



Quick C4-1 List

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¼¾ the Alter (32)	>		Alter the Wave; but replace all Arm Turns by Cast Off ¼¾ and Counter Rotate the Diamond ¼¾	
<any tagging call> Back (35)	>		<any tagging call> ½; next Scoot Back	
<any tagging call> the Yellow Brick Road (14a)	>		<any tagging call> ½; next Follow the Yellow Brick Road	
<any tagging call> the Yellow Bricking <anything> (14c)	>		<any tagging call> ½; next Follow the Yellow Bricking <anything>	
<any tagging call> to a Diamond (24)	>		<any tagging call> ½; next Box Circulate ½	
<any tagging call> to an Hourglass (24b)	>		<any tagging call> to a Diamond; next Very Centers Snake	
<any tagging call> to an Interlocked Diamond (24a)	>		<any tagging call> to a Diamond; next Very Centers Slither	
<any tagging call>er's Flow (15)	>		<any tagging call> ½; next all Tandem Run; next Slip	
<any tagging call>er's Flow but Criss Cross It (15b)	>		<any tagging call>er's Flow; but all Tandem Cross Run	
<any tagging call>er's Flow but Cross It (15a)	>		<any tagging call>er's Flow; but Centers Tandem Cross Run	
<anyone> Advance to a Column (13)	>		<designated> Walk as Others Dodge; next all 8 Circulate ; next Centers Trade; next all 8 Circulate	
<anything> Clear Out (1a)	>		Clear Out but replace all 8 Circulate by <anything>	
<anything> the Plank (21a)	>		Walk the Plank but replace all 8 Circulate by <anything>	
Bits & Pieces (42)	>		Centers Concentric Peel & Trail and Ah So as Ends Hocus Pocus and Trade	
Bridge the Gap (10)	>		Beaus Press L as Belles Press Ahead and Trade with the adjacent L dancer, real Phantom	
Clear Out (1)	>		all 8 Circulate Ends Like a Couple Up; next Centers Concentric Couple Up	
Connect the Diamond (22)	>		Centers Hinge as Points your part Fan the Top; next all Drop In	
Contour the Line (34)	>		Hinge; next Box Circulate 2; next Hinge	
Counteract (38)	>		Centers: your part Counter Rotate and Trailer Anchor ½ as Ends: Trade and your part Split Counter Rotate	
Counterpoint (40)	>		Centers Concentric Recycle as others Counter Rotate	
Cross Double Down (33a)	>		Double Down but others Cross Over Circulate	
Cross Make a Pass (44a)	>		Make a Pass but Very Centers Jaywalk with diagonally facing Outsides	
Cross Replace the Column (16b)	>		Cross Invert the Column ½; next Ends Counter Rotate as Centers: Concentric Cross Reset ¼ and 2/3 Cross Cycle	
Cross Zoom (17)	>		Zoom but Leaders Sachey and Zoom	
<designated> Shove Off (26)	>		<designated> dancer Run away from the Partner as the Partner your normal part of Run	

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<p><direction> <designated> Anchor <fraction> (37) ></p>		<p>Cast Off <fraction> using the dancer nearest <direction> or <designated> dancer as pivot point</p>	
<p>Dixie Spin (46)</p>	<p>></p> 	<p>Dixie Style to a Wave; next Fan the Top</p>	
<p>Double Down (33)</p>	<p>></p> 	<p>Trailing End & adjacent dancer Split Circulate 2 as others Circulate</p>	
<p>Double the Wave (39)</p>	<p>></p> 	<p>Fan the Top; next Very Centers Trade</p>	
<p>Echo concept (C5)</p>	<p>></p>	<p>perform the given <anyconcept> on <anything>; next add a normal <anything></p>	
<p>Finish concept (C2)</p>	<p>></p>	<p>perform all but first part of <anything></p>	
<p>Follow the Yellow Brick Road (14)</p>	<p>></p> 	<p>Follow Your Neighbor and Spread and Slither; next new Centers Follow Your Neighbor and Spread; next Ends Circulate 1½; next End pairs of line of 6 Concentric Wheel & Deal as lonesome dancers Counter Rotate ¼</p>	
<p>Follow the Yellow Bricking <anything> (14b)</p>	<p>></p> 	<p>Follow Your Yellow Brick Road but replace Concentric Wheel & Deal by Concentric <anything></p>	
<p>Fractional Twosome concept (C3)</p>	<p>></p>	<p>perform <anything> normally until its first Cast Off <fraction> then use the Twosome concept</p>	
<p>Gravitate (27)</p>	<p>></p> 	<p>Centers: Hinge and Box Circulate as Ends Reverse Single Rotate ¼; next Centers Press Ahead as Ends your part Split Counter Rotate</p>	
<p>Hammerlane (8)</p>	<p>></p> 	<p>Beaus Press Ahead ½ and Trade as Belles your part Facing Recycle</p>	
<p>Interlocked Phantom Boxes concept (C6)</p>	<p>></p> 	<p>visualize the 16-spot formation into 4 adjacent 4-spot sub-formations, Boxes, Diamonds or ¼ Tags, on a straight line and perform <anything> in two Once Removed sub-formations separately</p>	
<p>Interlocked Phantom Columns Lines Waves concept (C8)</p>	<p>></p> 	<p>visualize the 4x4 Matrix as 4 adjacent sub-formations of 1x4 Columns Lines Waves on a straight line and perform <anything> in two Once Removed sub-formations separately</p>	
<p>Jam Thru (19)</p>	<p>></p> 	<p>all Pass Thru; next Cross Clover &: Pass In and Pass Thru</p>	
<p>Make a Pass (44)</p>	<p>></p> 	<p>Very Centers Pass Thru with facing Outsides; next Ends Trade & Roll as Centers Cast Off ¾</p>	
<p>Make a Pass but <anything> (44b)</p>	<p>></p> 	<p>Make a Pass but replace Centers Cast Off ¾ by Centers Concentric <anything></p>	
<p>Outpost (45)</p>	<p>></p> 	<p>Out-Roll Circulate ½; next Triple Trade; next Centers Ah So as Ends Hocus Pocus</p>	
<p>Presto (18)</p>	<p>></p> 	<p>Centers Concentric Scoot Back and Press Ahead as Ends Tandem Cross Fold</p>	
<p>Push Off (36)</p>	<p>></p> 	<p>Zip Code 1½; next Centers: Concentric Fan the Top and Hinge as Ends Cast Off ¾</p>	
<p>Quickwrap (25)</p>	<p>></p> 	<p>#1, #2 your part Split Counter Rotate as #3, #4 Circulate and Concentric Reset ½</p>	
<p>Replace the Column (16)</p>	<p>></p> 	<p>Invert the Column ½; next Ends Counter Rotate as Centers: Concentric Reset ¼ and 2/3 Recycle</p>	
<p>Replace the Column but <anything> (16a)</p>	<p>></p> 	<p>Replace the Column; but replace 2/3 Recycle by <anything></p>	
<p>Ride the Tide (28)</p>	<p>></p> 	<p>Cross Trail Thru; next Clover & Square Thru 2; next Slide Thru</p>	
<p>Roll Out the Barrel (20)</p>	<p>></p> 	<p>R side Couples Link Up and Circulate 2 as L side Couples Tag the Line In and Link Up</p>	
<p>Roll Out to a Column (47)</p>	<p>></p> 	<p>Centers ¼ R and Box Counter Rotate ¼ as Ends R Anchor ¼ & Roll; next all Press Ahead</p>	
<p>Run Wild (43)</p>	<p>></p> 	<p>Centers Cross Run as Ends Run; next repeat</p>	
<p>Settle Back (3)</p>	<p>></p> 	<p>Reset ½; next Centers Concentric Cross Back as Ends Hocus Pocus</p>	
<p>Shift <N> concept (C7)</p>	<p>></p>	<p>perform <anything> but skip the first <N> parts then perform the <N> skipped parts</p>	
<p>Slim Down (5)</p>	<p>></p> 	<p>Centers perpendicularly move out to become Ends as Ends move into the Center</p>	

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Snake (23)	>	■ ■	Face adjacent dancer; next Step to a Mini-Wave with the other hand than the original hand	■
Spin Tag the Deucey (12)	>	■ ■ ■ ■ ■ ■ ■ ■	Swing; next Centers Cast Off $\frac{3}{4}$; next Very Centers Trade $\frac{1}{2}$ as Hourglass Points Partner Tag; next Very Centers finish the Trade as Points $\frac{1}{4}$ R <direction>; next Center 4 Cast Off $\frac{3}{4}$ as Ends Circulate	■ ■ ■ ■ ■ ■ ■ ■
Split The Difference (30a)	>	■ ■ ■ ■ ■ ■ ■ ■	Box Circulate; next The Difference	■ ■ ■ ■ ■ ■ ■ ■
Stack the Wheel (2)	>	■ ■ ■ ■	As Couples Hinge; next individually Roll	■ ■ ■ ■
Star To a Wave (29)	>	■ ■ ■ ■ ■ ■	Mirror Swap Around $\frac{1}{2}$; next Counter Rotate the Diamond $\frac{1}{2}$; next Flip the Diamond	■ ■ ■ ■
Step Lively (6)	>	■ ■ ■ ■ ■ ■ ■ ■	Detour; next Slim Down; next Circulate	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Tag the Star <fraction> (4)	>	■ ■ ■ ■ ■ ■	Mirror Swap Around $\frac{1}{2}$; next Counter Rotate the Diamond $\frac{1}{2}$; next Ends $\frac{1}{4}$ In; next Extend to the given <fraction>	■ ■ ■ ■ ■ ■ ■ ■
The Action (7)	>	■ ■ ■ ■ ■ ■ ■ ■	Centers Mirror Swap Around $\frac{1}{2}$ and Turn the Star $\frac{1}{4}$ as Ends Hinge and Trade; next Center 4 of line of 6 Cast Off $\frac{3}{4}$ as others Phantom Hourglass Circulate	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
The Difference (30)	>	■ ■ ■ ■ ■ ■ ■ ■	Cast Off $\frac{3}{4}$; next Centers Trade; next Cast Off $\frac{3}{4}$	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Transaction (31)	>	■ ■ ■ ■ ■ ■ ■ ■	Transfer & Cast Off $\frac{3}{4}$; next all Chain Reaction	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Turn On (41)	>	■ ■ ■ ■ ■ ■ ■ ■	Split Counter Rotate; next Extend	■ ■ ■ ■ ■ ■ ■ ■
Turntable (9)	>	■ ■ ■ ■ ■ ■ ■ ■	Centers $\frac{1}{4}$ R; next Centers Once Removed Circulate 2 as Ends Slim Down; next new Centers Concentric Single Rotate $\frac{1}{2}$	■ ■ ■ ■ ■ ■ ■ ■
Twisted concept (C1)	>		in the initial part of <anything> perform a passing action of a 1x2 halfway thru; next turn 90^0 toward the side passed to a 2x1; next finish the passing action; next finish all other parts normally	
Walk Out to a Column (11)	>	■ ■ ■ ■ ■ ■ ■ ■	Trailing Center Phantom Column Circulate 2; as Leaders Once Removed Single Wheel and Press Ahead; as Trailing End Circulate and Fold	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Walk the Plank (21)	>	■ ■ ■ ■ ■ ■ ■ ■	all 8 Circulate; next Centers Concentric Walk & Dodge as Leader Ends Run	■ ■ ■ ■ ■ ■ ■ ■
Yo Yo concept (C4)	>		perform <anything> but replace its first Cast Off $\frac{1}{2}$ by a Cast Off $\frac{3}{4}$	