

EXTENDED CHALLENGE BASIC CALLS (C-2)

Revised January 2005

Alter and Circulate

(Anything) and Circle, such as:

Mix and Circle, Switch and Circle,
Diamond Circulate and Circle

(Anything) Concept, for:

Coordinate, Motivate, Percolate, Perk Up
Such as: Split Counter Coordinate,
In Roll Motivate, Split 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, such as:

Crazy Flutterwheel, Crazy Right & Left Thru
Reverse Crazy Concept

Criss Cross the Shadow

Criss Cross Your Neighbor

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/(Anything) the K

Cut/Flip the Galaxy

Reverse Cut/Flip the Galaxy

Detour

Disconnected Concept, such as:

Swing Thru, Mix, Switch the Wave,
Cross Roll to a Wave, Crossfire

Dodge (Anything)

Drop In/Out/Right/Left

Exchange the Diamond 1/4, 1/2, 3/4, Full

Fascinate

Fascinating (Any Call)

File to a Line/Wave

Funny Concept, such as:

Funny Diamond Circulate, Funny Square Thru

Grand Chain Eight

Hocus Pocus

Inlet/Outlet

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, using simple calls such as:

From lines facing out: Partner Trade
From columns: Walk & Dodge
From starting double pass thru:
Right & Left Thru, Slide Thru,
Star Thru, Square Thru, Touch 1/4

Parallelogram Concept, such as:

Circulate, Split Circulate,
In Roll Circulate, Walk & Dodge,
Scoot Back, Acey Deucey

Peel to a Diamond/Trail to a Diamond

Perk Up

Press In/Out/Right/Left

Relocate the Setup

Reverse Cut/Flip the Diamond

Reshape the Triangle

Rims Trade Back/Hubs Trade Back

Rims Trade (Anything)/Hubs Trade (Anything)

Ripple the Wave

Designated dancers Ripple 1, 2, 3
(Anyone) Like a Ripple (Call #1, Call #2,...)

Rotary (Anything), such as:

Rotary Explode the Wave, Rotary Mix,
Rotary Trade the Wave

Rotate/Single Rotate 1/4, 1/2, 3/4

Reverse Rotate/Reverse Single Rotate 1/4, 1/2, 3/4
(From lines/waves)

Scout and Counter

(Anything) and Counter

Scoot and Cross Ramble

(Anything) and Cross Ramble

Scoot and Little More

(Anything) and 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, such as:

Circulate, Split Circulate, Walk & Dodge,
Trade By, Peel & Trail

Stretched (Set-Up) Concept

Stretched line, wave, box

Swap the Wave

Swing Along/Along

Tagging Calls Your Neighbor

Flip Your Neighbor
Tag Your Neighbor
Vertical Tag Your Neighbor

Tandem-Based Triangle Formation:

Peel Off, Trail Off, Peel & Trail

3 by 1 Checkmate the Column

3 by 1 Transfer the Column

3 by 1 Triangle Formation/Circulate

Interlocked 3 by 1 Triangles

Triple Wave/Line/Column Concept, such as:

Swing Thru, Mix, Switch the Wave,
Pass and Roll, Touch 1/4, Dixie Style to a Wave

Truck/Reverse Truck

Turn to a Line

Unwrap Family, such as:

Unwrap the Diamond
Unwrap the Interlocked Diamond
Unwrap the Hourglass

Vertical (Anything)

Walk Out to a Wave

Wheel the Ocean/Sea

With the Flow

Zip Code 1-6

The calls on this list were selected by vote of the members of the CALLERLAB Challenge Committee.