

AH-SO

Ends cross fold and the centers follow along, retaining handholds to keep each mini-wave or couple.

[A general version of wheel & deal]

ALTER THE WAVE

Swing; centers cast $\frac{3}{4}$; ends turn back; counter rotate diamond $\frac{1}{2}$; flip diamond.

(ANYTHING) TO A WAVE

Do all of (anything) but stop at wave.

(ANYTHING) AND WEAVE

Do (anything) and then weave.

(ANYTHING) CHAIN THRU

Do (anything) then very centers trade; all centers cast $\frac{3}{4}$.

(ANYTHING) THE WINDMILL

Spin the windmill but replace centers swing; slip with (anything).

(ANYTHING) THE AXLE

Pass the axle but replace the initial pass thru with (anything).

BLOCK FORMATION

Work in block of four independent of other block.

BUTTERFLY FORMATION

Work in column but reinstate butterfly.

CAST BACK

Leads or designated dancers peel off; step forward; others stand still.

CROSS CAST BACK

Leads or designated dancers trail off; step forward; others stand still.

CHASE YOUR NEIGHBOUR

Start a chase right and blend into a follow your neighbour.

CHECKOVER

#1 and #2 checkmate; #3 and #4 circulate; cast $\frac{3}{4}$; slither and as couples extend.

CIRCLE A BY B OR (ANYTHING)

Facing couples circle left *A*; step to right hand wave; cast *B* or do (anything).

CONCENTRIC CONCEPT

Center four do call normally; outside four do call round outside.

COUNTER ROTATE

Everyone walks $\frac{1}{4}$, $\frac{1}{2}$, ... around center of formation.

CROSS AND TURN

Beaus right pull by; belles u-turn back.

CROSS BY

$\frac{1}{2}$ circulate; sashay.

CROSS CHAIN AND ROLL

All right pull by; outsides courtesy turn and roll; centers left hand star $\frac{1}{2}$ to finish in parallel waves.

CROSS CHAIN THRU

All right pull by; outsides courtesy turn; centers left hand star $\frac{1}{2}$ to finish in eight chain thru.

CROSS ROLL TO A WAVE

Centers cross run; ends run.

CROSS YOUR NEIGHBOUR

Follow your neighbour except trailers use outside hands.

CUT INTERLOCKED DIAMOND

Points slide in and trade; centers interlock diamond circulate.

DIXIE DIAMOND

Dixie style to a wave; centers hinge; ends u turn back.

DIXIE SASHAY

Dixie style to a wave with blended slither.

FLIP BACK

Centers run; all face center of line and $\frac{1}{2}$ tag; scoot back.

FLIP INTERLOCKED DIAMOND

Points flip in; centers interlock diamond circulate.

FLIP THE LINE $\frac{1}{4}$ ETC

Centers run; tag the line a $\frac{1}{4}$, etc.

Right shoulder pass from right hand wave; left shoulder pass from left hand wave.

FOLLOW THRU

$\frac{1}{2}$ scoot back.

GALAXY FORMATION

Box of four in center and outside diamond.

**INTERLOCKED DIAMOND
CIRCULATE**

Circulate within interlocked diamond.

JAY WALK

Designated dancers pass thru (usually on a diagonal) to exact footprints.

LEFT WHEEL FAN THRU

Start left wheel thru but belles as they meet trade and then finish left wheel thru.

LINEAR ACTION

Ends hinge and trade; wave hinge and box circulate $1\frac{1}{2}$. Then inside dancers cast $\frac{3}{4}$; others hourglass circulate.

LITTLE

Centers step & fold; end $\frac{1}{4}$ right and counter rotate $\frac{1}{4}$

Outsides can be directed in same way as in Spin the Windmill.

MAGIC COLUMN FORMATION

Column with the ends of one column and the centers of the other working together as a column.

Traffic pattern: dancer moving from center has right of way.

MAKE MAGIC

Ends and centers facing pass thru; trailers of the center box cross.

If all centers are facing in, they cross trail thru.

O FORMATION

Work in column but reinstate O.

PASS THE AXLE

Pass thru; centers pass thru; leads cross cast back; all swing; centers trade.

PERCOLATE

All eight circulate $1\frac{1}{2}$; the center wave hinge and cross; others turn thru.

PHANTOM FORMATION

$\frac{1}{2}$ are at right angles to other $\frac{1}{2}$. Add phantoms to complete two groups of eight.

PLENTY

All little (Centers step & fold; end $\frac{1}{4}$ right and counter rotate $\frac{1}{4}$);

Confirm waves; split circulate two (turn star $\frac{1}{2}$); ends counter rotate $\frac{1}{4}$ and roll; centers $\frac{1}{2}$ zoom to a wave (if centers are facing, touch; if back to back, take right hands (right roll to

2/3 RECYCLE

Centers fold; all adjust to box; box counter rotate $\frac{1}{4}$.

Danced as hinge and box circulate.

ALL 8 RECYCLE

Wave recycles while moving to the outside; others move in and do facing/split recycle.

REGROUP

Ends $\frac{1}{4}$ out; trade; spread and step forward; centers trade and roll.

RELAY THE SHADOW

Swing; center six cast $\frac{3}{4}$; lonesome ends counter rotate $\frac{1}{4}$; and very centers hinge $\frac{1}{4}$; and spread; others do centers part of cast a shadow.

RELAY THE TOP

Swing; centers cast $\frac{3}{4}$ as ends hourglass circulate; center star turns $\frac{1}{4}$ as mini waves trade; very centers cast $\frac{3}{4}$ as other hourglass circulate.

REVERSE CROSS AND TURN

Belles left pull by; beaus u-turn back.

REVERSE EXPLODE (WAVES)

Step thru; $\frac{1}{4}$ out.

REVERSE SINGLE ROTATE

$\frac{1}{4}$, $\frac{1}{2}$, ... individually turn to reverse promenade direction and counter rotate designated fraction around outside of the square.

ROTARY SPIN

Centers right and left thru and roll; ends right pull by; step to left handed wave and cast off $\frac{3}{4}$.

ROTATE ($\frac{1}{4}$, $\frac{1}{2}$, ...) (SINGLE)

From squared set only.

Designated dancers as a couple turn to promenade direction and counter rotate designated fraction around outside of square whilst others move forward to middle.

If fraction is not specified. $\frac{1}{4}$ is

SCATTER SCOOT

Leaders all eight circulate; trailers scoot back.

SCATTER SCOOT CHAIN THRU

Leaders all eight circulate; trailers scoot chain thru.

SCOOT AND LITTLE

Scoot back; centers step and fold; ends $\frac{1}{4}$ right (or left or as otherwise directed) and counter rotate $\frac{1}{4}$.

SCOOT AND PLENTY

All scoot and little (scoot back; centers step & fold; ends $\frac{1}{4}$ right and counter rotate $\frac{1}{4}$); split circulate two (turn star $\frac{1}{2}$); ends counter rotate $\frac{1}{4}$ and roll; centers $\frac{1}{2}$ zoom to a wave (if centers are facing, touch; if back to back, take right hands (right roll to a wave)).

SCOOT AND RAMBLE

Scoot back; centers single wheel; ends separate; all slide thru.

SHAKEDOWN

$\frac{1}{4}$ right; box counter rotate $\frac{1}{4}$ and roll.

SIAMESE CONCEPT

Four dancers work as couples or whilst others work in tandem.

SINGLE ROTATE

$\frac{1}{4}$, $\frac{1}{2}$, ... individually turn to promenade direction and counter rotate designated fraction around outside of square; others step to middle.

If fraction is not specified, $\frac{1}{4}$ is danced.

SPLIT DIXIE DIAMOND

Split dixie style to a wave; centers hinge; ends turn back.

SPLIT DIXIE STYLE TO A WAVE

Actives right pull by; $\frac{1}{4}$ in to face inactives; all left touch $\frac{1}{4}$.

SPLIT/BOX RECYCLE

Trailers do their part of facing recycle; leads follow along holding trailers hand.

SPLIT SQUARE CHAIN THE TOP

Actives pull by; $\frac{1}{4}$ in to face actives; all left spin the top; left turn thru.

SQUARE CHAIN THE TOP

Right pull by; $\frac{1}{4}$ in; left spin the top; left turn thru.

SQUARE THE BASES

Centers square thru three; ends pass thru, bend and start a split square thru two; then all trade by.

SQUEEZE

If apart slide together and trade; if together trade and slide apart.

STEP AND FLIP

Centers step forward; ends run.

STEP AND FOLD

Centers step forward; ends fold.

STRETCH CONCEPT

Do call but centers blend move to further center.

SWING AND CIRCLE ($\frac{1}{4}$; $\frac{1}{2}$; $\frac{3}{4}$)

Centers (touch if necessary) swing; slip. Outside six move one position round outside; outsides turn if needed to finish in a $\frac{1}{4}$ tag.

For each $\frac{1}{4}$ the above is repeated.

No fraction given means four times.

SWING THE FRACTIONS

Those that can cast: $\frac{1}{4}$ right, $\frac{1}{2}$ left, $\frac{3}{4}$ right, $\frac{1}{2}$ left, $\frac{1}{4}$ right.

**SWITCH TO AN
INTERLOCKED DIAMOND**

Centers run; ends interlock diamond circulate.

**SWITCH THE LINE (FROM
LINES)**

Centers run; ends cross run. Ends move on outside.

T-BONE

Formation where some dancers are at right angles to other dancers.

TAG BACK TO A WAVE

$\frac{1}{2}$ tag; scoot back.

TALLY HO

All $\frac{1}{2}$ circulate; centers hinge and $\frac{1}{2}$ box circulate; outsides trade. Those that meet cast $\frac{3}{4}$ while others hourglass circulate.

TANDEM BASE TRIANGLE

Dancers comprising the base of the triangle are front to back, back to back, or front to front.

TANDEM CONCEPT

Two dancers - one behind the other - acting as a unit of one.

THREE BY TWO ACEY DEUCEY

Very center two trade; each group of three triangle circulate.

TRIANGLE FORMATION

Three dancers forming a triangle with one dancer as apex and two dancers comprising the base.

TRIPLE BOX CONCEPT

2x6 matrix formation that is further subdivided into three groups of four each being 2x2.

There may be zero, one, two, or three phantoms in any one box.

TRIPLE CROSS

Six dancers who can outside hand pull by on the diagonal.

TWIST AND (ANYTHING)

Centers step forward and trade; ends face; move in and do (anything).

TWIST THE LINE

Centers step forward and trade; ends face; move in and star thru.

VERTICAL TAG (1/4; 1/4; 3/4; FULL)

Box of four call where three situations can exist:
(a) dancers both leaders: single wheel;
(b) dancers both trailers: 1/2 of 1/2 sashay;
(c) one dancer facing each way: leader folds behind adjacent trailer.
In all situations move up to

WAVE BASE TRIANGLES

Dancers comprising the base of triangle are shoulder to shoulder facing the same or opposite direction.

WHEEL AND ANYTHING

Outside couples promenade 1/4 and face in while insides do (anything).

WHEEL FAN THRU

Start wheel thru but beaus as they meet trade and then finish the wheel thru.

ZING

Leads 3/4 zoom (1/4 out and run); trailers circulate and 1/4 in.

BEAUS AND BELLES

Beaus: partner (even if phantom) on right.

Belles: partner (even if phantom) on left.

CROSS EXTEND

Extend but on diagonal to end with opposite hand.

PERCOLATE BUT

Hinge and cross is replaced by BUT call.

PRESS AHEAD

Directed dancers step ahead to resolve Blocks, Butterflies, or O's.

SUBSTITUTE

Leads or designated dancers make arch and others duck under to exchange positions (no one changes direction).

RAMBLE

Centers single wheel; ends separate; all slide thru.