

Lock 'Em Up — [C3B]

Bill Davis 1982

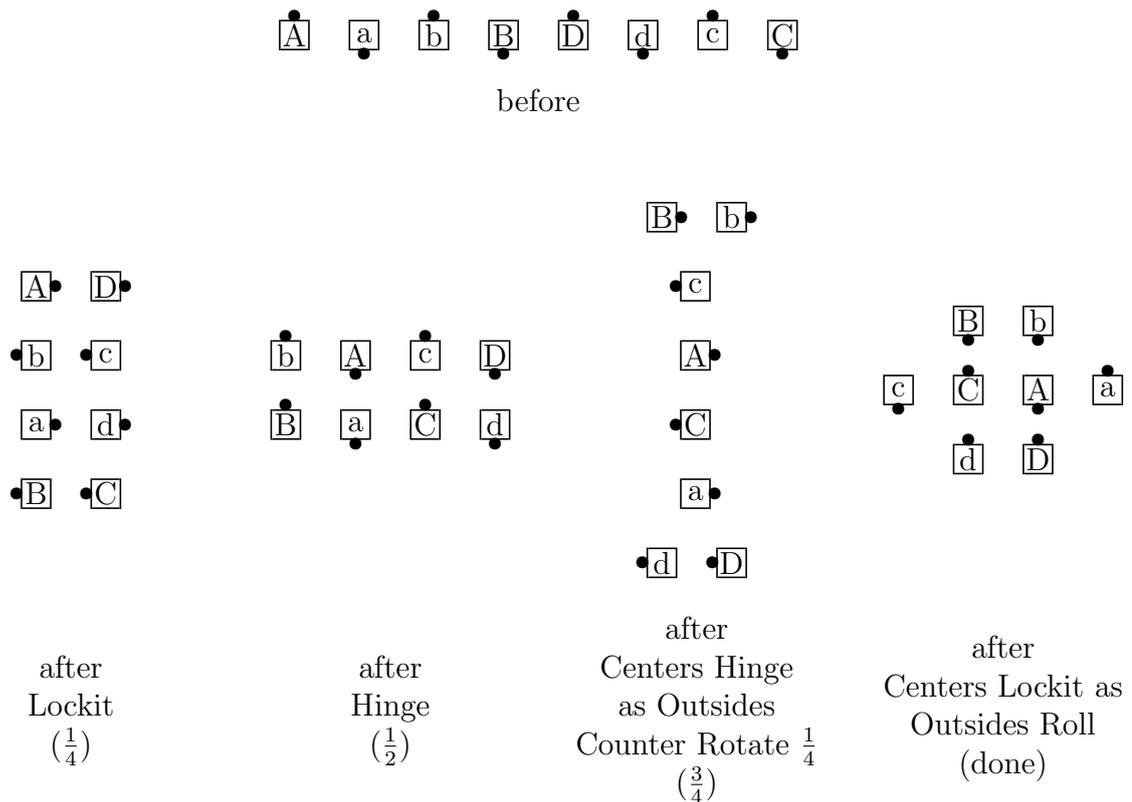
From applicable Tidal Lines or applicable Parallel Lines.

1. Lockit;
2. Hinge;
3. Centers Hinge as Outsides Counter Rotate $\frac{1}{4}$;
4. Centers Lockit as Outsides Roll.

This is a 4-part call.

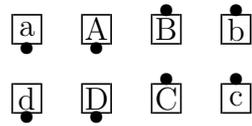
Easy way to memorize Lock 'Em Up: Lock The Hinge; Centers Hinge The Lock as Ends Counter Rotate 1/4 & Roll.

From a Tidal Wave:



Lock 'Em Up (*con't.*) — [C3B]

From Parallel Two-Faced Lines:



before



after
Lockit
 $(\frac{1}{4})$

after
Hinge
 $(\frac{1}{2})$

after
Centers Hinge
as Outsides
Counter Rotate $\frac{1}{4}$
 $(\frac{3}{4})$

after
Centers Lockit as
Outsides Roll
(done)

Cross Lock 'Em Up [C4]: Cross Lockit; Hinge; Centers Hinge as Outsides Counter Rotate $\frac{1}{4}$; Centers Lockit as Outsides Roll.

{*anything*} 'Em Up [C4]: The *anything* call replaces the first Lockit.