



C-3A CALLS AND CONCEPTS

Revised September 10, 2004



1/4 | 3/4 Mix
1/4 | 3/4 the Deucey
1/4 | 3/4 Wheel the Ocean/Sea

(Any Tagging Call) Chain Thru
(Any Tagging Call) Reaction
Scoot Reaction

Beau/Belle/(Anyone) Hop
Bias Circulate
Big Block Concept
Breaker N
Breaker (Any Call)

Catch (Any Call) N
Checkerboard (Any Call)
Checkerbox (Any Call)
Couple Up
Cross Chain Reaction

Drift Apart

Ease Off
Eight By (Any Call)
Exchange the Boxes/Triangles
Expand the Column
Explode the Top

Flare Out to a Line
Finally Concept
Follow to a Diamond
Follow Your Leader
(Any Tagging Call) Your Leader

Grand Mix
Grand Swing and Mix

Initially Concept
Interlocked Scoot Back
Interlocked Little/Little More/Plenty

Jay Concept

Keep Busy

Latch On N/M
Link Up
(Any Call) the Lock
Lock the Hinge
(Locker's) Choice

Mini Chase

Once Removed Diamonds
Open Up the Column
Open Up and (Any Call)
Own (Anyone) (Any Call1) by (Any Call2)

Patch (Anyone)
Peel Chain Thru
Plan Ahead
Polly Wally

Quickstep
Quick (Any Call)

Reach Out
Recoil
Release (Any Call)

Scatter Circulate
Scoot and Cross Counter/Cross Counter
Scoot and Fancy/Fancy
Scoot and Rally/Rally
Scoot the Diamond
Single Calls:

Single Checkmate
Single Rotary Spin
Single Turn to a Line
Single Ferris Wheel
Single Polly Wally

Single File Recoil/Recycle
Slant Touch and Wheel
Slant (Any Call1) by (Any Call2)

Snap the Lock
Something New
Spin Chain the Line
Spin the Pulley/But
the Pulley/But
Split Phantom Columns/Lines/Waves Concept
Stable Concept
Stampede
Strip the Diamonds/Setup
Swap the Top
Swing Chain Thru
Swing the Gamut/the Gamut

Tagger's Delight/Dilemma
(Any Tagging Call) er's Delight/Dilemma

Team Up
Touch By (W/X by Y/Z)
Trade the Deucey
Travel Thru
Trip the Set
Triple Diamond Concept
Triple Play

Wind the Bobbin
Wrap to a (Formation)