

# One-Sheet Reference of C1 Calls

hg20110824 (© November 2002 Ben Rubright). The following is a short description of the C1 calls as defined by Callerlab (revision February 8, 2010). It is intended for quick reference, not to initially learn the calls.

## AH-SO

Ends cross fold, retaining handhold with center, as centers U-turn back and take a small step forward.

## ALTER THE WAVE

Swing, centers cast 3/4, ends turn back, counter rotate diamond 1/2 and flip it.

## BEAUS AND BELLES NAMING CONVENTION

Beau is the left-side, Belle right-side dancer to formation partner.

## BLOCK FORMATION

Dancers work in a block of 4 independent of the other 4 dancers

## BUTTERFLY FORMATION / CONCEPT

Column formation in the shape of a butterfly

## CAST BACK / CROSS CAST BACK

Lead or designated dancers peel off / trail off. all adjust to lines

## CHAIN REACTION

(from all appropriate formations)

## CHECKOVER

#1 and #2 checkmate, #3 and #4 circ, cast 3/4, slither, and step ahead.

## CIRCLE BY (W/X BY Y/Z or ANY CALL)

Facing couples circle 1st fraction in clockwise direction, step into right hand wave and cast 2nd fraction or do (any call).

## CONCENTRIC CONCEPT

Center 4 dancers do call normally, outside 4 dancers do call around the outside of the formation. if 2x4, line setups result in line setups, column setups result in column setups. if tidal going to 2x4, change long axis.

## COUNTER ROTATE (1/4 (default), 1/2, 3/4)

Point of reference is the center of the square for everyone. Everyone walks 1/4, 1/2, etc. of the way around the square on their circle

## CROSS AND TURN / REVERSE CROSS AND TURN

CAT: Beaus (using inside/right hand) pull by, belles turn back

RCAT: Belles (inside/left hand) pulls by, beaus turn back

## CROSS BY

From thar/waves slip the clutch & spread, from 1/4 tag extend & spread

## CROSS CHAIN THRU / CROSS CHAIN AND ROLL

CCT: Centers right and left thru, ends right pull by, 1/4 right, concentric circulate 2 and 1/4 right (or left hand star 1/2)

CCAR: Centers right and left thru and roll, ends right pull by, 1/4 right, concentric circulate 2 (or left hand star 1/2 and roll)

## CROSS EXTEND

extend and change to other hand if possible (e.g. LH to RH wave)

## CROSS ROLL TO A WAVE/LINE

Centers cross run, ends run

## DIAMOND CHAIN THRU variation:

### - (ANY CALL) CHAIN THRU

Very centers trade, then each side centers cast off 3/4

## DIXIE DIAMOND

Dixie style to wave, centers hinge, ends turn back

## DIXIE SASHAY

Dixie style to a wave, slither

## FLIP THE LINE (1/4, 1/2, 3/4, Full)

centers run, all tag the line to the extend specified

## FOLLOW THRU

Leads 1/2 run, trailers extend the tag and hinge (1/2 scoot back)

## FOLLOW YOUR NEIGHBOR variations:

### - CHASE YOUR NEIGHBOR

Belles right face U-turn back, split circulate, follow your neighbor

## - CROSS YOUR NEIGHBOR

Follow your neighbor except trailers cross hands.

## GALAXY FORMATION / GALAXY CIRCULATE

A formation with a box of 4 in the center and an outside diamond

## INTERLOCKED DIAMOND FORMATION:

very centers each belongs to the other / remote diamond

### - INTERLOCKED DIAMOND CIRCULATE

Circulating within the interlocked diamond formation.

### - CUT THE INTERLOCKED DIAMOND

Points slide in and trade, centers interlocked diamond circulate

### - FLIP THE INTERLOCKED DIAMOND

Ends (points) flip in, centers interlocked diamond circulate

## JAYWALK

Designated dancers pass thru (usually on a diagonal)

## LINEAR ACTION

Ends hinge & cast 1/2, wave hinges and concentric circulates 1 1/2.

Inside dancers cast 3/4, others do last 1/2 all 8 circulate.

## MAGIC COLUMN FORMATION / CONCEPT

Column formation with the ends of one column and the centers of the other working together as a column. traffic pattern: dancer moving from center to outside position has the right of way. this is important on 1/2 circulates so that the proper handhold is created.

## MAKE MAGIC

Ends and centers facing pass thru, trailers of the center box jay walk

### [MODIFYING TERMS]

Start, Finish, Replace, But, Ignore, Interrupt, Skip, Delete, Prefer, Left

## O FORMATION / CONCEPT

Column formation in the shape of an O

## PASS THE AXLE / THE AXLE

PTA: Pass thru, centers pass thru, leads cross cast back, all cast 1/2, centers trade.

TA: centers pass thru, leads cross cast back, all cast 1/2, centers trade

## PERCOLATE (BUT ANY CALL)

All 8 circulate 1 1/2, the center 1x4 hinge and cross, others (left) turn thru. BUT: replace the center 1x4 hinge and cross with any call.

## PHANTOM FORMATION / CONCEPT

Wave/line/column formations where 1/2 of the dancers are at right angles to the other half. Add phantoms to complete 2 groups of 8.

## PRESS AHEAD

those designated move 1 dancer position forward (no longer limited to establishing and resolving Blocks, Butterfly, and O's)

## RECYCLE variations:

### - ALL 8 RECYCLE

Wave recycles while moving to the outside, others move in and do facing / box recycle.

### - 2/3 RECYCLE

Centers fold (adjust to box), split counter rotate 1/4.

### - SPLIT / BOX RECYCLE

Trailers do a facing recycle, leads run and veer out to be ends of wave.

## REGROUP

Ends 1/4 out, trade, spread and step forward, centers trade and roll

## RELAY THE SHADOW

Swing, center 6 cast 3/4, lonesome ends counter rotate 1/4, & with very centers hinge 1/4 and spread, others do centers part of cast a shadow

## RELAY THE TOP

Swing, centers cast 3/4 as ends 1/2 circulate, center star turns 1/4 as mini waves trade, center 4 cast 3/4 as others phantom hourglass circ.

## REVERSE EXPLODE (from waves)

Step thru, 1/4 out

## ROTARY SPIN

Centers right and left thru and roll, ends right pull by, step to left handed wave and cast off 3/4

## ROTATE FAMILY (from squared set only at C1)

### - ROTATE / REVERSE ROTATE (1/4 (default), 1/2, 3/4)

As a couple turn to (reverse) promenade direction and counter rotate designated fraction around the outside of the square.

### - SINGLE ROTATE / REVERSE SINGLE ROTATE (1/4, etc.)

Individually turn to (reverse) promenade direction and counter rotate designated fraction.

## SCATTER SCOOT / SCATTER SCOOT CHAIN THRU

SC: Leaders all 8 circulate, trailers scoot back

SCCT: Leaders all 8 circulate, trailers scoot chain thru

## SCOOT AND LITTLE / LITTLE

(Scoot back,) centers step & fold, ends 1/4 right & counter rotate 1/4

## SCOOT AND PLENTY / PLENTY

All (scoot and) little, split circulate 2. ends counter rotate 1/4 and roll, centers (1/2 zoom or) roll out to a wave (if centers are facing, touch, if back to back, take right hands after roll out).

## SCOOT AND RAMBLE / RAMBLE

(Scoot back,) centers fold to face, ends cast back, all slide thru.

## SHAKEDOWN

Beaus run and roll, belles 3/4 zoom (1/4 right and run).

## SIAMESE CONCEPT

Dancers work as couples or in tandem.

## SPIN THE WINDMILL variation:

### - (ANY CALL) THE WINDMILL

Spin the windmill but replace centers swing, slip with (any call)

## SPLIT SQUARE THRU variations:

### - SPLIT SQUARE CHAIN TOP

Actives right pull by, 1/4 to face inactives, left spin the top, left turn thru.

### - SPLIT DIXIE STYLE TO A WAVE

Actives right pull by, 1/4 to face inactives, left touch 1/4.

### - SPLIT DIXIE DIAMOND

Split dixie style to a wave, centers hinge, ends turn back.

## SQUARE CHAIN THE TOP

Right pull by, 1/4 in, left spin the top, left turn thru

## SQUARE THE BASES

Centers concentric square thru 3, ends pass thru, bend, and start a split square thru 2 then all trade by.

## SQUEEZE

### - SQUEEZE THE GALAXY

### - SQUEEZE THE HOURGLASS

center 6 those apart slide together and trade, those together trade and slide apart. (converts galaxy to hourglass and vice versa.)

## STEP AND FLIP

centers step forward, ends flip in

## STEP AND FOLD

Centers step forward, ends fold

## STRETCH CONCEPT

2 groups of 4 dancers do given call, at end of call interlock the two groups by two or four dancers.

## SUBSTITUTE

from tandem couples or trade by formation: leaders/centers make an arch and back over the trailers/outside

## SWING AND CIRCLE (1/4, 1/2, 3/4, Full (default))

Centers (touch if necessary) swing, slip. outside six move one position around the outside (1/4). For each 1/4 the above is repeated. If no fraction is given, above is done 4 times

## SWING THE FRACTIONS

Those who can, cast: 1/4 right, 1/2 left, 3/4 right, 1/2 left, 1/4 right

## SWITCH THE LINE

(from lines) Centers run, ends cross run

## SWITCH TO AN INTERLOCKED DIAMOND

Centers run, ends interlocked diamond circulate

## T-BONE FORMATION

Formations where some dancers are at right angles to other dancers

## (ANY TAGGING CALL) BACK TO A WAVE

### - FLIP BACK

Flip the line 1/2, scoot back

### - TAG BACK TO A WAVE

1/2 tag, scoot back

### - VERTICAL TAG BACK TO A WAVE

vertical 1/2 tag, scoot back

## TALLY HO

1/2 all 8 circulate, end mini waves trade, center wave/line hinges and does 1/2 box circulate, very center 4 cast 3/4 as ends finish all 8 circulate

## TANDEM CONCEPT

Two dancers - one behind the other - acting as a unit of one

## THREE BY TWO ACEY DEUCEY

Very center 2 trade, each group of 3 triangle circulates

## TANDEM BASED TRIANGLE

Dancers comprising the base are front to back, back to back, or front to front

## TRIANGLE FORMATION / TRIANGLE CIRCULATE

### - INPOINT / INSIDE / OUTPOINT / OUTSIDE TRIANGLES

### - TANDEM-BASED / WAVE-BASED TRIANGLES

Three dancers forming a triangle with one dancer as apex and two dancers comprising the base.

## TRIPLE BOX / COLUMN / LINE / WAVE CONCEPT

1 by 12, 2 by 6, or 3 by 4 matrix formation that is further subdivided into three groups of 4. there may be 0,1,2,3 phantoms in any one group.

## TRIPLE CROSS

Six dancers who can outside hand pull by on the diagonal

## TWIST THE LINE / TWIST AND (ANY CALL)

TTL: Centers step forward and trade, ends face in and star thru

TAAC: Centers twist the line, ends face in, move in & do the any call concentrically

## VERTICAL TAG (1/4, 1/2, 3/4, FULL (default))

Box of 4 call where 3 situations can exist. 1. dancers both facing out of box: single wheel 2. dancers both facing into box: 1/2 of 1/2 sashay 3. one dancer facing each way: leader folds behind adjacent trailer. in all situations move up to designated tag position (1/4, 1/2, 3/4, full) passing right shoulders

## (ANY CALL) TO A WAVE

Do all parts of the any call except for the final step thru or extend

## WEAVE

Do a no hands (step to a wave and) (Left) 1/4 Thru

## WAVE BASED TRIANGLES

Dancers comprising the base are shoulder to shoulder facing the same or opposite direction

## WHEEL AND (ANY CALL) / REVERSE WHEEL AND (ANY C)

Outside couples (reverse = wrong way) promenade 1/4 and face in while insides do the any call concentrically

## WHEEL FAN THRU

Start wheel thru but beaus as they meet trade, then finish the wheel thru

## WITH THE FLOW

flowing walk and dodge (leaders of sweep walk, others dodge)

## ZING

Leads 3/4 zoom (1/4 out and run), trailers circulate and 1/4 in

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