

Challenge Program Teaching Orders

(Rev C - February 10, 2012)

In late 2011 the Challenge Committee initiated a project to collect and publish Teaching Orders that have been used to teach the various Challenge programs. This document contains the results of that work as of the publication date above. As of February 10, 2012, Teaching Orders have been collected for C-1, C-2, C-3A, and C-3B. These Teaching Orders are included in this document.

If you have a teaching order you would like to contribute to this collection, please forward it to challenge@callerlab.org

Also of interest to anyone considering creating or modifying a Teaching Order is the document titled *Teaching Order Design Principles*, which may be found at

<http://www.callerlab.org/Default.aspx?tabid=610&id=92>

The purpose of this document is to provide a PDF file of each of the Teaching Orders gathered during this project.

- PLEASE NOTE -

NONE OF THE CHALLENGE TEACHING ORDERS INCLUDED WITH
THIS DOCUMENT HAVE BEEN ENDORSED BY CALLERLAB

THIS INFORMATION IS PROVIDED MERELY
AS A SERVICE TO THOSE CALLERS WHO TEACH CHALLENGE
DANCING AND WHO ARE LOOKING FOR
A TEACHING ORDER TO USE

The following Teaching Orders are included:

- 1) C-1 from the Interlocked Squares
- 2) C-1 from Jerry Reed
- 3) C-1 from Mike Jacobs
- 4) C-1 from the Swedish Association of Callers and Teachers (SACT)
- 5) C-2 from Clark Baker
- 6) C-3A from Clark Baker
- 7) C-3B from Clark Baker

Interlocked Squares C-1 Syllabus – 2010

Week 1

- Beau/Belle Naming Convention
- Wheel Fan Thru
- Circle By
- Chain Reaction (All But ¼ Tag)

Week 2

- T-Bones
- Split Counter Rotate (Non-Waves)
- Counter Rotate (Waves)

Week 3

- Rotary Spin
- Shakedown
- Ah So
- With the Flow

Week 4

- Stretch Concept (Ending 2x4)
- Cross Roll to a Wave/Line
- (Cross) Cast Back
- Pass The Axle/The Axle

Week 5

- Step & Fold (Lines/Waves)
- Scoot & Little/& Little
- Plus & A-2 calls with fractions
- Interrupt Concept
- Replace | Skip | Delete Concepts

Week 6

- Scoot & Plenty/& Plenty
- Cross By
- Follow Thru

Week 7

- 1/3 and 2/3 Recycle
- Interlocked Diamonds
- Relay The Top

Week 8

- Tally Ho
- Square The Bases
- Cross Extend

Week 9

- Concentric Concept (Lines, Columns)
- Relay The Shadow
- Squeeze
- Squeeze the Galaxy/Hourglass
- Galaxy Circulate

Week 10

- Tandem Concept
- Triangle Formation/Triangle Circulate
- Percolate

Week 11

- Stretch Concept (Other Formations)
- Press [Back | In | Out | Left | Right]
- O Concept
- Butterfly Concept

Week 12

- Jay Walk
- Linear Action
- Blocks Concept
- (Reverse) Cross & Turn

Week 13

- Swing & Circle
- Concentric Concept (Other Formations)
- (Anything) Chain Thru
- Flip The Line

Week 14

- Reverse Explode
- Triple Box Concept
- Calls with Collisions

Week 15

- Counter Rotate (Tidal, Other)
- Checkover
- Vertical Tag

Week 16

- Triple Lines / Waves / Columns Concepts
- Zing
- Scatter Scoot
- Swing The Fractions

Week 17

- Phantom Concept
- Siamese Concept
- Cross Chain Thru

Week 18

- Alter The Wave
- Twist The Line/Twist &
- Cross Chain & Roll
- Regroup

Week 19

- Step & Fold (Diamonds)
- Tag Back To A Wave
- Flip Back
- Vertical Tag Back
- (Reverse) Wheel &

Week 20

- All 8 Recycle
- Split/Box Recycle
- Scoot & Ramble/& Ramble
- (Reverse/Single) Rotate

Week 21

- Prefer the (Anyone) Concept
- Make Magic
- Magic Concept
- (Anyone) Start Concept

Week 22

- (Anything) and Weave
- Step and Flip (ends in a Z)
- (Split) Square Chain The Top
- Split Dixie Style
- (Split) Dixie Sashay
- (Split) Dixie Diamond

Week 23

- Cross Your Neighbor
- Scatter Scoot Chain Thru
- 3x2 Acey Deucey
- (Anything) To A Wave

Week 24

- Triple Cross
- Finish Concept
- (Anything) The Windmill
- Chase Your Neighbor

Week 25

- Switch The Line
- Ignore the (Anyone) Concept
- (Anything) But (Anything) Concept

C1 Teaching Order

[September 25, 2011] (From Jerry Reed)

<p><u>Week One</u> Stretch concept Step & Fold Square the Bases Scoot & Little/& Little Triangles (Circulate) All 8 Recycle Swing & Circle</p> <p><u>Week Two</u> Interrupt. Replace Cast Back/Cross Cast Back Pass the Axle/The Axle C1 Chain Reactions (Other Than 1/4 Tag)</p> <p><u>Week Three</u> /Finish/etc C-1 Chain Reaction Blocks Ah So Alter the Wave Concentric All 8 Swing & Mix</p> <p><u>Week Four</u> Tally Ho Scoot & Ramble/& Ramble Switch To Interlocked Diamonds Interlocked Diamonds Shakedown</p> <p><u>Week Five</u> Scoot & Plenty/& Plenty Phantoms Cross Chain Thru Percolate Circle By</p> <p><u>Week Six</u> Counter Rotate Cross Roll to a Wave/Line Press Ahead Back</p>	<p><u>Week Seven</u> Counter Rotate Dixie Diamond Dixie Sashay</p> <p><u>Week Eight</u> Chase your Neighbor Square Chain the Top Squeeze O / Butterfly (Circulate) Rotary Spin</p> <p><u>Week Nine</u> Galaxy Formation/Circulate T-Bones Linear Action Box/Split Recycle Checkover</p> <p><u>Week Ten</u> T-Bones Scatter Scoot Triple Cross Step & Flip</p> <p><u>Week Eleven</u> Relay the Shadow Cross & Turn/Reverse Zing</p> <p><u>Week Twelve</u> Scatter Scoot Chain Thru Tag Back to a Wave Swing the Fractions Jay Walk</p> <p><u>Week Thirteen</u> Cross Chain & Roll (Anything) to a Wave</p> <p><u>Week Fourteen</u> Vertical Tag (Anything) Chain Thru Regroup Flip the Line</p>	<p><u>Week Fifteen</u> Magic Column (Circulate&Others) 2/3 Recycle 3x2 Acey Deucey Twist the Line/Twist &</p> <p><u>Week Sixteen</u> Tandem Relay the Top Switch the Line Flip Back</p> <p><u>Week Seventeen</u> Follow Thru Wheel & / Reverse Wheel & Cross By Grand Follow Your Neighbor</p> <p><u>Week Eighteen</u> Concentric Twist the Line/Twist & Make Magic Vertical Tag Back</p> <p><u>Week Nineteen</u> Rotate/Reverse/Single (Anything) the Windmill Reverse Explode Cross Your Neighbor</p> <p><u>Week Twenty</u> Triple Box (Anything) and Weave Reverse Cross & Turn Wheel Fan Thru</p> <p><u>Week Twenty-One</u> Siamese Split Dixie Diamond Split Dixie Style Split Square Chain the Top Substitute</p>
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C1 Teaching Order

[October 30, 2008)](From Mike Jacobs)

<p><u>Week One</u> Galaxy Formation/Circulate Square the Bases Scoot & Ramble/& Ramble Tag Back to a Wave</p>	<p><u>Week Eight</u> Chase your Neighbor Square Chain the Top O / Butterfly (Circulate) Rotary Spin</p>	<p><u>Week Fifteen</u> Magic Column (Circulate&Others) 2/3 Recycle 3x2 Acey Deucey Twist the Line/Twist &</p>
<p><u>Week Two</u> Blocks Interlocked Diamonds Ah So Checkover</p>	<p><u>Week Nine</u> T-Bones Linear Action Box/Split Recycle Switch To Interlocked Diamonds</p>	<p><u>Week Sixteen</u> Tandem Relay the Top Switch the Line Flip Back</p>
<p><u>Week Three</u> Blocks Pass the Axle/The Axle Squeeze Shakedown</p>	<p><u>Week Ten</u> T-Bones Scatter Scoot Triple Cross Step & Flip</p>	<p><u>Week Seventeen</u> Concentric Follow Thru Wheel & / Reverse Wheel & Cross By Grand Follow Your Neighbor</p>
<p><u>Week Four</u> Phantoms Step & Fold Alter the Wave Cross Chain Thru</p>	<p><u>Week Eleven</u> Triangles (Circulate) Cross & Turn/Reverse Swing & Circle Zing</p>	<p><u>Week Eighteen</u> Concentric Twist the Line/Twist & Scatter Scoot Chain Thru Make Magic</p>
<p><u>Week Five</u> Phantoms Percolate All 8 Recycle Circle By</p>	<p><u>Week Twelve</u> Triangles (Circulate)(Cont) Relay the Shadow Swing the Fractions Jay Walk</p>	<p><u>Week Nineteen</u> Rotate/Reverse/Single (Anything) the Windmill Reverse Explode Cross Your Neighbor</p>
<p><u>Week Six</u> Counter Rotate Flip the Line Cross Roll to a Wave/Line C1 Chain Reactions (Other Than 1/4 Tag)</p>	<p><u>Week Thirteen</u> Stretch concept Tally Ho Cross Chain & Roll (Anything) to a Wave</p>	<p><u>Week Twenty</u> Triple Box (Anything) and Weave Reverse Cross & Turn Wheel Fan Thru</p>
<p><u>Week Seven</u> Counter Rotate Scoot & Plenty/& Plenty Dixie Diamond Dixie Sashay</p>	<p><u>Week Fourteen</u> Vertical Tag Scoot & Little/& Little (Anything) Chain Thru Regroup Interrupt/Replace/Finish/etc. Press Ahead Back Vertical Tag Back All 8 Swing & Mix Substitute</p>	<p><u>Week Twenty-One</u> Siamese Split Dixie Diamond Split Dixie Style Split Square Chain the Top Cast Back/Cross Cast Back</p>

C1

SACT's förslag till utlärningsordning

Split/Box Recycle

Counter Rotate

Rotary Spin

"Replace"

Tally Ho

Tandem Concept

Square The Bases

Scout and Ramble/(Anything) and Ramble

"Start"

"Finish"

Wheel Fan Thru

Circle By (with fractions)

Cross Extend

Tag Back to a Wave

Scatter Scoot/Scatter Scoot Chain Thru

All 8 Recycle

"But"

Squeeze

O Formation/Concept

Butterfly Formation/Concept

Substitute

Step and Fold

"Prefer"

Swing The Fractions

Twist the Line/Twist and (Any)

Follow thru

"Interrupt"

Vertical Tag 1/4, 1/2, 3/4, Full,

Vertical Tag Back

Scout and Little/(Anything) and Little

Relay the Top

2/3 Recycle

Cross Roll to a Wave/Line

Interlocked Diamond/Circulate

Cut/Flip the Interlocked Diamond

Interlocked Diamond Chain Thru

Dixie Diamond

Dixie Sashay

"Skip"

"Delete"

Jaywalk

Relay The Shadow

Stretch Concept

Switch To An Interlocked Diamond

"Ignore"

Swing and Circle 1/4, 1/2, 3/4, Full

Belles and Beaus

Regroup

Cast Back/Cross Cast Back

Shakedown

Ah So

Alter The Wave

T-Bone Formation and Circulates

Scout and Plenty/(Anything) and Plenty

Cross By

(Anything) and Weave

Concentric Concept

Pass The Axle/(Anything) the Axle

Chain Reaction (*unlimited formations*)

Zing

Press Ahead

Block Formation

Flip The Line 1/4, 1/2, 3/4, Full

Flip Back

Step And Flip

Percolate

Chase Your Neighbor

Rotate, Reverse Rotate

Single Rotate, Reverse Single Rotate

Cross and Turn/Reverse

Square Chain The Top

Cross Chain and Roll/Cross Chain Thru

Wheel and (Anything), Reverse Wheel and (Anything)

Phantom Formation/Concept

Checkover

(Anything) to a Wave

Triple Cross

Triangle Formation/Circulate

(Interlocked Triangle Formation/Circulate)

(Anything) Chain Thru

Siamese Concept

Reverse Explode

Magic Column Formation/Concept

Linear Action

Cross Your Neighbor

Split Square Thru Variations:

Dixie Style/Dixie Diamond/Square Chain the Top

Galaxy Formation/Circulate

Triple Box Concept

Triple Wave/Line/Column Concept

Make Magic

Switch the Line

(Anything) the Windmill

3x2 Acey Deucey

OBS!

Detta är SACT's förslag till utlärningsordning för C1. Utlärningsordningen är endast en rekommendation och helt frivillig att använda. Tanken är att den ska vara en hjälp för de klubbar som vill samarbeta och eventuellt arrangera mindre danser på endast en del av C1. Det finns ingen officiell rekommenderad utlärningsordning från Callerlab, och man kan aldrig förvänta sig av en caller att denna ska acceptera att calla endast en del av programmet.

- Normal stil = calls
- **Fet stil = koncept**
- **Fet och kursiv stil = Formationer**
- **"Fet" stil med citattecken = modifyers**

- **(Interlocked Triangel Formation/Circulate)** anges av Callerlab som C2, men används på C1. Ska enligt Callerlab läggas till C1 inom kort.

Clark Baker's C2 Teaching Order

This schedule teaches C2 in 14 sessions of 7 tips each. Generally the first tip is used to review the previous week's calls, the next 5 tips are used to teach one call or concept per tip, and the last tip is used for practice and dancing.

Each session contains one concept and four calls -- usually two 4-dancer calls and two 8-dancer calls. The teaching and review load is mostly balanced across the sessions. Calls which are easily confused are spaced at least two sessions apart. Calls and concepts which need more practice are located towards the beginning of the teaching order.

Not all the variations listed will be taught at the time the initial call is taught -- they will be introduced when the dancers have mastered the base call.

Changes I would make next time I use this:

- Space Exchange and Unwrap further apart. Dancers got confused.
- Dancers should learn Parallelogram before Offsets.

C2 Teaching Order

Session	Teach	Review	Call	Variation #1	Variation #2	Variation #3
			Effort Effort			
1	1		1 (Anything) and Circle			
1	2		2 Chisel Thru			
1	1		2 Inlet			
1	3		3 Once Removed Concept			
1	2		3 Rotate	Single	Reverse	Reverse Single
1	1		2 Split Swap Around	Reverse		
			23			
2	1		2 Crazy Concept	Reverse Crazy		
2	2		2 Peel to a Diamond	Trail		
2	2		2 Scoot and Counter	Counter		
2	1		2 Sock It To Me	Here Comes the Judge		
2	2		2 Unwrap the Diamond	Interlocked Diamond	Hourglass	
			18			
3	1		2 Catch 1, 2, 3, 4			
3	1		1 Loop			
3	2		2 Stack the Line			
3	2		2 Swing Along	Along		
3	2		3 Triple Wave Concept	Line	Column	
			18			

Session	Teach	Review	Call	Variation #1	Variation #2	Variation #3
			Effort Effort			
4	3	2	Exchange the Diamond 1/4, 1/2, 3/4, Full			
4	3	3	Grand Chain Eight			
4	1	2	Kick Off	Cross		
4	2	3	Offset Waves Concept	Lines	Columns	
4	1	1	Rotary (Anything)			
		21				
5	1	2	Cross the K	K		
5	2	2	Fascinate	Fascinating		
5	2	2	Funny Concept	Circulate	Square Thru	
5	1	1	Lateral Substitute			
5	1	2	Reshape the Triangle			
		16				
6	2	2	Cross and Wheel	Trade	Grand	Single
6	2	3	Parallelogram Concept			
6	1	1	Reverse Cut the Diamond	Flip		
6	1	2	Scoot and Cross Ramble	Cross Ramble		
6	2	2	Walk Out to a Wave			
		18				
7	2	2	Alter and Circulate			
7	2	3	Chain the Square			
7	2	3	Stagger Concept			
7	1	1	Truck	Reverse (added to C2 1/1/05)		
7	2	2	Turn to a Line			
		20				
8	1	2	(Anything) Coordinate	Motivate	Percolate	Perk Up
8	1	3	Cross Concentric Concept			
8	2	2	Swap the Wave			
8	2	2	3 by 1 Checkmate the Column	Transfer		
8	2	2	Wheel the Ocean	Sea		
		19				
9	1	2	Outlet			
9	2	2	Invert the Column	Cross		
9	1	2	Relocate the Diamonds	Setup		
9	2	2	Tandem-Based Triangle Formation	Peel Off	Trail Off	Peel & Trail
9	2	2	3 by 1 Triangle Circulate	Interlocked		
		18				

Session	Teach	Review	Call	Variation #1	Variation #2	Variation #3
			Effort Effort			
10	1	2	File to a Line			
10	1	1	Scoot and Little More	Little More		
10	2	2	Sets in Motion			
10	2	3	Stretched (Set-Up) Concept			
10	2	2	Tagging Calls Your Neighbor	Flip	Tag	Vertical Tag
		18				
11	1	2	Cut the Galaxy	Flip		
11	2	2	Disconnected Concept			
11	1	1	Press In/Out/Right/Left			
11	2	2	Perk Up			
11	1	2	Rims Trade Back	Hubs	Anything	
11	1	2	Split Trade Circulate			
		19				
12	2	2	Checkpoint (Anything) by (Anything)			
12	1	1	Circle to a Wave			
12	1	2	Criss Cross Your Neighbor			
12	1	2	Dodge (Anything)			
12	2	2	Ripple	Like a Ripple		
12	1	1	Shazam			
		18				
13	2	2	Criss Cross the Shadow			
13	1	1	Cross Back	Grand		
13	1	2	Reverse Cut the Galaxy	Flip		
13	1	2	Drop In/Out/Right/Left			
13	1	2	Lines (Anything) Thru			
13	1	2	Solid Concept			
		18				
14	1	1	Bounce the (Anyone)	Single		
14	2	2	Detour			
14	1	2	Hocus Pocus			
14	1	1	Vertical (Anything)			
14	1	1	With the Flow			
14	1	2	Zip Code			
		16				

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Clark Baker's C3A Teaching Order

This is the schedule I used for teaching C3A in a week in 1998 in Plon, Germany. The corresponding schedule for C3B can be found [here](#).

C3A Teaching Order

Session	Teach Effort	Review Effort	Call	Variation #1	Variation #2	Variation #3
1	1	2	initially concept			
1	1	1	interlocked scoot back			
1	2	2	link up			
1	1	2	open up the column	open up and anycall		
		12				
2	1	1	1/4 mix	3/4 mix		
2	1	2	catch anycall 1-2-3-4			
2	1	2	drift apart			
2	2	2	explode the top			
2	1	2	interlocked scoot & little	interlocked little		
2	1	2	interlocked scoot & little more	interlocked little more		
2	1	1	lock the hinge	anycall the lock		
2	1	2	swap the top			
2	1	1	travel thru			
		25				
3	1	2	1/4 the deucey	3/4 the deucey		
3	1	1	follow to a diamond			
3	1	3	interlocked scoot & plenty	interlocked plenty		
3	2	3	plan ahead			
3	1	2	quick step	quick anycall		
3	2	3	split phantom waves concept	split phantom lines concept	split phantom columns concept	
3	1	1	trade the deucey			
3	1	2	triple play			
		27				
4	1	1	1/4 wheel the ocean	1/4 wheel the sea	3/4 wheel the ocean	3/4 wheel the sea
4	2	2	exchange the boxes	exchange the triangle		

Session	Teach	Review	Call	Variation #1	Variation #2	Variation #3
		Effort	Effort			
4	1	2	jay concept			
4	1	3	polly wally	single polly wally		
4	1	2	reach out			
4	1	2	scatter circulate			
4	2	2	scoot and cross counter	cross counter		
4	1	2	touch by fraction by fraction			
		26				
5	1	1	any tagging call chain thru			
5	2	2	scoot and fancy	fancy		
5	1	1	single ferris wheel			
5	2	1	single rotary spin			
5	2	2	single turn to a line			
5	1	2	spin the pulley	spin the pulley but	the pulley (but)	
5	1	2	wind the bobbin			
		21				
6	1	2	bias circulate			
6	2	3	big block concept			
6	2	2	follow your leader	any tagging call your leader	switch your leader	
6	1	2	release anycall			
6	2	2	scoot and rally	rally		
6	2	2	swing the gamut	the gamut		
		23				
7	1	1	8 by, anycall			
7	2	2	peel chain thru			
7	1	2	recoil	single file recoil		
7	1	1	scoot reaction	any tagging call reaction		
7	2	1	single file recycle			
7	1	2	spin chain the line			
7	2	2	tagger's delight	tagger's dilemma	any tagging call er's delight/dilemma	
		21				
8	1	1	beau hop	belle hop	anyone hop	
8	2	2	checkbox anycall	checkerboard anycall		
8	1	2	ease off			
8	1	1	flare out to a line			

Session	Teach Effort	Review Effort	Call	Variation #1	Variation #2	Variation #3
8	1	2	latch on			
8	1	1	scoot the diamond			
8	1	1	split checkmate			
8	2	2	triple diamond concept			
		22				
9	2	2	cross chain reaction			
9	1	2	expand the column			
9	2	2	grand swing & mix	grand mix		
9	2	2	keep busy			
9	1	2	once removed diamond concept			
9	1	1	relocate the setup			
9	1	2	swing chain thru			
		23				
10	1	2	breaker 1-2-3	breaker anycall		
10	2	2	locker's choice	anycall er's choice		
10	2	2	own the anyone, anycall by anycall			
10	1	2	reverse cut the diamond	reverse flip the diamond		
10	1	2	strip the diamonds	strip the setup		
10	1	2	team up			
10	2	2	wrap to a diamond	wrap to an hourglass	wrap to a galaxy	wrap to an interlocked diamond
		24				
11	1	1	couple up	split trade couple up		
11	1	2	mini chase			
11	1	2	patch the anyone			
11	1	1	rolling ripple			
11	1	1	shove off			
11	2	2	slant touch & wheel	slant anycall and anycall		
11	1	3	stable concept			
		20				
12	1	2	snap the lock			
12	1	2	something new			
12	1	2	stampede			
12	1	2	trip the set			

Session Teach Review Call

Variation #1

Variation #2

Variation #3

Effort Effort

12

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Clark Baker's C3B Teaching Order

This is the schedule I used for teaching C3B in a week in 2002 in Plon, Germany. The corresponding schedule for C3A can be found [here](#).

The teaching order has been chosen with great care. Each call has been given a number for teaching effort and a number related to the amount of practice time necessary to master the call. The sessions are approximately the same size based on this teaching and review load.

The 13 concepts have been distributed over the 12 sessions. Calls which have similar names, starting formations, dance actions, or are commonly confused with each other are separated in the teaching order. There are a number of "tagging" calls. These have been distributed over the initial teaching sessions, one per session. Most sessions contain a large, dancing call.

Some calls which require lots of dancing to master are placed early in the schedule. The end of the schedule contains a few simple calls which can be safely left to the end. We will still have two dance sessions to practice them.

More than a few calls have extensions and variations. Once we master the base call and seem to be doing well with it, I will introduce the variations. This may be several teach or dance sessions later.

I recommend [A Ceder Chest of C3](#) by Vic Ceder as a source of definitions. Before each teaching session you should review the definitions of the calls which will be taught so that you won't be hearing about each call for the first time. I will teach each call, and offer some hints and observations.

June 2005: I just completed teaching C3B to a square with 7 new dancers in 2 weekends of five 2 1/2 hour sessions. I combined sessions 1 & 2 and 11 & 12. While the start was OK, it would have been nice to have had an extra session at which I taught session 12 and did lots of practice.

This group of learners had several comments about the teaching order. I will take these into account and update this teaching order before the next time I use it.

1. Move Reverse The Top away from the Swap The Top variations
2. Move Revolve To A Wave away from Change The Wave
3. Move Swing O Late away from Change The Centers (same start action)
4. Separate Ripoff from Good Show. Even though one is a 4-dancer call and the other is an 8-dancer call, they feel too similar
5. Separate Change Lanes and Change Your Image further. It was OK to do Change The Wave and Change The Centers together in session 3. Adding Change Your Image in session 8 was OK. Adding Change Lanes in session 9 got them all confused. Space the 3 "Change" calls evenly.
6. The 3 versions of Cross Cycle need extra care and should be separately listed in the teaching order.

When teaching Revolve To A Wave, we found the Leads U Turn Back to the Right and all Facing Recycle was the best. However, you must allow everyone to do it that way and give them enough time initially so they get good at it.

July 2009: I am revising this again as I head to Plon for another teach week.

September 2009: The teach week went well and the teaching order only had two minor glitches: Having done all the Swap The Top variations from the first session, and using them mainly from a Squared Set, when I finally encountered Reverse The Top on lesson 3, and called it from a Squared Set, dancers were confused.

I think Chuck A Luck on lesson 7 is too close to Scramble in lesson 8 as they are both done from lines back-to-back.

C3B Teaching Order

Session	Teach Effort	Review Effort	Call	Variation #1	Variation #2	Variation #3
1	1	1	Central Concept			
1	1	2	Mirror Concept			
1	1	2	Reset			
1	1	2	Swap the Top variations:	Mirror	Cross	Mirror Cross
1	2	2	Revolve to a Wave			
1	1	2	Swing o Late			
		18				
2	2	2	1/4 Cast and Relay	1/2 and 3/4		
2	1	2	Boomerang			
2	1	2	Chase The Tag			
2	1	1	Fan Concept			
2	2	2	Interlocked Scoot and Counter			
2	2	2	Reactivate	Cross	Any Tagging Call	
		20				
3	1	1	(Any Tagging Call) and Scatter			
3	1	2	Change the Wave	Change The Centers		
3	2	3	Diagonal Box Concept			
3	1	2	Lickety Split			
3	1	1	Reverse the Top			
3	1	2	In Reverse Order Concept			
		18				
4	1	3	Cross Flip the Line			
4	2	2	Flip Your Lid			
4	1	2	Gee Whiz			
4	2	3	Lift Off	Lift Off But		
4	2	2	Twosome Concept			
4	2	2	Rip Off			
		24				
5	1	2	Busy (Any Call)			
5	1	2	Cross Cycle (2-Face Line)	Fractions	Facing Couples	Box
5	1	1	Explode the Diamond			
5	2	2	Interlocked Scoot and Rally			
5	1	2	Pitch (Direction)			
5	2	3	Split Phantom Boxes	Diamonds	1/4 Tags	

Session	Teach	Review	Call	Variation #1	Variation #2	Variation #3
	Effort	Effort				
5	1	2	Track 0 1 3 4			
		23				
6	1	2	Criss Cross the Deucey			
6	1	2	Loop and Tag	Cross		
6	2	2	Magic Lines/Waves Concept	Magic Diamonds		
6	1	2	Reverse the Pass			
6	1	3	Rotates (from Columns)	Single	Reverse	Reverse Single
6	1	2	Z Axle			
		20				
7	1	2	Chuck a Luck	Cross		
7	1	2	Good Show			
7	2	2	Reflected (Any Tagging Call)			
7	2	2	Trapezoid Concept			
7	1	2	Wave the (Anyone)			
7	1	2	Tag the Top	Any Tagging Call		
		20				
8	1	2	By Golly			
8	1	2	Change Your Image			
8	2	2	Interlocked Scoot and Ramble			
8	2	3	Nuclear Reaction	Cross	Any Tagging Call	
8	1	2	Scramble			
8	2	2	Triple Waves Working Forward	Lines	Backwards	
		22				
9	1	2	Bingo			
9	2	2	Random (Any Concept) Concept			
9	2	2	Reverse Checkpoint			
9	2	3	Strut Right/Left	Single		
9	1	2	Turn the Key	The Key		
		19				
10	1	1	Cross Lockit			
10	2	2	Phantom Waves Concept	Lines	Columns	
10	1	2	Shake and Rattle			
10	1	2	Sidetrack	Split		
10	1	2	Take N			
10	1	2	Trade the Diamond			
10	1	2	With Confidence			
		21				

Session	Teach	Review	Call	Variation #1	Variation #2	Variation #3
		Effort	Effort			
11	1	2	Disband			
11	2	2	Divide the Ocean/Sea			
11	1	2	Line to Line			
11	2	2	N Steps at a Time	Cross		
11	2	2	Rotary Circulate			
11	1	2	Z Concept (4 dancers only)			
		21				
12	2	2	Stimulate			
12	1	2	Turnstyle			
12	1	2	Two-Faced Concept			
12	1	2	Change Lanes			
		13				

Revised: \$Date: 2009/09/03 19:33:50 \$