

RGV C2 TEACHING ORDER

- 1 Catch {n}
- 2 (Scoot &) Counter
- 3 {any Tagging Call} Your Neighbor
- 4 (Split) Grand Chain Eight
- 5 Hubs / Rims Trade Back (or anything)
- 6 Cross Concentric Concept
- 7 Sets In Motion

- 8 Stack The Line
- 9 Once Removed Concept
- 10 {anything} Concept
- 11 Wheel The Ocean / Sea
- 12 Criss Cross Your Neighbor
- 13 Chisel Thru
- 14 Walk Out To A Wave

- 15 {direction} Loop {n}
- 16 Parallelogram Formation
- 17 (Cross) Invert The Column {fraction}
- 18 Chain The Square
- 19 Detour
- 20 Swap The Wave
- 21 Shazam

- 22 (Swing) Along
- 23 Criss Cross The Shadow
- 24 Checkpoint {anything} By {anything}
- 25 (Grand) Cross Back
- 26 Alter & Circulate
- 27 (Reverse) Split Swap

- 28 Perk Up
- 29 Rotary {anything}
- 30 File To A Line
- 31 (Reverse) Crazy Concept
- 32 Fascinate / Fascinating
- 33 (Cross) The "K"

- 34 Reshape (The Triangle)
- 35 Hocus Pocus
- 36 Circle {fraction} To A Wave
- 37 Turn To A Line
- 38 Press {direction}
- 39 (Grand) (Single) Cross (Trade) & Wheel

- 40 Here Comes The Judge / Sock It To Me
- 41 Split Trade Circulate
- 42 (Reverse) (Single) Rotate [from Lines]
- 43 Offset Column / Line / Wave Formation
- 44 Lines {anything} Thru
- 45 (Cross) Kickoff

- 46 Truck
- 47 Exchange The Diamonds {fraction}
- 48 {anything} & Circle {fraction}
- 49 (Interlocked) (3 By 1) Triangle Formation
- 50 Zip Code {n}
- 51 Unwrap The {Formation}

- 52 Ripple (The Wave) | {n} / Like A Ripple
- 53 Peel / Trail To A Diamond
- 54 (Scoot &) Little More
- 55 Stretched Box / Column / Line / Wave Concept
- 56 Vertical {anything}
- 57 (Single) Bounce {anyone}

- 58 (Scoot &) Cross Ramble
- 59 Relocate (The {Formation})
- 60 Lateral Substitute
- 61 Triangle [Working As A Box] Concept
- 62 Drop {direction}
- 63 Stagger Concept

- 64 Inlet / Outlet
- 65 Funny Concept
- 66 Reverse Cut / Flip The Diamond
- 67 (Reverse) Cut / Flip The Galaxy
- 68 Disconnected {Formation} Concept
- 69 Dodge {anything}

- 70 Solid Concept
- 71 {n} By {m} Concept
- 72 Step & {anything}
- 73 3 by 1 Transfer the Column
- 74 3 by 1 Checkmate the Column
- 75 1 by 3 Checkmate the Column