

# **Common Calls Outs**

## **Communicating is Extremely Important CSGO Matches**

**(2/9/22)**

### **Bait for a Team Mate or Trade**

If your HP is low you may want to bait for a team mate by pushing out first swinging wide on a corner attracting the opponent's attention. Your team mate will immediately peek close to get the kill. You might die but this will aid in taking a site.

### **I Will Flash You Out (Call out the team mate and location)**

Throwing a special flash for a team mate that explodes so that the opposing players do not have a chance to avoid the flash. Your team mate can then quickly enter a location or get a kill.

### **I Can Boost You or Boost Me Please (Call out the team mate and location)**

One player crouches while the other jumps on top to get a better view.

### **Full Save or Save one**

Conserving cash by not purchasing anything. This is usually CT's second round after loosing the first round.

### **Economy (Eco) or half buy round**

Conserving cash by purchasing cheap weapons and grenades. Make sure that you can full buy the next round if you lose. This is usually the CT's third round after loosing the first two. Or the T side after losing the first or second round depending.

### **Force buy**

Buying aggressively without actually having enough money for a full buy. Force buy if you want to surprise the enemy who is expecting you to full save or eco. Force buy when a win is desperately needed.

### **Anti Armor**

Purchasing high kill reward weapons such as shot guns or SMGs when playing against a team who you think is on a full save or eco. This could be the second round if you won the first.

### **Buy round**

A team buying a full load out of weapons and equipment at the beginning of a round.

### **Drop Me a Gun Please**

If some players have extra cash they drop weapons or grenades to their team mates. Or one or two of the lower ranking players could drop upgraded weapons to higher ranking players so that the higher ranks can buy armor and utilities.

### **Terrorist Rush B or Rush A**

Terrorist players having the whole team attack the same site in a coordinated attack. No stopping.

### **Counter Terrorist Push A or Push B**

Counter terrorist will aggressively push through the corridors or locations instead of defending them.

### **Nade Stack a Location**

Everyone who can purchase a hand grenade and attack the same location by throwing the nades first then pushing.

### **Save Near the End of a Round**

Running out the match timer by retreating with the intent to carry weapons and equipment through to the next round.

### **Call Outs**

Giving your team mates information on the status of the opposition. Such as: "I lost B" "Two out A long doors" " Got one kill at B" "Two players at mid" "Bomb down at car" etc.

### **HP**

Health points. The amount of health the player has ranging from 100 (full) to 0 (death). Call out the amount of damage that you inflicted on an opponent when you die. This will help your team mates in determining how they will shoot the opponent. A body shot would instantly kill an opponent with low HP whereas a high HP player would require a head shot or multiple body shots.

### **Locations**

Know your locations for each map. Call out where you are going at the start of a round, where you see opponents and how many, where you were shot or died, and what location you are holding. It also helpful to know where an AWP is located.

### **Bomb Down**

If you or a team mate kill the bomb carrier then call out to the other team members the bomb location.

### **I'm Taking a Kit To A or B**

On low buy rounds call out if you are purchasing a kit and taking it to A or B. Also call out its location if you die.

**Map or location control:**

Having map control gives you information on where your opponents are or are not. Having Mid control is a good example because you can use your full force to attack either bomb site with good utility and a possible number advantage.