One-Sheet Reference of C3B Calls

List Update 2002 - Ben Rubright (May 2003) (hg20090808)

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Bingo
Leaders 1/4 out and roll twice, trailers any shoulder wheel thru

Boomerang
1. from couples front to back - zoom and new leaders trade
2. from mini-wave box - leads zoom and trailers scoot back

Busy (Any Call)
Leaders keep busy, trailers normalize and do (any call) concentric

By Golly
Leader of sweep from previous call sweeps 1/4, other dancer dodges, extends, hinges & extends. (FIX: veer in flowing direction and do any shoulder 1/2 tag)

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Cast And Relay (1/4,1/2,3/4)
Relay the top replace initial cast and star turn fraction with designated fraction

Central Concept
All do centers part of designated call (if ambiguous, prefer the box)

Change The Centers
Swing, slip, centers cross run, slip

Change The Wave
swing, slip, centers cross run, swing

Change Your Image
Centers phantom column circulate 2, ends split circulate 2

Chuck-A-Luck
Centers run and pass in, new centers concentric 1/4 in and pass thru

Cross Chuck-A-Luck
Centers cross run and pass in, new centers concentric 1/4 in and crosstrail thru

Cross Lockit
Lockit and spread

Criss Cross The Deucey
Leaders 1/2 split circulate and crossover circulate, trailers criss-cross your neighbor

Cross Cycle (1/3, 2/3, Full)
Centers cross fold, adjust to box (1/3), split counter rotate (2/3), roll

(Full) Cross Flip Line (fraction)
Centers cross run, any shoulder tag the line (fraction)

Cross Swap The Top
Belle cross extends, casts 3/4, beau runs, rolls, and extends.

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Diagonal Box Concept
End and adjacent dancer work with diagonal end and adjacent dancer as a box of 4 (2x2 matrix)

Disband
From columns: #1 and #4 concentric reset 1/2, from waves: ends detour and same dancers phantom column circulate 2. Centers counter rotate 1/4 and flip away.

Divide The Ocean/Sea (In/Out/Left/Right/Any Call)
Centers hinge, partner tag, press ahead and take (), ends cast 3/4 and cross concentric vertical 1/2 tag. [vertical left 1/2 tag (sea)]

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Explode The Diamond
Centers concentric explode the wave, ends circulate like a couple up

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Fan Concept
Do designated call but omit initial cast

Flip Your Lid
From 1/4 tag, wave end and outside dancer do a scoot back: wave end becomes wave center; very centers run and with outside scooters circle 1/4 to become outside pair; the other outside dancers press ahead, trade & spread to reform a 1/4 tag formation

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Gee Whiz
From parallel lines, the outfacing couple (or the designated dancers) do your part crossfire as the others do your part vertical tag the line

Good Show
Do your part (2x4) ends walk and dodge, centers couple up

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In Style
Outsides stable turn to a line. If applicable, centers step to a wave, then very centers turn back away from the center, as couples extend.

Interlocked Counter
Center 4 slither and all finish a normal counter

Interlocked Rally
All do normal rally except the centers replace step and fold with step and cross fold.

Interlocked Ramble
All do normal ramble except the centers replace fold with stretched setup fold. (any shoulder turn and deal)

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Kick By (N)
Designated does kickoff around N number of dancers, others tag 1 position in direction of kicker's original position.

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Lickety Split
Ends split circulate, centers split counter rotate 1/4

Lift Off
Centers cast right 1/4, all as couples extend the tag, centers concentric circulate, all 8 circulate

Line To Line
Centers turn thru and clover, ends pass in, press ahead, pass thru and all pass in

(Cross) Loop And Tag (X/Y)
(Cross) Cloverleaf, extend to X/Y tag.

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Magic Dia/C/L/W
Centers of one diamond work with the other two diamond points. centers of one wave/line/col work with the ends of the other wave/line/col

Mirror Concept
Calls done as though one were looking in a mirror. (right becomes left, clockwise becomes counter-clockwise)

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(Cross) Nuclear Reaction
Very center and facing end pass thru, centers cross concentric cast off 1/4 and roll. outsides cross concentric vertical 1/2 tag. all counter rotate 1/4. (Cross: very center and diagonal end pass thru)

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Phantom Columns Concept
4x4 matrix, center 2 columns work together, outside 2 columns work together

Phantom Lines/Waves Concept
4x4 matrix with center 2 lines working together, outside 2 lines work together

Pitch (In/Out/Left/Right/Any Call)
Leaders right zoom 3/4, trailers circulate and take ()

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Random (Any Concept) Concept
Odd parts of the call being executed are done in designated concept, even parts are done normal

(Cross) Reactivate
From 1/4 tag, wave end counter rotates 1/4 outside, those facing jay-walk, center 6 trade and very centers and very ends phantom Hour-glass circulate. CROSS: initial jay-walk is crossed.

Reflected (Any Tagging Call) X/Y
Do tagging call to 1/2 tag, counter rotate the group that did the tagging call, then complete the tag (if necessary) to X/Y

Relocate The Setup
Very center 2 cast 3/4, all others counter rotate 1/4

Reset (1/4,1/2,3/4,Full)
Leads roll out to a wave (1/4), all hinge (1/2) new leads roll out to a wave (3/4), all hinge (FULL) [box of 4]

Reverse Checkpoint (Call1 By Call2)
Very ctr 4 do CALL1 concentrically and adjust to be very ctr and very end dancers; others do CALL2 to end between the other dancers.

Reverse Recycle
Mirror recycle

Reverse Swap The Top
Mirror swap the top

Reverse The Pass (1/3,2/3,Full)
Leads trade (1/3), all pass thru (2/3), others trade (full)

Reverse The Top
Fan the top, swing

Revert The (ATC) (1/2,3/4,Full)
Do tagging call to the 1/2 tag, cast off 3/4, extend to proper tag

Revolve To A Wave
Lead beau run and extend, lead belle zoom and extend, trailers do part of facing couple recycle (FIX: leads right face u-turn back, all facing recycle)

Ripoff
Lead belle zoom, lead beau run, trail belle dodge, trail beau walk

Rotary Circulate
All 1/2 split circulate, center wave-hinge, all circulate twice, centers hinge, all drop in.

Rotates (From Columns)
All rotates (couples/singles) are done relative to the center of the square.

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(Any Tagging Call) And Scatter
Do tagging call to 1/2 tag position and scatter scoot.

Scoot Reaction
Scoot back-centers to a wave, all do a full chain reaction

(ATC) Reaction
Do any tagging call to the 1/2 tag, then do scoot reaction

Scoot Reactivate
Scoot back-centers to a wave, all do a full reactivate

(ATC) Reactivate
Do tagging call to 1/2 tag, scoot reactivate.

Scramble
Ends bend and turn thru, centers concentric (1/4 in and crosstrail thru)

Shake And Rattle
Leads shakedown, trailers mirror split swap

Sidetrack (1/3,2/3,Full)
Zig-zag (1/3), counter rotate 1/4 (2/3), roll (full)

Single Sidetrack
Each 1x4 zig zag, counter rotate, roll

Single Strut Right/Left
1x4 column of dancers do strut r/l with one person acting as 2.

Split Phantom Boxes
2x8 matrix where each 2x4 works as an 8 person setup

Split Single Rotate
Work on split basis regardless of setup.

Split Sidetrack
Do as 4 person call (your 1/2 of square) 2x2 matrix)

(1,2,N) Steps At A Time
Designated number of dancers from top of column peel off, 1/2 circulate and bend; others normalize, trade & roll

Stimulate
Circulate 1-1/2, very end counter rotate & step ahead, other 6 hinge and grand fan the top.

Strut Right/Left
Leads pass thru and `turn and deal' r/l trailers veer r/l and extend to r/l waves. if 2 directions are given, leads take the 1st, trailers the 2nd. trailers determine the handedness

Swing-O-Late
Swing, ctrs trade and spread, ends turn back and x-over circulate

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Tag The Top
3/4 tag, center wave concentric spin the top, ends face and touch 1/2

(ATC) The Top
Do tagging call to 3/4 tag, then finish as in tag the top. ends use hand of the shoulder pass.

Take N
Right most N dancers `shakedown', others 1/4 right and adjust to a normalized setup.

Trade The Diamond
Trade the deucey, centers hinge, all diamond circulate, centers hinge

Trapezoid Concept
In a 2x4 matrix, the ends of one 1x4 work with the centers of the other 1x4 as a box of 4

Triple Waves | Lines Working Forward | Backward
An end line always works with the center line. the center line works with the one designated. (Forward, Backward)

Turn The Key
Partner trade, counter rotate 1/4, and hinge.

Turnstyle
Centers (touch if necessary) cast right 3/4, ends 1/4 right

Two-Faced Concept
Calls done where partner trades or facing stars may take the place of normal trades or stars

Twosome Concept
Refer to KOPMAN page 167-170, BURLESON #3297, or A CEDER CHEST OF C3 CALLS.

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Wave The (Anyone)
All press ahead, new end (anyone) does a kickoff, new center (anyone) walks other new center dodges

With Confidence
Centers hinge, very centers hinge, ends circulate 1/2, couples extend, others have center turn back and do part of couples hinge

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Z Axle
Outmost persons in z cross cast back, all trade then centers trade

Z Concept (Box)
A distorted box of 4 in the shape of a z.

********** END ***