

C3A Calls and Concepts

February, 2014

1/4 | 3/4 Mix
1/4 | 3/4 the Deucey
1/4 | 3/4 Wheel the Ocean | Sea
Bias Circulate
Big Block
Breaker *N* | *Call*
Catch *Call N*
Checkerboard *Call*
Checkerbox *Call*
Call er's Choice
Couple Up
Cross Chain Reaction
(Scoot and) Cross Counter
Drift Apart
Ease Off
Eight By *Call*
Exchange the Boxes | Triangles
Expand the Column
Explode the Top
(Scoot and) Fancy
Finally *Concept*
Flare Out
Follow to a Diamond
Follow Your Leader
 Any Tagging Call Your Leader
(Swing) the Gamut
Grand Mix
 Grand Swing and Mix
Hinge the Lock
Anyone Hop
Initially *Concept*
Interlocked Little | Little More | Plenty
Interlocked Scoot Back
Jay *Concept*
Keep Busy
Latch On (*Fraction*)
Link Up
Call the Lock
Lock the Hinge
Mini Chase
Once Removed Diamonds
Open Up the Column
 Open Up and *Call*
Own The *Anyone Call1* by *Call2*
Patch the *Anyone*
Peel Chain Thru
Plan Ahead
(Reverse)(Single) Polly Wally
Quickstep
 Quick *Call*
(Scoot and) Rally
Reach Out
Recoil
Release *Call*
Relocate the *Setup*
Scatter Circulate
Scoot Reaction
 Any Tagging Call Reaction
Scoot the Diamond
Single Checkmate
Single Ferris Wheel
Single File Recoil | Recycle
Single Rotary Spin
Single Turn to a Line
Slant *Call1* by *Call2*
Snap the Lock
Something New
Spin Chain the Line
(Spin) the Pulley (But *Call*)
Split Phantom Columns | Lines | Waves
Stable *Concept*
Stampede
Strip the Diamonds | *Setup*
(Reverse) Swap the Top
Swing Chain Thru
Tagging Call er's Delight | Dilemma
Tagging Call Chain Thru
Team Up
Touch By *Fraction* by *Fraction*
Trade the Deucey
Travel Thru
Trip the Set
Triple Diamond
Triple Play
Wind the Bobbin
Wrap to a *Formation*