

“Quick cue” Definitions for C1

Split/Box Recycle	Those facing in to the box(trailers): Facing recycle The others(leaders): hang on, go with the others and keep shoulder relationship
Counter Rotate	1.) Ends work with ends, centers work with centers 2.) Everyone find the very center of the square 3.) all move forward in a circular motion around the very center of the square 4.) if you start facing a head wall, you end facing a side wall and vice-versa 5.) counter rotate changes the wall you are looking at, not the formation (if you start in a wave, you end in a wave.)
Rotary Spin	Everyone: right pull by ends: courtesy turn and roll centers: step to a left hand wave and cast off 3/4
Tally Ho	Everyone: ½ circulate Centers: hinge and ½ box circulate (centers look for a diamond) Ends: Trade Center and end who meet: cast off ¾ Others: move up to the end of a line or wave
Tandem Concept	If you are looking at someones back in your own quarter of the square, put your hand on their shoulder. You and this person now work as one person.
Square the Bases	Centers: square thru 3 Ends: pass thru, ends bend (be sure to move up face to face) Everyone: split square thru 2 Everyone: trade by
Scoot and Ramble	Everyone: scoot back Centers: hinge and roll ends: turn back to back and move around the outside to become ends of a line (like a peel off) everyone: slide thru
Wheel Fan Thru	Start a wheel thru, but beaus trade when they meet and finish the wheel thru
Circle by (n) x (n)	Everyone: circle 4 the given fraction (like ¼) Everyone: step to a wave (everyone automatically steps to a wave on circle by) Everyone: arm turn the given fraction, or do the given call
Cross Extend	If you are in a right hand wave: extend to a left hand wave If you are in a left hand wave: extend to a right hand wave
Tag Back to a wave	Everyone: half tag and scoot back

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Scatter Scoot	If you are facing in: scoot back If you are facing out: all 8 circulate
Scatter Scoot Chain Thru	If you are facing in: scoot chain thru If you are facing out: all 8 circulate
All 8 Recycle	Centers: recycle behind the outsides Outsides: move in to the center and recycle (usually a facing or box recycle)
Squeeze	If you are holding hands: trade and spread apart If you are far apart: slide together and trade
O formation	A column where the centers are far apart. All regular column rules apply.
Butterfly formation	A column where the ends are far apart. All regular column rules apply.
Substitute	Designated dancers make an arch and exchange places with the other designated dancers (like “centers make an arch, substitute the outsides”)
Step and Fold	Ends: fold Centers: step forward Everyone: adjust to a “normal” formation
Swing the Fractions	Right hand: turn $\frac{1}{4}$ Left hand: Turn $\frac{1}{2}$ Right hand: turn $\frac{3}{4}$ Left hand: turn $\frac{1}{2}$ Right hand: turn $\frac{1}{4}$ (quarter, half, three quarters, half, quarter)
Twist the Line	Centers: Step forward and trade Ends: face in and star thru
Twist and (anything)	Centers: Step forward and trade Ends: face in and do the (anything) call
Follow Thru	$\frac{1}{2}$ of scoot back
Scoot and Little	All: Scoot back Centers: Step and fold Ends: Face right Ends: Counter rotate
Relay the Top	All: Trade Centers: Cast off $\frac{3}{4}$ Ends: $\frac{1}{2}$ circulate All: finish Chain Reaction
2/3 Recycle	Centers fold behind the ends and adjust to a box, then box counter rotate.
Dixie Sashay	Dixie style to a wave then slither
Dixie Diamond	Dixie style to a wave, centers hinge, ends u-turn back in direction of body flow (like “roll twice”).

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Cross Roll To A Wave/Line	Centers: cross run Ends: flip to the center
Interlocked Diamond Circulate	Everyone diamond circulate BUT the point facing in circulates to the far center position.
Cut/Flip the Interlocked Diamond	Points: Cut (or Flip) the diamond Others: Interlocked Diamond circulate
Jaywalk	Designated dancers pass thru (usually on a diagonal)
Relay the Shadow	All: Trade Center 6: cast off $\frac{3}{4}$ Very end: Counter rotate (creates a center wave) Center wave: Hinge and spread Center box of 4: cast a shadow
Stretch Concept	Everyone does the given call, then the centers adjust to become far centers
Switch to an Interlocked Diamond	Centers: Run Ends: Interlocked diamond circulate
Swing and Circle (+ fractions)	Centers: swing and slip Ends: move up $\frac{1}{4}$ in a circle <i>outside couples always end up facing in</i>
Regroup	Ends: Quarter out, trade, spread, then step forward Centers: trade and roll
Cast Back/Cross Cast Back	Cast Back is designated dancers peel off Cross Cast Back is designated dancers Trail off
Shakedown	Belles: $\frac{3}{4}$ zoom Beaus: run and roll <i>feels like a short chase right</i>
Vertical (0,1/4,1/2,3/4, full) Tag	To get “vertical”: <i>back to back couples:</i> single wheel <i>facing couples:</i> $\frac{1}{2}$ half sashay <i>mini wave boxes:</i> out facers fold Then all extend to designated tag position
Vertical Tag Back	All vertical $\frac{1}{2}$ tag, then scoot back
Ah So	Ends cross fold and take the center with them keeping shoulder-to-shoulder relationship
Alter the Wave	All: Swing Centers: Cast off $\frac{3}{4}$ Ends: U-turn back Each diamond: Counter rotate 2 spots All: Flip the Diamond
T-Bone Formation	A setup in which at least one dancer's facing direction is 90 degrees off relative to another dancers' facing direction . Each dancer does their part of the given call.
Cross By	$\frac{1}{2}$ circulate, then Slide.

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(Anything) and Plenty	Do the anything call (basic is scoot back) Everyone: Little Everyone: Split circulate 2 spots Ends: Counter rotate and roll Centers: ½ zoom
(Anything) and Weave	Leaders: step forward and face in direction of original hand-hold Trailers: Cross extend and hinge
Concentric Concept	Center 4 do the given call in the center. Ends do the given call around the outside
(Anything) the Axle	After the “anything” call dancers will be in a trade by Ends: cross cast back Centers: pass thru All: Swing Centers: Trade
Zing	Leads: ¾ zoom Trailers: box circulate and face in
Press Ahead	Designated dancers move forward one circulate position, but do not make any adjustment.
Flip the Line ¼, ½, ¾, Full	Centers run, then all tag the line the given fraction
Flip Back	Centers run, half tag, scoot back
Step and Flip	Centers step forward, ends flip in to the empty spot
Percolate	All: circulate 1-1/2 Center 4: Hinge and Cross Ends: trade and step forward (turn thru)
Chase Your Neighbor	All start a chase right. Original Beaus meet and cast off ¾. Original Belles finish chase right then roll.
Square Chain The Top	All square thru 2 to a wave, spin the top, left turn thru.
(Anything) to a Wave	Leave off the very last part (step forward, extend, etc.) of the given call and hold a wave.
Cross Chain Thru	All: Right pull by Centers: left hand star halfway Ends: Courtesy turn
Cross Chain and Roll	All: Right pull by Centers: face right, form a left hand box then box counter rotate ½ Ends: Courtesy turn and roll
Checkover	Lead 2: checkmate the column Trailing 2: column circulate, cast off ¾, slither and press ahead
Triple Cross	Those who can: Diagonal pull by with the free hand.
Rotate/ Reverse Rotate	Rotate: As couples face promenade direction and counter rotate ¼

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	<p>Reverse Rotate: As couples face “wrong way promenade” direction and counter rotate $\frac{1}{4}$</p> <p>**Promenade direction = <u>left shoulder</u> toward the center.</p> <p>Wrong way promenade = <u>right shoulder</u> toward the center**</p>
Single/ Reverse Single Rotate	<p>Single rotate: Individually face promenade direction (generally creates a tandem) and counter rotate $\frac{1}{4}$.</p> <p>Reverse single rotate: Same, but face wrong way promenade direction.</p>
Cross and Turn	Beaus: Cross, Belles: U-turn back
Reverse Cross and Turn	Belles: Cross, Beaus: U-turn back
Siamese CONCEPT	Do calls <u>in tandem</u> or <u>as couples</u>
(Anything) Chain Thru	<p>All: do the “anything” call</p> <p>Very centers: Trade</p> <p>Very centers and the end they meet: Cast off $\frac{3}{4}$</p>
Reverse Explode	Step forward, turn $\frac{1}{4}$ away from the center of your wave and adjust to a couple.
Cross Your Neighbor	<p>Leaders: Fold, roll</p> <p>Trailers: Cross extend, cast off $\frac{3}{4}$</p>
Split Square Thru Variations	<p>All: Split square thru 2 to a wave. <u>Then..</u></p> <p>Split dixie diamond: hinge</p> <p>Split dixie sashay: hinge, centers slither</p> <p>Split dixie diamond: hinge, centers hinge, ends u-turn back</p> <p>Square chain the top: spin the top, left turn thru</p>
Linear Action	<p>Centers: Hinge, box circulate 1-1/2</p> <p>Ends: Hinge, trade</p> <p>End and center who meet: Cast off $\frac{3}{4}$</p> <p>Others: Move up to end of wave or line</p>
Wheel and (Anything)	Outfacing couples promenade $\frac{1}{4}$ and bend to face in, while the other take the (anything) call.
Magic Column Formation	A column where ends of one column work with the centers of the other.
Make Magic	<p>Center and outside who are facing: pass thru</p> <p>In-facing centers: Cross</p>
Switch the Line	Centers run, ends cross run