



Quick C3B List

<fraction> Cast & Relay (1) >		Relay the Top but the initial Arm Turn <fraction> and Turn the Star <fraction> == to Parallel Waves.
<N> Step(s) at a Time Cross □ (2) >		first <N> dancers of each Column Peel Trail Off and adjust to a Concentric Line of 2<N> and Bend that Line as others Circulate to a compact formation in the Center of the set and Trade and Roll == to various In-Facing formations. {3}
<any tagging call> & Scatter □ Chain Thru (3) >		<any tagging call> ½; next: Scatter Scoot Back Scatter Scoot Chain Thru == to Parallel Waves.
<any tagging call> the Top (4) >		<any tagging call> ¾; next Centers Spin the Top as Outsides Face and Touch ½ == to a Tidal Wave.
Bingo (5) >		Leaders ¾ Out as Trailers any shoulder Wheel Thru == to a Mini-Wave Box.
Boomerang (6) >		Leaders Zoom as Trailers: Circulate and Trade Scoot Back == to: Facing Couples Mini-Wave Box.
Busy <anything> (7) >		Leaders Keep Busy as Trailers Circulate ½ and <anything> == to various formations.
By Golly (8) >		those closest to the flow Sweep ¼ as others Dodge and any shoulder Wheel Thru (or Veer in flow direction and any shoulder Tag ½) == to a Mini-Wave Box.
Central concept (9) >		all Centers part of <anything>, prefer 2x2 == to various formations.
Change Lanes (10) >		Centers any hand Remake and Spread as Ends Circulate and Crossover Circulate == to Parallel Lines.
Change the: Centers Wave (11) >		Arm Turn ½; next Slip; next Centers Cross Run; next: Slip Swing == to a Wave. {4}
Change Your Image (12) >		Centers Phantom Column Circulate 2 as Ends Split Circulate 2 == to various formations. {2}
Chase the <fraction> Tag (13) >		Belles R U-Turn Back as Beaus Fold; next Tag the Line <fraction> == to a Single <fraction> Tag.
Chuck-a-Luck Cross □ (14) >		Centers: your part Run Cross □ and Pass In as Ends your part Partner Tag and: Pass Thru Cross Trail Thru == to an Eight Chain Thru.
Criss Cross the Deucey (15) >		Criss Cross Your Neighbor but original Leaders Phantom Crossover Circulate == to Parallel Waves, Point-to-Point Diamonds or a Thar.
Cross Cycle from 1x4 (16) >		Centers Cross Fold & adjust to a Box; next Box Counter Rotate ¼; next Roll == to Facing Couples. {3}
Cross Cycle from 2x2 (17) >		Facing Box: Recycle & Slither == to a Two-Faced Line.
Cross Flip the Line <fraction> (18) >		Centers Cross Run; next any shoulder Tag the Line <fraction> == to Single <fraction> Tag.
Cross Lockit (19) >		Lockit & Spread == to a Wave or a Two-Faced Line.
Cross Swap the Top (20) >		Swap the Top (Belles L Extend and Cast Off ¾ as Beaus Run 1½) but Belles Cross Extend == to Two-Faced Lines.
Diagonal Box concept (21) >		perform <anything> in the 2x2 Box offset by 2 positions to end on the original footprints == to a 2x4, a Parallelogram or Offset Lines.
Disband (22) >		Centers Counter Rotate ¼ as Ends Concentric Zoom ½ & Hinge; next Centers Reverse Flip as Ends Phantom Column Circulate 2 (or from Lines Detour; next Expand the Column) == to Parallel Lines. {2}
Divide the Ocean Sea <direction> <anything> (23) >		Outside 4 Cast Off ¾ and Cross Concentric Vertical R L Tag ½ as Center 4 Hinge and Partner Tag and Press Ahead and: Turn ¼ to <direction> <anything> == to Parallel Lines.
Explode the Diamond (24) >		Centers Explode the Wave as Ends Circulate & the Leader U-Turn Back == to Parallel Inverted Lines.
Fan concept (25) >		perform <anything> but omit the initial Arm Turn ½ == to various formations.
Flip Your Lid (26) >		Very Centers Run & Circle ¼ as Ends of Center Wave Scoot Back with diagonally-facing Outside dancer as these Outside dancers Scoot Back & Circle ¼ as the other Outside dancers Press Ahead & Trade with opposite dancer & Spread == to a ¼ Tag.
Gee Whiz (27) >		Leader Couple or <designated> dancers your part Crossfire (Centers Trade as Ends Cross Fold) as others your part Vertical Tag the Line full == to Columns.
Good Show (28) >		Centers your part Couple Up (Box Circulate & Leaders U-Turn Back) as Ends your part Walk & Dodge == to a 2x4.
Interlocked Counter (29) >		Counter but Centers Once Removed Cast Off ¾ == to Parallel Lines.
Interlocked Rally (30) >		Rally but Centers Interlocked Step & Fold (=Interlocked Little) == to a Tidal Line.

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Interlocked Ramble (31)	>		Ramble but Centers Once Removed Fold == to generalized Columns. {2}
Lickety Split (32)	>		Centers your part Split Counter Rotate 1/4 as Ends your part Split Circulate == to a 2x4 formation.
Lift Off (33)	>		Leaders As Couples 1/4 R as Trailers Left Dodge; next Belles Distorted Box Circulate; next As Couples extend; next Couples Circulate == to Parallel R-H Two-Faced Lines.
Line to Line (34)	>		Centers Turn Thru as Outsides Pass In; next Clover & Pass Thru; next all Pass In == to Facing Lines. {3}
Loop Cross □: & <fraction> Tag (35)	>		Cloverleaf Cross □; next Extend to <fraction> Tag == to a Single <fraction> Tag.
Magic Diamond concept (36)	>		perform <anything> in a distorted Diamond, in which Centers of one Diamond work with Points in the other Diamond == to various formations.
Magic Line Wave concept (37)	>		perform <anything> in a distorted Line Wave, in which Centers of one Line work with Ends of the other Line == to various formations.
Mirror concept (38)	>		perform <anything> but replace R with L & vice versa and Beau with Belle & vice versa == to various formations.
Nuclear reaction Cross □ <anything> □ <anything> Cross □ (39)	>		Very Centers Jay Walk with directly diagonally-facing Outside dancers; next Center 4 Cast Off 1/4 and Roll and Spread as Outsides Cross Concentric Vertical Tag 1/2; next all Counter Rotate 1/4 == to generalized Lines.
Phantom Columns Lines Waves concept (40)	>		visualize the 4x4 Matrix as 4 adjacent sub-formations of 1x4 Columns Lines Waves on a straight line and perform <anything> in two concentric sub-formations separately == to a 4x4.
Pitch <direction> <anything> (41)	>		Leaders R Zing as Trailers Circulate and: 1/4 to <direction> <anything> == to a Couple or a Mini-Wave.
Random <anyconcept> <anything> concept (42)	>		perform each part of <anything> but odd-numbered parts working <anyconcept> and even-numbered parts normally == to various formations.
Reactivate Cross □ <anything> □ <anything> Cross □ (43)	>		Very Centers Jay Walk with directly diagonally-facing Outside dancers as Ends of the Center 4 Counter Rotate 1/4; next Center 6 Trade; next Very Outsides and Very Centers Phantom Hourglass Circulate == to Parallel Lines.
Reflected concept (44)	>		perform <any tagging call> 1/2; next Split Counter Rotate 1/4 (Tandem Arm Turn 1/4); next complete the <any tagging call> == to various formations.
Reset (45)	>		Zoom 1/2; next Hinge; next Zoom 1/2; next Hinge == to a Mini-Wave Box. {4}
Reverse Checkpoint <anything1> By <anything2> (46)	>		Center 4 <anything1> of whom resulting Ends slide apart; next original Outsides <anything2> around Very Centers to end on the vacated spots == to various formations.
Reverse the Pass (47)	>		Leaders Trade; next all Pass Thru; next original Trailers Trade == to Tandem Couples. {3}
Reverse the Top (48)	>		Fan the Top; next Swing == to a Wave. {2}
Revolve to a Wave (49)	>		Leaders your part Mini-Chase (Beaus Partner Tag & Belles Shakedown (1/4 Out & Run)) & Hinge as Trailers your part Facing Recycle == to R-H Wave.
Rip Off (50)	>		Leaders your part Beaus Run & Belles Zoom as Trailers your part Beaus Walk & Belles Dodge == to a 2x2 Box.
Rotary Circulate (51)	>		Leaders Split Circulate 1/2 and Circulate 2 and last 1/2 of the Split Circulate as Trailers Extend and Hinge and Box Circulate 2 and Hinge and Extend == to Parallel Waves.
Rotate <fraction> (52)	>		As Couples 1/4 to Promenade relative to a Center Point (L shoulder); next Counter Rotate <fraction> around the same Center Point == to various formations. {2}
Scramble (53)	>		Ends Bend and Turn Thru as Centers Face In and Cross Trail Thru == to Back-to-Back Lines. {2}
Shake & Rattle (54)	>		Leaders your part Shakedown as Trailers your part Reverse Split Swap == to a 2x2 Box.
Sidetrack Split □ (55)	>		Zig-Zag; next formation Split Counter Rotate 1/4; next Roll == to various formations. {3}
Single concept (56)	>		perform Single <anything> by half as many dancers as <anything>, replace each set of two dancers with a single dancer located exactly half-way between the two dancers == to various formations.
Split Phantom Boxes concept (57)	>		Split the 16-spot formation into 4 adjacent 4-spot sub-formations on a straight line and perform <anything> in two adjacent sub-formations separately == to a 16-spot formation.
Stimulate <anything> □ (58)	>		Circulate 1 <anything>, Circulate 1/2; next Very Ends Counter Rotate 1/4 as Center 6 Hinge; next Center 4 Cast Off 1/4 as Outside 4 Hourglass Circulate == to Parallel Waves.
Strut R L (& L R) (59)	>		Centers R Pass Thru and R L Turn to a Line and Spread to become #1 and #3 as Outsides step ahead & Veer R L (or L R if given) to become #2 and #4 == to a Tidal Wave.
Swing-O-Late (60)	>		Arm Turn 1/2; next Centers Trade and Spread as Ends U-Turn Back and Crossover Circulate == to Parallel Two-Faced Lines or a Thar.
Take <N> (61)	>		<N> dancers on the R-H side Shakedown & adjust to Concentric Lines of <N> as others 1/4 R and Extend to form a compact set == to various formations.
Track <N> (62)	>		Tandem Partner Trade; next Extend <N> times == to a Tag.

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Trade the Diamond (63)	> 	Trade the Deucey; next Centers Hinge; next Diamond Circulate; next Centers Hinge == to Parallel Lines. {4}
Trapezoid concept (64)	> 	perform <anything> in the 2x2 Box, where Ends are offset by 1 position in opposite directions, to end on the original footprints == to a 2x4 formation.
Triple formations Working <direction> concept (65)	> 	a dancer in an Outside Triple formation perform your part <anything> in this Outside and the Center Triple formations, as a dancer in the Center Triple formation perform your part <anything> in the Center Triple formation and the directed Outside Triple formation == to a 12 Matrix.
Turn the Key Split \square (66)	> 	Trade; next formation Split Counter Rotate $\frac{1}{4}$; next Hinge == to various formations.
Turnstyle (67)	> 	Centers (Touch &) Cast Off $\frac{3}{4}$ as Ends $\frac{1}{4}$ R == to various formations.
Two-Faced concept (68)	>	perform <anything> but replace applicable Arm Turn $\frac{1}{2}$ with a Partner Trade == to various formations.
<designated> Twosome concept (69)	>	<designated> 2 dancers perform <anything> working as a unit as the 2 dancers within this unit retain their geographical orientation in the square with respect to each other == to various formations with Couples or Tandems.
Wave the <anyone> (70)	> 	Press Ahead; next Center 4 Concentric <designated> Walk and Dodge as Outsides your part <designated> Kick Off == to various formations. {2}
With Confidence (71)	> 	Centers Hinge and Very Centers Hinge as Ends Circulate $\frac{1}{2}$; next those as a Couple Extend as of the others: Centers U-Turn Back and both your part As Couples Hinge == to Parallel Two-Faced Lines.
Z concept (72)	> 	perform <anything> in the 2x2 Box offset by 1 position to end on the original footprints == to a 2x2, Offset by 1 position.
Z Axle Pass the \square (73)	> 	: nothing all Pass Thru; next Outsides Cross Cast Back; next all Trade; next Centers Trade {3 4} == to a 1x4.

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