

**“Quick cue” Definitions for C1**

<b>Split/Box Recycle</b>	<b>Those facing in to the box(trailers):</b> Facing recycle <b>The others(leaders):</b> hang on, go with the others and keep shoulder relationship
<b>Counter Rotate</b>	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.)
<b>Rotary Spin</b>	<b>Everyone:</b> right pull by <b>ends:</b> courtesy turn and roll <b>centers:</b> step to a left hand wave and cast off 3/4
<b>Tally Ho</b>	<b>Everyone:</b> ½ circulate <b>Centers:</b> hinge and ½ box circulate (centers look for a diamond) <b>Ends:</b> Trade <b>Center and end who meet:</b> cast off ¾ <b>Others:</b> move up to the end of a line or wave
<b>Tandem Concept</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>Square the Bases</b>	<b>Centers:</b> square thru 3 <b>Ends:</b> pass thru, ends bend (be sure to move up face to face) <b>Everyone:</b> split square thru 2 <b>Everyone:</b> trade by
<b>Scoot and Ramble</b>	<b>Everyone:</b> scoot back <b>Centers:</b> hinge and roll <b>ends:</b> turn back to back and move around the outside to become ends of a line (like a peel off) <b>everyone:</b> slide thru
<b>Wheel Fan Thru</b>	Start a wheel thru, but beaus trade when they meet and finish the wheel thru
<b>Circle by (n) x (n)</b>	<b>Everyone:</b> circle 4 the given fraction (like ¼) <b>Everyone:</b> step to a wave (everyone automatically steps to a wave on circle by) <b>Everyone:</b> arm turn the given fraction, or do the given call
<b>Cross Extend</b>	<b>If you are in a right hand wave:</b> extend to a left hand wave <b>If you are in a left hand wave:</b> extend to a right hand wave
<b>Tag Back to a wave</b>	<b>Everyone:</b> half tag and scoot back

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

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<b>Cross Roll To A Wave/Line</b>	<b>Centers:</b> cross run <b>Ends:</b> flip to the center
<b>Interlocked Diamond Circulate</b>	Everyone diamond circulate BUT the point facing in circulates to the far center position.
<b>Cut/Flip the Interlocked Diamond</b>	<b>Points:</b> Cut (or Flip) the diamond <b>Others:</b> Interlocked Diamond circulate
<b>Jaywalk</b>	Designated dancers pass thru (usually on a diagonal)
<b>Relay the Shadow</b>	<b>All:</b> Trade <b>Center 6:</b> cast off $\frac{3}{4}$ <b>Very end:</b> Counter rotate (creates a center wave) <b>Center wave:</b> Hinge and spread <b>Center box of 4:</b> cast a shadow
<b>Stretch Concept</b>	Everyone does the given call, then the centers adjust to become far centers
<b>Switch to an Interlocked Diamond</b>	<b>Centers:</b> Run <b>Ends:</b> Interlocked diamond circulate
<b>Swing and Circle (+ fractions)</b>	<b>Centers:</b> swing and slip <b>Ends:</b> move up $\frac{1}{4}$ in a circle <i><b>outside couples always end up facing in</b></i>
<b>Regroup</b>	<b>Ends:</b> Quarter out, trade, spread, then step forward <b>Centers:</b> trade and roll
<b>Cast Back/Cross Cast Back</b>	Cast Back is designated dancers peel off Cross Cast Back is designated dancers Trail off
<b>Shakedown</b>	<b>Belles:</b> $\frac{3}{4}$ zoom <b>Beaus:</b> run and roll <i><b>feels like a short chase right</b></i>
<b>Vertical (0,1/4,1/2,3/4, full) Tag</b>	To get “vertical”: <i><b>back to back couples:</b></i> single wheel <i><b>facing couples:</b></i> $\frac{1}{2}$ half sashay <i><b>mini wave boxes:</b></i> out facers fold Then all extend to designated tag position
<b>Vertical Tag Back</b>	All vertical $\frac{1}{2}$ tag, then scoot back
<b>Ah So</b>	Ends cross fold and take the center with them keeping shoulder-to-shoulder relationship
<b>Alter the Wave</b>	<b>All:</b> Swing <b>Centers:</b> Cast off $\frac{3}{4}$ <b>Ends:</b> U-turn back <b>Each diamond:</b> Counter rotate 2 spots <b>All:</b> Flip the Diamond
<b>T-Bone Formation</b>	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.
<b>Cross By</b>	$\frac{1}{2}$ circulate, then Slide.

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

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