One-Sheet Reference of C3A Calls

List Update November 2002 - Ben Rubright (hg20090803)

** NUMERIC ***

1/4 | 3/4 Mix
those who can, cast right 1/4 (3/4), mix

1/4 | 3/4 the Deucey
cast 1/4, centers cast 1/4, trailing end 1/2 circ, lead end circ, star turn 1/4, center 4 cast 1/4, lonesome star dancer press out (hourglass circ)

1/4 | 3/4 Wheel the Ocean/Sea
cast left 1/4 or 3/4, finish wheel the ocean/sea

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(Any Tagging Call) Chain Thru
Do tagging call to 1/2 tag, then scoot chain thru

(Any Tagging Call) er's Delight/Dilemma
Do tagging call to 3/4 tag, then finish as in taggers delight/dilemma

(Any Tagging Call) Reaction
do any tagging call to the 1/2 tag, then do scoot reaction: scoot back centers to a wave, all do a full chain reaction

(Any Tagging Call) Your Leader
do any tagging call to the 1/2 tag, then do 1/2 of split circulate, centers cast 3/4 and press ahead, ends tandem cross fold

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Beau/Belle/(Anyone) Hop
designateds walk, others dodge, all hinge

Bias Circulate
leaders all 8 circ, trailers diagonal circulate using wave hand star

Big Block Concept
all real dancers treating formation as lines or waves. spots preserved

Breaker N / Breaker (Any Call)
column center 4 box counter rotate 1/4 and conc 1/2 circ, ends cast off 3/4. center 4 cast N/4 or do (any call) concentric, the other 4 finish all 8 circ

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Catch (Any Call) N
square thru N to a wave, do (any call) then step and fold

Checkerboard (Any Call)
leads trade, trailers take (any call) by moving to center 1x4 matrix, doing call and adjusting to open spaces

Checkerbox (Any Call)
leads trade, trailers take (any call) by moving to center 2x2 matrix, doing call and adjusting to open spaces

Choice (see Locker’s Choice)
center wave does a conc lockit and hinge, others trade, step and fold

Couple Up
box circulate, new leaders U-turn back

Cross Chain Reaction
same as chain reacton except initial jaywalk is diagonal

Cross Counter
centers trade the wave, ends sashay, all counter

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Drift Apart
ends split circ 2, lead center x-over circ and circ, trail center circ and x-over circ. [from parallel waves only (not from columns) it is equal to: tandem cross roll to a wave]

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Ease Off
Ends zing, centers concentric [circulate and 1/4 in]

Eight By (Any Call)
Ends Grand Chain 8 and roll, others concentric do (Any Call)

Exchange the Boxes
Trailing center does x-over circulate all others split circulate. assess position after each circ. Each 1/4 refers to 1 circulate

Exchange the Triangles
Crossover point, trailing center or very center (apex) circulates to the other triangle base. all others triangle circulate. each 1/3 refers to 1 circulate

Expand the Column
Centers flip away, ends phantom column circ 2

Explode the Top
All explode; end beau circulates 1-1/2, end belle circulates and folds in to begin forming a right-hand star. center 4 touch 1/2, very centers cast off 3/4 as the others step ahead to form a right-hand star. The star turns 1/4 and the very end dancer unwraps the star into a column and all face in. ends in facing lines.

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Fancy (see Scoot and Fancy)
column trailers press out, center 4 1/2 press ahead to form a 2-faced line, and all triple line any shoulder turn and deal (eliminate any triple line phantoms)

Flare Out to a Line
Leads (away from the center) turn to a line, trailers 1/2 press ahead. C-3b level def: couples twosome reset 1/4.

Finally Concept
Do the last part of the call using the concept, the other parts normally.

Follow to a Diamond
Trailers follow neighbor and spread, leaders box circ 1/2 and then phantom diamond circulate

Follow Your Leader
All do 1/2 of split circulate, centers cast 3/4 and press ahead, ends tandem cross fold

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the Gamut (But (Any Call))
Ends circ 2, centers do an any hand 3/4 thru and trade the wave, all cut the diamond.

But (Any Call) - replace cut the diamond with (Any Call).

Grand Mix
From tidal setup with two ends and the rest centers, all centers cross run, new centers trade. [triple trade and all spread, triple trade]

Grand Swing and Mix
All swing, then grand mix

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Initially Concept
Do the first part of the call using the concept, the rest normally.

Interlocked Little
Centers conc step and x-fold, ends 1/4 right and counter rotate 1/4

Interlocked Little More
All do interlocked little, centers concentric circulate

Interlocked Plenty
All do interlocked little, split circ twice, ends counter rotate 1/4 and roll, centers concentric reset 1/4

Interlocked Scoot Back
From 1/4 line formation, with ones facing on diagonal, scoot back to re-form two-faced line in center with others facing out

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Jay Concept
From 1/4 tag formation, 4 dancers facing work in box of 4. (2x2 matrix)

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Keep Busy
Leaders couples circulate with the flow, trailers extend, very centers hinge, flip the diamond, step and fold

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Latch On N/M
Right roll to a wave and hinge X/Y (default is 1/4)

Link Up
Leaders cast off 1/4, roll, and press ahead, trailers as couples extend and then concentric crossfire

(Any Call) the Lock
Do (any call) then lockit

Lock the Hinge
Lockit and hinge

(Locker's) Choice
All lockit, then choice: center wave does a concentric lockit and hinge, others trade, step and fold

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Mini Chase
Belles shakedown, beaus partner tag

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Once Removed Diamonds
Formation where once removed people form diamond

Open Up the Column / Open Up and (Any Call)
#1 cross clover, #2 clover, #3 and #4 transfer the column. any call: #3 and #4 press ahead and take the any call

Own (Anyone) (Any Call 1) by (Any Call 2)
Do your call as though everyone was doing your call.

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Patch (Anyone)
Hinge and designateds u-turn back

Peel Chain Thru
from trade by or 3/4 tag: centers touch (if necessary), swing and slip, others cast back (peel off) and touch 1/2, all fan the top (the cast off 3/4 can be a push cast)
Plan Ahead
Centers touch 1/4 and cross concentric vertical tag, lead peel left, trailer peel right. ends circulate 1-1/2, hinge, and x-conc vertical any shoulder 1/2 tag in.
Polly Wally
Ends turn and deal toward promenade. centers 1/4 toward promenade, extend, 1/4 toward promenade, and extend (Fix for centers: turn back to face center, veer right, as couples extend)
the Pulley (But)
Triple cross and peel off. BUT: omit the peel off
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Quickstep
#2 in column presses out and with new adjacent does phantom ah-so. others press ahead (no resulting phantoms)
Quick (Any Call)
Same as quick step but replace ah-so with (any call).
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Rally (But Any Call)
Centers concentric step and fold then peel and trail. others 1/4 right and counter rotate 1/4 with the lead rolling in to a wave. BUT ANY CALL: centers replace peel and trail with (Any Call) (NOTE: ends roll in to a wave - not right or left)
Reach Out
Trailers extend and peel away, leads box circ 1-1/2
Recoil
Split recycle, step & fold
Release (Any Call)
From 1/4 tag/line formation, line end extends, non-approached outside dancer extends, all do (any call). no resulting phantoms
Relocate The Setup
Very center 2 cast 3/4, all others counter rotate 1/4
Reverse Cut the Diamond
Centers squeeze, points diamond circulate
Reverse Flip the Diamond
Centers flip away, points diamond circulate
(Anyone) Rolling Ripple (M,N,P,,,)
Designateds ripple wave M, person now in orig designated's spot ripples the wave N, person now in original designated's spot ripples the wave P, etc..
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Scatter Circulate
Ends split circ, lead centers x-over circ, trailing centers j-walk with each other
Scoot and Cross Counter/Cross Counter
Scoot back, centers trade the wave, ends sashay, all counter
Scoot and Fancy/Fancy
Triple scoot, and then fancy. refer to FANCY
Scoot and Rally (But Any Call) / Rally
Scoot back, and then rally. refer to RALLY
Scoot Reaction
scoot back centers to a wave, all do a full chain reaction
Scoot the Diamond
Scoot back, outsides 1/4 to the handhold, all diamond circulate
Single Concept
1 dancer replaces 2 dancers who have identical facing directions and similar motion during given call. imagine 2 doing the call, stand on their handhold (couple) or between them (tandem) throughout.
Single Calls:
Single Checkmate
Split counter rot 1/4, split circulate
Single Rotary Spin
Right hand pull by, centers left touch and cast off 3/4, new ends spot left turn 3/4.
Single Turn to a Line
1x4 column of dancers do turn to a line with one person acting as 2.
Single Ferris Wheel
From 2x2 box, stretch single wheel
Single Polly Wally
Each column of dancers do polly wally with one person doing each part.
Single File Recoil
Single file recycle, step and fold
Single File Recycle
From 1x4 column, centers touch & right face turn back, ends veer left to a wave.
Slant Touch and Wheel
Trailers move into center box and Touch to a wave, leaders do a phantom wheel and deal.
Slant (Any Call1) by (Any Call2)
Trailers move into center box and do (Any Call1), leaders do (Any Call2) phantom. eliminate any resulting phantom.
Snap the Lock
All partner tag, new ends tag as new centers touch, lockit, and step thru
Something New
#1 and #2 of column do a couple up, #3 extends and turns back (toward the center), #4 presses out
Spin Chain the Line
From tidal setup, all swing, centers of each wave cast 3/4 and spread, very centers trade, and cast 3/4 with very ends
Spin the Pulley/But (see the Pulley/But)
Centers touch (if necessary), cast off 3/4, triple cross and then peel off. BUT: omit the peel off.
Split Checkmate
Split counter rotate 1/4, split circulate (use single checkmate instead!)
Split Phantom Columns Concept
4x4 matrix where adjacent columns (on the same side of centerline of the 4x4 matrix) work together
Split Phantom Lines/Waves Concept
4x4 matrix where adjacent lines (on the same side of centerline of the square work together.
Stable Concept
Designated dancers execute following call without changing facing direction
Stampede
Centers trade the wave, hinge & cross, ends cross cast back and pass in
Strip the Diamonds/Setup
Ends detour and hinge, very center 2 cast 3/4, other 2 counter rotate 1/4 to become the very ends
Swap the Top
Belle extends and casts 3/4, beau runs, rolls, and 'extends'.
Swing Chain Thru
Swing, centers hinge, very centers trade, centers hinge
Swing the Gamut/the Gamut
Swing, then the gamut. refer to the GAMUT
Switch Your Leader
Switch to a diamond, centers cast 3/4 & press ahead, ends tandem cross fold
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Tagger's Delight/Dilemma
Tag the line 3/4, then the wave does a swing, slip, slip, cast off 3/4, the ends face 1/4 right (Delight) or left (Dilemma) and circulate 2.
Team Up
(e.g. lines facing out:) Ends 1/2 circulate and hinge, centers concentric beaus run, belles dodge
Touch By (W/X) By (Y/Z)
Very center dancers touch 1st fraction and spread, following dancers touch 2nd fraction (and spread if there are more dancers to follow)
Trade the Deucey
Acey deucey and spread. [Some dancers and callers believe that the definition is centers squeeze and ends x-over circ. It is included for reference.]
Travel Thru
Pass thru, cast right 1/4
Trip the Set
(e.g. lines facing out:) Line ends x-fold & roll, centers concentric 1/4 out & trade.
Triple Diamond Concept
Triple setup with each unit being a diamond.
Triple Play
#1 in column transfers, others triple scoot new #1 does second position transfer, remaining dancers 1/2 press ahead, hinge and extend the tag.
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Wind the Bobbin
column #1 and #3 peel off and circ 2; #2 and #4 extend and fan chain thru
Wrap to a (Formation)
(Formations: Diamond / Hourglass / Galaxy / Interlocked Diamond)
A column of dancers is reflowed into the target formation with the #1 dancer leading by doing 1/2 col circ and 2 circs in the target formation. The #4 dancer does 2 column circulates and assumes the 1st target formation position across the centerline of the square. #2 and #3 are in between.
*** END *****