

## BRONC'S C2 CHECKLIST

Alter and Circulate
(anything) Motivate
(anything) Percolate
(anything) Coordinate
(anything) Perk Up
Bounce the (Anyone)
Single Bounce the (Anyone)
Catch 1, 2, 3, 4
Chain the Square
<b>Checkpoint (Anything) by (Anything)</b>
Chisel Thru
Circle to a Wave
<b>Crazy Concept</b>
<b>Reverse Crazy Concept</b>
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
<b>Cross Concentric Concept</b>
Cross the K / The K
Detour

<b>Disconnected Concept</b>
Dodge (Anything)
Drop In/Out/Right/Left
Exchange the Diamond (1/4, 1/2, 3/4, Full)
Fascinate
Fascinating (Anything)
File to a Line
<b>Funny Concept</b>
Cut/Flip the Galaxy
Reverse Cut/Flip the Galaxy
Grand Chain Eight
Hocus Pocus
Inlet
Outlet
Interlocked Triangle Formation
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
<b>Offset Waves/Lines/Columns Concept</b>
<b>Once Removed Concept</b>
<b>Parallelogram Concept</b>
Peel to a Diamond

Trail to a Diamond
Perk Up
Press In/Out/Right/Left
Relocate the Formation
Reshape the Triangle
Reverse Cut The Diamond
Reverse Flip The Diamond
Rims/Hubs Trade Back
Rims/Hubs Trade (Anything)
Ripple the Wave
Designated Dancers <u>Ripple</u> 1, 2, 3
(Anyone) <u>Like a Ripple</u> (Call #1, Call #2, ...)
Rotary (Anything)
Rotate Family (From lines/waves)
Scoot 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
<b>Solid Concept</b>
Split Swap Around

Reverse Split Swap Around
Split Trade Circulate
Stack the Line
<b>Stagger Concept</b>
<b>Stretched (Formation) Concept</b>
Swap the Wave
Swing Along
(anything) Along
(Anything) and Circle (1/4, 1/2, 3/4, Full)
(Any Tagging Call) Your Neighbor
Vertical Tag Your Neighbor
Tandem-Based Triangle (as a box) Calls
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
Wheel the Sea
Zip Code 1-6