

**CALLERLAB**  
**EXTENDED CHALLENGE**  
**(C-2)**  
**DEFINITIONS**



March 14, 2026

© Copyright 1983, 1986-1988, 1995-2026 Bill Davis, John Sybalsky and CALLERLAB Inc., The International Association of Square Dance Callers. Permission to reprint, republish, and create derivative works without royalty is hereby granted, provided this notice appears. Publication on the Internet of derivative works without royalty is hereby granted provided this notice appears. Permission to quote parts or all of this document without royalty is hereby granted, provided this notice is included. Information contained herein shall not be changed nor revised in any derivation or publication.

## Table of Contents

Read this First .....	1	Funny Concept .....	12
C-2 Definitions .....	2	Galaxy Formation .....	12
Alter and Circulate.....	2	Reverse Cut the Galaxy .....	12
<anything> Concept .....	2	Reverse Flip the Galaxy.....	12
Bounce the <anyone> / Single Bounce .....	2	Grand Chain Eight .....	12
Catch (1, 2, 3, 4).....	3	Hocus Pocus.....	13
Chain the Square.....	3	Inlet / Outlet.....	13
Checkpoint <anything> by <anything>.....	3	Interlocked Triangle Formation.....	13
Chisel Thru .....	4	Inpoint Interlocked Triangles.....	14
Circle to a Wave.....	4	Outpoint Interlocked Triangles.....	14
Crazy Concept / Reverse Crazy Concept.....	4	Inside Interlocked Triangles.....	14
Criss Cross the Shadow .....	4	Outside Interlocked Triangles .....	14
Criss Cross Your Neighbor .....	5	Invert the Column / Cross Invert the Column .....	15
Chase Your Criss Cross Neighbor .....	5	Kick Off / Cross Kick Off .....	15
Pass and Roll Your Criss Cross Neighbor.....	5	Lateral Substitute.....	16
Cross and Wheel Family .....	5	Lines <anything> Thru .....	16
Cross and Wheel .....	5	Right / Left / In / Out Loop <N>.....	16
Cross Trade and Wheel .....	5	Offset Waves / Lines / Columns Concept.....	17
Grand Cross Trade and Wheel.....	5	Once Removed Concept .....	17
Single Cross and Wheel.....	5	Parallelogram Concept .....	18
Single Cross Trade and Wheel.....	5	Peel / Trail to a Diamond.....	18
Grand Single Cross and Wheel .....	6	Perk Up.....	19
Grand Single Cross Trade and Wheel .....	6	Press In / Out / Right / Left .....	19
Cross Back / Grand Cross Back.....	6	Relocate the <formation> .....	19
Cross Concentric Concept .....	6	Reshape the Triangle.....	19
Cross the K / The K .....	9	Reverse Cut / Flip the Diamond.....	20
Detour.....	9	Rims / Hubs Trade Back.....	21
Disconnected Concept .....	10	Rims / Hubs Trade <anything>.....	21
Dodge <anything> .....	10	Ripple the Wave .....	21
Drop In / Out / Right / Left .....	10	<anyone> Ripple (1, 2, 3) .....	21
Grand Drop <direction> .....	10	<anyone> Like a Ripple <call #1, call #2, ...>. 21	
Exchange the Diamond (1/4, 1/2, 3/4, Full) .....	11	Rotary <anything>.....	21
Fascinate / Fascinating <anything> .....	11	Rotate Family.....	22
File to a Line.....	11	Rotate / Reverse Rotate.....	22

Single Rotate / Reverse Single Rotate.....	22
Scoot and Counter / Counter .....	22
Scoot and Cross Ramble / Cross Ramble .....	22
Scoot and Little More / Little More.....	23
Sets in Motion.....	23
Shazam.....	23
Sock It To Me / Here Comes the Judge.....	23
Solid Concept .....	24
Split Swap Around / Reverse Split Swap.....	24
Split Trade Circulate.....	24
Stack the Line.....	25
Stagger Concept.....	25
Stretched <formation> Concept .....	27
Swap the Wave / Reverse Swap the Wave.....	27
Swing Along / Along .....	28
Swing and Circle variation .....	28
<anything> and Circle (1/4, 1/2, 3/4, Full) .....	28
<any tagging call> Your Neighbor .....	29
<any tagging call> Your Cross Neighbor .....	29
<any tagging call> Your Criss Cross Neighbor .....	29
Tandem-Based Triangle Calls .....	29
3 by 1 Checkmate the Column .....	29
3 by 1 Transfer the Column.....	30
3 by 1 Triangle Formation / Circulate .....	30
Interlocked 3 by 1 Triangle Circulate .....	30
Truck / Reverse Truck.....	30
Turn to a Line.....	30
Unwrap the <formation> .....	31
Vertical <anything> .....	31
Walk Out to a Wave .....	31
Wheel the Ocean / Sea.....	31
Zip Code 1-6 .....	32
History of Document Changes .....	33

## Read this First

This set of definitions is an attempt to capture the real meaning for each call on the C-2 list. It is intended to serve as the referee for disputes about exactly what a call means, and as a basis for teaching the calls properly.

Whenever the “technical” definition of a call is too long or complicated to do a “first teach” from, we have provided a teaching definition or teaching hints. This way, the definitions can meet both sets of needs. Naturally, dancers should be introduced to the full definition of each call as soon as your judgment dictates.

Before you use these definitions, you should be familiar with the latest versions of all of the following documents, which can be downloaded from the CALLERLAB website.

<https://www.callerlab.org/dance-programs/>

- *Formations Pictograms Chart*
- *Basic Program Definitions*
- *Mainstream Dance Program Definitions*
- *Plus Definitions*
- *Advanced Definitions*
- *Basic Challenge (C-1) Definitions*

Where possible, we have used calls and formations defined in those documents. This has let us make the definitions shorter and clearer.

1. All of the general rules and modifying terms which apply to the Basic, Mainstream, Plus, Advanced, and C-1 definitions also apply at C-2.
2. The Facing Couples Rule applies to the following C-2 calls: Alter and Circulate, Swing Along.
3. The Ocean Wave Rule applies to the following C-2 calls:  
Catch (1, 2, 3, 4), Chain the Square, Chisel Thru, Cross the K, Grand Chain Eight, Pass and Roll Your Criss Cross Neighbor, and Rotary <anything>.

## C-2 Definitions

### Alter and Circulate

From Parallel Waves: All Turn 1/2. Centers Cast Off 3/4 and the Very Centers Trade, while the Ends U-Turn Back and Circulate once, turn the Star 1/2 (Counter Rotate each Diamond 1/2), and Flip the Diamond. Finishes in Waves.

If directed, the star can turn other fractions (for example, “Alter and Circulate, turn the Star 3/4”). Note that the Star turning is done by Counter Rotating the Diamond, not by Diamond Circulates: No matter how far the Star turns, the same people flip in at the finish. Thus, “Alter and Circulate, turn the Star 3/4” would end in a Tidal Wave.

### <anything> Concept

Any call that begins with everyone doing a Circulate can be modified by replacing the initial Circulate with another call. For example, Chase Right Perk Up means Chase Right then complete the remainder of Perk Up following the initial Circulate. A caller may add “-er's” to the first call to emphasize it is all one call, for example, Chase Right-er's Perk Up.

When the first call is some type of Circulate, the word “Circulate” is conventionally omitted. For example, “Trade Motivate” means Trade Circulate then complete the remainder of Motivate following the initial Circulate. If the first call is Counter Rotate or Split Counter Rotate, the “Rotate” is conventionally omitted. For example, “Split Counter Coordinate” means Split Counter Rotate then complete the remainder of Coordinate following the initial Circulate.

Calls modified in this way have the same number of parts as the base call, with the entire <anything> call replacing the first Circulate. This concept may be applied to any call that begins with a circulate action, even if Circulate is not formally defined as the first part of the call.

At C-2, this concept is used with the following calls:

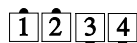
Motivate, Coordinate, Percolate, Perk Up.

### Bounce the <anyone> / Single Bounce

#### **Bounce the <anyone>**

From a Two-Faced Line only: Veer Left or Veer Right (whichever is toward the center of the Line). Then the designated dancers do a U-Turn Back, turning in the direction of the Veer.

For example, Bounce the Centers:



Before



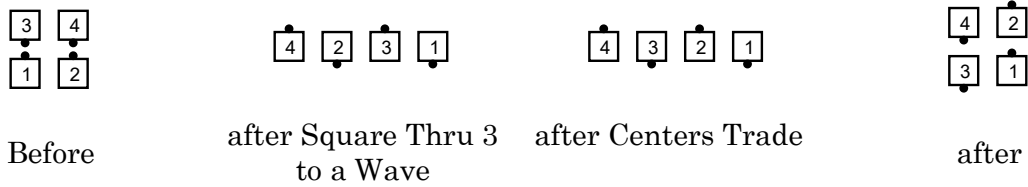
After

#### **Single Bounce the <anyone>**

From a Mini-Wave only: Single Veer Left or Right (whichever is toward the other dancer in the Mini-Wave). Then the designated dancers do a U-Turn Back in flow direction.

**Catch (1, 2, 3, 4)**

From Facing Couples: Square Thru  $n$  to a Wave, Centers Trade, Step and Fold. The Ocean Wave Rule applies to this call. For example, Catch 3:



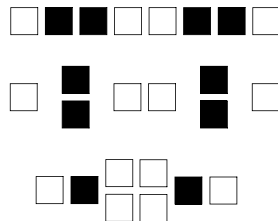
**Chain the Square**

From Eight Chain Thru: All Right Pull By; Outsides Courtesy Turn and Veer Left; Centers Left Touch, and the Centers Courtesy Turn the Ends to finish facing the same way the Centers were originally facing, then As Couples Extend, to form Two-Faced Lines.

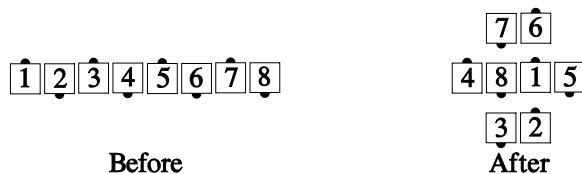


**Checkpoint <anything> by <anything>**

From any appropriate formation: The Centers of each side (shown in black below) do Call #1, and, if it ends in a Box, there is a mandatory axis change. The remaining Outside dancers slide inward, and the new Centers do Call #2 and stay in the center.



For example: Checkpoint Ah So by Swing Thru:

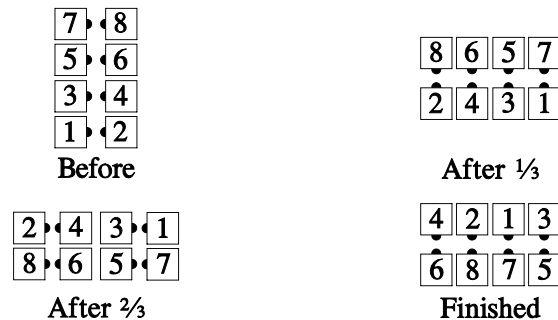


Checkpoint Tag the Line by Swing Thru:



### Chisel Thru

From Facing Lines: Concentric Pass In. Then the Ends Pass In as the Centers Pass Out. Then all Pass In. Finishes in Facing Lines. This is a 3-part call.



### Circle to a Wave

From Facing Couples: Circle Left 1/4, then Beau Walk, Belle Dodge. Finishes in a Right-Hand Box Circulate formation.

### Crazy Concept / Reverse Crazy Concept

#### **Crazy Concept**

From Parallel Lines or Waves, a Tidal Wave, etc.: This concept can apply to 1-, 2-, 3-, or 4-dancer calls only. Each Half of the square does the call, then Centers only do the call, then Each Half does the call, then Centers only do the call. For example: Crazy Flutter Wheel—From Lines of Four Facing: All Flutter Wheel, Center Four Flutter Wheel, all Flutter Wheel, Center Four Flutter Wheel, to end in Facing Lines.

Example: Crazy Mix—From a Tidal Wave: Each Wave does a Mix, Center Wave does a Mix, each Line does a Mix, Center Wave does a Mix.

The Crazy Concept can be fractionalized into four parts.

Example: 1/2 Crazy Right and Left Thru—From Facing Lines of Four: Each Side does a Right and Left Thru, Center Four do a Right and Left Thru.

#### **Reverse Crazy Concept**

This works the same as the Crazy Concept except the Centers only do the call, then Each Half of the square does the call, then Centers only do the call, then Each Half does the call.

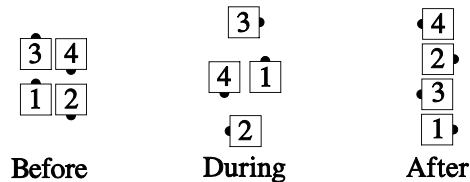
### Criss Cross the Shadow

From Parallel Waves or Lines, with Ends in Tandem: Ends 1/2 Zoom but meet with their original inside hands, Cast Off 3/4 and Spread; Centers Facing In Cross Extend, Hinge with each other, and Extend; Centers Facing Out Cloverleaf but Cross to the other center. Centers remain Centers and Ends remain Ends.

If all the Centers are Trailers, they Pass Out in place of the Cross-Extend-Hinge-Extend.

## Criss Cross Your Neighbor

From a Box Circulate formation: Trailers Cross Extend, Cast Off 3/4 and Spread (becoming Ends of a new Wave), while Leaders, as one smooth motion, 1/2 Box Circulate and Cross Run (working outside the others) to become the Centers of a new Wave.



## **Chase Your Criss Cross Neighbor**

From Back-to-Back Couples only: In one smooth motion, Belles U-Turn Back to the right and all Box Circulate; Criss Cross Your Neighbor. Ends in a Left-Hand Wave. This call feels like beginning a Chase Right and blending into a Criss Cross Your Neighbor.

## **Pass and Roll Your Criss Cross Neighbor**

From Single Eight Chain Thru: All Pass Thru. The Centers Turn Thru while the Outsides do a right-face U-Turn Back. All begin a Pass Thru, blending smoothly into Criss Cross Your Neighbor (equivalent to Pass Thru; Centers Left Touch 3/4 and Spread while outsides 1/4 Right and Cross Run (to the far center position)). Ends in a Left-Hand Wave.

Note: There is no consensus on the parts of this call or on how many parts it has. It does have a definite first part (All Pass Thru), so “Finish Pass and Roll Your Criss Cross Neighbor” is proper, but fractionalizing this call or referring to any part except the first is not proper.

## Cross and Wheel Family

### **Cross and Wheel**

From Parallel Lines or Two-Faced Lines composed entirely of Couples: Couples Hinge; As Couples Step and Fold.

### **Cross Trade and Wheel**

From Parallel Lines or Two-Faced Lines composed entirely of Couples: Couples Hinge; Very Centers Trade; As Couples Step and Fold.

### **Grand Cross Trade and Wheel**

From Parallel Lines or Two-Faced Lines, composed entirely of Couples: Couples Hinge; Triple Trade; As Couples Step and Fold.

### **Single Cross and Wheel**

From a Box Circulate formation: Couples Facing, or Couples Back-to-Back: All Hinge, then Step and Fold.

### **Single Cross Trade and Wheel**

From any Non-T-Bone Box of four: All Hinge, Centers Trade, Step and Fold.

## Grand Single Cross and Wheel

From Columns, Eight Chain Thru or Trade-By: All Hinge, Center Six step ahead as Ends of the Grand Wave Fold, and all adjust to end in Parallel 3-and-1 Lines.

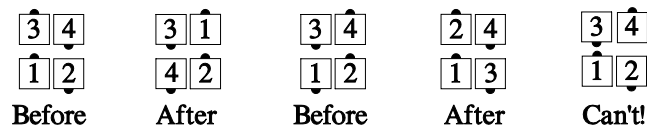
## Grand Single Cross Trade and Wheel

From Columns, Eight Chain Thru or Trade-By: All Hinge, Center Six Trade and Step Forward, as Ends of the Grand Wave Fold, and all adjust to end in Parallel 3-and-1 Lines.

## Cross Back / Grand Cross Back

### Cross Back

From a Box Circulate formation: Trailers (who must not be facing directly) Pull By on the diagonal with outside hands as Leaders U-Turn Back.



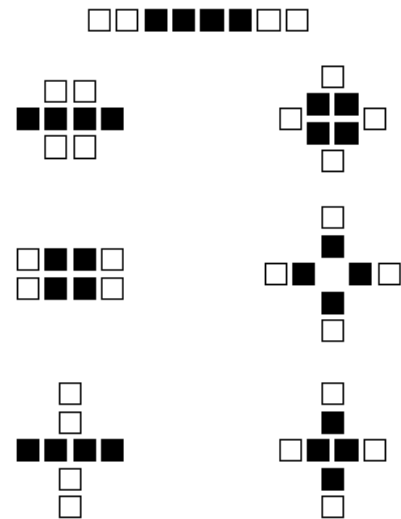
### Grand Cross Back

From Columns: The #1 Dancer in each Column does a U-Turn Back as the Other Six Pull By on the diagonal (using outside hands).

## Cross Concentric Concept

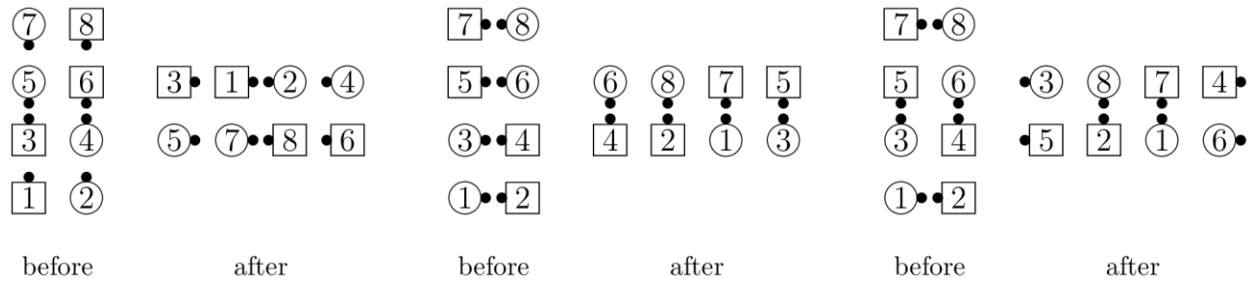
From any appropriate formation (there must be a Center Four): The Center Four do the call in their group and move to the outside, while the Outsides work with each other and do the call as they move into the center. The first set of diagrams, showing seven starting formations, illustrates who works with whom on a Cross Concentric call. These are not the only possibilities; other starting formations may be used, as long as it is clear which dancers work together and each group can do the specified call.

The bottom two starting formations shown are really the same; the grouping on the left is used if the caller only says “Cross Concentric...” and the Cross Concentric call can be done from a 1x4. The grouping on the right is used when the caller says “Cross Concentric Diamond...” or when the Cross Concentric call can only be done from Diamonds (for example, “Cross Concentric Diamond Circulate” or “Cross Concentric Drop In”).



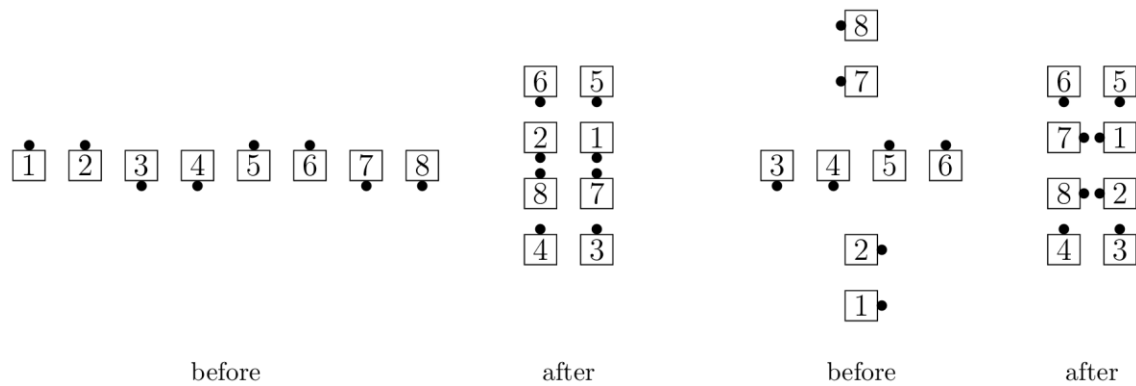
If the Cross Concentric call starts and ends in a 2x2 Box (for example, “Cross Concentric Star Thru”), the following rule applies: If the original Centers begin as though in Columns, they finish (on the outside) as though in Columns; if they begin as though in Lines, they finish as though in Lines.

Cross Concentric Star Thru:

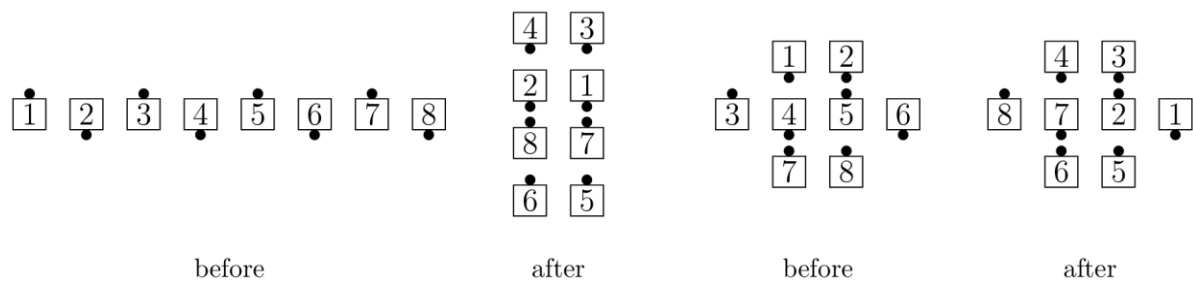


If the Cross Concentric call ends in a 2x2 Box but starts elsewhere (for example, “Cross Concentric Recycle” from a Tidal Wave), the following rule applies: The new Outside dancers (the original Centers) finish so that the long axis of their resulting (disconnected) Box is at right angles to the long axis of their 4-dancer starting formation.

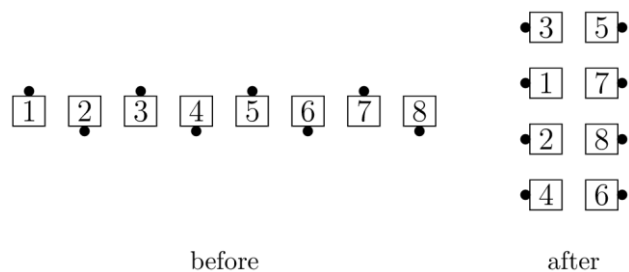
Cross Concentric Wheel and Deal:



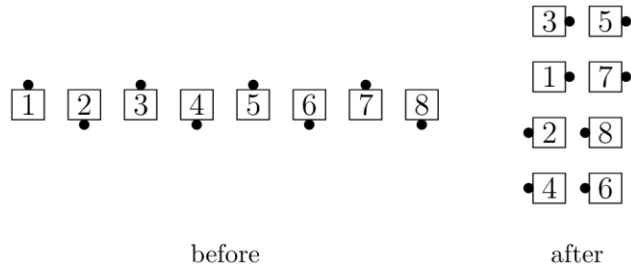
Cross Concentric Recycle:



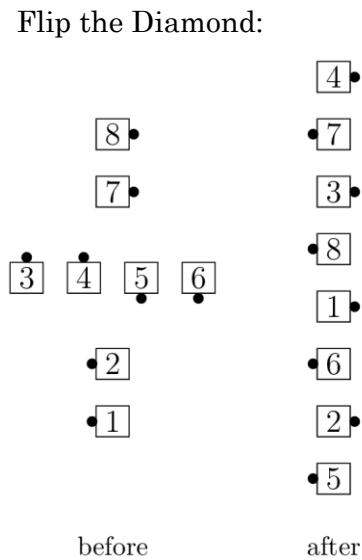
Cross Concentric Reverse Explode:



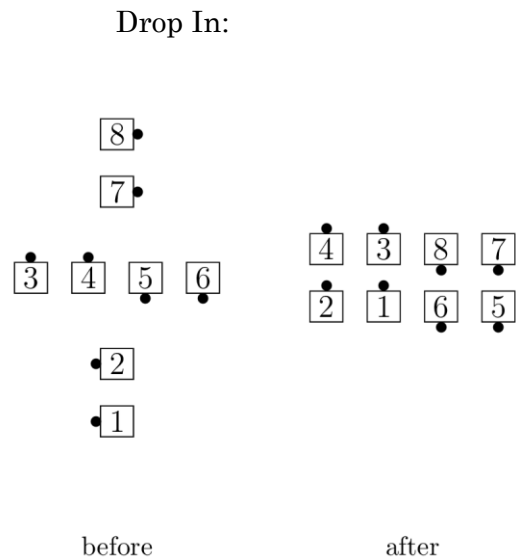
### Cross Concentric Hinge



### Cross Concentric Diamonds, Flip the Diamond:

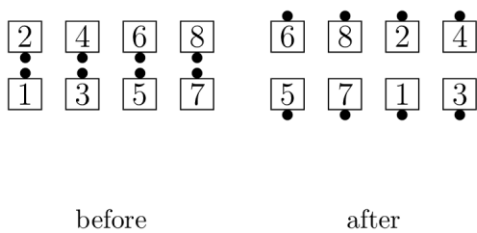


### Cross Concentric Diamonds, Drop In:

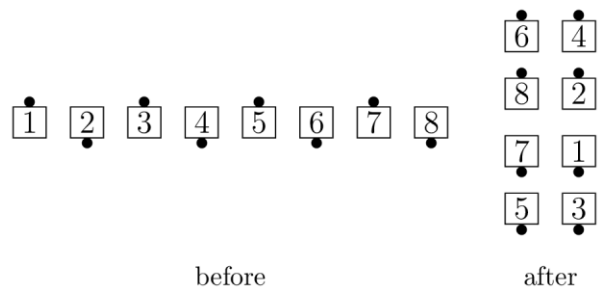


If the Cross Concentric call involves applying the Ocean Wave Rule or Facing Couples Rule, the Cross Concentric rules apply to the actual starting formation, not to any adjusted formation that might be created or imagined while starting the call.

### Cross Concentric Square Thru 3:

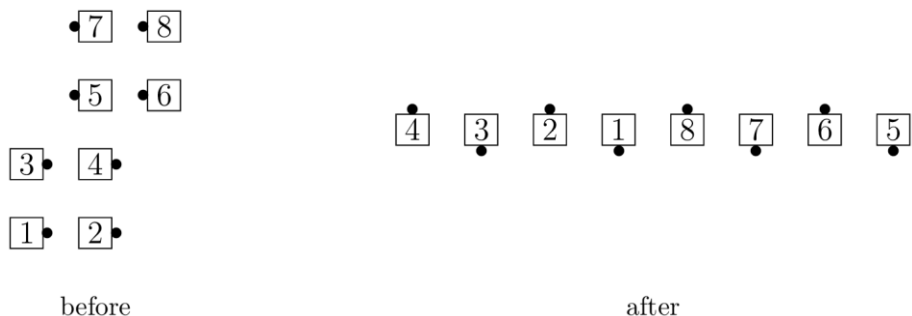


### Cross Concentric Square Thru 3:



The following example begins from Concentric Z's. Dancers 3, 4, 5 and 6 are in the Center Z. Concentric Z's are not commonly used and can be difficult for the dancers to see because a Center Line, Wave, or Column is also present. Caller judgment is required.

### Cross Concentric Peel the Top



Calls commonly used with Cross Concentric include:

- From starting Double Pass Thru: Slide Thru, Square Thru, Swing Thru
- From Completed Double Pass Thru: Shakedown, Right Roll to a Wave, Turn to a Line
- From Tidal Wave: Recycle, Ah So, Spin the Top, Fan the Top
- From Tidal Line: Wheel and Deal, Turn and Deal, Half Tag, Tag Back

## Cross the K / The K

### Cross the K

From Facing Lines of Four: Cross Trail Thru to form Lines of Four Facing Out, Centers Trade, Ends U-Turn Back *away from the center* to form Facing Lines of Four.

### The K

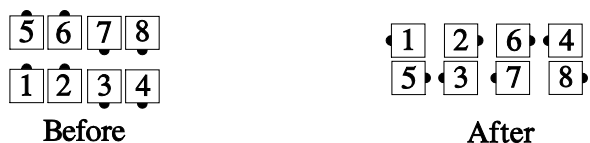
Do the <anything> call, then Centers Trade as Ends U-Turn Back *away from the center* (as above). If the <anything> call ends in a Tidal formation: The Centers of each Line Trade, and the Ends of each Line turn back away from the center of their side.

Cross Trail Thru The K:



## Detour

From any 2x4 formation with ends in Tandem (or equivalent formations, like Diamonds): Center Four Counter Rotate 1/4, while Ends 1/2 Zoom and Hinge.



### Disconnected Concept

From any appropriate formation: The dancers specified, who needn't be together, act as though they had slid together, done the call, then slid apart. If the call changes the formation, stay near the original Centers' spots. Dancers adjust to close up any gaps that were created (as in the Disconnected Crossfire, below).

For example: Girls Disconnected Cross Roll to a Wave:



For example: Girls Disconnected Crossfire:



Common applications include Swing Thru, Mix, Switch the Wave, Cross Roll to a Wave, and Crossfire.

### Dodge <anything>

From various formations: The Centers Walk and Dodge as the Ends do their part of the <anything> call.

### Drop In / Out / Right / Left

#### **Drop In / Out**

From any Diamond with Centers in a Mini-Wave: Points Quarter in the indicated direction, the Centers Extend keeping the same hand toward the center of the resulting formation. Finishes in a 2×2 formation.

#### **Drop Right / Left**

From any Diamond or General Single Tag, with Centers in a Mini-Wave: Points or Outsides Quarter in the indicated direction, the Centers Extend keeping the same hand toward the center of the resulting formation. Finishes in a 2×2 formation.

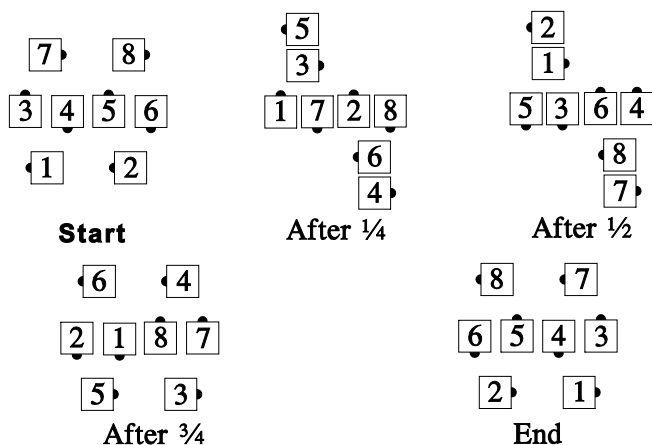
#### **Grand Drop <direction>**

From any appropriate formation with the Center Six in Columns of 3 (or the Center Four in a Box Circulate): Center Six (or Center Four) 1/2 Press Ahead, Other Two dancers Do Your Part of Drop <direction>.

### Exchange the Diamond (1/4, 1/2, 3/4, Full)

From Diamonds: All dancers do 4 Circulates. If at the beginning of any Circulate they are one of the Very Centers, they do an Interlocked Diamond Circulate. Otherwise, they do a Diamond Circulate. The right-shoulder rule does not apply to this call. After dancers have done the Interlocked Diamond Circulate, they pass outside any dancer from the other Diamond. For Exchange the Diamond 1/4, 1/2, and 3/4, dancers do 1, 2, or 3 Circulates, respectively, giving the results shown below.

Exchange the Diamond:



### Fascinate / Fascinating <anything>

#### **Fascinate**

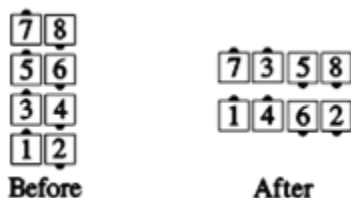
From Parallel Two-Faced Lines or other appropriate formations: Ends Circulate 1 1/2, while the Centers Cast Off 3/4 and the Very Centers Trade. Two of the outside dancers will be next to the Ends of the Center Wave. Those four dancers Concentric Wheel and Deal, while the other outside dancers Counter Rotate 1/4. Finishes in 1/4 Tag formation.

#### **Fascinating <anything>**

From various formations: Ends Circulate 1 1/2, while the Centers Cast Off 3/4 and the Very Centers Trade. The End dancers of the Center Six, with the adjacent dancer, do the <anything> call concentrically, as the lonesome Ends Counter Rotate 1/4 to become adjacent to the remaining Very Centers. Ending position will vary according to the <anything> call.

### File to a Line

From General Columns: Ends slide apart to become Ends of Parallel Lines; Centers Column Circulate two spots, to become Centers of the Lines.

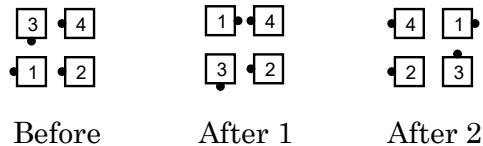


Note: The Lines are close together after this call—there is an implicit adjustment here.

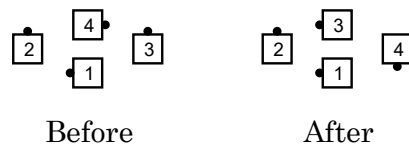
## Funny Concept

Funny is a “Those Who Can” concept. On each part of the call being done, as many people as possible do that part, as long as no two people finish on the same spot. Examples:

Funny Box Circulate 2:



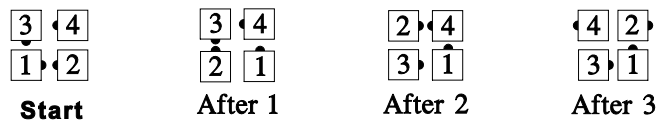
Funny Diamond Circulate:



## **Funny Square Thru**

As many dancers as possible do each part of the call (each part is a Pull By and Quarter In except for the last part, which is a Pull By. For example: in a Box with 3 dancers facing the Side direction and 1 the Head direction. Funny Square Thru would be “Those facing Pull By and Quarter In”, repeat twice more, then those facing Pull By again but do not Quarter In.

Funny Square Thru 3:



## Galaxy Formation

### **Reverse Cut the Galaxy**

From a Galaxy: The Centers Squeeze, while the Points Galaxy Circulate. Finishes in Parallel Lines or Waves.

### **Reverse Flip the Galaxy**

From a Galaxy: The Centers flip away from each other, while the Points Galaxy Circulate. Finishes in Parallel Lines or Waves.

## Grand Chain Eight

From Double Pass Thru: Centers Right Pull By; Left Touch, and the Centers Courtesy Turn the Ends to finish in Facing Lines.

From Facing Lines: All Right Pull By; move on to next couple; Left Touch, and the Centers Courtesy Turn the Ends to finish in an Eight Chain Thru.

From Eight Chain Thru: All Right Pull By; the Outsides Courtesy Turn, while the Centers Left Touch, and the Centers Courtesy Turn the Ends to finish in a T-Bone.

Teaching Hint: From all three formations, some callers tell the dancers to change the action as follows, claiming it gives a higher success rate: Instead of stepping to a Left-Hand Wave, the dancers Left Touch 1/4, then in each Box, those looking out Turn Back in body-flow direction.

### **Hocus Pocus**

From Parallel Lines, Waves, Columns, and other applicable formations: The Centers Trade while the Others Phantom O Circulate twice.

### **Inlet / Outlet**

#### **Inlet**

From Parallel Waves or applicable Parallel 3-and-1 Lines with only the left-end dancers facing out: The Lead End and adjacent dancer (Outer-Actives) Recycle, as the Trailing End and the adjacent dancer (Inner-Actives) Split or Facing Couples Recycle, adjusting to end in a Center Wave. Ends in a 1/4 Tag formation. (Note: Applicable Parallel 3-and-1 Lines are those in which both Ends are Beaus and in which the Out-Facing Beau and the adjacent dancer are in a Mini-Wave.)

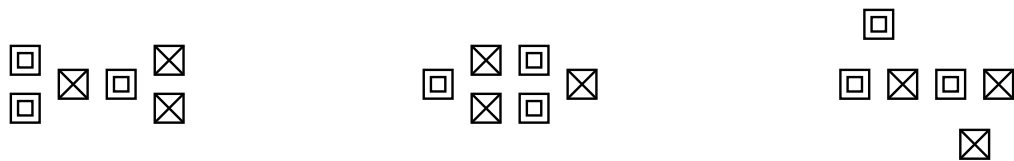
#### **Outlet**

From a Right-Hand 1/4 Tag or Right-Hand 1/4 Line formation (outsides may also be in Right-Hand Mini-Waves): The End of the Wave and adjacent dancer work with the outsides toward whom the End is facing. Acting as if in a Box of Four, they Split or Facing Couples Recycle. Ends in Parallel Waves. (Note: It is considered inappropriate to call Outlet from a Left-Hand 1/4 Tag formation where the Outsides are both facing in.)

### **Interlocked Triangle Formation**

These consist of two Triangles, whose center-most dancers are working with the furthest outside dancers in a Triangle.

Examples of Interlocked Triangles:

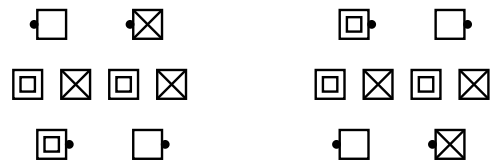


Caution: Callers are cautioned that Interlocked Triangles were added to C-2 in 2010 and they have never received much use even at C-3 or C-4. While the entire “family” was added and defined, some of its members (for example, Outside Interlocked Triangles) are very difficult to see and don’t necessarily dance well. Caller judgment needs to be exercised.

Various formations, including Twin Diamonds and Point-to-Point Diamonds, contain Interlocked Triangles.

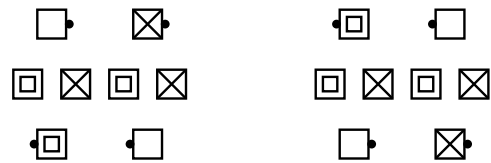
### Inpoint Interlocked Triangles

Each Point facing in is an Apex.



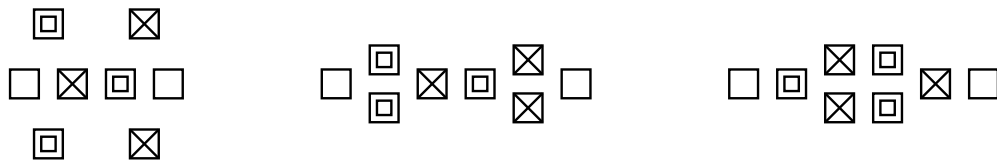
### Outpoint Interlocked Triangles

Each Point facing out is an Apex.



### Inside Interlocked Triangles

The Center Six form the Triangles.

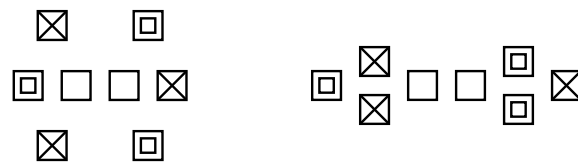


### Inside Interlocked Triangle Circulate



### Outside Interlocked Triangles

The Outside Six form the Triangles.

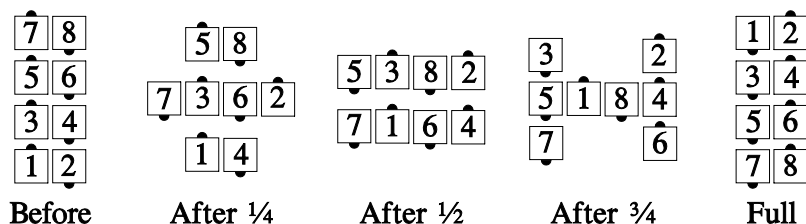


Note: These triangles may be easier for the dancers to identify with the phrase “Ignore the center 2, Interlocked Triangle ...”.

## Invert the Column / Cross Invert the Column

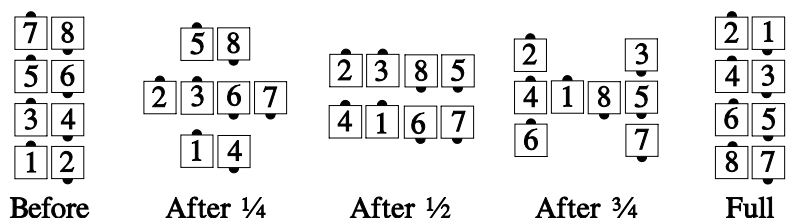
### **Invert the Column (1/4, 1/2, 3/4, Full)**

From Columns: The #1 dancer in each Column Peel Off (away from the other Column) 180 degrees and walk forward as everyone else follows single file. Finishes in Columns close together (requiring an adjustment at the end). If the caller gives a fraction, the number of 1/4s in the fraction indicates the number of dancers who do the Peel Off action, while the remaining dancers Extend once for each 1/4. The Columns balance themselves, so that they are mutually centered. Thus, for Invert the Column 1/2: #1 does the Peel Off and #2 follows, forming Parallel Waves with the #3 and #4 dancers, who move up one spot.



### **Cross Invert the Column (1/4, 1/2, 3/4, Full)**

From Columns: The #1 dancer in each Column Trail Off and walk forward, followed by the other dancers in the Column. Finishes back in Columns close together (requires an adjustment at the end). If the caller gives a fraction, then one person does the Trail Off for each 1/4 in the fraction, and the resulting Columns balance themselves so that they are mutually centered. Thus, for Cross Invert the Column 3/4, the first 3 dancers in each column move across and around the other Column, finishing in an "H":



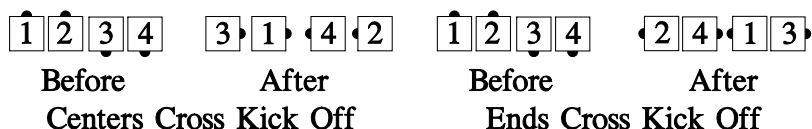
## Kick Off / Cross Kick Off

### **Kick Off**

From a Couple or Mini-Wave: Designated dancers Run and Roll, those being run around do their part of a Partner Tag (toward their original partner's position).

### **Cross Kick Off**

From a Line or Wave: Designated dancers Cross Run and Roll; others Partner Tag (that is, face the adjacent cross-runner and step forward to fill the vacated spot).



## Lateral Substitute

From some T-Bone formations and some Triangles: All exchange places by having some or all dancers move sideways.

## Lines <anything> Thru

From Parallel Lines or Waves: Centers do the <anything> call as the Outsides Circulate. The <anything> call must be a 1-, 2-, or 4-dancer call.

## Right / Left / In / Out Loop <N>

From any appropriate formation: Each designated dancer does a Run around <N> adjacent positions, in the direction specified, and ending a distance of <N>+1 positions from their starting position. Unlike Run, any non-designated dancers do not move. Any positions passed may be occupied or unoccupied.

As an example, on “Right Loop 3”, the designated dancer moves to the right, passing 3 positions, and ending a distance of 4 positions from where they started.

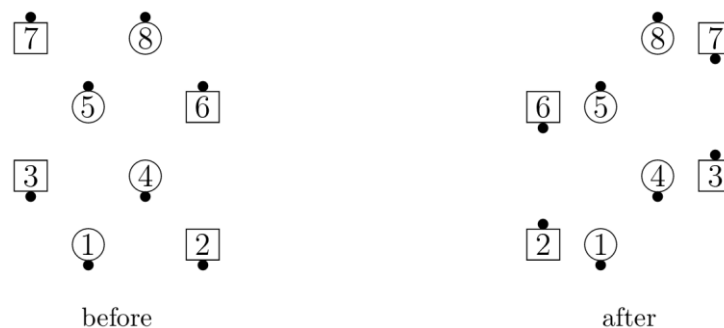


Loop is frequently used to get dancers into or out of specific formations, such as Parallelograms, Offset formations, or Blocks. For example:



If the direction is “In” or “Out”, it refers to the initial direction of the motion toward or away from the center of the overall set.

Boys In Loop 2:



The directions “In” or “Out” can only be used if no designated dancer is facing directly toward or away from the center of the set.

If <N> is zero, the dance action is the same as a Run in the same direction (but, again, any non-designated dancers do not move).

Everyone Left Loop 0:

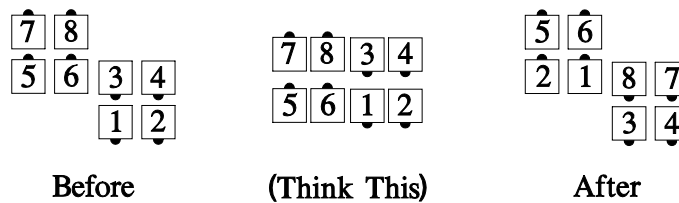


The Same Position Rule does not apply; <direction> Loop <N> is not proper if it would cause two dancers to occupy the same spot.

**Offset Waves / Lines / Columns Concept**

Dancers arranged as shown on the left act as though they are in Columns or Lines and do the call, ending back on the same offset spots.

Offset Lines, Couples Circulate:

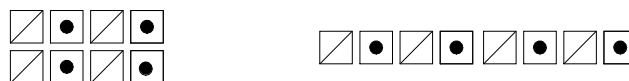


From the 3x4 style of Offset Lines, a call that rotates the 2x4 formation (for example, Bend the Line), finishes in a Parallelogram. For example: Offset Lines, Bend the Line:

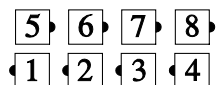


**Once Removed Concept**

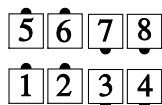
The four dancers who are once removed from each other (the dots or the slashes in the pictures below) do the call with each other.



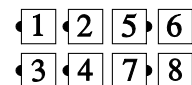
Once Removed Walk and Dodge:



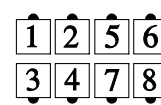
Before



Before



After



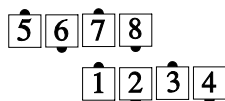
After

Common applications include:

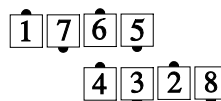
- From Lines Facing Out: Partner Trade
- From Columns: Walk and Dodge
- From Double Pass Thru: Right and Left Thru, Slide Thru, Star Thru, Square Thru, Touch 1/4

### Parallelogram Concept

From a Parallelogram (that is, offset by one or more dancer positions, most commonly by 2): The dancers act as though they were in a 2x4 formation, but work to the spots where real dancers are. For example, Parallelogram Acey Deucey:



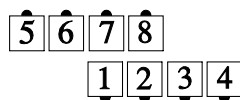
Before



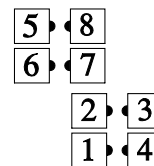
After

Common applications include Circulate, Split Circulate, In Roll Circulate, Walk and Dodge, Scoot Back, and Acey Deucey.

If the call is one that rotates the 2x4 formation (for example, Counter Rotate 1/4), the formation becomes Offset Lines, Waves, or Columns (as appropriate to the call's ending formation), offset the same way the Parallelogram was. The percentage of offset is preserved, not necessarily the footprints. For example, Parallelogram Bend the Line:



Before



After

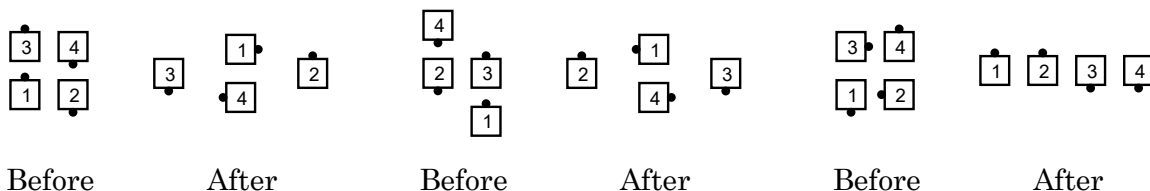
### Peel / Trail to a Diamond

#### **Peel to a Diamond**

Starting Formations: Box Circulate, Tandem Couples, or Tandem Dancers in a Z (for example, after Ends Fold from a Wave, or after Step and Slide from a Two-Faced Line).

Lead dancers do their part of a Peel Off. Trailing dancers Step Forward, if necessary, until shoulder-to-shoulder and then Hinge with each other.

The call is danced so the ending formation has the same center point as the starting formation. Box Circulate or the given Z examples end in a Facing Diamond. Tandem Couples end in a Funny Diamond.



Peel to a Diamond cannot be fractionalized. Everyone can Roll after a Peel to a Diamond.

### Trail to a Diamond

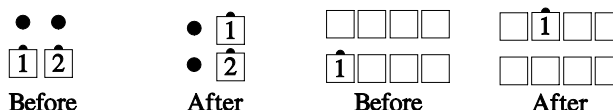
Peel to a Diamond, but Lead dancers replace Peel Off with Trail Off, with appropriately changed ending formations.

### Perk Up

From Parallel Waves: All Circulate, then 1/2 Split Circulate. The new Centers Hinge, Circulate, and Trade with each other, while the new Ends Circulate twice. Finishes in Two-Faced Lines.

### Press In / Out / Right / Left

From any appropriate formation: Those designated move one dancer position forward and in the direction indicated. The directions “In” and “Out” are with reference to the center of the set. For example: “#1 Press Right:”



Note: This is not the same as Extend.

### Relocate the <formation>

From various formations: The Very Centers of the formation Cast Off 3/4 as the others Counter Rotate 1/4.

For example: Relocate the Diamond from Diamonds: The Very Centers Cast Off 3/4 while the others Counter Rotate 1/4. Finishes in Diamonds.

### Reshape the Triangle

From a Triangle: Triangle Circulate while changing the nature of the Triangle from Wave-Based to Tandem-Based, or vice versa, and preserving handedness. Those circulating to a base position increase or decrease their turning amounts by 90 degrees, as described below.

From a Wave-Based Triangle: the dancer going to the apex circulates as usual, the Apex circulates while turning 180 degrees, and the other dancer circulates while turning only 90 degrees.



before

after

From a Tandem-Based Triangle: the dancer going to the apex circulates as usual, the Apex circulates while turning only 90 degrees, and the other dancer circulates while turning 90 degrees to face toward the apex.



before



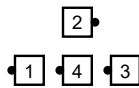
After

Notes about Reshape the Triangle:

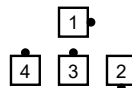
Because most formations with Triangles actually contain multiple Triangles, it is common practice to first identify the Triangles, and then call “Reshape the Triangle” or simply “Reshape”. For example, “Inside Triangles, Reshape”.

**3 by 2 Reshape** is an extension of 3 by 2 Acey Deucey in which dancers replace Triangle Circulate by Reshape the Triangle.

The command “3×1 Triangle, Reshape” (or “Reshape the 3×1 Triangle”) is proper from a Tandem-Based 3×1 Triangle and follows the rules for Tandem-Based Triangles above.



Before



After

Some callers use Reshape the Triangle from T-Boned Triangles. Dancers complete the call after individually determining whether to treat the Triangle as Wave-Based or Tandem-Based, as in Triangle Circulate (Base dancers make this determination by using their own facing direction and Apex dancers by using the facing direction of the position to which they move).

### **Reverse Cut / Flip the Diamond**

#### **Reverse Cut the Diamond**

From a Diamond: Centers Trade and Spread as Points Diamond Circulate. Ends in a Line.

#### **Reverse Flip the Diamond**

From a Diamond: Centers Phantom Run (Flip away from each other) as Points Diamond Circulate. Ends in a Line.

## **Rims / Hubs Trade Back**

### **Rims Trade Back**

From Parallel Waves or Lines, a Thar Star, or Promenade: All Partner Trade, then the original Outsides Circulate.

### **Hubs Trade Back**

From Parallel Waves or Lines, a Thar Star, or Promenade: All Partner Trade, then the original Centers Circulate once.

## **Rims / Hubs Trade <anything>**

### **Rims Trade <anything>**

From Parallel Waves or Lines, a Thar Star, or Promenade: All Partner Trade, then the original Outsides do the <anything> call.

### **Hubs Trade <anything>**

From Parallel Waves or Lines, a Thar Star, or Promenade: All Partner Trade, then the original Centers do the <anything> call.

## **Ripple the Wave**

From a Wave: Designated dancers Any-Hand Swing 1/2, toward the center of the Wave, using alternating hands, until they become the far end of the Wave.

### **<anyone> Ripple (1, 2, 3)**

From a Wave or Tidal Wave: Those designated Any-Hand Swing 1/2 toward the center of the formation, the number of hands given, alternating hands. This call can be fractionalized (for example, "Ripple 2 1/2"). Designated dancers can do Partner Trades instead of Swing 1/2s, if the starting formation is not a Wave.

### **<anyone> Like a Ripple <call #1, call #2, ...>**

From various formations: Designated dancer(s), with the people they need to use, do all of the calls that are given. (That is, those designated do a series of calls with whomever they can.)

## **Rotary <anything>**

From an Eight Chain Thru: All Right Pull By; Ends Courtesy Turn and Roll as the Centers step to a Left-Hand Wave and do the <anything> call. Common applications include Rotary Explode the Wave, Rotary Mix, and Rotary Trade the Wave.

## Rotate Family

### **Rotate / Reverse Rotate**

#### **Rotate 1/4, 1/2, 3/4**

From Parallel Lines, composed entirely of Couples only (for example, Facing Lines, Two-Faced Lines): Each Box of 4 within the square works independently. As Couples Turn 1/4 toward Promenade direction (giving a Left-Hand Two-Faced Line). That new line does a Couples Hinge once for each 1/4 in the fraction the caller gives (caller must give a fraction).

#### **Reverse Rotate 1/4, 1/2, 3/4**

From Parallel Lines, composed entirely of Couples only (for example, Facing Lines, Two-Faced Lines): Each Box of 4 within the square works independently. As Couples Turn 1/4 toward Reverse Promenade direction (giving a Right-Hand Two-Faced Line). That new line does a Couples Hinge once for each 1/4 in the fraction the caller gives (caller must give a fraction).

### **Single Rotate / Reverse Single Rotate**

#### **Single Rotate 1/4, 1/2, 3/4**

From Parallel General Lines only: Turn individually 1/4 toward Promenade direction, then Split Counter Rotate the designated amount, which must be specified.

#### **Reverse Single Rotate 1/4, 1/2, 3/4**

From Parallel General Lines only: Turn individually 1/4 toward Reverse Promenade direction, then Split Counter Rotate the designated amount, which must be specified.

## Scoot and Counter / Counter

### **Counter**

From a 1/4 or 3/4 Tag, or a 1/4 or 3/4 Line formation: Center 4 Cast Off 3/4 and Counter Rotate 1/4; the Outsides Separate, Touch 1/2, Step and Fold. Finishes in Parallel Waves or Lines.

### **Scoot and Counter**

From a Right-Hand 1/4 Tag only: Scoot Back, then Counter.

### **Left Scoot and Counter**

From Left-Hand 1/4 Tag only: As above, but the Outsides Separate, Left Touch 1/2, and Step and Fold.

## Scoot and Cross Ramble / Cross Ramble

### **Cross Ramble**

From a 3/4 Tag formation: Those in the Wave do a Cross Folding action to face each other as the Outsides Cross Cast Back, then all Slide Thru.

### **Scout and Cross Ramble**

From a Right-Hand or Left-Hand 1/4 Tag formation: Scoot Back, then Cross Ramble.

### **Scout and Little More / Little More**

#### **Little More**

From a 1/4 Tag or 3/4 Tag formation: Do a Little, then Centers Box Circulate.

#### **Scout and Little More**

From a Right-Hand or Left-Hand 1/4 Tag formation: Scoot Back, then Little More.

### **Sets in Motion**

From General Lines in which the centers are not all facing in: Centers Hinge, then the new Very Centers Trade; all Original Centers Roll, making a Column of Four. Meanwhile, the Original Ends Circulate 1 1/2 and any dancers who line up with the Column of Four Face In so the center column has four to eight dancers. The Center Column dancers, who must be facing the center of the set, walk forward, passing right shoulders, until the First dancers Peel Left and Second dancers Peel Right, to finish as In-Facing Couples separated only by any other Column dancers, who remain in the center and finish holding right hands with another Center.



If no outsides join the Center Column, then after the Peel Left and Peel Right, the final formation has Facing Couples in the center with Right-Hand Mini-Waves to their left and right.



### **Shazam**

From a Mini-Wave only: Arm Turn 1/4 and U-Turn Back in flow direction. Finishes in an other-hand Mini-Wave.

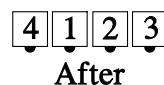
### **Sock It To Me / Here Comes the Judge**

#### **Sock It To Me**

From a General Line of Four with both Ends facing the same direction: The dancer on the Left End Trades to the other end of the Line. Meanwhile, each of the other dancers, in a single, smooth motion, faces the vacated spot, takes a step forward, and turns another 1/4 in the same direction as first turned. Ends in a Line facing the opposite direction.

### Here Comes the Judge

From a General Line of Four with both Ends facing the same direction: Dancer on the Right End Trades to the other end of the Line. Meanwhile, each of the other dancers, in a single, smooth motion, faces the vacated spot, takes a step forward, and turns another 1/4 in the same direction as first turned. Finishes in a Line facing the opposite direction.



### Solid Concept

From various formations: Solid is the same as “work as if they are a single dancer.” This means that the named formation works as a unit of one. Everyone in the Solid unit must be facing the same direction. (For example: From a Trailing Galaxy, “Tandem-Based Triangle, work Solid, all Flip the Diamond.”)

### Split Swap Around / Reverse Split Swap

#### Split Swap Around

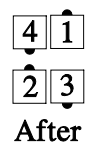
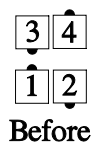
From Facing Couples only: In one flowing motion, Belles Walk and Beaus Dodge, then all Quarter Right. Finishes in Couples Back-to-Back. This call cannot be fractionalized. (Note: Many callers simply say “Split Swap” and eliminate the word “Around”.)

#### Reverse Split Swap Around

From Facing Couples only: In one flowing motion, Beaus Walk and Belles Dodge, then all Quarter Left. Finishes in Couples Back-to-Back. This call cannot be fractionalized. (Note: Many callers simply say “Reverse Split Swap” and eliminate the word “Around”.)

### Split Trade Circulate

From an Inverted Box: Leaders Box Circulate as the trailers Cross Over Circulate (passing right shoulders).



## Stack the Line

From Tandem Couples, Box Circulate, and some T-Bone Boxes (there are usually two Leaders and two Trailers): All Quarter In, and the original Leaders Pass Thru (on the diagonal, if necessary) to form a Right-Hand Mini-Wave with the others. The original Trailers slide sideways if necessary. Finishes in a Right-Hand Mini-Wave, except for some T-Bone Boxes.



## Stagger Concept

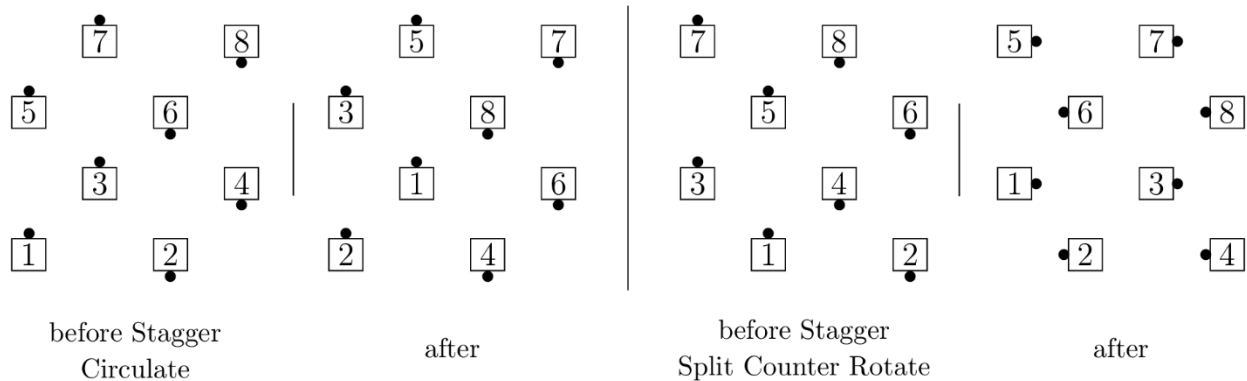
Stagger *formations* are similar to General Columns, but the dancers occupy the same spots as Blocks:

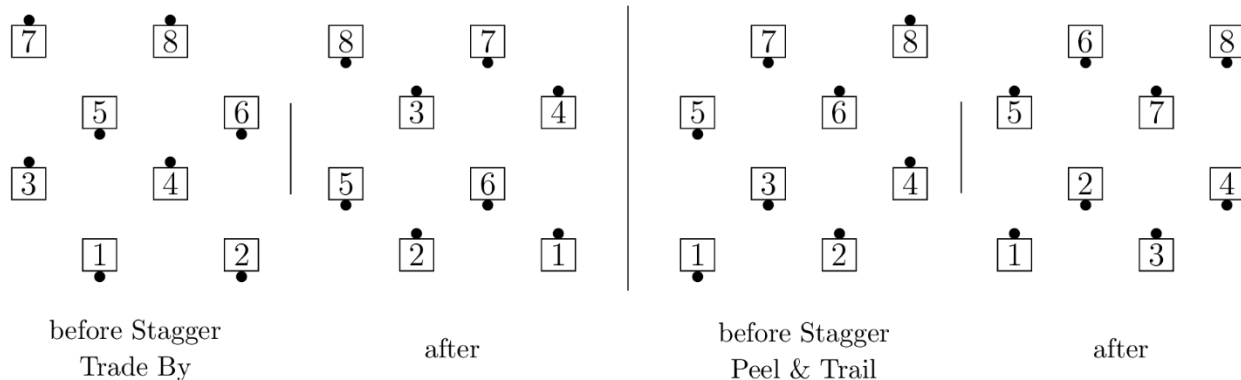


The Stagger *concept* specifies that dancers treat the formation as distorted General Columns and do the specified call accordingly, similar to the Butterfly and O concepts.

The Stagger concept can only be used with calls that start from General Columns (Columns, Double Pass Thru, Eight Chain Thru, etc.) and end in a 2x4 (General Lines, General Columns, or a T-Bone 2x4). The ending formation will always match the result of the dancers adjusting by sliding together as needed to make (undistorted) General Columns, doing the call normally, and then adjusting as needed to collectively occupy the original Stagger spots.

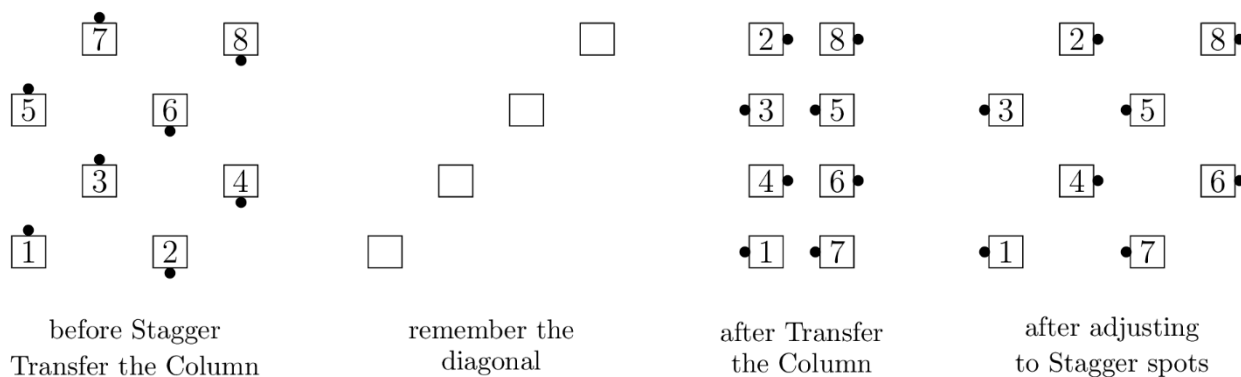
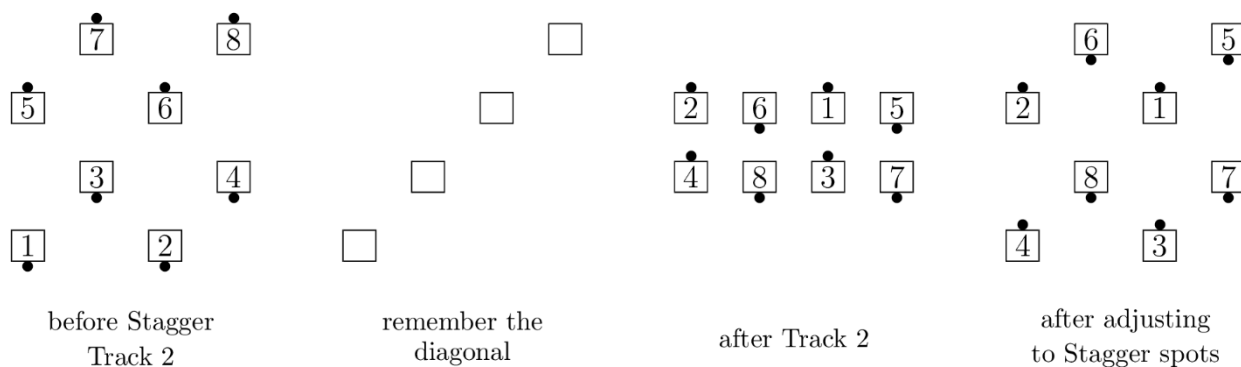
Examples:

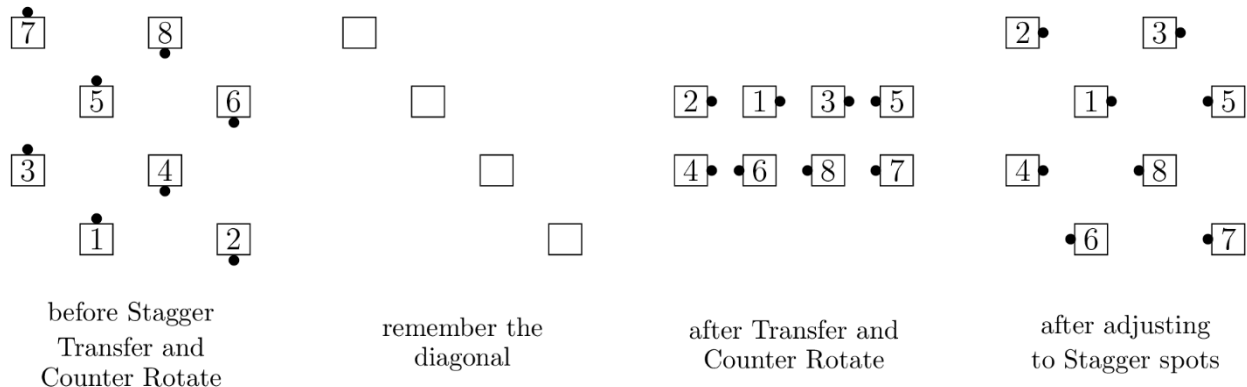




As with the Butterfly and O concepts, simpler calls are typically danced by moving directly to the existing spots, and more complex calls are typically danced by blending into an undistorted General Columns formation while starting the call. However, restoring the formation at the conclusion of the call can be more difficult with Stagger than with Butterfly or O, because dancers must remember which of the two possible Stagger formations they started in. Many dancers do this by “remembering the diagonal” or remembering one of the occupied corners of the 4x4 formation. Some dancers find it helpful to first complete the underlying call to an ordinary (undistorted) 2x4 and then work as a team to remember the diagonal and adjust to the original Stagger spots.

Examples of this process are shown below. Note that the final adjustment may be forward, backward, or sideways. It can be helpful if the two dancers moving to the corners of the 4x4 raise their hand and move first, thereby establishing the diagonal. After this, it is easier to determine others’ adjustments.





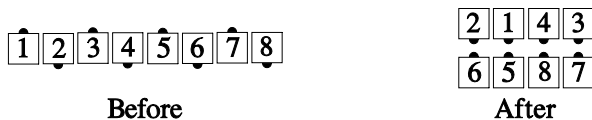
The Stagger concept always specifies that the formation be treated as distorted General Columns, not distorted General Lines or Waves. Wave calls, such as Swing Thru, can be used with Stagger only if the call permits applying the Facing Couples Rule and the starting formation is a Stagger version of an Eight Chain Thru formation.

### Stretched <formation> Concept

From a Tidal Line or Wave: The people marked the same (dots and slashes) work together and do the call. The Centers move over to work with the Ends, and finish the call near them. This adjustment is done during the first part of the call, rather than being done before the call starts.



Stretched Wave Recycle:



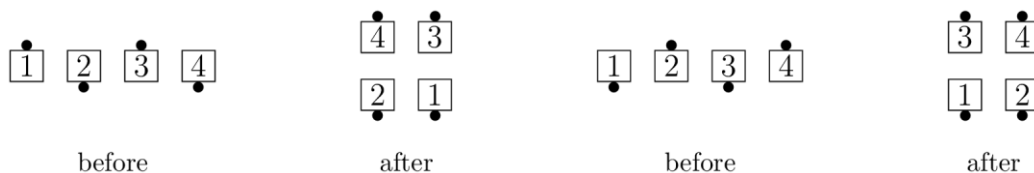
Stretched Box calls are done from Parallel Lines, Waves, and Columns.

### Swap the Wave / Reverse Swap the Wave

#### Swap the Wave

From a Right-Hand Wave: Centers step forward while the Ends Tag the Line, Face Right, and step forward. Finishes as Back-to-Back Couples.

From a Left-Hand Wave: Ends Step Thru while the Centers Trade with each other and step forward. Finishes as Back-to-Back Couples.

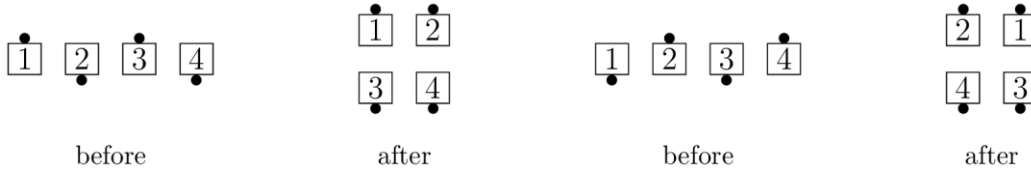


Note: The ending position of this call is the same as the one obtained by stepping back from the Wave and doing a Swap Around.

## Reverse Swap the Wave

From a Right-Hand Wave: Ends Step Thru while the Centers Trade with each other and step forward. Finishes as Back-to-Back Couples.

From a Left-Hand Wave: Centers step forward while the Ends Left Tag the Line, Face Left, and step forward. Finishes as Back-to-Back Couples.



Note: The ending position of this call is the same as the one obtained by stepping back from the Wave and doing a Reverse Swap Around.

## Swing Along / Along

### Along

From a Tidal Wave: The Very Ends Counter Rotate 1/4 and Extend, finishing as the end of a Wave facing out. Meanwhile, the Center Six Hinge, Circulate, then the #1 dancer in each Column Peel Off while the #2 and #3 dancers Extend and Trade with each other. Finishes in Parallel Waves.

### Swing Along

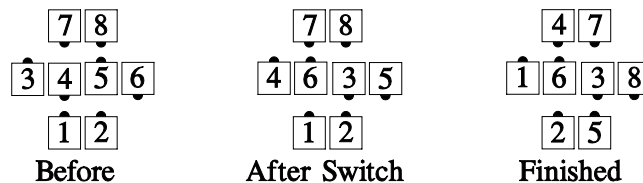
From a Tidal Wave: All Turn 1/2, then do an Along.

## Swing and Circle variation

### <anything> and Circle (1/4, 1/2, 3/4, Full)

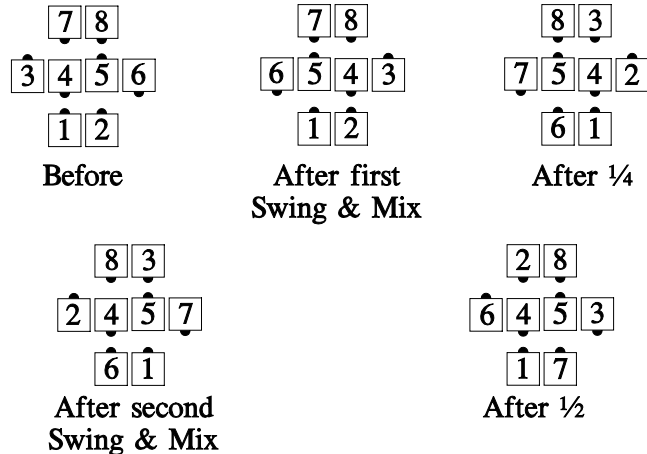
From a 1/4 Tag, Trade-By, or other appropriate formations: This call is followed by a fraction, which is the number of quarters to do the call (if not specified, 4 quarters). For each quarter: The Center Four dancers do the <anything> call (or all eight dancers if it's an 8-person call), then the Outer Six dancers move as they would to complete a Swing and Circle 1/4 (with the new outsides finishing facing in). This means that the <anything> call must finish with two dancers as definite ends of the center formation, and those dancers must be facing opposite directions, and must be where the ends of the Wave in a 1/4 Tag formation would be. For example:

Switch and Circle 1/4:



At each quarter, the direction the Outside Six move is determined by which way the Ends of the center formation are facing. For example:

Swing and Mix and Circle 1/2:



**<any tagging call> Your Neighbor**

Do the tagging call to the 1/2 Tag position; Follow Your Neighbor.

Example: Flip Your Neighbor. From a Wave: Flip the Line 1/2, then Follow Your Neighbor.

**<any tagging call> Your Cross Neighbor**

Do the tagging call to the 1/2 Tag position; Cross Your Neighbor.

Example: Tag Your Cross Neighbor. From a Line or Wave: 1/2 Tag, then Cross Your Neighbor.

**<any tagging call> Your Criss Cross Neighbor**

Do the tagging call to the 1/2 Tag position; Criss Cross Your Neighbor.

Example: Vertical Tag Your Criss Cross Neighbor. From a Box: Vertical 1/2 Tag, then Criss Cross Your Neighbor.

**Tandem-Based Triangle Calls**

In a Tandem-Based Triangle, the Apex is the Trailer. Mentally add a phantom in front of the apex to make a Box of Four. Now such calls as Peel Off, Peel and Trail, and Trail Off can be done treating the Tandem-Based Triangle as a Box of Four.

Tandem-Based Triangle Peel and Trail:



**3 by 1 Checkmate the Column**

From Columns: The first 3 dancers in each Column Circulate 4 spots and Face In, while #4 in each Column Circulate 3 times, Face In, and Circulate. Finishes in Parallel 3-and-1 Lines.



### 3 by 1 Transfer the Column

From Columns: The first 3 dancers in each Column do the Promenade part of Transfer the Column, while the #4 dancer Extend (to meet the other #4 dancer), Cast Off 3/4, and Extend. Finishes in 3-and-1 Lines. On the Extend, the lone dancer steps to a Mini-Wave with the Center of the outside threesome, using the same hand used in the Cast Off.

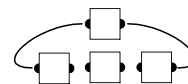
### 3 by 1 Triangle Formation / Circulate

#### **3 by 1 Triangle Formation**

A 3 by 1 Triangle is a Triangle with three dancers forming the base and one dancer in the apex.

#### **3 by 1 Triangle Circulate**

Move forward one position along the circulate path shown.



#### **Interlocked 3 by 1 Triangle Circulate**

From a 1/4 Tag, an "H", etc.: Move forward one spot along the circulate path shown:



### Truck / Reverse Truck

#### **Truck**

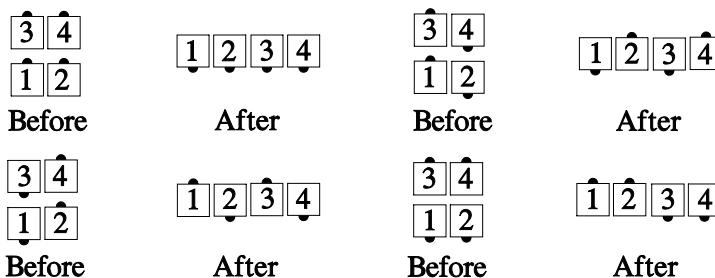
From any appropriate formation: Boys sidestep one position to the left; Girls sidestep one position to the right.

#### **Reverse Truck**

From any appropriate formation: Boys sidestep one position to the right; Girls sidestep one position to the left.

### Turn to a Line

From any Non-T-Bone Box of Four: Leaders face right, Trailers face left; all Extend twice; all face right or left again in their initial turning direction (as in Turn and Deal) to end facing opposite to their initial direction in a Line or Wave. This call cannot be fractionalized.



### Unwrap the <formation>

From Diamonds, an Hourglass, Interlocked Diamonds, etc.: The Trailing Point walks straight ahead to become #1 in a Column; others Circulate their formation and follow that person into Columns. (Note: The caller may also designate the Leader.)

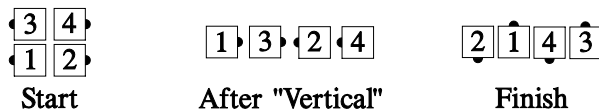
Unwrap the Diamond:



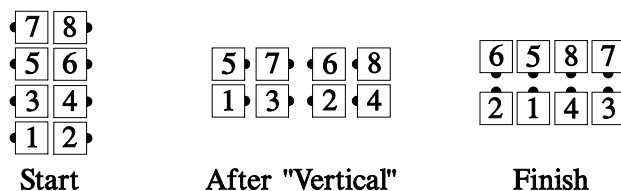
### Vertical <anything>

From various formations: Do a Vertical 0/4 Tag (that is, get into Double Pass Thru or Single Double Pass Thru formation, as appropriate) then do the <anything> call. In counting fractions, the Vertical is counted as a single part.

Vertical Dixie Style to a Wave:



Vertical Grand Chain Eight:



### Walk Out to a Wave

From Columns: #1 and #2 dancers Trail Off and have the new Ends Run. #3 dancers Circulate once and U-Turn Back (toward the center), #4 dancers Circulate once and Veer Out to become Ends. Finishes in Parallel Waves. This call cannot be fractionalized.

### Wheel the Ocean / Sea

#### **Wheel the Ocean**

From Couples Back-to-Back, one couple following the other, or Promenade: Lead or designated couples Wheel Around to form momentary facing couples; Belles Right Pull By with each other. Finishes in Right-Hand Box.

#### **Wheel the Sea**

From Couples Back-to-Back, one couple following the other, or Promenade: Lead or designated couples Wheel Around to form momentary facing couples; Belles Walk and the Beaus Dodge. Finishes in Left-Hand Box.

### **Zip Code 1-6**

From any 2×4 formation with the Centers in Columns (for example, Double Pass Thru or Eight Chain Thru formation): Centers Quarter Out (forming a momentary T-bone) and Run around the outsides [= Zip Code 1], Pass Thru [= Zip Code 2], Ends Bend [= Zip Code 3], Pass Thru [= Zip Code 4], etc. As this happens, the Original Outsides move into the center, without turning. Odd numbers give Facing Ends; even numbers give Back-to-Back Ends.

## History of Document Changes

Date	Change
07/20/2002	Added <b>Reverse Crazy Concept</b> and <b>Relocate the Setup</b> ; Removed <b>Press In/Out/Right/Left/Ahead</b> and <b>Relocate the Diamond</b> .
03/05/2004	Added <b>Press In/Out/Right/Left</b> and <b>Reverse Cut/Flip The Diamond</b> .
01/01/2005	Added <b>Reverse Truck</b> .
10/12/2006	Reformatted document from two columns to one column.
06/01/2008	Removed <b>Triple Wave/Line Concept</b> (Moved to C-1).
10/10/2008	Changed 3/ to 3/4 in <b>(Anything) Concept</b> .
12/11/2009	Converted to Word, minor edits and formatting changes. New definition for <b>(Anything) Concept</b> .
01/08/2010	Updated copyright; Removed <b>Diamond Formation</b> and moved <b>Exchange the Diamond</b> ; Changed Stretched Line, Wave, and Box Concept to <b>Stretched (Set-Up) Concept</b> ; Minor edits to <b>Cross Concentric Concept</b> , <b>Disconnected Concept</b> , <b>Drop In/Out/Right/Left</b> , <b>Once Removed Concept</b> , and <b>Reverse Cut/Flip The Diamond</b> . Removed “How C-1 Calls are Extended at C-2” section.
02/09/2010	Updated entries to match new list. Minor update to <b>Start, Fascinating (Anything)</b> and <b>Counter</b> . Added <b>Interlocked Triangle Formation*</b> and associated identifications. Deleted <b>With the Flow</b> (moved to C-1) and <b>(Anything) and Counter/Cross Ramble/Little More</b> .
05/26/2010	Added “This page intentional left blank”. Add common applications to <b>Rotary (Anything)</b> and the following Concepts: <b>Disconnected</b> , <b>Once Removed</b> , <b>Parallelogram</b> , and <b>Stagger</b> . Call marked with an asterisk on 2/9/10 was approved on 5/26/10. Removed the note that it has yet to be approved.
12/15/2010	Converted to Word on PC. Delete General Rules and Glossary of Modifying Terms. Change “mini-wave box” to “box circulate”.
05/26/2011	Fixed <b>Funny Box Circulate</b> 2 diagrams.
06/12/2011	Updated <b>Catch 1, 2, 3, 4</b> and <b>Peel / Trail to a Diamond</b> .
01/07/2016	Removed <b>Cut the Galaxy</b> and <b>Flip the Galaxy</b> .
12/21/2016	Updated definition for <b>Sets in Motion</b> .
01/05/2018	Updated copyright; fix <b>Disconnected</b> diagrams; fixed some page break and diagram location issues.
09/03/2018	Updated definition for <b>Reshape the Triangle</b> . Corrected 1/8/2010 change log entry.
03/27/2019	Changed Swing 1/2 to Turn 1/2 in <b>Alter and Circulate</b> and <b>Swing Along</b> . Updated copyright.

Date	Change
11/08/2021	Added <b>Grand Drop, Pass and Roll Your Criss Cross Neighbor</b> (pending), and <b>&lt;any tagging call&gt; Your Cross Neighbor / Criss Cross Neighbor</b> . Revised format and changed to angle brackets.
03/01/2022	Completed the pending definition of <b>Pass and Roll Your Criss Cross Neighbor</b> . Revised <b>Cross Concentric</b> . Also made minor wording changes to other calls.
08/31/2024	Added <b>Step and Squeeze</b> . Revised <b>Step and Flip</b> . Revised <b>Right / Left Loop 1, 2, 3</b> to be <b>Right / Left / In / Out Loop &lt;N&gt;</b> . Added <b>Reverse Swap the Wave</b> and revised <b>Swap the Wave</b> . Minor editing changes in <b>Criss Cross the Shadow, Exchange the Diamond, Fascinate, Grand Chain Eight, Rotate, Truck</b> , and <b>Walk Out to a Wave</b> . Capitalized call names, formation names and dancer designators.
02/19/2026	Revised <b>Cross Concentric Concept</b> and <b>Stagger Concept</b> .