

Dust2

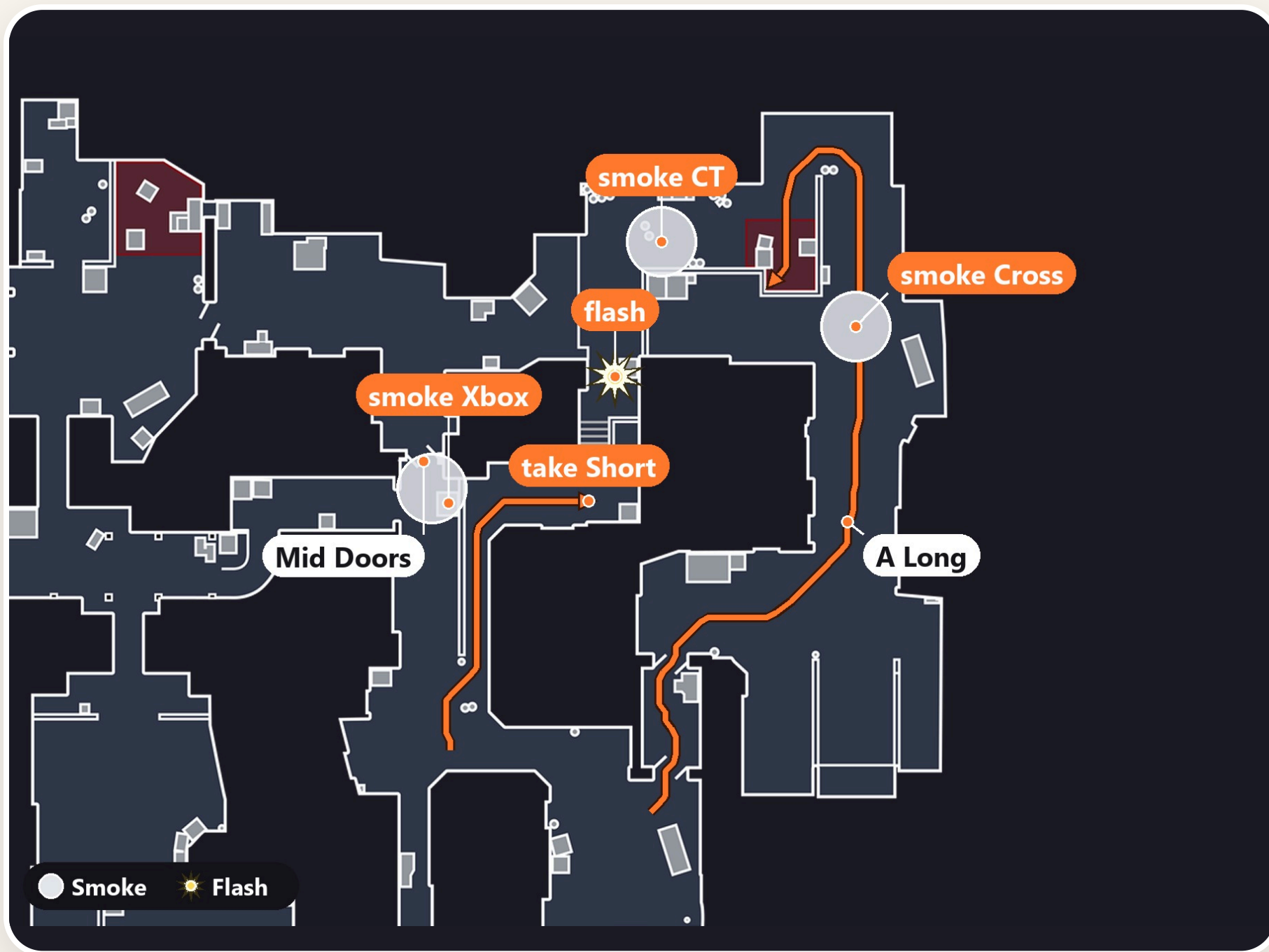
Callout Guide

Every callout on the map, the full utility for taking Short, and the habits that win the site.



1 • THE PLAY

Taking Short on Dust2: the full utility



1. **Smoke Xbox**, so Mid Doors can't watch you walk up Catwalk.
2. **At the top**, smoke CT, so the rotate can't reach you.
3. **Pop a flash over Short as you go up the stairs.**
4. **Your Long players smoke Cross**, and you hit the site together.



Xbox, CT, Cross, then a flash. Take Short.

Four habits that win A Short

No lineups to memorise. These work every round.

1 Go out in pairs. Walk out of Catwalk or Long Doors with a teammate one step behind, so a first death gets traded.

2 Call what you see. How many, where, and how much damage you did. "Two A Long, one hit" is a full call.

3 Plant, then get off the bomb. Hold it from cover, so whoever goes for the defuse walks into your crossfire.

4 Don't re-peek the same angle. After a kill they know exactly where you are. Move, then peek again.





Know the calls. Now check your rounds.

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

callup.gg

