



## Quick C1 List

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|--|---|--|--|
| 2/3 Recycle (55)                                       | > |  | Centers Fold and adjust to a Box; next Box Counter Rotate == to a Mini-Wave Box.   |
| 3 by 2 Acey Deucey (56)                                | > |  | Very Centers Trade as Outsides Triangle Circulate == to Parallel Diamonds or an I formation.   |
| <any tagging call> Back (to a Wave) (86)               | > |  | <any tagging call> to a 1/2 Tag formation; next Scoot Back == to a Mini-Wave Box. {2}  |
| <anything> & Weave (72)                                | > |  | <anything>; next Weave == to Waves.  |
| <anything> Chain Thru (51)                             | > |  | <anything> Circulate; next Very Centers Trade; next Centers Cast Off 3/4 == to various formations.   |
| <anything> the Axle (73)                               | > |  | <anything>; next Centers Pass Step Thru as Ends Cross Cast Back; next all Trade; next new Centers Trade == to In-Facing Lines. {4}                                 |
| <anything> the Windmill <direction> (68)               | > |  | all Centers <anything>; next Centers Cast Off 3/4 as Outsides 1/4 to <direction> and Circulate 2 == to generalized Lines.  |
| <anything> to a Wave (80)                              | > |  | before <anything> is finished: stop before the last Step Thru == to Waves.   |
| Ah So (7)  | > |  | Ends Cross Fold as Centers follow still holding hands  |
| All 8 Recycle (19)                                     | > |  | Centers Recycle around Outsides as Outsides Step and Box Recycle == to a 1/4 Tag.  |
| Alter the Wave (14)                                    | > |  | all Trade; next Centers Cast Off 3/4 as Ends U-Turn Back; next all Diamond Counter Rotate 1/2; next Flip the Diamond == to a Wave Line. {4}                        |
| Blocks concept (5)                                     | > |  | in each Block perform <anything> independently == to new Blocks formation.   |
| Butterfly concept (29)                                 | > |  | follow the circulation path performing <anything> == to a Butterfly formation.   |
| Cast Back Cross $\pi$ (82)                             | > |  | Leaders or <designated> Peel Off and Step up to the side of the Others as Others are inactive == to various formations.  |
| Chain Reaction variations (46)                         | > |  | perform Chain Reaction with variations as called   as the formation requires == to generalized Lines.  |
| Chase Your Neighbor (27)                               | > |  | Belles Chase Right and Roll as Beaus Box Circulate 1 1/2 and Cast Off 3/4 == to Parallel Waves.  |
| Checkover (65)   | > |  | #1, #2 Checkmate the Column as #3, #4 Circulate 1, Cast Off 3/4, Slither and As Couples Circulate == to Two-Facing Lines.  |
| Circle By <fraction1> By <fraction2>   <anything> (20) | > |  | Circle Left <fraction1> and Step to R-H Waves; next Cast Off <fraction2>   <anything> == to various formations. {2}  |
| Concentric concept (61)                                | > |  | Centers perform <anything> as Outsides perform <anything> around the Centers and adjust as defined by specific rules == to various formations.                     |
| Counter Rotate <fraction> (21)                         | > |  | each dancer moves independently <fraction> forwards along a circular path around the center of the square == to various formations.                                |
| Cross & Turn Reverse $\pi$ (40)                        | > |  | Beaus diagonally R-H Pull By as Belles U-Turn Back == to Out-Facing Lines.   |
| Cross By (64)  | > |  | 1/2 Circulate and Slide == to a Thar.  |
| Cross Chain & Roll (17)                                | > |  | all Right Pull By; next Centers make a L-H Star and Turn the Star 1/2 to an Out-Facing Box as Outsides Courtesy Turn; next all Left Roll == to Parallel Waves. {3} |
| Cross Chain Thru (16)                                  | > |  | all Right Pull By; next Centers make a L-H Star and Turn the Star 1/2 to an Out-Facing Box as Outsides Courtesy Turn == to Eight Chain Thru. {2}                   |
| Cross Extend (31)                                      | > |  | Extend to opposite hand-hold == to next Tag with opposite hand-hold.   |
| Cross Roll to a Line Wave (24)                         | > |  | Centers Cross Run as Ends Run == to a Line Wave.   |
| Cross Your Neighbor (70)                               | > |  | Leaders Follow Your Neighbor as Trailers Cross Extend and Cast Off 3/4 == to a Two-Faced Line.   |
| Dixie Diamond (26)                                     | > |  | Dixie Style to an Ocean Wave; next Centers Hinge as Ends U-Turn Back == to a Diamond. {2}  |
| Dixie Sashay (15)                                      | > |  | Dixie Style to an Ocean Wave; next Slither == to a Two-Faced Line. {2}   |
| Flip Back (to a Wave) (60)                             | > |  | Flip the Line 1/2; next Scoot Back == to a Mini-Wave Box.  |
| Flip the Line <fraction> (23)                          | > |  | Centers Run; next any-shoulder Tag the Line <fraction> == to any Tag. {2}  |
| Follow Thru (62)                                       | > |  | Leaders 1/2 Box Circulate as Trailers Extend and Arm Turn 1/4 == to a Two-Faced Line.  |

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




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|--|---|--|
| Galaxy concept (1)   | > | follow the circulation path performing <anything> to a Galaxy == to a Galaxy formation.  |
| Interlocked Diamonds concept (6)   | > | in each Interlocked Diamond perform <anything> independently == to Interlocked Diamonds.   |
| Jaywalk (83)   | > | <designated>   closest "almost"-Facing dancers Pass Thru == to various formations.   |
| Linear Action (34)   | > | all Hinge; next Centers Box Circulate 1½ as Ends Trade; next those who meet Cast Off ¾ as others move up == to Parallel Waves. {3}   |
| Little Scoot & □ (25)  | > | Centers Step and Fold as Outsides Turn Right ¼ and Counter Rotate ¼ == to Parallel Waves.  |
| Magic Column concept (53)  | > | follow the circulation path performing <anything> == to various formations.  |
| Make Magic (54)  | > | those who can: diagonally Facing Centers Right Pull By   Cross Trail Thru as Facing Ends and Centers Pass Thru == to Magic Columns.  |
| O concept (30)   | > | follow the circulation path performing <anything> == to an O formation.  |
| Pass the Axle (8)  | > | all Pass Thru; next Centers Pass Thru as Ends Cross Cast Back; next all Trade; next Centers Trade == to In-Facing Lines. {4}   |
| Percolate (18)   | > | all Circulate 1½; next Center Wave Hinge and Cross as Outsides Turn Thru == to Out-Facing Lines.   |
| Phantoms concept (12)  | > | if needed perform <anything> with imaginary dancers, who are occupying the spots in the square that lacks real dancers == to various formations.                           |
| Plenty Scoot & □ (50)  | > | Centers Step & Fold as Outsides Right ¼ and Counter Rotate ¼; next Split Circulate 2; next Outsides Counter Rotate ¼ and Roll as Centers ½ Zoom == to a ¼ Tag. {3}         |
| Press <direction> (10)   | > | <designated> dancers move 1 position to <direction>   and forward as others are inactive == to various formations.   |
| Ramble Scoot & □ (3)   | > | Centers Single Wheel as Outsides Cast Back; next all Slide Thru == to a Completed Double Pass Thru. {2}  |
| Regroup (52)   | > | Centers Trade and Roll as Ends ¼ Out and Trade and Veer Out == to Facing Lines.  |
| Relay the Shadow (42)  | > | all Trade; next Center 6 Cast Off ¾ as very Ends Counter Rotate ¼; next new Center 4 Hinge and Spread as others do Centers part of Cast a Shadow == to Parallel Waves. {3} |
| Relay the Top (58)   | > | all Trade; next Centers Cast Off ¾ as Ends Circulate ½; next Centers Star ¼ as Outsides Trade; next Centers Cast Off ¾ as others move up == to Parallel Waves. {4}         |
| Reverse Explode from Waves (69)  | > | all Step Thru and ¼ Out == adjust to Couples Back-to-Back.   |
| Rotary Spin (32)   | > | all Right Pull By and Centers Step to a L-H Wave; next Centers Cast L Off ¾ as Outsides Courtesy Turn and Roll == to Parallel Waves.                                       |
| Rotate <fraction> from Static Square (67)  | > | <designated> As Couples ¼ to Promenade relative the Square Center (L shoulder) and Counter Rotate <fraction> as others Step == to various formations.                      |
| Scatter Scoot (36)   | > | Leaders Circulate as Trailers Scoot Back independently == to Parallel Waves.   |
| Scatter Scoot Chain Thru (66)  | > | Leaders Circulate as Trailers Extend, Swing, Slip, Swing, Extend == to Parallel Waves.   |
| Shakedown (11)   | > | ¼ R and Box Counter Rotate ¼ and Roll == to Facing Couples. {1}  |
| Siamese concept (75)   | > | dancers As Couples In Tandem work together performing single dancers' part of <anything> == to various formations including a Couple and a Tandem.                         |
| Split Dixie Diamond (79)   | > | Facing dancers Right Pull By and ¼ In; next all Left Touch a ¼; next Centers Hinge as Ends U-Turn Back == to a Diamond. {3}  |
| Split Dixie Style to a Wave (78)   | > | Facing dancers Right Pull By and ¼ In; next all Left Touch a ¼ == to a Mini-Wave Box. {2}  |
| Split Box Recycle (35)   | > | Trailers Beaus Extend and U-Turn Back as the Partner performs a Cross Fold if Leader   Facing Recycle if Trailer == to a Wave.   |
| Split Square Chain the Top (77)  | > | Facing dancers Right Pull By and ¼ In; next Step to a L-H Wave and finish Square Chain the Top == to Couples Back-to-Back.   |
| Split Square Thru (76)   | > | Facing dancers Right Pull By and ¼ In; next finish Square Thru == to Couples Back-to-Back.   |
| Square Chain the Top (28)  | > | all Right Pull By and ¼ In; next Step to a L-H Wave and Left Spin the Top; next Left Turn Thru == to Couples Back-to-Back. {3}   |
| Square the Bases (2)   | > | Centers Square Thru 3 as Ends Pass Thru and Bend; next Ends start a Split Square Thru 2; next all Trade By == to an Eight Chain Thru. {3}                                  |
| Squeeze (9)  | > | those who can: Trade and Slide apart   Slide together and Trade == to two dancers side-by-side apart   adjacent.   |
| Step & Flip (22)   | > | Centers Step as Ends Flip == to a Box or Z formation.  |

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|--|---|---|---|
| Step & Fold (13)                         | > |    | Centers Step 1/2 as Ends Fold == adjust to a Box.   |
| Stretch concept (44)                     | > |   | perform <anything> but Centers move to the closest Center's spot in the other Split half of the formation == to various formations.   |
| Substitute (89)                          | > |    | Leaders   <designated>   active dancers make an arch & move Backward or Forward around the others into the spots occupied by them as the others ducks under the arch and move into the vacated spots by the arching dancers == to applicable formation. |
| Swing & Circle <fraction> (41)           | > |    | Centers Swing and Slip as Outside 6 circulate one position within the Outside 6 formation and Outsides Face In; next repeat once for 1/2; next twice for 3/4; next three times for full == to a 1/4 Tag.  |
| Swing the Fractions (43)                 | > |    | those who can perform a right shoulder Cast Off 1/4; next left Cast Off 1/2; next right Cast Off 3/4; next left Cast Off 1/2; next right Cast Off 1/4 == to Parallel Waves. {5}   |
| Switch the Line (59)                     | > |    | Centers Run as Ends Cross Run == to a Line.   |
| Switch to concept (87)                   | > |    | Centers Run as Ends perform their part of the applicable formation Circulate == to various formations.  |
| T-Bone concept (33)                      | > |    | perform your part of <anything> independently of the T-boned dancers == to various formations.  |
| Tag Back (to a Wave) (4)                 | > |    | 1/2 Tag; next Scoot Back == to a Wave. {2}  |
| Tally Ho (45)                            | > |    | all 1/2 Circulate; next Centers Hinge and 1/2 Box Circulate as Outsides Trade; next Centers Cast Off 3/4 as Outsides move up == to Parallel Waves.  |
| Tandem concept (37)                      | > |    | Leaders and Trailers work together performing a single dancer's part of <anything> == to various formations with two dancers still in Tandem.   |
| Triangle concept (38)                    | > |    | follow the circulation path performing <anything> == to a Triangle formation.   |
| Triple Box concept (71)                  | > |    | perform <anything> in three boxes: left and right imaginative boxes with each 2 Phantoms and 2 real dancers and center box with 4 real dancers == to a Triple Box formation.  |
| Triple Cross (81)                        | > |    | the 6 diagonally Facing dancers Cross == to generalized Columns.  |
| Twist & <anything> (85)                  | > |    | Centers Step and Partner Trade as Ends Slide together and Face and <anything> == to a formation with In-Facing Outside Couples.   |
| Twist the Line (57)                      | > |    | Centers Step and Partner Trade as Ends Slide together and Face and Star Thru == to a Single Double Pass Thru.   |
| Vertical (47)                            | > |  | Belle Step up in front of Beau   Single Wheel   Leaders Fold == to a Single Double Pass Thru.   |
| Vertical Tag Back (to a Wave) (49)       | > |  | Vertical Tag 1/2; next Scoot Back == to a Mini-Wave Box.  |
| Vertical Tag <fraction> (48)             | > |  | Vertical; next Tag the Line <fraction> == to any Tag.   |
| Weave (88)                               | > |  | if needed Extend to a Box; next Leaders Box Circulate 1/2 (or 1/4 R/L) as Trailers Cross Extend (if needed) and Cast Off 1/4 == to a Wave.  |
| Wheel Reverse $\alpha$ & <anything> (63) | > |  | Ends As Couples Promenade 1/4 (including Face In) as Centers <anything> == to various formations.   |
| Wheel Fan Thru (74)                      | > |  | Belles Wheel Thru as Beaus Extend, Cast Off 3/4 and Extend == to Couples Back-to-Back.  |
| Zing (39)                                | > |  | Leaders 3/4 Zoom as Trailers Step and 1/4 In == to an Eight Chain Thru.   |

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