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| <b>Replace</b>   | 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").<br>Examples: "Scoot and Plenty, Replace the Box Circulates with a Motivate",   |
| <b>Tandem</b>    | 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.  |
| <b>Start</b>     | The designated dancers will do the first part of the call and they and everyone else will do the rest of the call.   |
| <b>Finish</b>    | Do all but not the first part of the call.   |
| <b>But</b>       | Calls which end with the centers casting off 3/4 the "But" mean for the centers to replace the final Cast Off 3/4 with the indicated call. Examples: "Tally Ho, But Explode the Wave".<br>Used to obtain the dancers' attention. In this case it is followed by one of the other modifying terms.<br>Example: "Pass the Axle, But skip the third part" |
| <b>O</b>         | An "O" is a column formation with the centers spread apart (2 spaces between them).  |
| <b>Butterfly</b> | A butterfly is a column formation with the ends of the column separated by 2 positions.  |
| <b>Prefer</b>    | Used to designate a dancer or dancers different from those specified in the definition.  |
| <b>Interrupt</b> | 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".   |
| <b>Skip</b>      | A shorthand for "Replace With Nothing".<br>Example: "Pass the Axle, Skip the third part".  |
| <b>Delete</b>    | Another shorthand for "Replace With Nothing".<br>Example: "Delete all arm turn 1/2's and Spin Chain the Gears".  |

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| <b>Stretch</b>                     | 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.  |
| <b>Ignore</b>                      | 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".   |
| <b>T-Bone</b>                      | A T-Bone formation is one where some people are in lines or waves and some are in columns.  |
| <b>Concentric</b>                  | 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.                                 |
| <b>Chain Reaction</b>              | At C-1, the restrictions from the Advanced Program on the formations from which you may call Chain Reaction are removed.  |
| <b>Block</b>                       | 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.  |
| <b>Phantom</b>                     | A Phantom is a non-existent dancer with whom you may be asked to work.  |
| <b>Triangle</b>                    | A triangle is a formation of 3 dancers.   |
| <b>Siamese</b>                     | 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   |
| <b>Magic</b>                       | 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.  |
| <b>Galaxy</b>                      | A Galaxy is composed of a center box and an outside diamond.  |
| <b>Triple box/Column/Line/Wave</b> | 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). |