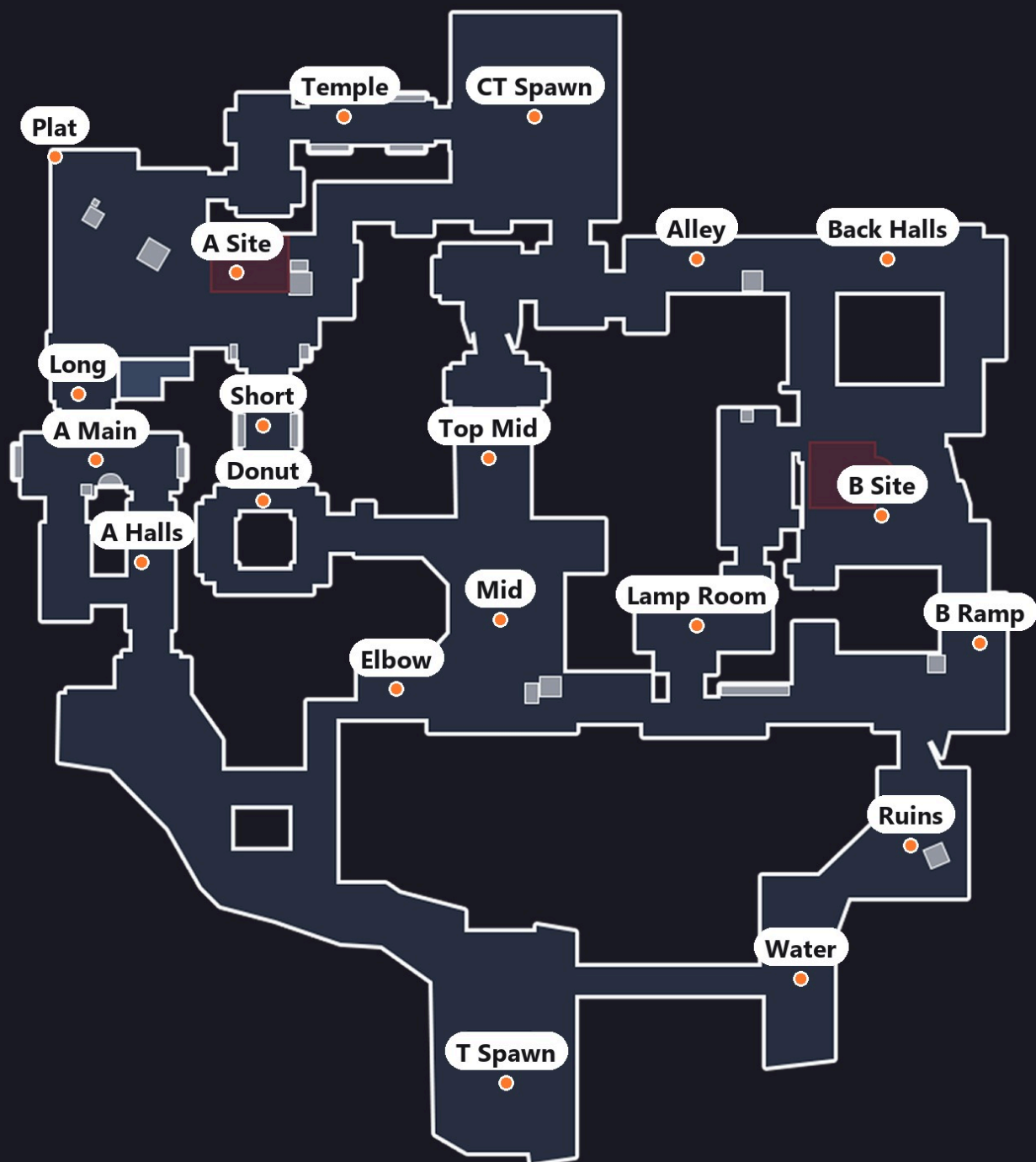


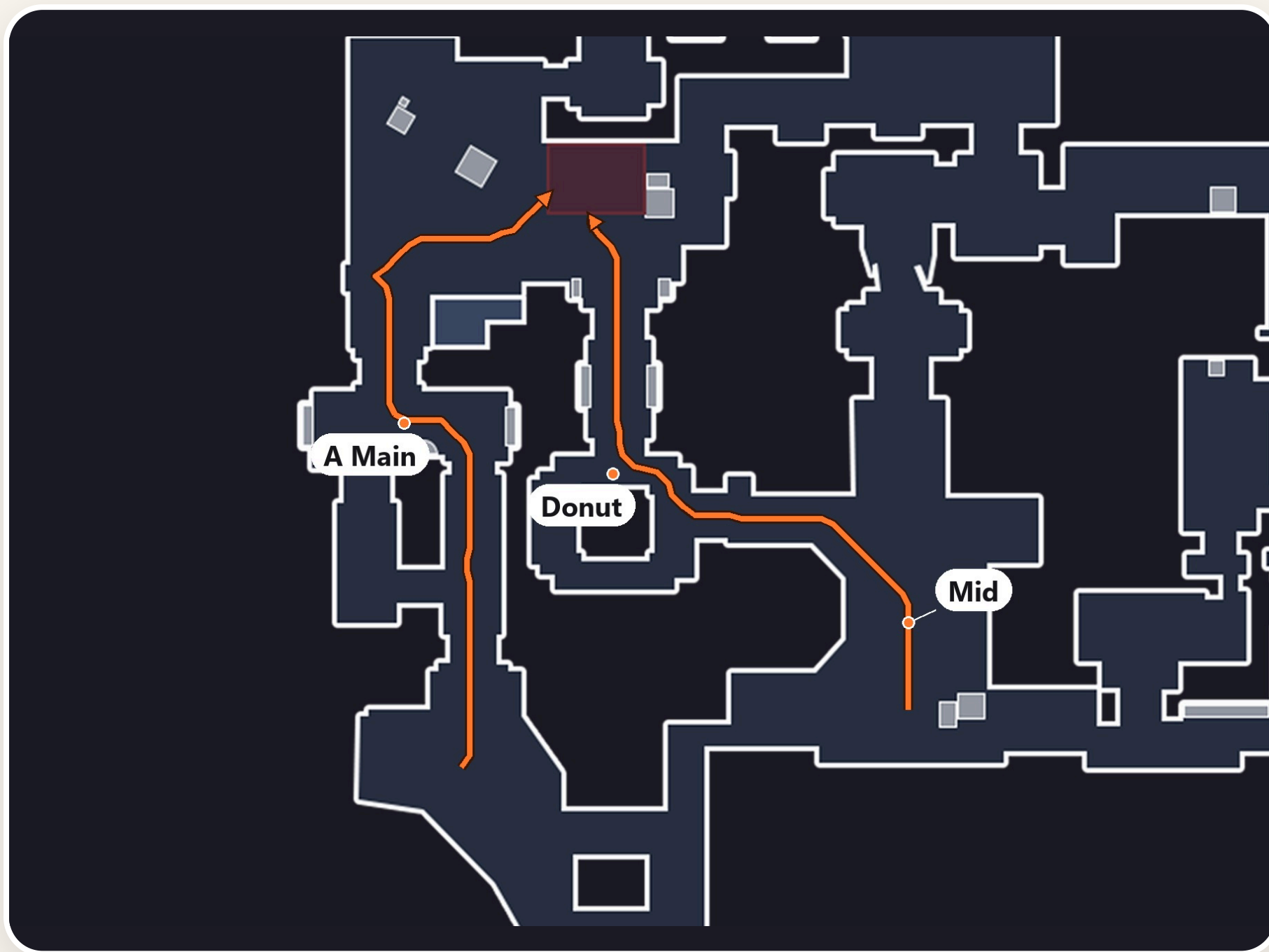
Ancient Callout Guide

Every callout on the map, a split that beats a stacked Main, and the habits that win the site.



1 • THE PLAY

Don't stack Main. Split through Donut



1. **The defenders only have to watch one way in.**
2. **Send two players through Mid**, into Donut.
3. **Then hit together.** Main and Donut, at the same time.
4. **Now they're looking two ways**, and you trade every fight.



Don't stack Main. Split it.

Four habits that win A site

No lineups to memorise. These work every round.

1 Agree the timing first. The Donut players call when they're in place. Then everyone goes on the same call.

2 Mid comes first. Your Donut players walk through Mid. If Mid isn't yours yet, take it before you commit to the split.

3 Entry plus a trade. In Main and in Donut, the second player stays one step behind the first.

4 Plant, then play off the bomb. Hold from cover so the defuser walks into your crossfire.





Know the calls. Now check your rounds.

Upload a round at callup.gg and get it reviewed.

callup.gg

