

"Quick cue" C1

Sid 1

<p>Split/Box Recycle</p>	<p>Those facing in to the box(trailers) Facing recycle The others(leaders) hang on, go with the others and keep shoulder relationship</p>
<p>Counter Rotate</p>	<p>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.)</p>
<p>Rotary Spin</p>	<p>Everyone right pull by Ends courtesy turn and roll Centers step to a left hand wave and cast off 3/4</p>
<p>Replace</p>	<p>Dancers can be asked to replace one or more parts of the call with a different dance action. The part to be replaced can be described by its part number ("the third part") or by its dance action("the centers trade"). Examples: "Scoot and Plenty, Replace the Box Circulates with a Motivate",</p>
<p>Tally Ho</p>	<p>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</p>
<p>Tandem</p>	<p>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.</p>
<p>Square the Bases</p>	<p>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</p>

Sid 2

Scoot and Ramble (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
Start	The designated dancers will do the first part of the call and they and everyone else will do the rest of the call.
Finish	Do all but not the first part of the call.
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 $\frac{1}{4}$) 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
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	Recycle behind the outsides Outsides move in to the center and recycle (usually a facing or box recycle)
But	Calls which end with the centers casting off $\frac{3}{4}$ the "But" mean for the centers to replace the final Cast Off $\frac{3}{4}$ with the indicated call. Examples: "Tally Ho, But Explode the Wave". Used to obtain the dancers' attention. In this case it is followed by one of the other modifying terms. Example: "Pass the Axle, But skip the third part"
Squeeze	If you are holding hands trade and spread apart If you are far apart slide together and trade

Sid 3

O	An "O" is a column formation with the centers spread apart (2 spaces between them).
Butterfly	A butterfly is a column formation with the ends of the column separated by 2 positions.
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
Prefer	Used to designate a dancer or dancers different from those specified in the definition.
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
Interrupt	The dance action of the call will temporarily be suspended at one or more places, at which point the specified action will be performed. Example: "Square Chain Thru, Interrupt before the last part with a Spin the Top".
Vertical (0,1/4,1/2,3/4, full) Tag	To get "vertical" back to back couples single wheel facing couples $\frac{1}{2}$ half sashay mini wave boxes out facers fold Then all extend to designated tag position
Vertical Tag Back	All vertical $\frac{1}{2}$ tag, then scoot back

Sid 4

Scoot and Little (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.
Cross Roll To A Wave/Line	Centers cross run Ends flip to the center
Cut/Flip the Interlocked diamond	Points Cut (or Flip) the diamond Others Interlocked Diamond circulate
Dixie Diamond	Dixie style to a wave, centers hinge, ends u-turn back in direction of body flow (like "roll twice"). "Quick cue" Definitions for C1
Dixie Sashay	Dixie style to a wave then slither
Skip	A shorthand for "Replace With Nothing". Example: "Pass the Axle, Skip the third part".
Delete	Another shorthand for "Replace With Nothing". Example: "Delete all arm turn 1/2's and Spin Chain the Gears".
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	Do the 2- or 4-person call as usual, but the people who end in the center move to the center spots farthest from the dancers they had been working with.
Switch to an Interlocked diamond	Centers Run Ends Interlocked diamond circulate

Sid 5

Ignore	Can be used to ask the dancers to use all the spots in the formation, but to have designated dancers not move while the others do the call. Example: "Ignore the head men, all Motivate".
Swing and Circle (+ fractions)	Centers swing and slip Ends move up $\frac{1}{4}$ in a circle outside couples always end up facing in
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	All quarter right, box/split counter rotate and roll
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	A T-Bone formation is one where some people are in lines or waves and some are in columns.
Scoot and Plenty (and plenty)	Everyone scoot back Everyone Little Everyone Split circulate 2 spots Ends Counter rotate and roll Centers $\frac{1}{2}$ zoom
Cross By	$\frac{1}{2}$ circulate, sashaying as you go and joining opposite hands from initial handhold
(Anything) and Weave	Leaders step forward and face in direction of original hand-hold Trailers Cross extend and hinge
Concentric	From any appropriate formation, half the dancers must be centers and half must be outsides, The centers do the call in their group, while the outsides work with each other and do the call around the outside.

Sid 6

<p>Pass the Axle (the axle)</p>	<p>After the “anything” call dancers will be in a trade by Ends cross cast back Centers pass thru All Swing Centers Trade</p>
<p>Chain Reaction</p>	<p>At C-1, the restrictions from the Advanced Program on the formations from which you may call Chain Reaction are removed.</p>
<p>Zing</p>	<p>Leads $\frac{3}{4}$ zoom Trailers box circulate and face in</p>
<p>Press Ahead</p>	<p>Designated dancers move forward one circulate position, but do not make any adjustment.</p>
<p>Block</p>	<p>A block is a 4x4 matrix in which no 2 real bodies have a real body between them. There is 1 space between all bodies in a block.</p>
<p>Flip the Line $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$, Full</p>	<p>Centers run, then all tag the line the given fraction</p>
<p>Flip Back</p>	<p>Centers run, half tag, scoot back</p>
<p>Step and Flip</p>	<p>Centers step forward, ends flip in to the empty spot</p>
<p>Percolate</p>	<p>All circulate 1-1/2 Center 4 Hinge and Cross Ends turn thru or left turn thru</p>
<p>Chase Your Neighbor</p>	<p>All start a chase right. Original Beaus meet and cast off $\frac{3}{4}$. Original Belles finish chase right then roll.</p>
<p>Rotate/ Reverse Rotate</p>	<p>Rotate as couples face promenade direction and counter rotate $\frac{1}{4}$ Reverse Rotate As couples face wrong way promenade direction and counter rotate $\frac{1}{4}$ Promenade direction = left shoulder toward the center. Wrong way promenade = right shoulder toward the center</p>
<p>Single/ Reverse Single Rotate</p>	<p>Single rotate Individually face promenade direction (generally creates a tandem) and counter rotate $\frac{1}{4}$. Reverse single rotate Same, but face wrong way promenade direction.</p>

Sid 7

Cross and Turn	Beaus Cross, Belles U-turn back, use inside hand
Reverse Cross and Turn	Belles Cross, Beaus U-turn back, use inside hand
Square Chain The Top	Right Pull By, Quarter In, Left Spin The Top, and Left Turn Thru
Cross Chain and Roll	All Right pull by Centers left hand star halfway Ends Courtesy turn and roll
Cross Chain Thru	All Right pull by Centers left hand star halfway and face the other couple Ends Courtesy turn
Wheel and (Anything)	Outfacing couples promenade $\frac{1}{4}$ and bend to face in, while the other take the (anything) call.
Reverse Wheel and (Anything)	Outfacing couples wrong way promenade $\frac{1}{4}$ and bend to face in, while the other take the (anything) call.
Phantom	A Phantom is a non-existent dancer with whom you may be asked to work.
Checkover	Lead 2 checkmate the column(4 column circulate face in) Trailing 1 column circulate, cast off $\frac{3}{4}$, slither and as couple extend
(Anything) to a Wave	Leave off the very last part (step forward, extend, etc.) of the given call and hold a wave.
Triple Cross	Those who can Diagonal pull by with the free hand.
Triangle	A triangle is a formation of 3 dancers.
(Anything) Chain Thru	All do the "anything" call Very centers Trade Very centers and the end they meet Cast off $\frac{3}{4}$
Siamese	From a formation composed of 2 tandems and 2 couples. Those who are in the tandems work in tandem, and those in the couples work as couples
Reverse Explode	Step forward, turn $\frac{1}{4}$ away from the center of your wave and adjust to a couple.

Sid 8

Magic	A Magic Column consists of the ends of one column and the centers of the other column. The dancers act as though they were in a column together, beginning and ending on those four spots.
Linear Action	Centers Hinge, box circulate 1-1/2 Ends Hinge, trade End and center who meet Cast off 3/4 Others Move up to end of wave or line
Cross Your Neighbor	Leaders Fold, roll Trailers Cross extend, cast off 3/4
Split Square Thru Variations	All Split square thru 2 to a wave. Then.. Split dixie sashay hinge, centers slither Split dixie diamond hinge, centers hinge, ends u-turn back Split square chain the top spin the top, left turn thru
Galaxy	A Galaxy is composed of a center box and an outside diamond.
Triple box/Column/ Line/Wave	This concept establishes three groups of 4 dancers each; the dancers in each group are in either a box, column, line, or wave. Since there are 12 spots and only 8 actual dancers, 4 of the spots will be vacant (occupied by phantom dancers).
Make Magic	Center and outside who are facing pass thru In-facing centers Cross
Switch the Line	Centers run, ends cross run
(anything) the Windmill	Centers anything call, ends circulate twice
Three by two Acey Deucey	Very centers trade, two triangles circulate
With the flow	The lead dancers moves forward the other dancers dodges