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

Session	Teach Effort	Review Effort	Call	Variation #1	Variation #2	Variation #3
1	1	1	(Anything) and Circle			
1	2	2	Chisel Thru			
1	1	2	Inlet			
1	3	3	Once Removed Concept			
1	2	3	Rotate	Single	Reverse	Reverse Single
1	1	2	Split Swap Around	Reverse		
		23				
2	1	2	Crazy Concept	Reverse Crazy		
2	2	2	Peel to a Diamond	Trail		
2	2	2	Scoot and Counter	Counter		
2	1	2	Sock It To Me	Here Comes the Judge		
2	2	2	Unwrap the Diamond	Interlocked Diamond	Hourglass	
		18				
3	1	2	Catch 1, 2, 3, 4			
3	1	1	Loop			
3	2	2	Stack the Line			
3	2	2	Swing Along	Along		
3	2	3	Triple Wave Concept	Line	Column	
		18				

Session	Teach Effort	Review Effort	Call	Variation #1	Variation #2	Variation #3
4	3	2	Exchange the Diamond 1/4, 1/2, 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	K		
5	2	2	Fascinate	Fascinating		
5	2	2	Funny Concept	Circulate	Square Thru	
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	Walk Out to a Wave			
		18				
7	2	2	Alter and Circulate			
7	2	3	Chain the Square			
7	2	3	Stagger Concept			
7	1	1	Truck	Reverse (added to C2 1/1/05)		
7	2	2	Turn to a Line			
		20				
8	1	2	(Anything) Coordinate	Motivate	Percolate	Perk Up
8	1	3	Cross Concentric Concept			
8	2	2	Swap the Wave			
8	2	2	3 by 1 Checkmate the Column	Transfer		
8	2	2	Wheel the Ocean	Sea		
		19				
9	1	2	Outlet			
9	2	2	Invert the Column	Cross		
9	1	2	Relocate the Diamonds	Setup		
9	2	2	Tandem-Based Triangle Formation	Peel Off	Trail Off	Peel & Trail
9	2	2	3 by 1 Triangle Circulate	Interlocked		
		18				

Session	Teach Effort	Review Effort	Call	Variation #1	Variation #2	Variation #3
10	1	2	File to a Line			
10	1	1	Scoot and Little More	Little More		
10	2	2	Sets in Motion			
10	2	3	Stretched (Set-Up) Concept			
10	2	2	Tagging Calls Your Neighbor	Flip	Tag	Vertical Tag
		18				
11	1	2	Cut the Galaxy	Flip		
11	2	2	Disconnected Concept			
11	1	1	Press In/Out/Right/Left			
11	2	2	Perk Up			
11	1	2	Rims Trade Back	Hubs	Anything	
11	1	2	Split Trade Circulate			
		19				
12	2	2	Checkpoint (Anything) by (Anything)			
12	1	1	Circle to a Wave			
12	1	2	Criss Cross Your Neighbor			
12	1	2	Dodge (Anything)			
12	2	2	Ripple	Like a Ripple		
12	1	1	Shazam			
		18				
13	2	2	Criss Cross the Shadow			
13	1	1	Cross Back	Grand		
13	1	2	Reverse Cut the Galaxy	Flip		
13	1	2	Drop In/Out/Right/Left			
13	1	2	Lines (Anything) Thru			
13	1	2	Solid Concept			
		18				
14	1	1	Bounce the (Anyone)	Single		
14	2	2	Detour			
14	1	2	Hocus Pocus			
14	1	1	Vertical (Anything)			
14	1	1	With the Flow			
14	1	2	Zip Code			
		16				

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