Clark Baker's C2 Teaching Order

This schedule teaches C2 in 14 sessions of 7 tips each. Generally the first tip is used to review the previous week's calls, the next 5 tips are used to teach one call or concept per tip, and the last tip is used for practice and dancing.

Each session contains one concept and four calls -- usually two 4-dancer calls and two 8-dancer calls. The teaching and review load is mostly balanced across the sessions. Calls which are easily confused are spaced at least two sessions apart. Calls and concepts which need more practice are located towards the beginning of the teaching order.

Not all the variations listed will be taught at the time the initial call is taught -- they will be introduced when the dancers have mastered the base call.

Changes I would make next time I use this:

- Space Exchange and Unwrap further apart. Dancers got confused.
- Dancers should learn Parallelogram before Offsets.

C2 Teaching Order

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Sessio	n Teac	h Revi	iew Call	Variation #1	Variation #2	Variation #3
	Effor	rt Effo	rt			
]	1	1	1 (Anything) and Circle			
1	1	2	2 Chisel Thru			
1	1	1	2 Inlet			
1	1	3	3 Once Removed Concept			
1	1	2	3 <u>Rotate</u>	Single	Reverse	Reverse Single
1	1	1	2 Split Swap Around	Reverse		
			23			
4	2	1	2 Crazy Concept	Reverse Crazy		
4	2	2	2 Peel to a Diamond	Trail		
4	2	2	2 Scoot and Counter	Counter		
4	2	1	2 Sock It To Me	Here Comes the Judge		
4	2	2	2 Unwrap the Diamond	Interlocked Diamond	Hourglass	
			18			
	3	1	2 <u>Catch 1, 2, 3, 4</u>			
	3	1	1 <u>Loop</u>			
	3	2	2 Stack the Line			
	3	2	2 Swing Along	Along		
	3	2	3 Triple Wave Concept	Line	Column	
			18			

Session Teach Review Call			Variation #1	Variation #2	Variation #3
Ε	ffort Ef	fort			
4	3	2 <u>Exchange the Diamond 1/4, 1/2,</u> 3/4, Full			
4	3	3 Grand Chain Eight			
4	1	2 Kick Off	Cross		
4	2	3 Offset Waves Concept	Lines	Columns	
4	1	1 Rotary (Anything)			
		21			
5	1	2 Cross the K	<u>K</u>		
5	2	2 Fascinate	Fascinating		
5	2	2 Funny Concept	<u>Circulate</u>	<u>Square</u> <u>Thru</u>	
5	1	1 Lateral Substitute			
5	1	2 Reshape the Triangle			
		16			
6	2	2 Cross and Wheel	Trade	Grand	Single
6	2	3 Parallelogram Concept			
6	1	1 Reverse Cut the Diamond	Flip		
6	1	2 Scoot and Cross Ramble	Cross Ramble		
6	2	2 <u>Walk Out to a Wave</u>			
_		18			
7	2	2 <u>Alter and Circulate</u>			
7	2	3 <u>Chain the Square</u>			
7	2	3 <u>Stagger Concept</u>			
7	1	1 <u>Truck</u>	Reverse (added to C2 1/1/05)		
7	2	2 <u>Turn to a Line</u>			
		20			
8	1	2 (Anything) Coordinate	Motivate	Percolate	Perk Up
8	1	3 <u>Cross Concentric Concept</u>			
8	2	2 Swap the Wave	TT C		
8	2	2 <u>3 by 1 Checkmate the Column</u>	Transfer		
8	2	2 <u>Wheel the Ocean</u> 19	Sea		
9	1	2 Outlet			
9	2	2 Invert the Column	Cross		
9	1	2 Relocate the Diamonds	<u>Setup</u>		
9	2	2 <u>Tandem-Based Triangle</u> <u>Formation</u>	Peel Off	Trail Off	Peel & Trail
9	2	2 3 by 1 Triangle Circulate	Interlocked		
		18			

Effort Effort1012 File to a Line1011 Scoot and Little MoreLittle More1022 Sets in Motion1023 Stretched (Set-Up) Concept1022 Tagging Calls Your NeighborFlip1022 Cut the GalaxyFlip1112 Cut the GalaxyFlip1111 Press In/Out/Right/LeftI1111 Press In/Out/Right/LeftAnything1112 Split Trade BackHubsAnything1112 Split Trade CirculateI1112 Split Trade CirculateI1113 Split Trade CirculateI123 Split Trade CirculateI	Session 7	feach Re	eview Call	Variation #1	Variation #2	Variation #3
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11 2 Perk Up 11 1 2 Rims Trade Back Hubs Anything 11 1 2 Split Trade Circulate 19	11	2	2 Disconnected Concept			
1112Rims Trade BackHubsAnything1112Split Trade Circulate19	11	1	1 Press In/Out/Right/Left			
11 1 2 <u>Split Trade Circulate</u> 19	11	2	2 Perk Up			
19	11	1	2 Rims Trade Back	Hubs	Anything	
	11	1	2 Split Trade Circulate			
Checkpoint (Apything) by			19			
12 2 $2 \frac{\text{Checkpoint (Anything) by}}{(\text{Anything})}$	12	2	2 Checkpoint (Anything) by (Anything)			
12 1 1 <u>Circle to a Wave</u>	12	1	1 Circle to a Wave			
12 1 2 Criss Cross Your Neighbor	12	1	2 Criss Cross Your Neighbor			
12 1 2 Dodge (Anything)	12	1	2 Dodge (Anything)			
1222 RippleLike a Ripple	12	2	2 <u>Ripple</u>	Like a Ripple		
12 1 1 <u>Shazam</u>	12	1	1 <u>Shazam</u>			
18			18			
1322 Criss Cross the Shadow	13	2	2 Criss Cross the Shadow			
1311 Cross BackGrand	13	1	1 Cross Back	Grand		
1312 Reverse Cut the GalaxyFlip	13	1	2 Reverse Cut the Galaxy	Flip		
13 1 2 Drop In/Out/Right/Left	13	1	2 Drop In/Out/Right/Left			
13 1 2 Lines (Anything) Thru	13	1	2 Lines (Anything) Thru			
13 1 2 Solid Concept	13	1	2 Solid Concept			
18			18			
1411Bounce the (Anyone)Single	14	1	1 Bounce the (Anyone)	Single		
$14 2 2 \underline{\text{Detour}}$	14	2	2 <u>Detour</u>			
14 1 2 <u>Hocus Pocus</u>	14	1	2 <u>Hocus Pocus</u>			
14 1 1 <u>Vertical (Anything)</u>	14	1	1 Vertical (Anything)			
14 1 1 With the Flow	14	1	1 With the Flow			
14 1 $2 \underline{\text{Zip Code}}$	14	1	2 Zip Code			
16			16			

Revised: \$Date: 2004/12/06 16:03:08 \$