1 Triangle Formation/Circulate Interlocked 3 by 1 Triangle Circulate **Truck / Reverse Truck** Turn to a Line **Unwrap the (Formation)** Vertical (Anything) Walk Out to a Wave Wheel the Ocean/Sea Zip Code 1-6

1. The calls on this list were selected by vote of the members of the CALLERLAB Challenge Committee as of the 2009 Triennial Review.

2. Consult the C-2 Definitions document for guidance and examples on how calls are used and delivered.