

3 By 1 Triangle	Triangles with three Dancers forming the Base. One Dancer in the Apex.
Alter & Circulate	<ol style="list-style-type: none"> <li>1. Arm Turn <math>\frac{1}{2}</math>;</li> <li>2. Centers Cast Off <math>\frac{3}{4}</math> as Ends U-Turn Back;</li> <li>3. Very Centers Trade as Outer 4 Circulate;</li> <li>4. Diamond Counter Rotate <math>\frac{1}{2}</math>;</li> <li>5. Flip the Diamond.</li> </ol> <p><i>From: Parallel Waves; Eight Chain Thru → Ends in: opposite handed Parallel Waves</i></p>
{Any Call} {Circulate-Call}	First Part: {Any Call}; do the {Circulate-Call} but omit the initial All 8 Circulate.
Bounce {Anyone}	<ol style="list-style-type: none"> <li>1. Veer Back-to-Back;</li> <li>2. Original designated Dancers U-Turn Back (toward Veer direction).</li> </ol> <p><i>From: Two-Faced Line → Ends in: 2x2</i></p>
Catch {n}	<ol style="list-style-type: none"> <li>1. Square Thru {n} to a Wave;</li> <li>2. Slip;</li> <li>3. Step &amp; Fold.</li> </ol> <p><i>From: Facing Couples; R-H Wave; applicable Formations → Ends in: Mini-Wave Box</i></p>
Chain the Square	<p>First Part: Right Pull By;</p> <p>Outsides Courtesy Turn &amp; Veer Left as Centers step to a L-H Wave, Very Centers U-Turn Back towards adjacent End (placing R-H on his/her back), Courtesy Turn;</p> <p>Last Part: As Couples Extend.</p> <p><i>From: Eight Chain Thru; Parallel R-H Waves → Ends in: Parallel R-H Two-Faced Lines</i> <b>No Roll</b></p>
{n} By {m} Checkmate	<p>First {n} Dancers do part usually done by first 2, last {m} Dancers do part usually done by last 2 Dancers.</p> <p><i>From: Columns → Ends in: Parallel 3&amp;1 Lines</i> <b>Last {m} cannot Roll</b></p>
Checkpoint {Any Call} By {Any Call}	<ol style="list-style-type: none"> <li>1. Centers of each side Concentrically first {Any Call} (change long axis !);</li> <li>2. Very Ends move in and with remaining Dancers do second {Any Call}.</li> </ol> <p><i>From: 1x8; Point-To-Point Diamonds; applicable Formations with Centers on each side</i></p>
Chisel Thru	<ol style="list-style-type: none"> <li>1. Concentric Pass In;</li> <li>2. Centers Pass Out as Ends Pass In;</li> <li>3. Pass In.</li> </ol> <p>From facing lines it is a Concentric / Split / Normal Pass In.</p> <p><i>From: Facing Lines; R-H Tidal Wave → Ends in: Facing Lines</i></p>
{Any Call} & Circle {Fraction}	<p>All or Center 4 do the {Any Call} call;</p> <p>Outside Six move one position as in Swing &amp; Circle <math>\frac{1}{4}</math> (direction is given by the Ends of the Center 4) and adjust to a <math>\frac{1}{4}</math> Tag (<math>\frac{1}{4}</math>).</p> <p>For each <math>\frac{1}{4}</math> the above is repeated. If no fraction is given, above is done 4 times.</p> <p><i>Ends in: usually <math>\frac{1}{4}</math> Tag</i></p>
Circle {Fraction} to a Wave	<ol style="list-style-type: none"> <li>1. Circle Left <math>\frac{1}{4}</math> (or the given (fraction));</li> <li>2. Beau Walk, Belle Dodge.</li> </ol> <p><i>From: Facing Couples → Ends in: R-H Mini-Wave Box</i></p>
{Any Call} Coordinate	<p>First Part: {Any Call};</p> <p>Coordinate but omit the initial All 8 Circulate.</p> <p><i>Ends in: usually Parallel Two-Faced Lines</i></p>

Counter	<p>First Part: Centers Cast Off <math>\frac{3}{4}</math> as Outsides Cast Back (or Separate);                  Outsides Touch <math>\frac{1}{2}</math>;                  Last Part: Centers Counter Rotate <math>\frac{1}{4}</math> as Outsides Step &amp; Fold.  <b>From:</b> <math>\frac{3}{4}</math> Tag; applicable Formations → <b>Ends in:</b> R-H <math>\frac{3}{4}</math> Tag -&gt; Parallel L-H Waves; L-H <math>\frac{3}{4}</math> Tag -&gt; Parallel L-H Two-Faced Lines</p>
Scoot & Counter	<p>First Part: Scoot Back;                  Centers Cast Off <math>\frac{3}{4}</math> as Outsides Cast Back (or Separate);                  Outsides Touch <math>\frac{1}{2}</math>;                  Last Part: Centers Counter Rotate <math>\frac{1}{4}</math> as Outsides Step &amp; Fold.  <b>From:</b> <math>\frac{1}{4}</math> Tag → <b>Ends in:</b> R-H <math>\frac{1}{4}</math> Tag -&gt; Parallel L-H Waves; L-H <math>\frac{1}{4}</math> Tag -&gt; Parallel L-H Two-Faced Lines</p>
Crazy	<p>1. Each side do the given Call;                  2. Centers do the given Call;                  3. Each side do the given Call;                  4. Centers do the given Call.                  (Box is preferred if Call can be done from either Box or Wave).                  This Call can be fractionalized (i.e. <math>\frac{3}{4}</math> Crazy).</p>
Reverse Crazy	<p>1. Centers do the given Call;                  2. Each side do the given Call;                  3. Centers do the given Call;                  4. Each side do the given Call.                  (Box is preferred if Call can be done from either Box or Wave).                  This Call can be fractionalized (i.e. <math>\frac{3}{4}</math> Crazy).</p>
Criss Cross the Shadow	<p>Ends Cast a Shadow using opposite hands as Out-facing Center as one movement                  Cloverleaf &amp; Slither as In-facing Centers Cross Extend, Hinge &amp; Extend (with 4 Trailers they Pass Out).  <b>From:</b> Parallel Lines with Ends in Tandem; Promenade → <b>Ends in:</b> Parallel Lines                  Only Cloverleafers can Roll</p>
Criss Cross Your Neighbor	<p>Trailers Cross Your Neighbor &amp; Spread as Leads <math>\frac{1}{2}</math> Split Circulate and Cross Run.  <b>From:</b> Mini-Wave Box; applicable T-Bone 2x2; Single Eight Chain Thru → <b>Ends in:</b> Mini-Wave Box -&gt; opposite handed Wave</p>
Cross & Wheel	<p>1. Couples Hinge;                  2. As Couples Step &amp; Fold.  <b>From:</b> Parallel Lines consisting of Couples → <b>Ends in:</b> usually Two-Faced Lines</p>
Cross Trade & Wheel	<p>1. Couples Hinge;                  2. Very Centers Trade;                  3. As Couples Step &amp; Fold.  <b>From:</b> applicable Parallel Lines → <b>Ends in:</b> Parallel Two-Faced Lines</p>
Grand Cross Trade & Wheel	<p>1. Couples Hinge;                  2. Center 6 Trade;                  3. As Couples Step &amp; Fold.  <b>From:</b> applicable Parallel Lines → <b>Ends in:</b> Parallel Two-Faced Lines</p>
Single Cross & Wheel	<p>1. Hinge;                  2. Step &amp; Fold.  <b>From:</b> non T-Bone 2x2 → <b>Ends in:</b> 2x2</p>
Single Cross Trade & Wheel	<p>1. Hinge;                  2. Centers Trade;                  3. either a Step &amp; Fold or an Ends Fold, depending upon the formation at this point.  <b>From:</b> non T-Bone 2x2 → <b>Ends in:</b> usually Mini-Wave Box</p>

Grand Single Cross & Wheel	<p>1. Hinge;                  2. Grand (Working As Centers) Step &amp; Fold.  <i>From: Columns</i></p>
Grand Single Cross Trade & Wheel	<p>1. Hinge;                  2. Grand (Working As Centers) Centers Trade;                  3. Grand (Working As Centers) Step &amp; Fold.  <i>From: Columns of 3 or more → Ends in: Parallel Lines</i></p>
Cross Back	<p>Leads U-Turn Back as Trailers Cross.  <i>From: Mini-Wave Box; applicable T-Bone 2x2 → Ends in: Mini-Wave Box -&gt; opposite handed Mini-Wave Box</i></p>
Cross Concentric	<p>Center 4 Dancers do Call and move to the outside, outside 4 Dancers move to the Center and do Call. The original Centers determine: if they start in Line Setups, they result in Line Setups, if they start in Column Setups, they result in Column Setups, if they start in a Line going to 2x2, they change the long axis.</p>
Detour	<p>Ends ½ Zoom &amp; Hinge as Centers Counter Rotate ¼.  <i>From: Parallel Lines   applicable Formations with Ends in Tandems</i></p>
Disconnected {Formation}	<p>Identified Dancers do Call maintaining Disconnected Setup. There are no Phantoms. On shape-changing fill the original used 'stripes' starting in the center, don't create new stripes. Stripes can shrink. Stripes getting empty go away. The center stripe can grow from 1 to 2 dancers wide. The outermost stripe always takes the rest.</p>
Dodge {Any Call}	<p>Centers Concentric Walk &amp; Dodge as Ends {Any Call}.  <i>From: applicable Formations with Centers in a 2x2</i></p>
Drop {Direction}	<p>End Two Dancers Turn ¼ to {Direction} as Center Two Dancers 'Extend the Tag'. Adjust to a 2x2 Matrix. The directions 'In' or 'Out' are related to the 2x2 Box.  <i>From: Diamond; Generalized Single ¼ Tag with Centers in a Mini-Wave → Ends in: 2x2 Only Points can Roll</i></p>
Exchange the Diamonds {Fraction}	<p>Each ¼ of the Call is considered a part:                  All do a total of 4 Diamond Circulates - the Very Center position does an Interlocked Diamond Circulate as Others do normal Diamonds Circulates. After changing to the other Diamond, the traffic pattern is such that you must stay to the outside of those dancers who are still in their original Diamond.  <i>From: Twin-Diamonds; Point-To-Point Diamonds</i></p>
Fascinate	<p>1. Centers Any Hand ¾ Thru as Ends Circulate 1 &amp; ½;                  2. Outside 4 of the Line of 6 Concentric Wheel &amp; Deal as Lonesome Dancer Counter Rotate ¼.  <i>From: Parallel Two-Faced Lines; applicable Formations → Ends in: ¼ Tag</i></p>
Fascinating {Any Call}	<p>1. Centers Any Hand ¾ Thru as Ends Circulate 1 &amp; ½;                  2. Outside 4 of the Line of 6 Concentric {Any Call} as lonesome Dancer Counter Rotate ¼.  <i>From: Parallel Waves; Parallel Two-Faced Lines; applicable Formations</i></p>
File to a Line	<p>Ends Slide Apart as Centers Column Circulate Twice;                  all adjust to Parallel Lines or Waves.  <i>From: Generalized Columns → Ends in: Parallel Lines</i></p>
Flip Your Neighbor	<p>1. ½ Flip the Line;                  2. Follow Your Neighbor.  <i>From: Wave → Ends in: opposite handed Wave</i></p>

Funny	If you can do a part of the Call without colliding with anyone, do so. Each time (i.e., {n}) is considered a part. For example, a Funny Pass In 3 has 3 parts even though each Pass In consists of 2 parts.
Funny {Formation} Circulate	If you can do a Circulate without colliding with anyone, do so. Each time (i.e., {n}) is considered a part.
Funny Square Thru {n}	Those facing do a R-H (alternating with L-H) Pull By & ¼ In (except on the last Pull by). Each Pull By & ¼ In (and the final Pull By) is considered a part. <b>From:</b> T-Bone 2x2; applicable Formations <b>Actives who didn't the last part can Roll !</b>
Grand Chain Eight	First Part: (Those who can) Right Pull By; move along, step to a L-H Wave; Centers U-Turn Back towards the Ends & Courtesy Turn the Ends ¼. This is often danced as: (Those who can) Right Pull By, move along, Left Touch ¼, Leads U-Turn-Back. <b>From:</b> Double Pass Thru; R-H ¼ Tag; Eight Chain Thru; Parallel R-H Waves; Facing Lines; R-H Tidal Wave; applicable Formations
Grand Cross Back	All those who can, Pull By on a diagonal as Others Turn Back. <b>From:</b> Columns; 3 & 1 Lines with all Centers Facing In; applicable Formations → <b>Ends in:</b> Columns -> opposite handed Columns; 3 & 1 Lines -> opposite 3 & 1 Lines
Grand Drop {Direction}	End Two Dancers Turn ¼ to {Direction} as Center Four / Six Dancers 'Extend the Tag'. Adjust to a 2x3 / 2x4 Matrix. The directions 'In' or 'Out' are related to the 2x3 / 2x4 Column. <b>From:</b> Box or 2x3 Column between Single Dancers → <b>Ends in:</b> 2x3 / 2x4 <b>Only Points can Roll</b>
Here Comes the Judge	Outroll Circulate with the Right End as the Outroller. <b>From:</b> Line with both Ends facing the same direction → <b>Ends in:</b> Line
Hocus Pocus	Centers Trade as Ends Phantom "O" Circulate Twice. <b>From:</b> applicable Formations including all 2x4 Setups; Twin Diamonds; ¼ Tag ...
Hubs Trade {Any Call}	1. Partner Trade; 2. Original Hubs {Any Call} (preferably without involving the Rims). (Centers=Hubs, Ends=Rims). Careful: It is NOT Concentric for the Hubs, so a Hubs Trade Zing is a 'normal' Zing. <b>From:</b> Line; applicable Formations
Hubs Trade Back	1. Trade; 2. Original Hubs Circulate. (Centers=Hubs, Ends=Rims). <b>From:</b> Parallel Lines; Thar; Promende
Inlet	Infacing End and Adjacent Split Recycle with diagonal opposite Pair as Lead Ends and Adjacent Recycle. <b>From:</b> Parallel Waves; applicable 3&1 Lines → <b>Ends in:</b> ¼ Tag
Interlocked 3 By 1 Triangles	Adjacent 3 By 1 Triangles are interlocked by 1 plane of Dancers.
Interlocked Triangle	Adjacent Triangles are interlocked by 1 plane of Dancers.

Invert the Column {Fraction}	<p><math>\frac{1}{4}</math>: #1 Dancer Peel Off and Step Ahead to Center of Formation as Others Grand Extend;  <math>\frac{1}{2}</math>: #1 &amp; #2 Dancers Tandem Peel Off and Step Ahead to Center of Formation as Others Circulate 1 position;  <math>\frac{3}{4}</math>: #1, #2 &amp; #3 Dancers as a Tandem-Unit of 3 Peel Off and Step Ahead to make #2 Dancer on Center of Formation as # 4 Dancers move Ahead to join inside hands;                  FULL: All Dancers as a Tandem-Unit of 4 Peel Off and adjust to make Columns.  <i>From: Parallel Columns of 3 or more</i>                  No Roll</p>
Cross Invert the Column {Fraction}	<p><math>\frac{1}{4}</math>: #1 Dancer Trail Off and Step Ahead to Center of Formation as Others Grand Extend;  <math>\frac{1}{2}</math>: #1 &amp; #2 Dancers Tandem Trail Off and Step Ahead to Center of Formation as Others Circulate 1 position;  <math>\frac{3}{4}</math>: #1, #2 &amp; #3 Dancers Triple Tandem Trail Off and Step Ahead to make #2 Dancer on Center of Formation as # 4 Dancers move Ahead to join inside hands;                  FULL: All Dancers Tandem-Tandem Trail Off and adjust to make Columns.  <i>From: Parallel Columns of 3 or more</i>                  No Roll</p>
Invert Your Neighbor	<p><math>\frac{1}{2}</math> Invert the Column;                  Follow Your Neighbor.  <i>From: Columns</i></p>
{Anyone} Kick Off	<p>Designated Dancer Run &amp; Roll as Others do their part of Partner Tag.  <i>From: Couple; Mini-Wave; applicable Formations</i>                  Partner Taggers cannot Roll</p>
{Anyone} Cross Kick Off	<p>Designated Dancer Cross Run &amp; Roll as Others do their part of Partner Tag.  <i>From: Line; applicable Formations</i>                  Partner Taggers cannot Roll</p>
Lateral Substitute	<p>Substitute is to the Side instead of Forward or Back.</p>
{Anyone} Like a Ripple	<p>Designated Dancers, with as many other Dancers as the Call requires, do the given Call. Repeat for as many Calls are given, attempting to do each Call with a new group of people.</p>
Lines {Any Call} Thru	<p>Ends circulate as Centers Concentric {Any Call}.  <i>From: applicable Formations where the Ends can Circulate</i></p>
Little More	<p>1. Little;                  2. Centers Box Circulate.  <i>From: <math>\frac{3}{4}</math> Tag; applicable Formations</i></p>
Scoot & Little More	<p>First Part: Scoot Back;                  Centers Step &amp; Fold as Outsides <math>\frac{1}{4}</math> to handhold &amp; Counter Rotate <math>\frac{1}{4}</math>;                  Centers Box Circulate.</p>
{Direction} Loop {n}	<p>Designated Dancer Run in designated {Direction} skipping {n} positions (no one else moves).</p>
{Any Call} Motivate	<p>First Part: {Any Call};                  Motivate but omit the initial All 8 Circulate.  <i>Ends in: usually Parallel Waves</i></p>
{n} By {m}	<p>First {n} Dancers do part usually done by first 2, last {m} Dancers do part usually done by last 2 Dancers.  <i>From: Columns</i></p>
Offset Column	<p>Real Dancers doing Column Calls from Offset Formations. Percentage and direction of Offset is always preserved.</p>

Offset Line	Real Dancers doing Line Calls from Offset Formations. Percentage and direction of Offset is always preserved.
Offset Wave	Real Dancers doing Wave Calls from Offset Formations. Percentage and direction of Offset is always preserved.
Once Removed	From 2 by 4 geometry, 2 Adjacent Ends working with the far 2 Adjacent Centers as a Box of 4. From Tidal geometry, every other Dancer working together in Wave / Line Formation (Only simple Calls at C2 - i.e. no shape changer).
Once Removed Diamond	Formation where Once Removed people form Diamond. <i>From: Parallel Waves   Lines &amp; Outsides Concentric Follow Thru</i>
Outlet	Center Wave or Line Dancer pairs do their part of Box Recycle with Outside Dancers (facing direction of the End of the Center 4 determines the Outsides to work with). <i>From: applicable generalized ¼ Tag → Ends in: Parallel Waves</i>
Parallelogram	Real Dancers doing Wave   Line   Column moves in Offset geometry. Percentage and direction of Offset is always preserved.
Pass & Roll Your Criss Cross Neighbor	1. Pass Thru; 2. Centers Turn Thru as Ends Right-face U-Turn Back; 3. Pass Thru; 4. Centers Left Arm Turn ¾ and Spread as Ends ¼ Right & Cross Run to the far Center, making a wide arc so as to move around the Centers. <i>From: Single Eight Chain Thru; R-H Mini-Wave Box → Ends in: L-H Wave</i> <i>According to Callerlab there is no consensus on the parts of this Call except for the first part.</i>
Peel to a Diamond	Leads Peel Off as Trailers Step Forward, if necessary, until Shoulder-To-Shoulder & Hinge. The Ending Formation has the same Center Point as the Starting Formation. <i>From: applicable 2x2   "Z" → Ends in: non T-Bone -&gt; Diamond</i>
Trail to a Diamond	Leads Trail Off as Trailers Step Forward, if necessary, until Shoulder-To-Shoulder & Hinge. The Ending Formation has the same Center Point as the Starting Formation. <i>From: applicable 2x2   "Z" → Ends in: non T-Bone -&gt; Diamond</i>
{Any Call} Percolate	First Part: {Any Call}; Percolate but omit the initial All 8 Circulate. <i>Ends in: usually Back-To-Back Lines   T-Bones</i>
Perk Up	First Part: Circulate; ½ Split Circulate; Ends Circulate Twice as Centers Concentric Hinge, Circulate & Trade. <i>From: Parallel Waves; Parallel Inverted Lines → Ends in: Parallel Waves -&gt; Parallel Two-Faced Lines; Parallel Inverted Lines -&gt; Parallel 3&amp;1 Lines</i>
{Any Call} Perk Up	First Part: {Any Call}; Perk Up but omit the initial All 8 Circulate. <i>Ends in: usually Parallel Two-Faced Lines</i>
Press {Direction}	As one movement, designated dancers move one position forward and one position toward the given direction. Non-designated dancers do not move or adjust in any manner.
Cross Ramble	1. Centers Cross Fold (to face each other) as Outsides Cross Cast Back; 2. Slide Thru. <i>From: ¾ Tag; applicable Formations → Ends in: ¾ Tag -&gt; Generalized Columns</i>

Scoot & Cross Ramble	<p>1. Scoot Back;                  2. Centers Cross Fold (to face each other) as Outsides Cross Cast Back;                  3. Slide Thru.  <i>From: ¼ Tag → Ends in: Generalized Columns</i></p>
Relocate (The {Formation})	<p>Very Center 2 Cast Off ¾ as Others Counter Rotate ¼.  <i>Ends in: symmetric Setups end in the same Setup, rotated by 90°</i></p>
Relocate the Diamond	<p>Very Centers Cast Off ¾ as Others Counter Rotate ¼.  <i>From: Twin Diamonds → Ends in: Twin Diamonds</i></p>
Reshape (The Triangle)	<p>Triangle Circulate but change the Base from Wave to Tandem or from Tandem to Wave.                  Handedness of Triangle remains the same.  <i>From: Wave-Based   Tandem Based Triangle → Ends in: Tandem-Based   Wave-Based Triangle</i></p>
Reverse Cut the Diamond	<p>Centers Trade &amp; Spread as Points Diamond Circulate.  <i>From: Diamond → Ends in: Line</i></p>
Reverse Cut the Galaxy	<p>Centers Squeeze as Ends Galaxy Circulate.  <i>From: Galaxy → Ends in: Parallel Lines</i></p>
Reverse Flip the Diamond	<p>Centers Phantom Run (Flip away) as Points Diamond Circulate.  <i>From: Diamond → Ends in: Line</i></p>
Reverse Flip the Galaxy	<p>Centers Phantom Run (Flip away) as Ends Galaxy Circulate.  <i>From: Galaxy → Ends in: Parallel Lines</i></p>
Reverse Rotate [from Lines]	<p>Rotates from Lines are done on a Split basis:                  1. As Couples Turn ¼ Towards Reverse Promenade Direction;                  2. Counter Rotate the given fraction with respect to the Center point of the Rotate (each side).  <i>From: Parallel Lines</i></p>
Reverse Single Rotate [from Lines]	<p>Rotates from Lines are done on a Split basis:                  1. Turn ¼ Towards Reverse Promenade Direction;                  2. Split Counter Rotate the given fraction with respect to the Center point of the Rotate.  <i>From: 2x2 (no Columns)</i></p>
Reverse Split Swap	<p>As one movement: Beaus Circulate &amp; ¼ Left as Belles Partner Tag.  <i>From: Facing Couples; T-Bone 2x2 with only Trailers → Ends in: Facing Couples -&gt; Back-To-Back Couples</i>                  All can Roll</p>
Reverse Truck	<p>Boys move 1 position Right, Girls move 1 position Left.</p>
Rims Trade {Any Call}	<p>1. Partner Trade;                  2. Original Rims {Any Call} (preferably with each other in the Center).                  (Centers=Hubs, Ends=Rims).  <i>From: Line; applicable Formations</i></p>
Rims Trade Back	<p>1. Trade;                  2. Original Rims Circulate.                  (Centers=Hubs, Ends=Rims).  <i>From: Parallel Lines; Thar; Promende</i></p>

{Anyone} Ripple (The Wave)   {n}	Each Trade is considered a part; Designated Dancer - alternating hands and people, starting toward the center - Swing (Trade) with Adjacent Dancer {n} times. If no number is given, Ripple until Designated Dancer reaches far End (if Tidal, stay on your side). <i>From: Line; Alamo Ring</i>
Rotary {Any Call}	First Part: Right Pull By; Outsides Courtesy Turn & Roll as Centers step to a L-H Wave & Concentric {Any Call}. <i>From: Eight Chain Thru; Parallel R-H Waves</i>
Rotate [from Lines]	Rotates from Lines are done on a Split basis: 1. As Couples Turn $\frac{1}{4}$ Towards Promenade Direction; 2. Counter Rotate the given fraction with respect to the Center point of the Rotate (each side). <i>From: Parallel Lines</i>
Sets in Motion	Centers Hinge - those Ends Roll, new Very Centers Trade & Roll (this is ~ Any Hand $\frac{1}{4}$ Thru & Roll) as Ends Circulate 1 & $\frac{1}{2}$ ; Those who line up behind Centers Face In; Center 4, 6, or 8 finish a Tag through the middle, 1st Peel Left 2nd Peel Right, Others, if any, remain in the Center in a compact R-H Setup. <i>From: Parallel Lines; applicable Formations</i> → <i>Ends in: usually R-H <math>\frac{1}{4}</math> Line   L-H <math>\frac{1}{4}</math> Tag</i> If there are only 4 people in the Center Column, after Sets in Motion they end up as facing Couples in the Center of the Set
Shazam	1. (Touch &) Arm Turn $\frac{1}{4}$ ; 2. U-Turn Back. <i>From: Mini-Wave; Facing Dancers</i> → <i>Ends in: opposite handed Mini-Wave</i>
Single Bounce {Anyone}	1. Single Veer Back-to-Back; 2. Original designated Dancers U-Turn Back (toward Veer direction). <i>From: Mini-Wave</i>
Single Rotate [from Lines]	Rotates from Lines are done on a Split basis: 1. Turn $\frac{1}{4}$ Towards Promenade Direction; 2. Split Counter Rotate the given fraction with respect to the Center point of the Rotate. <i>From: 2x2 (no Columns)</i>
Sock it to Me	Outroll Circulate with the Left End as the Outroller. <i>From: Line with both Ends facing the same direction</i> → <i>Ends in: Line</i>
Solid	Designated group act as a Unit of 1.
Split Catch {n}	1. Split Square Thru {n} to a Wave; 2. Slip; 3. Step & Fold. <i>Ends in: Mini-Wave Box</i>
Split Grand Chain Eight	First Part: (Those who can) Right Pull By; face the Inactives and step to a L-H Wave; Centers U-Turn Back towards the Ends & Courtesy Turn the Ends $\frac{1}{4}$ . This is often danced as: (Those who can) Right Pull By, face the Inactives, Left Touch $\frac{1}{4}$ , Leads U-Turn-Back. <i>From: T-Bone 2x2</i> → <i>Ends in: Facing Couples</i>
Split Swap	As one movement: Belles Circulate & $\frac{1}{4}$ Right as Beaus Partner Tag. <i>From: Facing Couples; T-Bone 2x2 with only Trailers</i> → <i>Ends in: Facing Couples -&gt; Back-To-Back Couples</i> All can Roll



Split Trade Circulate	Leads Split Circulate as Trailers Crossover Circulate (passing right shoulders). <b>From:</b> <i>Inverted Box; applicable 2x2</i> → <b>Ends in:</b> <i>Inverted Box -&gt; opposite handed Inverted Box</i>
Stack the Line	1. ¼ In; 2. Prefer Original Leads for a Vertical ½ Tag. <b>From:</b> <i>Tandem Couples; Mini-Wave Box; applicable T-Bone 2x2</i> → <b>Ends in:</b> <i>non T-Bone 2x2 -&gt; R-H Mini-Wave Box</i> No Roll
Stagger	Setup is to be treated as Columns. Spots are preserved - retain the Diagonal.
Step & {Any Call}	Centers Step Ahead as Ends {Any Call} (from their original position).
Stretched Box	From 2x4, Center Pair of Dancers move to far End Pair of Dancers to do the designated Call (BLEND while doing the call). <b>From:</b> <i>2x4</i>
Stretched Column	From Tidal Setup, each Pair of Centers move down to work with far End Pair (BLEND while doing the call). <b>From:</b> <i>1x8</i>
Stretched Line	From Tidal Setup, each Pair of Centers move down to work with far End Pair (BLEND while doing the call). <b>From:</b> <i>1x8</i>
Stretched Wave	From Tidal Setup, each Pair of Centers move down to work with far End Pair (BLEND while doing the call). <b>From:</b> <i>1x8</i>
Swap the Wave	As one movement: Step Thru, Resulting Beaus ¼ Right & Wheel Thru. Adjust to 2x2. <b>From:</b> <i>Wave</i> → <b>Ends in:</b> <i>Back-To-Back Couples</i>
Swing Along	First Part: Swing; Along. <b>From:</b> <i>Tidal-Wave; Facing Lines; 1x8 Inverted Line</i> → <b>Ends in:</b> <i>Tidal Wave   Facing Lines -&gt; Parallel Waves</i>
Along	Very End Counter Rotate ¼ as Center 6 Hinge & Circulate; Center Pairs of Dancers Grand Peel & Trail (#1 in Column of 6 Peel Off as Others Extend and Trade) as Others Extend. <b>From:</b> <i>Tidal Line</i> → <b>Ends in:</b> <i>usually Parallel Waves; Two-Faced Lines; Parallelogram</i>
Tag Your Neighbor	1. ½ Tag; 2. Follow Your Neighbor. <b>From:</b> <i>Line</i> → <b>Ends in:</b> <i>L-H Wave</i>
Cross the "K"	1. Cross Trail Thru; 2. Centers Trade as Ends ¼ Out & Roll. <b>From:</b> <i>Facing Lines; R-H Tidal Wave; Eight Chain Thru; Parallel R-H Waves; applicable Formations</i> → <b>Ends in:</b> <i>Facing Lines -&gt; Facing Lines; Eight Chain Thru -&gt; Eight Chain Thru</i>
{Any Call} the "K"	1. {Any Call}; 2. Centers Trade as Ends ¼ Out & Roll. This is a 4 Dancer Call - in a Tidal Formation take the Centers on each side.
{n} By {m} Transfer	First {n} Dancers do part usually done by first 2, last {m} Dancers do part usually done by last 2 Dancers. <b>From:</b> <i>Columns</i> → <b>Ends in:</b> <i>Parallel 3&amp;1 Lines</i> No Roll

Triangle [Working As a Box]	<p>At C2 this is restricted to simple Calls like Peel &amp; Trail. At C4 there is no such restriction. Three Dancers doing 4 person Calls. The Apex acts as a Trailer.</p> <p>If ending in a 1x4 the Phantom goes away, if it is on the end of the 1x4 closest to the Center of the Square. In all other cases it is controversial.</p> <p>If ending in a 2x2 there are controversial opinions how to reestablish a Triangle:</p> <ol style="list-style-type: none"> <li>1. Preserve the same footprints as the original Triangle.</li> <li>2. The Dancer who is in Tandem with the Phantom will adjust to be the new Apex.</li> <li>3. The adjustment has to be along the same axis as the original adjustment (that is, north/south or east/west).</li> </ol> <p><b>From:</b> <i>generalized Tandem-Based Triangle</i></p>
Truck	Boys move 1 position Left, Girls move 1 position Right.
Turn to a Line	<p>Leads 'Turn &amp; Deal' to the Right as Trailers 'Turn &amp; Deal' to the Left.</p> <p>Adjust to Line.</p> <p><b>From:</b> <i>applicable 2x2</i> → <b>Ends in:</b> <i>non T-Bone 2x2 -&gt; generalized Line</i></p>
Unwrap the {Formation}	<p>Dancer not past the Center of the Square and facing the Center of the Square is the Leader of the Unwrap (caller may also designate the Leader): Go straight Forward to build #1 of a Column as Others follow with Formation Circulates resp. going straight Forward.</p> <p><b>From:</b> <i>given Formation</i> → <b>Ends in:</b> <i>Columns</i></p>
Vertical {Any Call}	<ol style="list-style-type: none"> <li>1. Vertical (Box of 4 Call where 3 situations can exist:             <ol style="list-style-type: none"> <li>1. Dancers both facing out of Box: Single Wheel</li> <li>2. Dancers both facing into Box: ½ of Half Sashay</li> <li>3. One Dancer facing each way: Leader Fold behind adjacent Trailer;</li> </ol> </li> <li>2. {Any Call}.</li> </ol> <p><b>From:</b> <i>non T-Bone 2x2</i> → <b>Ends in:</b> <i>Single Double Pass Thru before the {Any Call}</i></p>
Vertical Tag Your Neighbor	<ol style="list-style-type: none"> <li>1. Vertical ½ Tag;</li> <li>2. Follow Your Neighbor.</li> </ol> <p><b>From:</b> <i>non T-Bone 2x2</i> → <b>Ends in:</b> <i>L-H Wave</i></p>
Walk Out to a Wave	<p>#1 &amp; #2 of Column Trail Off and new End Run as #3 Circulate and U-Turn Back toward Center as #4 Circulate and Veer Out.</p> <p><b>From:</b> <i>Columns</i> → <b>Ends in:</b> <i>Mini-Wave Columns -&gt; Parallel Waves</i></p> <p>#2 and #4 cannot Roll</p>
Wheel the Ocean	<ol style="list-style-type: none"> <li>1. Leads Wheel Around;</li> <li>2. Belles diagonally Right Pull By.</li> </ol> <p><b>From:</b> <i>Back-To-Back Couples; Tandem Couples</i> → <b>Ends in:</b> <i>R-H Mini-Wave Box</i></p>
Wheel the Sea	<ol style="list-style-type: none"> <li>1. Leads Wheel Around;</li> <li>2. Belle Walk, Beau Dodge.</li> </ol> <p><b>From:</b> <i>Back-To-Back Couples; Tandem Couples</i> → <b>Ends in:</b> <i>L-H Mini-Wave Box</i></p>
{Any Tagging Call} Your Criss Cross Neighbor	<ol style="list-style-type: none"> <li>1. {Any Tagging Call} to ½ Tag;</li> <li>2. Criss Cross Your Neighbor.</li> </ol> <p><b>Ends in:</b> <i>Wave</i></p>
{Any Tagging Call} Your Cross Neighbor	<ol style="list-style-type: none"> <li>1. {Any Tagging Call} to ½ Tag;</li> <li>2. Cross Your Neighbor.</li> </ol> <p><b>Ends in:</b> <i>Two-Faced Line</i></p>
{Any Tagging Call} Your Neighbor	<ol style="list-style-type: none"> <li>1. {Any Tagging Call} to ½ Tag;</li> <li>2. Follow Your Neighbor.</li> </ol> <p><b>Ends in:</b> <i>Wave</i></p>

<p>Zip Code {n}</p>	<p>Centers <math>\frac{1}{4}</math> Out &amp; Run (away from the Center of the Set) around the Outside dancers (who move into the Center without changing their facing direction) so that original Centers are facing on the Outside. This is a Zip Code 1.</p> <p>Ends Pass Thru (Zip Code 2);</p> <p>Ends Bend (Zip Code 3);</p> <p>Ends Pass Thru (Zip Code 4);</p> <p>Ends Bend (Zip Code 5);</p> <p>Ends Pass Thru (Zip Code 6);</p> <p>Ends Bend (Zip Code 7);</p> <p>etc.</p> <p>Zip Code {n} has n parts.</p> <p><b>From:</b> <i>2x4 with Centers in generalized Columns; applicable Formations</i></p>