

One-Sheet Reference of C2 Calls

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----- AAA -

Alter and Circulate

swing, centers cast 3/4, very centers trade, ends turn back and circulate, all split counter rotate 1/2 and flip each diamond

(Any Call) and Circle (e.g. Mix/Switch and Circle)

swing and circle but replace centers swing and slip with (any call)

(Any Call) Concept

replace the initial all 8 circulate with (any call): for Coordinate, Motivate, Percolate, Perk Up, Such as: Split Counter Coordinate, In Roll Motivate, Split Perk Up

----- BBB -

Bounce the (Anyone) / Single Bounce the (Anyone)

(single) veer toward center of setup, designated dancers turn back in the direction of the veer.

----- CCC -

Catch 1, 2, 3, 4

square thru 1, 2, 3, or 4 hands to a wave, slip, step and fold

Chain the Square

centers do their part of a right and left thru and veer left; ends right pull by, form left handed wave in center, wave centers turn back toward adjacent end, center coupoles wheel around and extend

Checkpoint (Any Call 1) by (Any Call 2)

from tidal setup, center(s) of each side do (any call 1) concentrically, very ends move in and with remaining dancers do (any call 2)

Chisel Thru

centers pass in, pass out; ends pass thru, bend & pass in; all pass in

Circle to a Wave

circle left 1/4, then beau walk, belle dodge

Crazy Concept / Reverse Crazy Concept

work your side, center 4, your side, and center 4 (box is preferred if call can be done from either box or wave); such as: Crazy Flutter-wheel, Crazy Right & Left Thru. Reverse Crazy: work center 4, your side, center 4, and your side

Criss Cross the Shadow

ends cast a shadow using opposite hands, lead center shadows to far center, trailing centers hinge with opposite hands and extend

Criss Cross Your Neighbor

trailers cross neighbor and spread, leaders 1/2 split circulate & cross run

Cross and Wheel

as couples: hinge, step and fold

Cross Trade and Wheel

couples hinge, very centers trade, then as couples step and fold

Grand Cross Trade and Wheel

couples hinge, triple trade, as couples step and fold

Single Cross and Wheel

hinge, step and fold

Single Cross Trade and Wheel

hinge, slip, step & fold (inverted box: hinge, centers trade, ends fold)

Grand Single Cross and Wheel

all hinge, center 6 step and very ends fold

Grand Single Cross Trade and Wheel

all hinge, center 6 trade and step while very ends fold

Cross Back/Grand Cross Back

(box) leads turn back, trailers pull by on the diagonal using outside hand; Grand: #1 column dancer turns back, the other 6 pull by on the diagonal using outside hand

Cross Concentric Concept

follow concentric rules except original center 4 (who define the end formation if the conversion is line to line or column to column) move to the outside and original outsides move to the center.

Cross the K / (Any Call) the K

crossrail thru, centers trade, ends turn back away from center.

(Any call) replaces the crossrail thru of cross the K.

Cut / Flip the Galaxy

centers (box) galaxy circulate, points slide together and trade (star 1/2) or run to nearest center position.

Reverse Cut/Flip the Galaxy

points (diamond) galaxy circulate, centers (box) squeeze or flip away

----- DDD -

Detour

ends 1/2 zoom and hinge, centers counter rotate 1/4

Disconnected Concept

identified dancers do call maintaining disconnected setup; if the call changes the formation, stay near the original centers' spots; such as: Swing Thru, Mix, Switch the Wave, Cross Roll to a Wave, Crossfire

Dodge (Any Call)

centers concentric walk and dodge, ends do (any call)

Drop In / Out / Right / Left

points / outsides 1/4 in, out, right, or left, centers extend, adjust to a 2x2 matrix

----- EEE -

Exchange the Diamond 1/4, 1/2, 3/4, Full

all do a total of 4 diamond circulates; the very center position does an interlocked diamond circulate, the others do normal diamond circulates. Each diamond circulate represents 1/4.

----- FFF -

Fascinate

ends circulate 1+1/2, centers any hand 3/4 thru, end couples of the 6 person setup concentric wheel & deal, lonesomes counter rotate 1/4

Fascinating (Any Call)

fascinate but replace concentric wheel and deal with concentric (any call)

File to a Line/Wave

ends slide apart, centers column circulate twice, all adjust to parallel lines and waves

Funny Concept

if you can do a part of the call without colliding with anyone, do so; such as: Funny Diamond Circulate, Funny Square Thru

----- GGG -

Grand Chain Eight

from lines: right pull by, bend the line, left touch 1/4 and leaders roll twice. from starting double pass thru: right pull by, left touch 1/4 and leaders roll twice. from eight chain thru: right pull by, new centers left touch 1/4 and leaders roll twice, the outsides courtesy turn.

----- HHH -

Hocus Pocus

centers trade, ends phantom O circulate 2

----- III -

Inlet / Outlet

inlet from parallel waves: infacing end and adjacent split recycle with opposite pair as lead ends and adjacents recycle. outlet from 1/4 tag or 1/4 line: center wave/line dancer pairs do their part of box recycle with outside dancers

Invert the Column 1/4, 1/2, 3/4, Full / Cross Invert

1/4: #1 dancer peels off and steps ahead to center of formation, others extend. 1/2: #1 and #2 dancers tandem peel off and step ahead to center of formation, all others circulate 1 position. 3/4: #1, #2, and #3 dancers triple tandem peel off and step ahead to make #2 dancer on center of formation, #4 dancers move ahead to join inside hands.

Full: all dancers tandem-tandem peel off and adjust to make columns.

Cross: all peel offs become trail offs.

----- KKK -

Kick Off / Cross Kick Off

designated dancer runs / cross runs and rolls, others do their part of partner tag

----- LLL -

Lateral Substitute

substitute is to the side instead of forward and back

Lines (Any Call) Thru

ends circulate, centers do (any call) concentric

(Right / Left) Loop 1, 2, 3

designated dancers runs in designated direction skipping 1, 2, or 3 positions. no one else moves.

----- OOO -

Offset Waves / Lines / Columns Concept

real dancers doing wave / column / line calls from offset formations. percentage of offset is always preserved.

Once Removed Concept

from 2 by 4 geometry, 2 adjacent ends working with the far 2 adjacent centers as a box of 4. from tidal geometry, every other dancer working together in wave / line formation. (conversion of box to line not at C2.) using simple calls such as: From lines facing out: Partner Trade; From columns: Walk & Dodge; From starting double pass thru: Right & Left Thru, Slide Thru, Star Thru, Square Thru, Touch 1/4

----- PPP -

Parallelogram Concept

real dancers doing wave / line / column moves in offset geometry. percentage of offset is always preserved. such as: Circulate, Split Circulate, In Roll Circulate, Walk & Dodge, Scoot Back, Acey Deucey

Peel to a Diamond / Trail to a Diamond

leaders peel / trail off, trailers extend and hinge

Perk Up

all 8 circulate, 1/2 split circulate, ends circulate 2, centers concentric hinge, circulate and trade

----- RRR -

Relocate the Setup

very centers cast 3/4, all others counter rotate 1/4

Reshape the Triangle

triangle circulate but change the base from wave to tandem or from tandem to wave, handedness of triangle remains the same

Rims Trade Back / Hubs Trade Back

end and adjacent center trade, original ends (rims) or original centers (hubs) circulate

Rims Trade (Any Call) / Hubs Trade (Any Call)

end and adjacent center trade, original ends (rims) or original centers (hubs) do (any call) concentric

Ripple the Wave

designated dancer, alternating hands and people, starting toward the center, swings (trades) with adjacent dancer 1, 2, or 3 times. if no number is given, ripple until designated dancer reaches far end.

(Anyone) Like a Ripple (Call #1, Call #2,...)

designated dancer toward the center alternating hands and people do call #1, then call #2, and so on.

Rotary (Any Call)

all rotary spin but new centers replace cast left 3/4 with concentric (any call); such as: Rotary Explode the Wave, Rotary Mix, Rotary Trade the Wave

(Reverse) (Single) Rotate 1/4, 1/2, 3/4 (from wave/lines)

rotates from lines are done on a split basis; each group of 4 dancers treat their 1/2 of the square as their total world; as a couple 1/4 to promenade and counter rotate (1/4, 1/2, 3/4). single rotates individually split counter rotate (1/4, 1/2, 3/4). reverse is clockwise or 1/4 to reverse promenade.

----- SSS -

Scoot and Counter / (Any Call) and Counter

all scoot back or do the (any call); centers cast 3/4 and counter rotate 1/4, ends divide, touch 1/2, step and fold

Scoot and Cross Ramble / (Any Call) and Cross Ramble

all scoot back or do the (any call); ends cross cast back, centers cross fold to face, all slide thru

Scoot and Little More / (Anything) and Little More

all scoot back or do the (any call); all little, centers circulate 1 position

Sets in Motion

centers 1/4 thru and roll, ends circulate 1+1/2, those who line up behind centers 1/4 to face down the line, center 4, 6, or 8 finish a tag through the middle, 1st peel left, 2nd peel right, others, if any, remain in the center

Shazam

arm turn 1/4 and turn back

Sock It To Me / Here Comes the Judge

all out roll circulate with the left (sock) / right (here) end doing the circ.

Solid Concept

designated group act as a unit of 1

Split Swap (Around) / Reverse Split Swap (Around)

belles circulate and 1/4 right, beaux partner tag. reverse: beaux circulate and 1/4 left, belles partner tag

Split Trade Circulate

leaders split circulate, trailers cross over circulate

Stack the Line

1/4 in and original leaders go across to a right handed setup

Stagger Concept

setup is to be treated as columns. spots are preserved, retain the diagonal; such as: Circulate, Split Circulate, Walk & Dodge, Trade By, Peel and Trail

Stretched (Setup) Concept / Stretched line, wave, box

from tidal setup, each pair of centers move down to work with far end pair.

Swap the Wave

dancers with right shoulder to center of wave trade (with each other) and step forward, others step forward, adjust to 2x2

Swing Along / Along

swing, then do along; along: very end counter rotate 1/4 and extend. center 6 hinge, circulate, #1 in column of 6 peels, others extend and trade.

----- TTT -

Tagging Calls (Flip / Tag / Vertical Tag) Your Neighbor

Get to a 1/2 tag formation by doing a flip 1/2, 1/2 tag, or vertical 1/2 tag, then follow your neighbor

Tandem-Based Triangle Formation Acting As A Box

three dancers doing 4 person calls. The apex acts as a trailer. calls such as Peel Off, Trail Off, Peel & Trail

3 by 1 Checkmate the Column

first three dancers do part usually done by first 2, last dancer does part usually done by last 2 dancers

3 by 1 Transfer the Column

first three dancers do transfer, last dancers meet, cast 3/4 and extend to outside center dancer

(Interlocked) 3 by 1 Triangle Formation / Circulate

triangles with three dancers forming the base. one dancer in the apex. interlocked: apex is once removed (separated) from the base.

Triple Wave / Line / Column Concept

3x4 or 1x12 matrix formation that is further subdivided into three groups of 4 each being 1x4 (lines / waves / columns). there may be 0, 1, 2, 3, or 4 phantoms in any one line / wave / column. calls such as: Swing Thru, Mix, Switch the Wave, Pass and Roll, Touch 1/4, Dixie Style to a Wave

Truck

boys move 1 position left, girls move 1 position right

Turn to a Line

leads "turn and deal" to the right, trailers "turn and deal" to the left, adjust to line.

----- UUU -

Unwrap Family

dancer not past the center of the square and facing the center of the square is the leader of the unwrap. caller may also designate the leader. calls such as: Unwrap the Diamond, Unwrap the Interlocked Diamond, Unwrap the Hourglass

----- VVV -

Vertical (Any Call)

vertical zero tag the line then do (any call)

----- WWW -

Walk Out to a Wave

#1 and #2 of column trail off and new ends run, #3 circulates and turns back toward center, #4 circulates 2 and veers out

Wheel the Ocean / Sea

leads wheel around and all do a vertical 1/2 tag (ocean) or vertical left 1/2 tag (sea)

----- ZZZ -

Zip Code 1-6

centers 3/4 zoom (1/4 out and run (1), ends pass thru (2), ends bend (3), ends pass thru (4), ends bend (5), ends pas thru (6). Fractional zip codes are permitted, e.g. 1+1/2, 3+1/2, 5+1/2.