

Quick C3A List

¼ ¾ Mix (8)	>		those who can R Arm Turn ¼ ¾; next all 4 dancers Mix == to a Wave or generalized Line.
¼ ¾ the Deucey (13)	>		Arm Turn ¼ ¾; next Centers Arm Turn ¼ ¾ as Ends Circulate, Leader 1 & Trailer ½; next Center Star Turn ¼ ¾; next Center Wave Cast Off ¼ ¾ as Outside Leader move up == to Parallel Waves.
¼ ¾ Wheel the Ocean Sea (79)	>		L Cast Off ¼ ¾; next Finish Wheel the Ocean Sea (Belles diagonally R Pull By Belles Walk as Beaus Dodge) == to R-H L-H Box.
8 By <anything> (56)	>		Centers <anything> (in the center) as Outsides Grand Chain 8 and Roll == to various formations.
<any tagging call> Chain Thru (21)	>		<any tagging call> ½; next Scoot Chain Thru == to Parallel Waves.
<anyone> Hop (20)	>		<designated> Walk as Others Dodge; next all Hinge == to a Wave or an Inverted Line.
<anything> the Lock (59)	>		<anything>; next Lockit == to Waves.
<anything> Reaction Cross □ (44)	>		<anything> (Back) but stop before Extend; next full Chain Reaction == to Parallel Lines.
Bias Circulate (30)	>		Leaders Circulate as Trailers Diagonal Box Circulate (a 2x2 formation which is offset by two positions) == to Parallel Waves or applicable formation.
Big Block concept (74)	>		perform <anything> in the distorted generalized Lines → adjust to a Big Block formation maintaining the original characteristics == to a Interlocked Blocks, Butterfly, O or other formations.
Breaker <N> □ <anything> (14)	>		Centers Box Counter Rotate ¼ and Box Circulate ½ as Ends Cast Off ¾; next Center Line of 4 dancers Cast Off <N>/4 as Ends Phantom Hourglass Circulate == to Parallel Lines, Twin Diamonds or an Hourglass.
Catch <anything> <N> (17)	>		Square Thru <N> to a Wave; next <anything>; next Step & Fold == to various formations.
Checker Board <anything> (53)	>		Leaders in each Line Trade as the Others <anything> in their distorted 1x4 Board == to 2x4 generalized Lines.
Checker Box <anything> (54)	>		Leaders in each Line Trade as the Others <anything> in their distorted 2x2 Box == to 2x4 generalized Lines.
Choice Locker's □ (4)	>		Center Line Lockit and Hinge as Others Trade and Step & Fold == to parallel Lines or T-Bone Lines.
Couple Up <anything> □ <anything> Like A □ (5)	>		Box Circulate; next Leaders U-Turn Back (towards the Center of the Box) == to a Box.
Cross Chain Reaction (12)	>		Chain Reaction but Very Centers Jaywalk with diagonally facing outside dancer == to Parallel Lines.
Cross Counter Scoot & □ (75)	>		Centers Trade the Wave and Cast Off ¾ and Counter Rotate ¼ as Outsides Cross Cast Back and Touch ½ and Step & Fold == to L-H Two-Faced Lines or L-H Parallel Waves.
Delight/Dilemma <any tagging call> □ (45)	>		Centers Swing, Slip twice and Cast Off ¾ as Outsides ¼ R (=Delight) / L (=Dilemma) and Circulate 2 == to Parallel Lines Waves.
Drift Apart (65)	>		Ends Split Circulate twice as Out-facing Centers Crossover Circulate and Circulate as In-facing Centers Circulate and Crossover Circulate == to generalized Lines 2x4 or 4x2.
Ease Off (68)	>		Ends Zing as Centers Concentric Circulate and Face In == to a Double Pass Thru or various formations.
Exchange the Boxes (70)	>		all dancers Box Circulate 4 but each time trailing Very Centers next Box Circulate and pass outside the others == to Parallel Waves or Columns.
Exchange the Triangles (71)	>		all dancers Triangle Circulate 3 4 but each time (trailing) Very Centers next Triangle Circulate and pass outside the others == to 2 by 1 or 3 by 1 Triangles with opposite hands.
Expand the Column (55)	>		Centers Reverse Flip as Outsides Column Circulate 2 == to Parallel Lines.
Explode the Top (46)	>		Explode; next End Beaus Circulate 1½ as End Belles Circulate, Veer inwards and U-Turn Back as Centers Touch ½; next Very Centers Cast Off ¾ as Other Centers Step Ahead to form R-H Stars; next Turn the Stars ¼; next Very Ends Unwrap the Stars; next Face In == to Facing Lines.
Fancy Scoot & □ (62)	>		Trailers (#2, 4 dancers) Press Out; next Trailing Couple Press Ahead ½; next Outsides work Phantom: all Any Shoulder Turn & Deal == to Double Pass Thru.
Finally <anyconcept> <anything> (51)	>		<anything> but apply <anyconcept> to the last part of the call == to various formations.
Follow to a Diamond (10)	>		Leaders 1½ Box Circulate as Trailers Follow Your Neighbor & Spread == to a Diamond or generalized Line.
Follow Your Leader <any tagging call> □ (67)	>		Leaders ½ Split Circulate and Tandem Cross Fold as Trailers Follow Your Neighbor (Extend & Arm Turn ¾); next all Tandem Extend == to Columns.
Flare Out to a Line (36)	>		Leaders turn away from the Center to do a Turn to a Line or Mirror □ as Trailers ½ Circulate == to an As Couples Tidal Line.

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the Gamut <anything> ▣ (26)	>	Centers Any Hand ¼ Thru and Trade the Wave as Ends Circulate 2; next all Cut the Diamond == to generalized Lines.
Grand Mix family (33)	>	Grand Centers Trade & Spread as Grand Ends their part of a the Spread; next new Grand Centers Trade == to a generalized Tidal Line. {2}
Initially <anyconcept> <anything> (50)	>	<anything> but apply <anyconcept> to the first part of the call == to various formations.
Interlocked Little (24)	>	Centers Interlocked Step & Fold (= Step & Cross Fold) as Ends ¼ Right and Counter Rotate ¼ == to Parallel Two-Faced Lines.
Interlocked Plenty (25)	>	Interlocked Little; next Facing Split Circulate 2; next Centers Concentric Zoom ½ as Ends Counter Rotate ¼ and Roll == to a ¼ Tag.
Interlocked Scoot (23)	>	Within each Interlocked Single ¼ Tag formation, Scoot Back to end on the footprints of the same foursome == to a ¼ Tag.
Jay concept (42)	>	perform <anything> in the distorted Jay Box; next adjust to a Jay formation maintaining the original characteristics == to a generalized ¼ Tag or H.
Keep Busy (22)	>	Leaders Circulate With the Flow as Trailers As Couples Extend and Very Centers Hinge and Flip the Diamond and Step & Fold == to Parallel Waves.
Latch On <fraction> (69)	>	Right Roll To A Wave; next Arm Turn ¼ or <fraction> == to a R-H Mini-Wave.
Link Up <designated> ▣ (28)	>	Leaders Cast Off ¼ around the End dancers and Roll and Press Ahead as Trailers Circulate ½ and Crossfire == to Parallel Waves.
Lock the <anything> (58)	>	Lockit; next <anything> == to various formations.
Mini Chase (32)	>	Beaus Partner Tag as Belles Shakedown == to Mini-Waves or T-Bone Box.
Once Removed Diamonds (81)	>	dancers occupying every other plane work together performing <anything> == to various formations.
Open Up ▣ the Columns ▣ and/but <anything> (47)	>	#1 dancers Trail Off and Roll as #2 dancers Circulate and Peel Off and Roll as #3 and #4 dancers Circulate; next Centers Cast Off ¾; next all Extend == to Parallel Waves.
Own the <anyone> <anything1> By <anything2> (48)	>	<designated> do their part of <anything1> as Others do their part of <anything2> == to various formations.
Patch the <anyone> (9)	>	Hinge and <designated> dancer(s) Roll 2 == to a Mini-Wave or Couple.
Peel Chain Thru (49)	>	Centers Swing and Slip as Outsides Cast Back and Touch ½; next Centers Cast Off ¾ as Others their part of Fan the Top == to Parallel Waves or a Parallelogram.
Plan Ahead (19)	>	Centers Touch ¼ and Cross Concentric Vertical Tag the Line and Leaders Peel Left & Trailers Peel Right as Ends Circulate 1½ and Hinge and Cross Concentric Vertical Tag ½ and Face In == to various formations.
Polly Wally Single ▣ (2)	>	Centers Leaders L U-Turn Back and Veer Right and As Couples Extend as Ends Mirror Turn To a Line == to parallel Lines.
Quick Step ▣ <anything> (64)	>	#2 dancer Press Out and Phantom Ah So <anything> with the adjacent dancer as the Others Circulate == to various formations.
Rally Scoot & ▣ <anything> & ▣ ▣ but <anything> (15)	>	Little; next Centers Peel & Trail as Ends Inwards Roll to a Wave == to a Tidal Line.
Reach Out (16)	>	Leaders Box Circulate 1½ as Trailers Box Circulate ½ and Reverse Flip == to a Wave, One-Faced Line or a Diamond.
Recoil (39)	>	Box Recycle; next Step & Fold == to L-H Mini-Waves.
Release <anything> (31)	>	Center Ends Press Ahead as the unapproached Outside dancers Press Out as Phantoms appear beside the Outsides to form a 12-Matrix; next all <anything> == to various formations.
Scatter Circulate (27)	>	Center Leaders Crossover Circulate as Center Trailers Concentric Crossover Circulate as Ends Split Circulate == to generalized Lines.
Scoot the Diamond (78)	>	Scoot Back; next Outsides ¼ to the handhold; next all Diamond Circulate == to a Diamond.
Single Checkmate (29)	>	Leaders Box Circulate 2 and ¼ In (=Box Transfer) as Trailers Box Circulate 1 and ¼ In and Box Circulate 1 == to a Mini-Wave Box.
Single Ferris Wheel (66)	>	Leaders their part of Single Wheel as Trailers Extend and Single Wheel == to a Single Double Pass Thru.
Single File Recycle ▣ Recoil (73)	>	Centers acting as Beaus & the others as Belles, Box Recycle and Step & Fold == to a R-H Wave.
Single Rotary Spin (18)	>	All R Pull By; next Centers L Cast Off ¾ as Ends Single Courtesy Turn and Roll == to a R-H Wave.
Single Turn to a Line (35)	>	as one movement Zig-Zag and Step Thru and ¼ in the initial flow == to a 1x2 Couple or Mini-Wave.
Strip the formation (52)	>	Very Centers Cast Off ¾ as the Other Centers Counter Rotate ¼ to become Very Ends as Outside four Zoom ½ and Trade == to a generalized Tidal Line or a 3 By 1 Diamond.

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Slant ▣ <anything1> By <anything2> (57)	>	Trailers Dodge inwards to form Facing Couples in the Center; next Outsides <anything1> around the Centers as Centers <anything2> == to various formations.
Snap the Lock (40)	> 	Partner Tag; next Centers Touch and Lockit and Step Thru as Outsides Partner Tag == to Out-Facing Lines.
Something New (6)	> 	#1 and #2 dancers Couple Up as #3 and #4 dancers Walk Out to a Wave in the Center == to a ¼ Tag.
Spin Chain the Line (80)	> 	Arm Turn ½; next Centers Cast Off ¾ and Spread as Very Centers Trade; next Very Ends and Very Centers slide together and Cast Off ¾ == to Parallel Waves.
Spin the Pulley ▣ but (76)	> 	Centers or those <designated> Arm Turn ¾; next all Triple Cross; next Peel Off == to Two-Faced Lines.
Split Phantom Columns Lines Waves (3)	> 	Split the 4x4 Matrix into 4 adjacent sub-formations of 1x4 Columns Lines Waves on a straight line and perform <anything> in two adjacent sub-formations separately.
Stable concept (61)	>	Perform <anything> normally but do not change your facing direction == to various formations.
Stampede Scoot & ▣ (43)	> 	Centers Trade the Wave and Hinge and Cross (using the outside hand) as Ends Cross Cast Back and Pass In == to an Eight Chain Thru.
Swap the Top (11)	> 	Belles L Extend and Cast Off ¾ as Beaus Run 1½ == to R-H Wave.
Swing Chain Thru (38)	> 	Arm Turn ½; next Centers Cast Off ¼; next Very Centers Arm Turn ½; next Centers Cast Off ¼ == to Parallel Waves.
Team Up (63)	> 	Ends ½ Circulate and Hinge as Centers (working in the Center) do a Beaus Run as Belles Dodge == to various formations.
Touch By <fraction1> By <fraction2> <anything> (1)	> 	Centers Touch <fraction1> and Spread as Others step forward and Touch <fraction2> == to combinations of Diamonds and generalized Lines.
Trade the Deucey (7)	> 	Centers Trade & Spread as Ends Crossover Circulate == to Parallel Lines, Point-to-Point Diamonds, generalized Lines or a generalized Thar.
Triple Diamond concept (77)	> 	Execute <anything> in each one of the three Diamonds, vacant spots are occupied by Phantoms == to various formations.
Triple Play (37)	> 	#1 dancer Transfer as Others Circulate ½ & Trade; next new Center Columns: #1 dancer Transfer as Others Circulate ½ & Hinge; next all Extend == to Parallel Waves.
Travel Thru <anything> Like A ▣ (34)	> 	R-H Pass Thru; next As Couples ¼ Right == to a R-H Two-Faced Line.
Trip the Set (60)	> 	Centers Concentric ¼ Out and Trade as Ends Cross Fold and Roll == to Facing Lines.
Wind the Bobbin (41)	> 	Zoom ½; next Centers Cast Off ¾ and Slip and Cast Off ¾ as Ends Circulate 2
Wrap to a formation (72)	> 	#1 dancer: Split Circulate ½ and Phantom formation Circulate 2; #2 dancer: Circulate 1, Split Circulate ½ and Phantom formation Circulate 1; #3 dancer: Circulate 2½; #4 dancer: Circulate 3; == adjust to the directed formation.