

C4 Definitions

1/4 Cross	cast right 1/4, centers Cross Run
1/4 Stable	Do the call normally until you have turned 90 degrees; then do the remainder of the call working Stable
1/4 The Alter	alter the wave, but all casts and Counter Rotates are 1/4
1/4 Wheel To A Diamond	1/4 wheel around and 1/4 more; centers Hinge
1/4 Wheel To An Hourglass	1/4 wheel around and 1/4 more; centers Box Circulate 1/2
1/4 Wheel To An Interlocked Diamond	1/4 wheel around and 1/4 more; centers Follow Thru
12 Matrix Concept	12 Matrices come in two varieties: 3x4 and 2x6. 3x4 setups look like Triple Lines or Columns. 2x6 setups look like Triple Boxes. Either may be configured as columns or lines.
16 Matrix Concept	A 16 matrix can be configured as 4x4, 2x8, or 1x16. The rules for 16 matrix are the same as those for 12 matrix.
3 by 1 Diamond Concept	A diamond where the ends or centers are 3 dancers working together. The 3 dancers work concentrically with each other to end in the same relative locations with respect to the center of the setup.
3/4 Cross	cast right 3/4, centers Cross Run
3/4 The Alter	alter the wave, but all casts and Counter Rotates are 3/4
4 Phantom Interlocked Blocks	In a 16 matrix, work in phantom block footprints (there are 4 such possible blocks)
6x2 [anything] (concentric version)	2 very centers do the call with each other; others do the call concentrically.
6x2 Shazam	Very centers shazam; 6 outsides counter rotate (concentric hinge) and turn back.
8 Roll Away With 1/2 Sashay	Partner Trade and turn back
[any tag] And Spin	do anything to 3/4 tag; centers cast 3/4, outsides go as directed
[any tag] And Trade	do anything to 3/4 tag; centers Trade The Wave, outsides Trade
[any tag] Back And Dodge	do [any tag] to 1/2 tag; Scoot And Dodge
[any tag] Back to a Wave	do [any tag] to 1/2 tag; Scoot Back
[any tag] Dream/Nightmare	do anything to 3/4 tag; centers Swing Thru and Slide Thru, outsides 1/4 right (left) and Circulate
[any tag] Eroo	do [any tag] to 3/4 tag; finish a Tageroo
[any tag] Flow	do anything to 3/4 tag; finish a Linear Flow
[any tag] Flow But Criss Cross It	[any tag] to 3/4 tag; finish a Cross Linear Flow.

[any tag] Flow But Cross It	[any tag] to 3/4 tag; finish a Criss Cross Linear Flow.
[any tag] The Yellow Brick Road	Do [any tag] to 1/2 tag; then a full Follow The Yellow Brick Road
[any tag] The Yellow Bricking [anything]	[any tag] to 1/2 tag; Follow The Yellow Bricking [anything].
[any tag] To A Diamond	do [any tag] to 1/2 tag; 1/2 Split Circulate
[any tag] To A Z	[anything] to 3/4 tag; points Extend slightly and 1/4 in to become trailers in the Z
[anyone] Hop	Designated dancers walk, others dodge; all Hinge.
[any tag] To An Hourglass	[any tag] to 1/2 tag; center trailers phantom Hinge by the left, as others 1/2 Split Circulate
[any tag] To An Interlocked Diamond	[any tag] to 1/2 tag; center trailers cross Extend to right hands with each other, as others 1/2 Split Circulate
[any tag] Your Criss Cross Neighbor	[any tag] to 1/2 tag; criss cross your neighbor.
[any tag] Your Cross Neighbor	[any tag] to 1/2 tag; cross your neighbor.
[any tag] Your Neighbor	do [any tag] to 1/2 tag; Follow Your Neighbor
[any tagging call]	[any tag] can include: double Pass Thru; tag the line; Flip The Line; vertical tag; linear tag; invert the tag; Tag The Star; (cross) Loop And Tag; track; Switch (sometimes); Snap The Tag.
[anything] And 1/4 More	usually means to Roll; sometimes means to Roll as a couple
[anything] And Anything	Do the [anything] call, but the centers make the final cast 1/4, and the ends u-turn back.
[anything] 'Em Up	[anything] the Hinge; centers Hinge The Lock, as outsides Counter Rotate and Roll.
[anything] An Anchor	[anything]; very ends Counter Rotate as other 6 Triple Trade; ends of wave of 6 Counter Rotate as very center wave of 4 swing and Slip; outsides Pass In.
[anything] An Anchor But [anything-2]	[anything] an anchor, but those in the very center wave replace the swing and Slip with [anything-2].
[anything] Clear Out	[anything]; lead ends turn back; centers Circulate Like A Couple Up.
[anything] Cooperate	[anything]; Circulate 1/2; columns of 3 2/3 invert; center diamond Drop In.
[anything] Cover Up	[anything]; Circulate 1/2; outsides Pass In; centers recycle.
[anything] Cover Up But	[anything] Cover Up; centers replace the recycle with the [but] call.
[anything] Like A Rigger	do the [anything] call, which will end in an offset or parallelogram setup; then those not in the center box of 4, the center line of 4, or the center file of 4, (depending on the ending formation) will adjust

	vertically or laterally (but not both) toward the center to produce a symmetrical setup.
[anything] The Action	centers form a right-hand star, turn it 1/4; outsides Hinge, Trade; all finish a chain reaction
[anything] The Boat	Load The Boat but substitute [anything] for initial Pass Thru
[anything] the Difference	all cast 3/4; centers cast 1/2; all cast 3/4
[anything] the Hinge	[anything], then Hinge
[anything] the Key	[anything]; all 8 Counter Rotate; Hinge
[anything] the Plank	[anything]; then centers Walk And Dodge, lead end Run.
[anything] the Top	Do the [anything] call, then fan the top.
[anything] the Wave	Extend to full tag, then do the [anything] call
[fractional] 1/4 The Alter (IJK)	All cast [i]; centers cast [j] as ends turn back; all Counter Rotate the diamond [k]; flip the diamond.
[fractional] 1/4 the Deucey (IJKL)	All cast I/4; centers cast J/4 as the ends 1/2 Circulate; turn center star K/4; those who meet cast L/4 as the others move up to become ends of waves.
[fractional] Alter And Circulate (IJK)	Fractional 1/4 the alter, but Interrupt before turning the stars with ends Circulate, very centers Trade.
[fractional] Chain And Circulate In	centers cast given fraction; Chain Thru; points Circulate 2; all spread
[fractional] Change The Web (IJKL)	centers cast I; very centers cast J; star K; very centers cast L
[fractional] Relay The Top (IJKL)	All cast [i]; centers cast [j] as ends 1/2 Circulate; centers turn the star [k], as the outsides Trade; those who meet cast [l], as the others 1/2 Circulate.
[fractional] Stable	Do the call normally until you have turned the designated fraction; then finish the call working Stable
[fractional] Twosome	Do the call in tandem or as couples until you have turned the designated fraction.
[M] by [N] Matrix Concept	work in a matrix that is M positions wide by N positions long (or M positions long by N positions wide).
[n] Some Concept	[n] dancers will do the part of one dancer, retaining their positions with respect to the walls.
About	Explode
Advance to a Column	Designated dancers walk, others dodge; #1-2 Circulate 2; #3-4 Circulate, Trade, Circulate
All 8 Cross Cycle	center line Cross Cycle to end outside; outsides facing Cross Cycle (Hammerlane) to end in the center line
All 8 Cycle And Wheel	center line Wheel And Deal to end outside; outsides do their part all-8 recycle
Alter The Diamond	Counter Rotate diamond 1/2, flip diamond, Fan Back

Alternating From [a] to [b]	Do the call using concept [a], then using concept [b], then using concept [a], then using concept [b], etc.
Anchor [anyone]	Designated dancers pivot the designated fraction, staying on the same spot, taking the adjacent along with them
Anchor [anyone] [any call]	All do [any call], but the [anyone] stay on the same spot, as the others work around them.
Anchor Right / Left [f]	The non-designated dancer cast the required direction and fraction around the designated dancer, who pivots while continuing to occupy the same spot on the floor.
Any Hand Concept	[1] ignore the handedness of the call;
Arced Line/Wave Formation	Treat 1/2 an alamo ring as a wave. Treat both halves of an alamo ring as parallel waves.
Arky Concept	If you are a belle, do the girl's part; if you are a beau, do the boy's part.
Back/Front/Left/Right Jay	Centers work in a J box with the outsides who are the designated [direction] with respect to them.
Bail Out	ends 1/2 Circulate and Hinge; centers Short And Sweet and Counter Rotate
Barge The Action	Square Thru 2; the action
Barge Thru	Square Thru 2 and Trade By
Barrel Of Fun	centers face, ends bend; finish Peel Chain Thru
Beep Beep	Hinge; centers Hinge as ends turn back
Belle / Beau Cross	designated dancers cross on a diagonal
Belle / Beau Tie	designated dancers peel off, Circulate, and bend the line; others peel off, bend the line, and Circulate
Bent Line / Wave Concept	Two mini waves at right angles, where two dancers, one from each mini wave, are close together, and can be considered centers; and two others are far apart, and can be considered ends.
Bias Trade Circulate	Bias Circulate and spread
Bits And Pieces	ends o-Circulate 2 and Trade; centers Peel And Trail, ah-so
Boxsome Concept	Work couples Twosome and tandem Twosome at the same time.
Brace Yourself	If you are a normal couple: do a courtesy turn.
Break The Alamo	designated dancers Follow Thru and Extend; others lead loop and Extend
Bridge The Gap	beaus Press Left; belles Press Ahead and Trade by the left (with a phantom if necessary)
Bring Us Together	designated dancers circle 1/2 plus 2; others single rotate 1/4, Curve in
Buckle	ends O-Circulate Like A Couple Up
Buckle And [anything]	ends Buckle; centers take the [anything] call

Bypass	[anyone] Bypass: Pass Thru, non-designated dancers turn back
Cast A Net	1/2 Circulate; outsides Trade and spread; very centers cast 3/4 and spread; others Counter Rotate to the end of a tidal setup
Cast An Anchor	cast 3/4; Triple Trade, ends Counter Rotate; center 4 swing and Slip, ends Counter Rotate and Explode
Cast Away	Prefer the (previously) active dancers for a cast off the designated fraction.
Centers Cut Out	centers Crossover Circulate; ends flip in
Centers Out/ Right / Left	self-explanatory; these are generalizations of Centers In
Centers Thru And Close The Gate	centers in; twist the line
Chain Reaction But [anything]	Chain reaction but replace the final centers cast 3/4 with centers do the [anything] call.
Chain The Glade	designated dancers Dixie Wheel, others left arm turn; those who meet Turn Thru; all left arm turn
Change Jays / Zs Concept	Centers will work the the outsides they didn't work with before. Outsides will work with the centers they didn't work with before.
Change Lanes	same as 1/4 chain and Circulate in
Change The Apex [f1] [f2]	Designated dancers (defaults to those in the wave base) Hinge for a total of[f1]; those who meet Hinge for a total of [f2].
Change The Web	Center wave swing, very centers cast 3/4 as the new wave ends Extend; form 2 four-person stars, which turn 5/4; very centers cast 3/4 as one person Extends to become the end of the center wave; two outsides form a couple facing in.
Change-O	#1-2 Circulate, #3-4 Cross Circulate
Chase (The Tag) To A Diamond	Chase The 1/2 tag; 1/2 Split Circulate
Chase Back	Chase The Tag 1/2, then scoot back
Checker [setup] [call]	Leaders Trade; others work in distorted [setup], working to footprints.
Cheerio	centers squeeze Like A Couple Up; end lead Run and both Press Ahead
Chip Off	right-hand / leads Link Up; others center Shove Off
Circle [f] To A Two-faced Line	As couples, single circle [f] to a wave. Default [f] is 1/2.
Circle The Tag	Each box of 4 circle left 1/4; beaus extend to each other to form 1/4 tag; all keep extending to the designated fractional tag.
Circle [f] To A Wave	Each box of 4 circle left [f] with the flow.
Circle To A Wave	Each box of 4 circle left 1/4 with the flow.
Clean Sweep [f]	4 circle left [f], veer left, tag the line, Right Roll To A Wave
Clear Out	

	all 8 Circulate ends Like A Couple Up; centers Circulate like a (concentric) couple up
Clear The Centers	centers $\frac{2}{3}$ linear cycle and invert $\frac{1}{2}$; outsides move into the center.
Clear The Way	centers $\frac{2}{3}$ linear cycle and invert $\frac{1}{2}$; ends Hinge twice, vertical $\frac{1}{2}$ tag, Counter Rotate
Clover The Horn	Round The Horn but substitute cloverleaf for Round Off
Clover The Wave (Cross)	Extend to full tag; (cross) cloverleaf
Cloverflow	leads cloverleaf then Pass Thru; trailers Pass Thru then cloverleaf
Cloverleaf Turn	Those facing out cloverleaf then Turn Thru. Those facing in Turn Thru then cloverleaf.
Collapse The Diamond	points detour; centers Step And Fold
Collapse The Setup	centers Step And Fold; outsides detour
Common Spot Concept	Dancers in a mini-wave will pretend to occupy the same spot, but traveling different directions.
Complete The Tag	From wherever you are, Extend to a completed double Pass Thru position.
Concentric Triple Boxes	In a 2x6 setup, work in one of these three boxes of 4: [1] the very center box; [2] the middle box, which is twice-removed; [3] the outside box, which is four-times removed. Work to these footprints.
Connect The Diamond	centers Hinge and Extend; points Diamond Circulate and Roll
Continue To Cross Invert	work as if resuming a Cross Invert The Column after having Interrupted it. Those in the center phantom column will have the active part of cross folding as those in the outside phantom column will simply step ahead as necessary.
Continue To Invert	work as if resuming an Invert The Column after having Interrupted it. Those in the center phantom column will have the active part of folding as those in the outside phantom column will simply step ahead as necessary.
Contour The Line	Hinge, Split Circulate 2, Hinge
Convert The Triangle (from tandem base)	Base lead phantom Hinge; apex and base trailer Extend to each other.
Convert The Triangle (from wave base)	Apex Extend; base trailer fold behind apex to be in tandem; base lead phantom Hinge.
Cooperate	all 8-Circulate $1\frac{1}{2}$; center $6\frac{2}{3}$ invert; center 4 Drop In
Coordinate to a Diamond	coordinate; centers Hinge
Counteract	centers Counter Rotate, lead Anchor $\frac{1}{2}$; ends Trade, split Counter Rotate
Counterpoint	centers recycle; others Counter Rotate
Countershake	centers shakedown, veer left, Extend; ends $\frac{1}{4}$ right, Counter Rotate, Extend and $\frac{1}{4}$ in

Cover Up	all Circulate 1-1/2; ends Pass In, centers recycle
Crackle	centers (Touch and) lockit; ends Hinge
Crazy Phantom C/L/W	all do the call in split phantom setup; then only in the center phantom setup; then all do the call in split phantom setup; then only in the center phantom setup.
Create A Column	those in the center phantom column do 2 phantom column Circulates; those in the outside phantom columns do 2 O- or butterfly-Circulates
Create A Diamond	(Any Hand) Slant Touch and 1/2 tag
Criss Cross Double Your Pleasure	Cross Double Your Pleasure, but all Extends become cross Extends
Criss Cross Follow To A Diamond	Trailers criss cross your neighbor; leads split/box Circulate, then cross Extend.
Criss Cross Linear Flow	Linear Flow but centers cross invert 1/2 and outsides work stretch then with the flow
Criss Cross Scoot Apart	trailers cross Extend, Trade and spread; leads Split Circulate and cross Extend.
Criss Cross Shadow The Column	#1&3 do the ends part of criss cross the shadow (1/2 Zoom to wrong hands, cast 3/4 and spread).
Criss Cross Shadow To A Diamond	Center trailers cross Extend to each other and Trade; center leads Split Circulate 1-1/2; ends do your part of criss cross the shadow.
Criss Cross Steps At A Time	those who would peel will trail; others will cross Extend, Trade and Roll.
Criss Cross The Diamond	Criss Cross The Deucey; centers Hinge; Diamond Circulate; centers Hinge
Criss Cross Wind The Bobbin	Wind the bobbin, but #1 and #3 will start will replace the peel off with a trail off, and the others will start with a cross Extend.
Cross And Divide	ends 1/4 out, centers 1/2 Cross Run; adjust to couples back to back
Cross [anyone] Hop	Designated dancers cross walk (Crossover Circulate), others dodge; all Hinge
Cross Belle/Beau Tie	Designated dancers trail off, Circulate, and bend the line; others trail off, bend the line, and Circulate.
Cross Breed Thru	normal couple Cross Trail Thru and 1/4 out; sashayed couple Pass Thru and 1/4 out
Cross Chain Reaction But	Cross Chain Reaction but replace the final centers cast 3/4 with centers do the [anything] call.
Cross Clover The Horn	Round The Horn, but substitute cross cloverleaf for Round Off
Cross Cloverleaf	Cross trail (half sashay), then cloverleaf
Cross Counterpoint	Outsides Counter Rotate; centers Cross Cycle (either line-type or facing-couples type)
Cross Cy-kick	Outside beau kick off; centers 2/3 Cross Cycle

Cross Cycle (facing couples)	Beaus Extend and Trade; belles veer left to become ends of lines as in facing couple recycle.
Cross Double Down	Inneractives Split Circulate 2; others Crossover Circulate
Cross Double Your Pleasure	Double Your Pleasure, but make replace all instances of peel off with trail off.
Cross Drop [dir]	Centers Cross Extend; outsides drop [dir]
Cross Extend	Extend to the wrong hand
Cross Follow Thru	weave
Cross Follow To A Diamond	Trailers cross your neighbor and spread; leads Split Circulate 1-1/2
Cross Follow To An Hourglass	Trailers cross your neighbor and spread; leads Split Circulate 1/2, then Hourglass Circulate.
Cross Follow To An Interlocked Diamond	Trailers cross your neighbor and spread; leads Split Circulate 1/2, then interlocked Diamond Circulate.
Cross Horseshoe Turn	Ends cross clover as the centers 1/4 in and Cross Trail Thru.
Cross Invert [any tag]	cross invert the column 3/4, then finish the tagging call
Cross Linear Action	linear action but very centers slither before final cast 3/4
Cross Linear Cycle	once-removed Hinge, finish linear cycle
Cross Linear Flow	Linear Flow but centers cross invert 1/2
Cross Lock The Hinge	Cross lockit, then Hinge
Cross Make A Pass	Those facing on a diagonal Pass Thru; then centers cast 3/4 as outsides Trade and Roll
Cross Mini Pleasure	Mini Pleasure but #1 does a trail off instead of a peel off
Cross Pair The Line	centers Trade, ends cross fold
Cross Replace The Column	Replace The Column but replace the initial invert 3/4 with cross invert 3/4, and replace the final centers 2/3 recycle with 2/3 Cross Cycle
Cross Replace The Column But	Cross replace the column but replace the final centers 2/3 Cross Cycle with [anything]
Cross Run Away	Centers Cross Run; new centers face and (right) Touch 1/2
Cross Run The Top	designated dancers Cross Run; all fan the top
Cross Sashay	ends cross fold, centers slither and Extend
Cross Scoot And Weave	Cross Scoot Back, then weave.
Cross Scoot Apart	Trailers cross Extend, Trade, and spread; leads Split Circulate 1-1/2.
Cross Shadow Setup Anything	Ends criss cross the shadow but do not spread; centers shadow setup anything
Cross Shadow To A Diamond	Center trailers cross Extend to each other and Trade; others do your part of Shadow To A Diamond.
Cross Straight Away	Straight Away but outsides cross Press Ahead

Cross Straight Away But	Cross Straight Away, but replace the recycle with [anything]
Cross Swap The Windmill	Beaus 1/4 right, as belles cross Extend; spin the windmill, outsides going as you are.
Cross Swivel	designated dancers cross fold; all single circle to a wave (in flow direction)
Cross The Ocean	vertical 1/2 tag and weave
Cross The Top	spin the top and spread
Cross To A Diamond	centers Crossover Circulate, ends slide together and Hinge
Cross To A Wave/Line	ends Crossover Circulate, centers Hinge and spread
Cross To An Hourglass / Interlocked Diamond	Centers Crossover Circulate; ends Hourglass / Interlocked Diamond Circulate
Cross Town Roll	wrong shoulder Partner Trade and Extend
Cross Trade Your Neighbor	Leads Trade Your Neighbor; trailers cross your neighbor.
Cross Walk And Dodge	Trailers Crossover Circulate as the leaders dodge.
Cross Wind The Bobbin	Wind The Bobbin, but #1 and #3 will start will replace the peel off with a trail off.
Curl Apart	centers Trade and flip away from each other; ends cross fold and Extend
Curli Cross	Curlique, then trailers cross.
Curli Cross The Top	Curlique; Hinge; fan the top
Curli Pass	Designated dancers Curlique; then those facing directly Pass Thru.
Curli Wheel	There are several ways of thinking of this call:
Curlique	Join right hands and form an arch. Woman turns left 3/4 under the arch as man moves forward turning right 1/4 around her.
Curve In / Out / Right / Left	in one motion, Press one matrix position in the given direction and turn 1/4 to the given direction
Cut / Flip The O / X / [any setup]	those far apart flip in / squeeze; others Circulate in the given formation
Cut Across	leads in each box tag and Trade in concentric dual boxes; trailers in each box Trade and tag in concentric dual boxes
Cut The [setup]	Those far apart slide together and Trade; the others Circulate in your setup
Cy-Kick	centers recycle 2/3; outside beau kick off
Cycle And [anything]	those who can recycle; others [anything]
Derby	[anything] And Derby: [any] then ends cross fold and Extend as centers Trade and spread
Deuces Wild	centers Trade, ends Zoom
Diagonal 1/4 Tag	

	Those on the diagonal are the center wave of the 1/4 tag. Those off the diagonal are the outsides. Work in a distorted setup, to footprints.
Diamond 1/4 Thru	Diamond Circulate, very centers Trade (assuming right hand diamonds).
Diamond Concept	Do the call replacing Hinges with Diamond Circulates of the same handedness, and replacing centers Trade with very centers Trade by the same hand.
Diamond Inlet	Inlet but Outeractives 2/3 recycle
Diamond Outlet	Center wave do your part of Outlet; points do your part of split Circulate, then Hinge.
Diamond Recycle	centers 1/2 fold behind points; box Counter Rotate and Roll
Diamond Remake	Diamond Circulate, very centers Trade, 3 Diamond Circulates (assuming right hand diamonds).
Diamond Single Rotate	All put left hands into the center of your diamond, and Diamond Circulate.
Diamond Single Turn And Deal	Points single Turn And Deal with each other Like A Squeeze, ending on the footprints previously occupied by the centers.
Diamond Single Wheel	Points single wheel with each other Like A Squeeze, ending on the footprints previously occupied by the centers.
Diamond Swing The Fractions	Diamond Circulate, very centers Trade, 3 Diamond Circulates, very centers Trade, Diamond Circulate (assuming right hand diamonds).
Diamond Swing Thru	2 Diamond Circulates, very centers Trade (if right hand diamonds) OR Very centers Trade, 2 Diamond Circulates (if left hand diamonds).
Diamondsome Concept	Similar to Boxesome, but retain your relative relationships within your diamond.
Distorted Setup Concept	a term used to designate a distorted formation where one person on each side is out of place
Divi Up	ends Divide, centers Hinge and Roll
Divide	turn your back on your partner and walk about 1/4 way around the set, usually until you meet someone coming the other way
Divide And Pair	centers 1/4 out (pair off); ends Divide and Pass In
Dixie Chain	centers right-hand pull by, all left-hand pull by, centers right-hand pull by
Dixie Daisy	centers right-hand pull by, all left Turn Thru, centers right-hand pull by
Dixie Derby	dixie style to a wave; ends fold and Extend as centers Trade and spread
Dixie Hourglass	dixie style to a wave; centers 1/2 box Circulate, outsides turn back
Dixie Interlocked Diamond	Dixie style to a wave; new centers Follow Thru, as the ends turn back

Dixie Spin	dixie style to a wave, fan the top
Double Down	Inneractives split Circulate 2; others all-8 Circulate 1
Double Offset 1/4 Tag	a 1/4 tag distorted to become a 2x4 matrix. Those in one diagonal wave are the centers, those in the other diagonal wave are the outsides. Do the call in a distorted setup to footprints.
Double The Wave	fan the top, very centers Trade
Double Your Pleasure	#1 peel off and Circulate, other 6 Extend and Trade; #1 in each column of 3 peel off, other 4 Extend and Trade
E.R.A.	women Press Ahead; men Press Back
Easy Does It	concentric Zing
Emulate [any call]	without moving from the spot you are occupying, take the facing direction you would have had you actually done the call
Ends Cut In	ends Crossover Circulate; centers flip out
Erase	On each side, centers u-turn back as ends Isolate.
Exchange The Stars	same as exchange the distorted diamonds
Explode The Clover	outsides clover; centers Trade and Roll
Explosion	#2-4 Press Out; very centers Trade; offset couples Circulate to a line
Fall Into A Column	wave centers fold, all centers Press Ahead; outsides beau walk, belle dodge
Fan And Cross Thru	Fan Thru and 1/2 sashay
Fan Back	Centers cast 3/4; ends turn back.
Fan Chain And Circulate In	Fan Chain Thru and new ends Circulate 2; all spread
Fan Relay The Diamond	Relay The Diamond, but omit the initial swing.
Fan The Gate	centers cast 3/4; very centers cast 3/4; ends Circulate 1-1/2; couples bend
Fan The Gating [anything]	Fan The Gate, but replace bend the line with the [anything] call.
Fan Thru	Touch; centers left Turn Thru, ends Step Thru
Far Concept	Refers to the dancers farthest from the caller.
Ferris [anything]	couples Extend and triple line [anything], then eliminate all the phantoms created
Ferris Trade And Wheel	ferris wheel but Interrupt with very centers Trade
Fiddle Around	Straight FireLike A Couple Up
Finally [concept] [call]	Do most of the call normally, but apply [concept] to the very last part of the call.
Finish A [any call]	This usually means to do all except the first part of the call. Occasionally, this means to do as much of the end of the call as possible, but in no case doing the first part of the call. #1-2 Circulate 2; #3-4 Circulate,Trade,Circulate

Finish Advance to a Column	
Finish The Stack	designated dancers cross over to right-hand waves, the others sliding over as necessary to accomodate them
First [anything]	leads switch with the flow, trailers Extend and [any]
First Choice	leads switch with the flow, trailers Extend and Lock The Hinge
Flare The Star	star 1/4; original belles cast another 3/4; original beaus flip away and courtesy turn approaching belles
Flip The [setup]	Those far apart flip in; the others Circulate in your setup.
Flip To A Diamond	Flip The Line 1/2; split Circulate 1/2
Fliperoo	Flip To A Diamond; centers cast 3/4, points Circulate
Fly Away	centers right loop 2, triple box Circulate, cross fold; ends squeeze
Follow And Criss Cross	Scoot Back; trailers cross your neighbor, leads 1/2 split Circulate then all-8 Circulate
Follow And Cross	Scoot Back; trailers Follow Your Neighbor, leads 1/2 split Circulate then all-8 Circulate
Follow The Yellow Brick Road	Follow Your Neighbor and spread and slither; centers Follow Your Neighbor and spread; ends Circulate 1-1/2; finish fascinate (some Wheel And Deal while others move up)
Follow The Yellow Bricking [anything]	Follow The Yellow Brick Road, but replace the couples Wheel And Deal with [anything]
Follow To An Hourglass	trailers Follow Your Neighbor and spread; leads 1/2 split Circulate then Hourglass Circulate
Follow To An Interlocked Diamond	trailers Follow Your Neighbor and spread; leads 1/2 split Circulate, then interlocked Diamond Circulate
Go First Class	leads switch, trailers Scatter Circulate
Grand (Cross) Concentric	Work (cross) concentrically with your diagonal opposite in doing a 2-person call.
Grand Concept	In general, either 6 people will dance as centers while 2 dance as ends, or 6 people will dance as trailers while 2 dance as leads.
Grand Cross And Turn	6 beaus cross, right-hand end of line u-turn back
Grand Cross Back	All those who can, pull by on a diagonal; others turn back.
Grand Pass And Roll	Touch to a wave; Triple Scoot; all Circulate.
Grand Run Wild	Grand Cross Roll To A Wave or line, twice.
Grand Single Concentric	Dancers work in four concentric tracks. The call must be a 2-person call, such as Single Wheel, Shazam, Single Turn And Deal, Snake, Single Shake And Rattle.
Grand Single Cross Concentric	Same as Grand Single Concentric, but those in the very center track finish on the very ends, those in the outside track finish in the very center, those in the other tracks change tracks as they go.
Grand Switch The Wave	Cheats: 8 Trade; 6 slither; <i>or</i> switch the wave, very centers slither.

Grand Working As Ends / Centers	All those who possibly can, work as ends / centers in some setup. If you can't, then do your normal part in whatever setup is closest to you.
Grand Working Concept	A generalization of the Grand Concept. In general, each dancer will work in the setup indicated by the direction given, e.g. Grand Working Right, except the very end dancer, who will work in the end setup.
Gravitate	centers 2/3 linear cycle; outsides reverse single rotate 0/4 and tandem cross fold
Gruesome Twosome Concept	work phantom couples Twosome in waves or lines
H Formation	The formation obtained by doing an invert the column 3/4. So named because it looks like an "H".
Hammerlane	beaus Extend and Trade, picking up facing belle
Hang A Right / Left	leads wheel right and Circulate; trailers wheel right
Hang Loose	Extend; wave swing; original lead end peel, Trade with wave end; original lead center cross fold; center 6 Step Thru; those facing Pass In, others bend
Head Liners	Head liners = those facing the head walls;
Here Comes To A Wave	Ends do your part here comes the judge; centers do your part Out Roll To A wave.
Hinge And Trade	as couples: Hinge, centers Trade, all Roll
Hinge By [x] [y] [z]	Hinge [x] number of times, then those who meet Hinge [y] times, then those who meet Hinge [z] times, etc.
Hinge The Cross Lock	Hinge and cross lockit
Hinge The Top	Hinge and fan the top
Hit The Wall	ends tag; centers Pass Out
Hop The Top	designated dancers walk, others dodge; all Hinge and fan the top
Hot Foot Spin	fan the top, very centers Trade, spin the top
Hourglass Inlet	Cheat: Diamond Inlet, very centers Snake
Hourglass Outlet	points Diamond Inlet (split Circulate and Hinge); centers drop in, Hinge, and slide out to form parallel waves
Ignore Concept	the designated dancer and his or her spot will not be involved in the call; work in a mini-setup consisting of the remaining spots
In Reverse Order	do the parts of the call in reverse order from last to first
In Roll To A Wave	ends/points phantom In Roll Circulate; centers tiptoe toward the vacated spot and Hinge
Inneractives	The trailing ends and those adjacent to them are called the "inneractive" dancers.
Interlace	do the 1st part of [call 1], the 1st part of [call 2], the 2nd part of [call 1], the 2nd part of [call 2], etc.

Interlocked Boxes	in a z-wave type setup, these are once-removed boxes.
Interlocked Parallelogram	a box consisting of an end and non-adjacent center in one line or file, and their opposites in the other line or file.
Interlocked Phantom Columns	In a 4x4 matrix, work in once-removed 2x4 columns.
Interlocked Phantom Lines / Waves	In a 4x4 matrix, work in once-removed 2x4 lines or waves.
Interlocked Scoot Chain Thru	Extend to waves; Any Hand Swing Thru; Extend to two-faced lines.
Interlocked Scoot The Diamond	Interlocked Scoot Back; outsides "Roll" (toward the hand they Turned Thru with); all Interlocked Diamond Circulate.
Interlocked Trace	Work trace, but the very centers will work with the far end of the wave. Those coming into the very center will work to the far center.
Interlocked Z	From z-waves or z-columns with a real center box, and the outsides offset by one: interlocked Zs are once-removed boxes.
Interrupt Concept	Interrupt [call-1] before/after [call-2] with [call-3]: Stop doing call-1 at the designated point; do call-3; then do the remainder of call-1. If no particular point is designated as call-2, do half of call-1, then call-3, then the remainder of call-1.
Invert [any tag]	invert the column 3/4, then finish the tagging call
Invert Concept	ends do centers' part; centers do ends' part
Jam Thru	Pass Thru; ends cross clover as centers Pass Thru and Partner Tag
Kick The Habit	ends Counter Rotate; center lead kickoff
L Concept	distorted 3&1 tandem based triangles
Lead The Class	leads Follow Your Leader; trailers Touch Of Class and Roll (face in)
Lead The Way	centers peel off and bend the line; ends Trade and Roll
Left And Right Thru	Mirror Right And Left Thru
Left Orbit Circulate	Leaders in the left-hand half of the wave do a Trapezoid Zoom; all others Trade Circulate.
Lift Off But	Lift off, but replace the final couples Circulate with the [anything] call.
Like A [anything]	In general, do the last part of the [anything] call.
Like A Couple Up	[anything] Like A Couple Up: Do the [anything] call, then the new leaders u-turn back.
Like A Patch	[anything] Like A Patch [anyone]: [anything], then the designated dancers u-turn back
Like A Recoil	[anything] Like A Recoil: Do the [anything] call, then Step And Fold.
Like A Shazam	[anything] Like A Shazam: [anything], then everyone u-turn back
Like A Squeeze	

	[anything] Like A Squeeze: those far apart end close together; those close together end far apart
Linear Action But	Linear action, but replace the final centers cast 3/4 with the centers do the [anything] call.
Linear Action But Cross It	Linear action, but the very centers will slither before the final cast 3/4.
Linear Flow	2/3 linear cycle; centers invert 1/2, ends finish the linear cycle with the flow; new centers Trade
Lines Walk In / Out	centers 1/4 in / out; ends concentric Pass In / out
Lock 'Em Up	lock the Hinge; new centers Hinge The Lock; new ends Counter Rotate and Roll
Lock The Hinge	lockit and Hinge
Long Trip	Short Trip; those facing Pass Thru; others cross fold
M.C.P.	men Press Ahead; women Press Back
Make A Pass	those facing directly Pass Thru; centers cast 3/4 as outsides Trade and Roll
Make A Pass But [anything]	Make A Pass but replace the cast 3/4 with centers take the [anything] call
Mark Time	leads/designated dancers Run, Press Ahead, Trade and Roll; others tag and Wheel And Deal
Matrix Concept	working matrix means to ignore the other dancers and NOT allow the square to "breathe" to its new setup after the call
Mesh	trailers single veer right; leads adjust
Mini Butterfly	A butterfly consisting of only 6 dancers: in 3 lines of 4, the 4 corners, and the 2 center dancers of the center line.
Mini O	An O consisting of only 6 dancers: in 3 lines of 4, the centers of the outside lines, and the ends of the center line.
Mini Pleasure	#1 peel off and Press In; others Extend, Trade, very centers spread; outside lead turn back
Mix The Line	right-hand couple lead to the right; left-hand couple lead to the left behind them
Mixed Up Square Thru	All Square Thru 2 and 1/4 in; new ends pull by as new centers Square Thru 3.
Mixed Up Square Thru But [anything]	All Square Thru 2 and 1/4 in; new ends pull by as new centers do [anything].
More Or Less [anything]	original leads go 1/4 more, original trailers go 1/4 less
Move Out	[any dancer], take your [setup], using [any call] and move out [n]: [any dancer] do [any call] [n] times; others Circulate in [setup] (usually a box) until occupying the [any dancer's] original spot, then do [any call] for a total of [n] Circulates.
Mystic Concept	centers work Mirror; ends work normal.

Near Concept	work in the specified formation nearer the caller.
Nice And Easy	ends Zing (ease off), centers Trade and Roll
Nicely	Hinge and cross
Nip And Tuck	beau Run and Wheel Thru; belle Zing
Offset [Setup] Concept	A distorted [setup] occupying 8 spots consisting of two diagonally opposite split split setups.
Opt For A [setup]	After completing the call, form the designated setup, even if it is uncertain or seems like "fudging".
Orbit Board [anything]	Leads do your part Orbit Circulate. Trailers do your part Checkerboard [anything].
Orbit Circulate	Leaders in the right-hand half of the wave do a Trapezoid Zoom; all others Trade Circulate.
Out Roll To A Wave	ends/points phantom Out Roll Circulate; centers tiptoe toward the vacated spot and Hinge
Outeractives	The lead ends and those adjacent to them are called the "outeractive" dancers.
Outpost	1/2 here comes the judge (right-hand end Preferred for 1/2 Out Roll Circulate); Triple Trade; center 4 ah-so; outsides O-Circulate 2
Overlapping Diamonds	Two phantom diamonds superimposed over each other at a 90 degree angle.
OX Formation	An inherently asymmetric setup consisting of half an "O" and half an "X".
Pair The Line	centers turn back; ends fold
Partner Hinge	1/2 Partner Trade
Pass And Roll The Axle	Pass And Roll but replace final Circulate with the axle
Pass The Top	centers spin the top About and spread; ends 2/3 Chisel Thru and Press Ahead
Pass To The Outside	Pass Thru; centers Trade
Peel And Trail The Deal	Leads do their part of Peel The Deal as trailers do their part of trail the deal.
Peel And Trail The Wave	Extend to full tag; then Peel And Trail.
Peel The Deal	In tandem, backtrack and Roll.
Peel The Wave	Extend to full tag; peel off.
Phantom As Couples (Twosome)	Think of a 16 matrix as occupied by 8 couples. Work couples or Twosome with a phantom.
Phantom O Or Butterfly Concept	A 16 matrix consists of 8 spots belonging to an O, and 8 other spots belonging to a Butterfly.
Phantom Offset C/L/W Concept	in a 16-matrix, work in the four spots in your corner of the matrix, and the four spots in the opposite corner. A 16-matrix consists of two such offset setups. Work in a distorted column, line, or wave, whichever is specified.

Phantom Offset Columns	A 16 matrix consists of spots belonging to two non-intersecting offset columns. Work in the phantom offset column to which your spot belongs.
Phantom Offset Line / Wave	A 16 matrix consists of spots belonging to two non-intersecting offset lines. Work in the phantom offset column to which your spot belongs.
Phantom Tandem (Twosome)	work in tandem (Twosome) with the dancer phantom in front of or behind you. The phantom's position relative to you depends on the formation required for the given call.
Piecewise [any concept]	re-evaluate your position after each part of the call, according to the given concept
Pin Wheel	designated dancers cast 3/4; others Wheel And Deal into the center
Plus 1-2 Lateral Concept	plus 1: slide 1/2 matrix position laterally in flow direction; plus 2: slide 1 matrix position laterally in flow direction
Pop	Explode The Wave
Preferred Concept	where more than one dancer could do the call, the "preferred" dancer will be active
Press For Time	1&2 Run and Press Ahead; 3&4 Press Out
Presto	centers Scoot Back; ends tandem cross fold; all Press Ahead
Push Off	centers zip code 1-1/2, cast 3/4; new centers fan the top and Hinge
Push Open The Gate	centers in; cast 3/4; ends bend and Slide Thru, centers Pass Thru
Quadruple [setup] Working [direction]	Those in the outside [setups] work in their [setup] and the nearest center [setup]. The others work with their [setup] and the adjacent [setup] located [direction] from them.
Quadruple [setup] Working Apart	Those in the outside [setups] work in their [setup] and the nearest center [setup]. The others work with their [setup] and the adjacent [setup] farther from them, or, if both adjacent [setups] are equally distant, with the setup in which they are leaders.
Quadruple [setup] Working Together	Those in the outside [setups] work in their [setup] and the nearest center [setup]. The others work with their [setup] and the adjacent [setup] nearer to them, or, if both adjacent [setups] are equally distant, with the setup in which they are trailers.
Quadruple Formation Concept	examples: Quadruple Lines, Quadruple Diamonds, Quadruple Boxes. An extension of the Triple Formation Concept. Work within your own setup.
Quick Change	centers Trade and Roll; ends Circulate and 1/4 in
Quick Wrap	#1-2 split Counter Rotate; #3-4 Circulate, Reset 1/2
Randomize Between [concept 1] and [concept 2]	An extension of the Random concept: Do odd numbered parts of the given call using [concept 1]; do even numbered parts using [concept 2]
Reactivate To A Diamond	Reactivate; centers Hinge
Reciprocate	centers spin the windmill; ends Divide and Touch 3/4.

Recount	Outeractives 2/3 recycle; others Anchor 1/4 plus 1
Relay The Diamond	Spin Chain Thru, ends Circulate 2; Interrupt before final cast 3/4 with centers swing, all Diamond Circulate
Relay The Yo Yo	same as Yo Yo Relay The Top
Relay Your Pleasure	start relay the shadow, finish mini pleasure
Remember The Alamo	Outeractives ah so; others split Counter Rotate
Replace Concept	substitute any given sequence of calls for another.
Replace The Column	1/2 invert; ends Counter Rotate; centers 1/2 Zoom, 2/3 recycle.
Replace The Column But [anything]	Replace the column, but replace the final centers 2/3 recycle with the centers taking the [anything] call.
Retreat The Line	as couples 1/4 out (cast off 1/4).
Reverse Change-O	ends Circulate, centers Crossover Circulate
Reverse Cross Swap The Windmill	Belles 1/4 left, as beaux cross Extend; spin the windmill, outsides going as you are.
Reverse Cut / Flip The Setup	In general, those close together Trade and spread (Cut) or flip away from each other (Flip) as those far apart Circulate in the designated formation.
Reverse Cut The Galaxy	Those in the box, Trade and spread; those in the diamond, galaxy Circulate.
Reverse Cut The Triangle	wave base squeeze; apex triangle Circulate
Reverse Explode (lines)	ends step ahead and 1/4 out; centers 1/4 out and step ahead
Reverse Flip The Galaxy	Those in the box, flip away from each other; those in the diamond, galaxy Circulate.
Reverse Flip The Hourglass	those in the diamond flip out; those in the box Hourglass Circulate
Reverse Stack The Line	1/4 in; original trailers cross to right-hand setup
Reverse Swap The Windmill	1/2 reverse swap around; spin the windmill, outsides going as you are.
Reverse The Diamond	points turn back; centers Trade the wave
Rewind Concept	Pretend a phantom is standing on your spot, facing the opposite direction, and having just completed the call. Now push him (her) backwards through the path he (she) took in doing the call.
Ride The Tide	Cross Trail Thru; Clover and Square Thru 2; Slide Thru
Rigger Concept	Work in a distorted parallelogram with the very ends facing the given direction or being on the designated side (In Rigger - facing in; Out Rigger - facing out; Left Rigger - on the left, or a beau; Right Rigger - on the right, or a belle).
Right And Left By	Right And Left Thru and 1/4 more, then centers slither
Right And Left Roll	Right And Left Thru and Roll
Right On [m] And [n]	Square Thru [m] to a wave, cast n/4 and Roll to face

Right On [n]	Square Thru [n] to a wave, cast 3/4 and Roll
Right Orbit Circulate	same as Orbit Circulate.
Right Roll The	Belles right roll to a mini-wave; beaux 1/2 box Circulate.
Rip Saw	ends cross fold and Pass Thru; centers Partner Tag and cloverleaf
Rip The Line	centers u-turn back; ends cross fold
Ripple The Diamond	Diamond Circulate 2; very centers Trade; Diamond Circulate 2
Roll 'Em	right-hand Zoom Roll Circulate
Roll Out The Barrel	right-hand couple (or lead couple) Link Up and Circulate 2; others tag the line right and Link Up
Roll Out To A Column	ends [1] anchor right, [2] Roll, and [3] Press Ahead; centers [1] 1/4 right, [2] Counter Rotate, and [3] Press Ahead
Roll The Wave	Lines Divide; peel off in flow direction
Round And Cross	Round Off and 1/2 sashay
Round Off	Lines Divide; tandem u-turn back.
Round The Horn	Lines Divide; ends finish a Round Off, then Pass Thru; centers Circulate, 1/4 in, and Pass Thru.
Run Away	centers Run and Roll; new centers face and Touch 1/2
Run By [n]	Those designated will Run around the specified number of dancers, who slide toward the vacated spot.
Run The Top	designated dancers Run; all fan the top
Run The Wheel	designated dancers Run and Wheel Thru; others Trade and Roll
Run Wild	cross roll (to a wave or line) twice
Sashay Thru	do sa do 3/4 and slither
Scamper	Centers Hinge and box Circulate; ends Divide and Touch 1/4.
Scatter Follow To A Diamond	Trailers Follow Your Neighbor and spread; leaders all-8 Circulate 1-1/2.
Scout Apart	trailers Extend, Trade and spread; leads box Circulate 1-1/2
Set Back	all Trade; ends Circulate, centers cross back
Set Your Pace	8-Circulate 1-1/2; center 6 Follow Thru; concentric cycle and wheel
Sets In Motion Plus 1 / Plus 2	Sets In Motion; then
Settle Back	Reset 1/2; centers cross back as outsides hocus pocus (O-Circulate 2 spots)
Shadow [setup] [anything]	ends cast a shadow but don't spread; centers work in [setup] and do [anything]
Shadow The Column	#1 & #3 do the ends part of cast a shadow; #2 & #4 do the centers part of cast a shadow
Shadow To A Diamond	ends cast a shadow; lead center split Circulate 1-1/2; center trailers Extend and Trade with each other

Shift [n] [any call]	Do parts n+1 through the end of the call, then do parts 1 through n
Shifty Concept	put the first part of the call last; <i>i.e.</i> skipping the first part, do the remainder of the call, then do the first part of the call
Ship Ahoy	Outeractives recycle or Wheel And Deal; others center Shove Off
Short 6	Short 6 is a setup consisting of those dancers in the two tandem-based triangles.
Short And Sweet	leads mini chase; trailers short cut
Short Cut	beaus phantom Touch 1/4; belles phantom Partner Tag
Short Cycle	centers turn back; couples Hinge
Short Trip	Outeractives squeeze; Inneractives Circulate
Shuffle And Wheel	right-hand couple wheel, left-hand couple Shuffle (slide to the right)
Shuffle The Deck	as couples 1/2 half sashay (sic)
Shuttle [anything]	All Pass Thru; centers Slide Thru, as ends do the [anything] call.
Shuttle [direction]	all Pass Thru; centers Slide Thru, ends take [direction]
Siamese Breakdown	couples single wheel; tandems Single Turn To A Line
Side Liners	Side liners = those facing the side walls.
Single (Cross) Concentric	on each side, centers will work together with each other, ends will work together with each other, around a flagpole center on each side.
Single Counter Shake	ends face right, Isolate, Drop In; centers Single Shakedown, Extend, Extend
Single File Concept	Finish the call from where you are now.
Single Hang A Right / Left	In tandem, right (left) roll to a wave.
Single Hinge And Trade	Hinge; new ends Roll, new centers Trade and Roll
Single Mark Time	In each box, the leads/designated dancers Run, Extend, Trade and Roll; others Partner Tag and single Wheel And Deal
Single Mix The Line	1/4 out and single shuffle.
Single Scoot And Trade	Scoot Back; centers Hinge, outsides "Roll"; couples Hinge
Single Shuffle	belle step in front of the beau to end in tandem
Single Triple Wheel	Single Wheel To A Line, single wheel, Single Wheel To A Line.
Single Turn Away	belles turn back (to the right) and box Circulate as beaus Run
Single Wheel To A Line	Leaders single wheel to the right, trailers single wheel to the left.
Skew	Work Solid with another dancer who is one spot away from you on a diagonal. You must both be facing the same direction.
Skewsome Concept	Work Twosome with someone one matrix position away on a diagonal.
Slim Down	

	those in the center box of 4 slide left or right or Press Ahead or back into the nearest unoccupied spot; others slide left or right or Press Ahead or back into the nearest spot in the center box of 4
Snag [anything]	ends do all of [anything]; centers do only 1/2
Snag Circulate	ends Circulate, centers 1/2 Circulate.
Snake	face your partner and step to a mini-wave of the other handedness; or face your partner and single veer in flowing direction to a mini-wave
Snap	Partner Tag
Snap Crackle And Pop	Partner tag; centers (Touch and) lockit, as ends Hinge; all Explode The Wave.
Snap The Diamond	Points Partner Tag twice; centers Partner Tag and right roll to a mini-wave
Snap The Tag [f]	Partner Tag, ends turn back, Extend [f]
Sock It To A Wave	Ends do your part sock it to me; centers do your part Out Roll To A Wave.
Soft [anything]	centers Hinge and flip away; ends face and [anything]
Soft Touch [f]	centers Hinge and flip away;
Spin A Wheel	couples Hinge, Triple Trade, couples Hinge
Spin Back	swing, then Fan Back (centers cast 3/4 as ends turn back)
Spin Chain And Anything	Spin Chain Thru, but the centers make the final cast 1/4, and the ends u-turn back.
Spin Chain And Circulate In	Spin Chain Thru, ends Circulate 2; all spread
Spin Chain And Circulate The Gears	spin chain the gears but each time the ends u-turn back they then Circulate
Spin Chain The Star	Spin Chain Thru; new ends Trade, riding the star
Spin Tag The Deucey [direction]	Spin Chain Thru, ends Partner Tag, face the [direction] given, and Circulate 1
Spin The Yo Yo	same as Yo Yo Spin The Top
Splash [direction] / [anything]	Outeractives Explode The Wave;
Split And Cross	split Circulate, trailers cross
Split Cast	ends Hinge and cast off 1/2; centers cast off 1/2
Split Mixed Up Square Thru	Designated dancers start a Split Square Thru 2. New ends face and pull by. New centers face and Square Thru 3.
Split Phantom Setup (from Parallelogram)	Add phantom spots to establish on each side a rectangular 2x4 setup in which to work.
Split Ping Pong Circulate	Centers Diamond Circulate and Roll; outsides Extend to each other.
Split The Difference	split Circulate, cast 3/4, 1/2, 3/4

Square Out	ends do your part 8 chain 2 and Square Thru 2; centers do your part Square Thru 4
Square The Barge [n]	Square Thru [n] and Trade by; if no number is given, Square Thru 4 hands
Square The Bases Plus 2	square the bases but outsides start a Split Square Thru 4
Square Turn Thru [n]	Square Thru [n] to a wave; Any Hand Turn Thru
Stack The Wheel	couples Hinge, all individually Roll
Stagger 1/4 Tag	Those in the center phantom lines are centers (the wave). Those in the outside phantom lines are the outsides. Work to footprints.
Staggered Box	same as split stagger or split big block
Staggered Wave	same as big block
Standard Concept	work in whatever spots are defined by the designated dancers working in the designated setup; if you are not designated, you may be working in a setup t-bone to the others
Star To A Wave	1/2 reverse swap; Counter Rotate the diamond 1/2 and flip the diamond
Start A...	Used to designate who will start a call which will start funny, or in which not everyone will do the first part.
Step And [anything]	centers step ahead; ends [any] working matrix.
Step Lively	detour, Slim Down, Circulate
Straight Away	wave end start a Release Recycle with nearest outside dancer; very centers Run, other outsides Press Ahead
Straight Away But	Straight Away but replace recycle with [anything]
Straight [any call]	trailing end Press In; others do [any call] normally
Straight Fire	trailing end Press In; others crossfire
Stretched Diamond / Triangle	A diamond or triangle in which the very centers work with the far setup, and end near them.
Strike Out	centers Hinge, Step And Fold; ends detour
Stroll And [anything]	Stroll And Cycle but replace recycle with [anything]
Stroll And Cycle	release, very centers Trade, outsides recycle plus 2, couples Extend
Stroll Down The Lane	left-hand ends Press Out, ends recycle and Press Left; centers Hammerlane and Extend
Substitute	Stable Zoom
Swap The Windmill	1/2 swap around; spin the windmill, outsides go as you are
Swat The Flea	Mirror box the gnat
Swing About	Swing Thru and Explode
Swing An Anchor	Swing; Triple Trade, as the wave ends Counter Rotate; new centers 4 swing and Slip, as the ends of the wave of 6 Counter Rotate and Pass In with those waiting there.

Swing Chain Concept	substitute 1/4 casts for all 3/4 casts
Swing Chain The Line	8 swing; centers on each side cast 1/4 and spread; very centers Trade as very ends slide in; those who meet cast 1/4
Swing To A Column	centers Trade, Roll, funny Pass Thru 2; outsides Divide, Touch 1/4, phantom column Circulate
Switcheroo	switch to a diamond; points Circulate, centers cast 3/4
Swivel	designated dancers fold; all single circle to a wave (in flow direction)
Tag And Spin [direction]	3/4 tag; wave cast 3/4; outsides face [direction]
Tag And Trade	Tag the line 3/4; centers Trade the wave, as outsides Trade.
Tag Circulate	trailers Circulate; leads tag the line right
Tag The Star [f]	1/2 reverse swap; Counter Rotate the diamond 1/2, points Roll; Extend to [f] tag
Tag The Star To A Diamond	Tag The Star 1/2; split Circulate 1/2
Tageroo	1/2 tag; Trade Your Neighbor (to handhold)
Tagger's Dream / Nightmare	Tag the line 3/4; outsides 1/4 right (dream) or left (nightmare) and Circulate 1 spot; centers swing, Slip, and Slide Thru.
Tall 6	Tall 6 is a setup consisting of those dancers in the two wave-based triangles.
Tally Ho But [anything]	tally ho but centers omit the final cast 3/4 and substitute the [anything] call
Tap [anyone]	[1] Pass Thru, [2] designated dancers turn back, [3] box Counter Rotate and [4] Roll
Teacup Like A Daisy	designated ladies (belles):
Thrice Removed	Work with those 4 matrix positions away.
Tickle	Hinge; split Counter Rotate
Touch And Go	column Circulate 1/2; ends finish an Along; center 6 grand Hinge The Lock
Touch And Go [f1] [f2]	column Circulate 1/2; ends finish an Along; center 6 cast [f1]; center 4 cast [f2] as others move up
Touch And Go [f] By [anything]	Touch And Go, but those who would cast the 2nd fraction will do the [anything] call instead.
Touch Of Class	leads switch and Circulate; trailers Extend, recycle plus 2
Touch Tone [anything] By [anything]	Trailers Extend and take the first call; leads Extend, Divide, and take the second call.
Touch Tone [x] And [y]	Extend; those in the wave cast [x]; outsides Divide and (Any Hand) Touch [y].
Tow Truck	Designated person truck, taking the adjacent person along with you.
Trace	

	wave dancers take 1st call; outsides take 2nd call; those in the center wave work in a z-box with the wave end as a trailer; outsides work in the other z-box
Track 0-1-2-3-4	tandem Partner Trade; Extend to x/4 tag
Track And [anything]	#1-2 track 2; #3-4 Circulate and [anything]
Track And Trade	#1-2 track 2; #3-4 Circulate and Trade
Trade Your Neighbor [dir]	trailers Follow Your Neighbor; leads Extend, face the given direction, Circulate
Trail And Peel	leads trail off as trailers peel off (Extend and turn back)
Trail And Peel The Deal	leads do your part of Trail The Deal as trailers do your part of Peel The Deal.
Trail (vs. Peel) Concept	Almost anywhere a peel off can be used, a trail off can be substituted, creating a new call.
Trail Chain Thru	start Peel Chain Thru with outsides trail off
Trail The Deal	In tandem, Trade and Roll.
Trail The Top	trail off and lockit
Trans [anything]	transfer the column but omit the final Extend and substitute the [anything] call instead
Trans Cross Chain Reaction	Transaction but use Cross Chain Reaction
Trans Cross Reactivate	Transactivate but use Cross Reactivate
Transaction	transfer but replace final Extend with chain reaction
Transactivate	transfer the column but omit the final Extend and substitute a Reactivate
Triangle Working As A Box Concept	Apex will do the trailer's part.
Triangular Boxes	look for a 9-matrix in which the very center spot and 3 of the corner spots are occupied. Do the call in a distorted BOX. (from some formations, the same as blocks with the very centers switched into the other block)
Trim The Web	wave swing; turn star 2/3; outsides face in
Triple [setup] Working [direction]	Those in the outside [setups] work triple [setup]. Those in the center [setup] work with the outside [setup] located [direction] from them.
Triple [setup] Working Apart	Those in the outside [setups] work triple [setup]. Those in the center [setup] work with the far outside [setup]; or, if both outside [setups] are equally distant, with the [setup] behind them.
Triple [setup] Working Together	Those in the outside [setups] work triple [setup]. Those in the center [setup] work with the near outside [setup]; or, if both outside [setups] are equally distant, with the setup they are facing.
Triple Cast	center 6 cast 3/4, very ends turn back; finish coordinate
Triple Columns	

	a 4x3 formation consisting of 3 files. Each dancer works in only one of the files.
Triple Formation Working Together	work in a pair of [setups] which together comprise an 8-matrix. If you are in an outside [setup], work in the 8-matrix nearest you.
Triple Turn	turn to a line; Turn And Deal; turn to a line
Triple Twin Column/Line/Wave	A generalization of the split phantom column / line / wave concept in which there are 3 pairs of files / lines / waves, resulting in a 24-matrix.
Triple Wheel	Wheel to a line, Wheel And Deal, wheel to a line.
Triple Z Concept	From normal Zs, the center Zs will work together, and the outsides will work with phantoms located outside of them, and forming Zs parallel to the center Z.
Trixie	Leads 1/4 in; trailers 1/4 out.
Trixie Spin	Trixie; all cast 3/4; centers Cross Run.
Tunnel [direction] / [anything]	centers Partner Tag, step ahead and Trade; others vertical 1/2 tag and face [direction] or do [anything]
Tunnel Thru [direction]	centers Partner Tag, step ahead and Trade; others vertical tag all the way thru and face [direction].
Turn And Left Thru	Turn Thru and courtesy turn
Turn And Q	Turn Thru; 1/4 in; left Turn Thru
Turn And Weave	those who can Turn Thru; then all Touch and weave
Turn Away	belles peel off and Circulate; beaux trail off
Turn By	centers Pass Thru; ends right-hand turn back
Turn On	split Counter Rotate and Extend
Turn Over	(Touch if necessary;) cast 3/4 and slither
Turntable	centers 1/4 right, once-removed Circulate 2; ends move in, single rotate 1/2
Twice Removed	Work with those 3 matrix positions away.
Twin Orbit Board	Leads do your part of Twin Orbit Circulate; trailers do your part of Checkerboard [anything].
Twin Orbit Circulate	All leaders Trapezoid Zoom; trailers Trade Circulate.
Twisted	Replace initial pull by with Any Hand Touch 1/4 and pull by; replace initial Pass Thru with any shoulder Extend, face, and same shoulder Pass Thru.
Unwrap Concept (A to Z)	[any dancer], take your [setup], using [any call] and move out [n]: [any dancer] do [any call] [n] times; others Circulate in [setup] (usually a box) until occupying the [any dancer's] original spot, then do [any call] for a total of [n] Circulates.
Veer And Turn	veer in flowing direction; ends turn back toward the center of the line, centers Trade
Veer And Turn [f1] [f2]	

	veer in flowing direction; centers cast [f1]; ends Roll [f2] toward the center of the line
Vertical Turn And Deal	vertical 1/2 tag and Roll (if possible)
Walk Out To A Column	leads once-removed single wheel, trailers Extend; 3 x 1 Step And Fold
Walk The Clover	Extend; outsides cloverleaf as centers Hinge then Walk And Dodge
Walk The Cross Clover	Leads Extend and cross clover; trailers Extend, Hinge, Walk And Dodge.
Walk The Plank	all 8 Circulate; centers Walk And Dodge; lead end Run
Wheel Fan And Cross Thru	Wheel Fan Thru and 1/2 Sashay
Wheel To A Diamond	wheel around and 1/4 more; centers Hinge
Wheel To A Line	Lead couple wheel right, trailing couple wheel left.
Wheel To An Hourglass	Wheel around and 1/4 more; new centers 1/2 box Circulate.
Wheel To An Interlocked Diamond	Wheel around and 1/4 more; new centers Follow Thru
Who's On First	designated couple walk straight ahead into their opposite couple's spot and turn back. All others will slide one spot in a circle toward the two vacated spots, then re-form a squared set.
Wipe Out	centers Scoot Back and spread; ends flip in and Trade
With Finesse	#1-4 cast 3/4 and spread; #2 peel and Counter Rotate to become #2 in a tidal setup; #3 Extend, Hinge, spread to become #3 in a tidal setup
With Magnetism	if partner is of same sex, 1/4 out; if partner is of opposite sex 1/4 in
X Circulate	trailers in the center box of 4 Crossover Circulate in that box; all others butterfly Circulate
X Formation	a distorted-column formation which looks like a butterfly but has a different Circulate path (see X-Circulate)
Yo Yo [anything]	replace initial cast 1/2 with cast 3/4
You All	centers Hinge, ends turn back
Z Line / Wave / Column	Two Zs which together form distorted lines, waves, or column. The call is done in a distorted setup ending on the same spots on the floor.
Zing [n]	Designated dancer 1/4 out and Run by [n], who Circulate ahead into the vacated spot and 1/4 in.
Zip The Top	centers shazam, ends Isolate
Zoom [n]	Designated dancer 1/4 out and kick by [n], who Circulate ahead into the vacated spot.
Zoom Roll Circulate	lead end Zoom; all others Out Roll Circulate
Zoom Roll To A Wave	Ends do your part Zoom Roll Circulate; centers do your part Out Roll To A Wave.