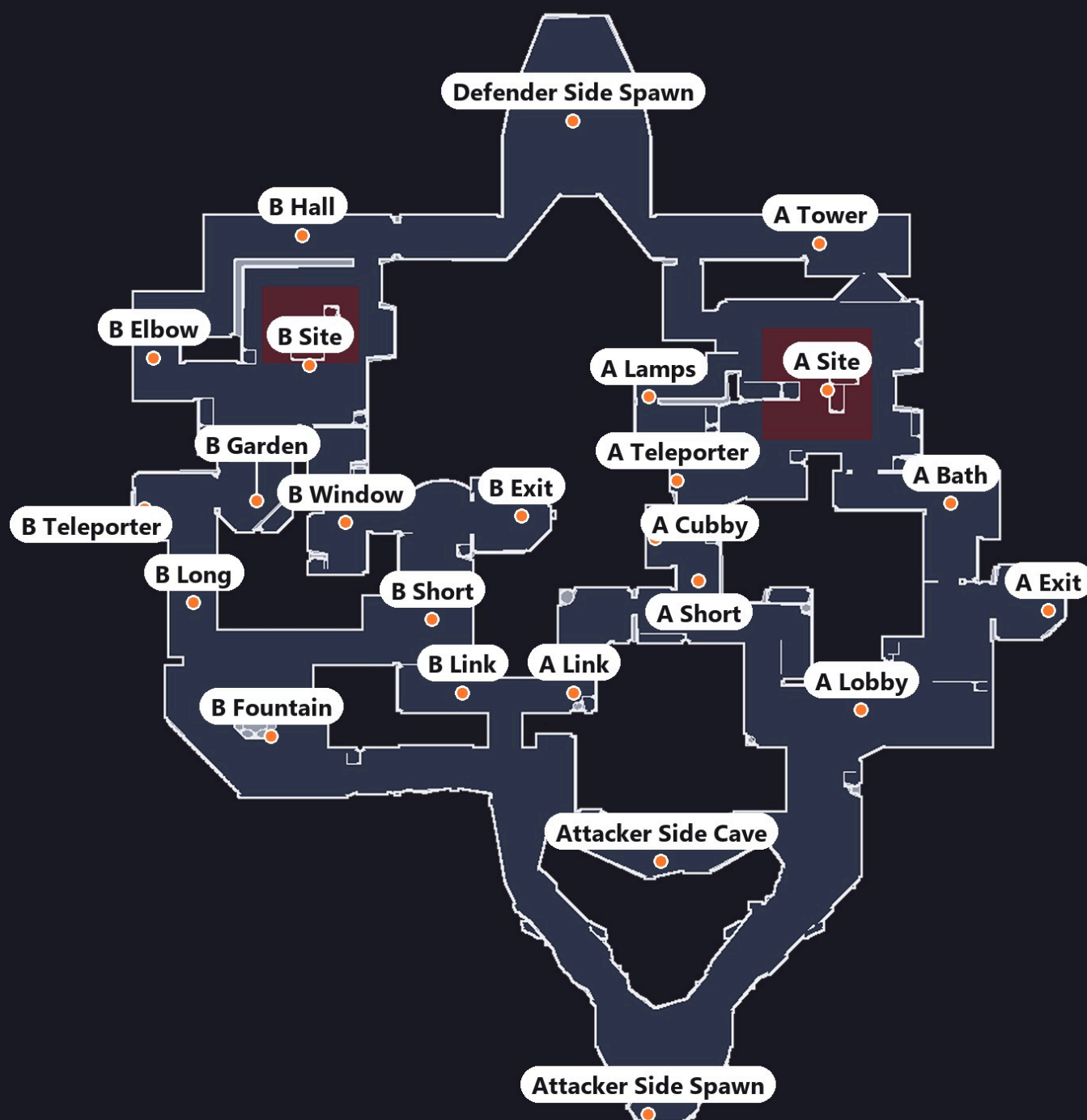


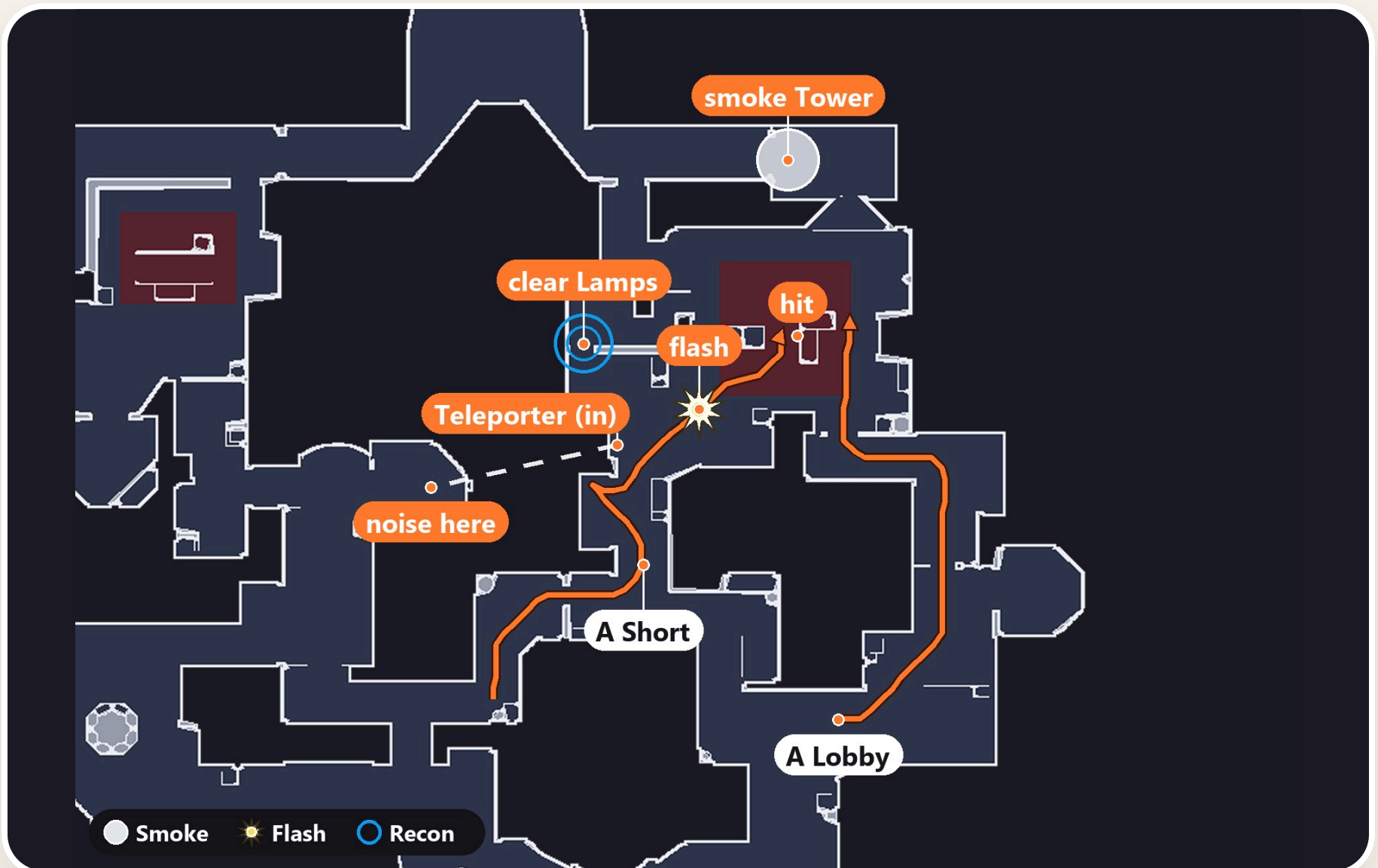
Bind Callout Guide

Every in-game callout, a teleporter fake into a full execute, and the habits that win the hit.



1 • THE PLAY

Bind: fake through the teleporter, then execute



1. **One player goes through and makes noise on the other side.**
2. **The defenders rotate.** Now your team hits the site they left.
3. **Smoke Tower**, the high ground that watches the whole site.
4. **If you have a Skye, send her dog to clear Lamps.** No Skye? Fade's Prowler does it.
5. **Flash into the site**, and hit from Short and Lobby together.



Noise on one side. Utility on the other.

Four habits for a clean fake

No lineups to memorise. These work every round.

1 Sell the fake. One sound is easy to ignore. Make it look like a real hit, and stay alive while you do it.

2 Hit on the rotate. Go once they've committed to leaving. Wait too long and they walk straight back.

3 Defending? Don't chase sound alone. Wait for a second piece of info before the whole team leaves a site.

4 Trade every entry. The second player is one step behind the first, close enough to trade.





Know the calls. Now check your rounds.

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

callup.gg

