



# Quick C2 List

- 3 by 1 Triangle concept (53) > follow the path and Circulate; the face direction on each spot is maintained == to a 3 by 1 Triangle formation.
- <N> by <M> Columns concept (77) > the first <N> dancers do the first 2 dancers' part of the call as the <M> last dancers do the last 2 dancers' part of the call == to generalized Lines.
- <any tagging call> Your Neighbor (16) > <any tagging call> to a 1/2 Tag formation; next Follow Your Neighbor == to Parallel Waves.
- <anyone> Kick Off | Cross  $\square$  (21) > <designated> dancers Run & Roll as others do their part of Partner Tag == to a Tandem.
- <anything> & Circle <fraction> (52) > Centers|all <anything>; next Outside 6 Circulate one position within the Outside 6 formation and new Outsides Face In (as Very Centers are inactive); next repeat once for 1/2; next twice for 3/4; next three times for full == to a formation where Outsides are In-Facing Couples.
- <anything> concept (80) > Perk Up|Percolate|Motivate|Coordinate but replace the initial all Circulate 1 with <anything> == to various formations.
- Along | Swing  $\square$  (14) > Center 6 Hinge and Circulate as Very Ends Counter Rotate 1/4; next Center 6 Grand Peel & Trail as Very Ends Extend == to Parallel Waves, Parallel Two-Faced Lines or a Parallelogram.
- Alter & Circulate (31) > all Trade; next Centers Cast Off 3/4 as Ends U-Turn Back; next Very Centers Trade as Outside 4 Circulate; next all Diamond Counter Rotate 1/2; next Flip the Diamond == to Parallel Waves. {5}
- Bounce the <anyone> | Single  $\square$  (61) > Veer Back-to-Back towards the Center of the Line; next <designated> dancers U-Turn Back in flow direction ==to Columns. {2}
- Catch <N> | Split  $\square$  (5) > Square Thru to a Wave on the <N>-th hand; next Centers Trade; next all Step & Fold == to a Mini-Wave Box. {3}
- Chain the Square (24) > all Right Pull By; next Centers Step to a L-H Wave; next Very Centers U-Turn Back and all Courtesy Turn; next As Couples Extend == to Two-Faced Lines. {4}
- Checkpoint <anything1> by <anything2> (29) > Centers work around Very Centers to perform <anything1> and move along the short axis; next Ends slide together and become new Centers and perform <anything2> == to various formations.
- Chisel Thru (4) > Concentric Pass In; next Split Pass In; next Pass In == to Facing Lines. {3}
- Circle <fraction> to a Wave (12) > Split Circle Left <fraction>; next Beaus Walk as Belles Dodge == to a R-H Mini-Wave Box.
- Counter | Scoot &  $\square$  (15) > Centers Cast Off 3/4 and Counter Rotate 1/4 as Outsides Cast Back and Touch 1/2 and Step & Fold == to Parallel Waves or other formation.
- Cracy concept | Reverse  $\square$  (35) > each Split formation do <anything>; next Centers do <anything>; next each Split formation do <anything>; next Centers do <anything> == to various formations. {4}
- Criss Cross the Shadow (28) > Ends 1/2 Zoom but meet with opposite hands and Cast Off 3/4 and Spread as Leading Centers Stretch Cloverleaf as Trailing Centers Cross Extend and Hinge and Extend == to Parallel Waves or Lines.
- Criss Cross Your Neighbor (69) > Leaders 1/2 Box Circulate and Cross Run as Trailers Cross Extend and Cast Off 3/4 and Spread == to a Wave.
- Cross & Wheel | Single  $\square$  (41) > As Couples|Single Hinge; next As Couples|Single Step & Fold == to various formations.
- Cross Back | Grand  $\square$  (30) > Leaders U-Turn Back as Trailers diagonally Pull By == to a Mini-Wave or T-Bone Box.
- Cross Concentric (17) > Concentric Centers perform <anything> and move out adjusting the shape according to the rules; next Outsides move in and perform <anything> == to various formations.
- Cross Ramble family (60) > Centers Cross Fold as Outsides Cross Cast Back; next all Slide Thru == to Columns. {2}
- Cross Trade & Wheel | Single  $\square$  (42) > As Couples|Single Hinge; next Very Centers|Centers Trade; next As Couples|Single Step & Fold ==to various formations.
- Cut the Galaxy (79) > Centers Galaxy Circulate as Points Slide together and Star 1/2 == to a Thar.
- Detour (25) > Center 4 Counter Rotate 1/4; next Ends 1/2 Zoom and Hinge == to various formations.
- Disconnected concept (74) > Designated dancers perform <anything> maintaining the disconnected formation and adjust to eliminate vacant spots == to various formations.
- Dodge anything (75) > Centers Walk & Dodge as Others perform their part of <anything> == to various formations.
- Drop direction (11) > Centers Extend as others 1/4 to direction and adjust to a Box == to a generalized Box.
- Exchange the Diamond (51) > all Diamond Circulate 4 but each time Very Centers Interlocked Diamond Circulate and pass outside the others == to Diamonds | Waves between vertical offset Mini-Waves on the opposite side. {4}

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Fascinate Fascinating concept (36) >	 <p>Centers Any Hand <math>\frac{3}{4}</math> Thru as Ends Circulate <math>1\frac{1}{2}</math>; next Outside 4 of the Line of 6 Concentric Wheel &amp; Deal   &lt;anything&gt; as lonesome Outside dancer Counter Rotate <math>\frac{1}{4}</math> == to a generalized <math>\frac{1}{4}</math> Tag or Twin Diamonds.</p>
Flip the Galaxy (78) >	 <p>Centers Galaxy Circulate as Points Run to the closest Center == to a Thar.</p>
Flip Your Neighbor (64) >	 <p>Flip the Line <math>\frac{1}{2}</math>; next Follow Your Neighbor == to a Wave.</p>
File to a Line (34) >	 <p>Ends slide apart to allow for two dancer positions as Centers do Phantom Column Circulate 2 and all adjust to Lines at normal distance == to generalized Lines.</p>
Funny Concept (73) >	 <p>each part of &lt;anything&gt; is performed by those dancers who can do the part without Phantoms and who would not end on the same spot == to various formations.</p>
Grand Chain 8 (7) >	 <p>those who can R-H Pull By; next all move along and Step to a L-H Wave Mini-Wave; next Centers Left U-Turn Back and Courtesy Turn the Ends <math>\frac{1}{4}</math> == to various formations.</p>
Grand Cross Trade & Wheel (44) >	 <p>As Couples Hinge; next Triple Trade; next As Couples Step &amp; Fold == to various formations.</p>
Grand Single Cross & Wheel (43) >	 <p>Single Hinge; next Grand Step &amp; Fold (Very Ends Fold as Others Step Thru) == to 3+1 Lines.</p>
Grand Single Cross Trade & Wheel (45) >	 <p>Single Hinge; next Triple Trade; next Grand Step &amp; Fold == to 1+(n-1) Lines.</p>
Here Comes the Judge (9) >	 <p>End Belles Circulate as others Run one position towards the original End Belles' positions == to generalized Lines.</p>
Hocus Pocus (39) >	 <p>Centers Trade as Outsides Phantom O Circulate 2 == to various formations.</p>
Hubs/Rims Trade Back  <anything> (8) >	 <p>all Partner Trade; next Hubs Rims Circulate   &lt;anything&gt; == to various formations.</p>
Inlet (71) >	 <p>Leader Ends with their Partners do Recycle as Trailer Ends with their Partners do Box Recycle in their offset Box == to a <math>\frac{1}{4}</math> Tag.</p>
Invert the Columns <fraction>   Cross $\square$ (23) >	 <p>dancer #1 Peel Off and all Extend for <math>\frac{1}{4}</math>; next next dancer Peel Off and all Extend for <math>\frac{1}{2}</math>; next repeat for <math>\frac{3}{4}</math>; next repeat for full and adjust to Columns. {4}</p>
the K   Cross $\square$   <anything> $\square$ (37) >	 <p>Centers Trade as Ends U-Turn Back away from the Center of the 4-dancer formation == to various formations.</p>
Lateral substitute (67) >	 <p>&lt;designated&gt; or all dancers move sideways to exchange places == to various formations.</p>
Lines <anything> Thru (49) >	 <p>Centers &lt;anything&gt; as Ends Circulate 1 == to various formations.</p>
Little More family (58) >	 <p>Little; next Centers Box Circulate == to Waves.</p>
<direction> Loop <N> (2) >	 <p>designated dancers Run to &lt;direction&gt; around &lt;N&gt; positions as non-designated dancers are inactive.</p>
Offset formation concept (48) >	 <p>perform &lt;anything&gt; as if the formation was normal; next adjust to an Offset formation maintaining the characteristics == to various formations.</p>
Once Removed concept (13) >	 <p>dancers occupying every other plane work together performing &lt;anything&gt; == to various formations.</p>
Outlet (72) >	 <p>opposite diagonally Facing Ends with their Partners do Box Recycle in their offset Boxes == to Parallel Waves.</p>
Parallelogram concept (3) >	 <p>perform &lt;anything&gt; as if the formation was normal; next adjust to a Parallelogram maintaining the characteristics</p>
Peel Trail to a Diamond (57) >	 <p>Leaders Peel Trail Off as Trailers Extend &amp; Hinge == to Diamonds.</p>
Perk Up (1) >	<p>Circulate; next <math>\frac{1}{2}</math> Split Circulate; next Centers Hinge and Box Circulate and Trade as Ends Circulate 2 == to Waves.</p>
Relocate the formation (66) >	<p>Very Centers Cast Off <math>\frac{3}{4}</math> as others Counter Rotate <math>\frac{1}{4}</math> == to the same formation type.</p>
Reshape the Triangle (38) >	<p>Triangle Circulate but new Base dancers switch between Tandem and Wave Base maintaining the original shoulder towards the Triangle Center == to a Wave-Based   Tandem-Based Triangle.</p>
Reverse Cut the formation (82) >	<p>those with handholds Trade &amp; Spread as Others formation Circulate == to various formations.</p>
Reverse Flip the formation (81) >	<p>those with handholds Flip away from the Center (Run) as Others formation Circulate == to various formations.</p>
Ripple the Line family (56) >	<p>&lt;designated&gt; dancers successively Partner Trade with each new dancer until reaching the far end of the Line == to various formations. {&lt;N&gt;}</p>
Rotary <anything> (33) >	<p>all R Pull By; next Outsides Courtesy Turn and Roll as Centers Step to a L-H Wave and &lt;anything&gt; == to various formations.</p>
Rotate <fraction> from Lines   Single $\square$ (47) >	<p>As Couples Single <math>\frac{1}{4}</math> to Promenade (L shoulder) relative to a Center Point (Split formation Center); next Counter Rotate &lt;fraction&gt; around the same Center Point == to generalized Lines. {2}</p>

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Sets In Motion (18)	> 	Centers Hinge and Very Centers Trade as Outsides Circulate 1/2 and new Center Column Face In; next Center Column Grand Pass Thru & Peel as Outsides are inactive == to 1/4 Tag, Columns or other formation.
Shazam (27)	> 	Hinge and U-Turn Back in flow direction == to an opposite Hand Mini-Wave.
Sock It To Me (10)	> 	End Beaus Circulate as others Run one position towards the original End Beaus' positions == to generalized Lines.
Solid concept (76)	>	<designated> dancers or dancers within a designated formation work as a solid unit (similar to As Couples or in Tandem) performing single dancer's part of <anything> == to various formations.
Split Swap   Reverse ▢ (32)	> 	Beaus Partner Tag as Belles Step & 1/4 Out == to Couples Back-to-Back or a T-Bone Box.
Split Trade Circulate (46)	> 	Leaders Box Circulate as Trailers Crossover Circulate within the Box (R-H Pass   Belle in front of Beau) == to an Inverted   a T-Bone Box.
Stack the Line (19)	> 	all 1/4 In; next original Leaders move ahead to a R-H Leader position as others move sideways to become Trailers in a Box == to a R-H Mini-Wave Box or T-Bone Box.
Stagger concept (70)	> 	perform <anything> in the distorted Columns and adjust to a Stagger formation maintaining the Diagonal of 4 dancers == to a Stagger formation.
Stretched formation concept (59)	> 	Very Center pairs work with opposite pairs to perform <anything> finishing entirely on the far side == to various formations.
Swap the Wave (26)	> 	dancers with L shoulders toward the center of the Wave Step as Others Trade and Extend and all adjust to Couples Back-to-Back == to Couples Back-to-Back.
Tandem-Based Triangle formation (68)	> 	#1 Tandem-Base dancer works as a Leader the other two dancers work as Trailers == to various formations.
Triple Waves Lines Columns concept (65)	> 	perform <anything> in your 1x4, vacant spots are occupied by Phantoms == to another set of Triple Waves Lines Columns.
Truck   Reverse ▢ (50)	> 	Boys sidestep 1 position L R as Girls sidestep 1 position R L == to various formations.
Turn to a Line (40)	> 	as one movement Zig-Zag and Tandem Step Thru and 1/4 in the initial flow == to a generalized Line.
Unwrap (55)	> 	Trailing dancers that are closest to the Center of the formation walk straight ahead to become #1 in a Column as Others Circulate their formation and follow #1 to a Column == to Columns.
Vertical <anything> (62)	> 	Vertical; next <anything> == to various formations.
Vertical Tag Your Neighbor (63)	> 	Vertical 1/2 Tag; next Follow Your Neighbor == to a Wave.
Walk Out to a Wave (22)	> 	dancers #1 and #2 Trail Off and #1 Run as #3 and #4 Circulate and #3 U-Turn Back as #4 Press Out == to general Lines.
Wheel the Ocean Sea (20)	> 	Leaders designated Wheel Around; next Belles diagonally R-H Pull By   Belles Walk as Beaus Dodge == to a R-H L-H Mini-Wave Box.
With the Flow (6)	> 	Beaus Belles Walk as the others Dodge as determined by the body flow clockwise anti-clockwise == to a Mini-Wave Box.
Zip Code (54)	> 	Centers 1/4 Out and Run Around Others (<N>=1); next new Ends Pass Thru (<N>=2); next Ends Bend (<N>=3); next Ends Pass Thru for an odd <N>; next Ends Bend for an even <N> == to a formation in which Ends are In-Facing for odd numbers and Out-Facing for even numbers. {<N>}