

CALLERLAB Challenge C-2 Program

February 10, 2010

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
Cut/Flip the Galaxy
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.