

Left Cast $\frac{1}{4}$;
Finish Wheel the Ocean

Right Arm Turn $\frac{3}{4}$;
those in a Line or Wave Mix

Right Arm Turn $\frac{1}{4}$;
those in a Line or Wave Mix

Left Cast $\frac{3}{4}$;
Finish Wheel the Sea

Left Cast $\frac{1}{4}$;
Finish Wheel the Sea

Left Cast $\frac{3}{4}$;
Finish Wheel the Ocean

Flip Back Centers to a Wave;
Chain Reaction

Do the Anything call
leaving off the final Extend;
Chain Reaction

Do the Any Tagging Call
to the $\frac{1}{2}$ Tag position;
Scoot Chain Thru

Execute the given call working within Distorted Parallel Lines

Leaders Circulate as Trailers circulate to their once-removed spot via star (Diagonal Box Circulate)

Tag Back to an Ocean Wave Centers to a Wave; Chain Reaction

Square Thru [n] to a Wave; do the Anything call; Step and Fold

Ends Cast Off $\frac{3}{4}$ as Centers Box Counter Rotate and $\frac{1}{2}$ Box Circulate; Centers Cast Off $n/4$ while others move up

Ends Cast Off $\frac{3}{4}$ as Centers Box Counter Rotate $\frac{1}{4}$ and $\frac{1}{2}$ Box Circulate; Center line then does the Anything call as others move up

Box Circulate; Leaders U-Turn Back

Leaders in each line Trade as the others do the Anything call working in a distorted 2x2

Leaders in each line Trade as the others do the Anything call working in a distorted 1x4

Outsides $\frac{1}{4}$ Right and Circulate twice as Centers Swing, Slip twice and Cast Off $\frac{3}{4}$

Centers Trade the Wave, Cast Off $\frac{3}{4}$ and Counter Rotate $\frac{1}{4}$ as Outsides Cross Cast Back, Touch $\frac{1}{2}$ and Step and Fold

Same as Chain Reaction except Very Centers Jaywalk with diagonally opposite dancers to start the call

Ends Zing as Centers Concentric Circulate and Face In

Ends Split Circulate twice as Out-facing Centers Crossover Circulate and Circulate as In-facing Centers Circulate and Crossover Circulate

Outsides $\frac{1}{4}$ Left and Circulate twice as Centers Swing, Slip twice and Cast Off $\frac{3}{4}$

Do a total of three Triangle Circulates except that when you become the Apex or In-Facing Base dancer circulate to the other triangle

Do a total of four Split Circulates, except that when you become an in-facing center do your next circulate to the diagonal opposite position

Outsides Grand Chain Eight and Roll as Centers do the anything call

Trailers Press Out;
Trailing Couple $\frac{1}{2}$ Press Ahead;
outside work Phantom;
All Any Shoulder Turn and Deal

Explode; End Beau Circulate $1\frac{1}{2}$ as
End Belle Circulate, Veer Inward
and U-Turn Back as Centers Touch
 $\frac{1}{2}$ and the Very Centers Cast Off $\frac{3}{4}$
while the other Centers Step
Ahead. All form a Right Hand Star;
Turn the Star $\frac{1}{4}$ and Unwrap it to a
column; then all Face In

Centers Phantom Run (reverse
Flip) as the Ends Column Circulate
twice

Trailers Follow your Neighbor
and Spread as Leaders
Box Circulate $1\frac{1}{2}$

Leaders work away from the
center of the set to do a Turn to a
Line as the Trailers $\frac{1}{2}$ Circulate

Do the Anything call but apply the
given concept to the last part of
the call

Hinge;
Lockit

Center pairs of dancers
Grand Cross Run;
new center pairs of dancers Trade

Leaders $\frac{1}{2}$ Split Circulate and
Tandem Cross Fold as
Trailers Follow Your Neighbor;
all Tandem Extend

Execute the first part of the Anything call using the given concept; then execute the remainder of the call without using the concept

Designated dancers Walk
as others Dodge;
all Hinge

Lockit;
Hinge

Scoot Back with the dancers in your Interlocked Single $\frac{1}{4}$ Tag formation

Same as Plenty but start with an Interlocked Little

Same as Little except Centers Cross Fold and Step instead of Step and Fold

Right Roll to a Wave, Arm Turn $\frac{1}{4}$
(or the designated fraction)

Leaders Couples Circulate With the Flow as Trailers
 $\frac{1}{2}$ Circulate, Very Centers Hinge,
Flip the Diamond, Step and Fold

Work in a distorted box with the dancers with whom you would normally Jay Walk. At the end of the call re-establish the footprints of those four positions

Belles Shakedown as Beaus
Phantom Partner Tag

Lockit;
new Center Wave Lock the Hinge
as others Trade, Step and Fold

Leaders Cast Off $\frac{1}{4}$ toward outside,
Roll and Press Ahead
as the Trailers $\frac{1}{2}$ Circulate
and Crossfire

Designated dancers do their part
of the first Anything call as the
others do their part of the second
Anything call

#1 Dancer Trail Off & Roll as #2
Dancer Circulate, Peel Off & Roll as
#3 and #4 Circulate;
centers Cast Off $\frac{3}{4}$;
all Extend

A Diamond in which you work with
the dancers occupying the
positions on every other plane
from you

Centers Touch $\frac{1}{4}$, Cross Concentric
Vertical Tag the Line, Lead Dancer
Peel Left, Trailer Dancer Peel Right
to end as a couple (as in Sets in
Motion) as the Outsides Circulate
 $1\frac{1}{2}$, Hinge, Cross Concentric
Vertical $\frac{1}{2}$ Tag, and Face In

Centers Arm Turn $\frac{1}{2}$ and Slip as
Outsides Cast Back and Touch $\frac{1}{2}$;
Centers of each side Cast Off $\frac{3}{4}$ as
Others do their part of Fan the Top

Hinge;
Designated dancers Roll Twice

<p>#2 Dancer Press Out and do the Anything call with the dancer they meet (working Phantom if necessary) as Others Circulate</p>	<p>#2 Dancer Press Out and Phantom Ah So with adjacent dancer as the others Circulate</p>	<p>Ends $\frac{1}{4}$ to Promenade direction, Step Ahead, Turn another $\frac{1}{4}$ toward their initial turning direction and adjust to end as Trailers in parallel lines. Centers $\frac{1}{4}$ to Promenade direction, Step Ahead, $\frac{1}{4}$ to Promenade direction and Step Ahead to become Leaders in Parallel Lines</p>
<p>Box Recycle; Step & Fold</p>	<p>Trailers $\frac{1}{2}$ Box Circulate and Phantom Run (Reverse Flip) as Leaders Box Circulate $1\frac{1}{2}$</p>	<p>Centers Step & Fold, Peel & Trail as Outsides $\frac{1}{4}$ Right, Counter Rotate $\frac{1}{4}$ and Inward (Right or Left) Roll to a Wave</p>
<p>Scoot Back; Ousides $\frac{1}{4}$ to the handhold; all Diamond Circulate</p>	<p>Ends Split Circulate as Out-facing Centers Crossover Circulate as In-facing Centers Box Crossover Circulate</p>	<p>The Ends of the Center 4 Press Ahead as the un-approached Outside dancer (12-Matrix) Press Out; Ousides work with Phantoms if necessary and all do the Anything call</p>

Single File Recycle;
Step and Fold

Centers act as Beaus while ends
act as Belles to do a facing Recycle

Each dancer executes the
movement that would normally be
done by a set of two dancers
within the normal version of the
call

First two Couple Up,
#3 $\frac{1}{2}$ Circulate and U-Turn Back,
#4 Circulate and Veer Out

Partner Tag;
Outsides Partner Tag as
Centers Touch, Lockit, Step Thru

Trailers Dodge inward to form
facing couples and take the first
Anything call as Leaders do their
part of the second Anything call

Split the 4x4 Matrix into two sets
of adjacent columns and work in
the resulting 2x4 matrix on either
side

Centers or those designated
Arm Turn $\frac{3}{4}$;
all Triple Cross;
Peel Off

Arm Turn $\frac{1}{2}$;
Centers of each side Cast Off $\frac{3}{4}$
and Spread as Very Centers Trade;
Very Ends and Very Centers slide
together and Cast Off $\frac{3}{4}$

Do the call without changing your facing direction

Split the 4x4 Matrix into two sets of adjacent waves and work in the resulting 2x4 matrix on either side

Split the 4x4 Matrix into two sets of adjacent lines and work in the resulting 2x4 matrix on either side

Outside four $\frac{1}{2}$ Zoom and Trade as the Very Centers Cast Off $\frac{3}{4}$ as the other Centers (on the outside)
Counter Rotate $\frac{1}{4}$ to end as the Very Outside dancer

Outside four $\frac{1}{2}$ Zoom and Trade as the Very Centers Cast Off $\frac{3}{4}$ as the other Centers (on the outside)
Counter Rotate $\frac{1}{4}$ to end as the Very Outside dancer

Centers Trade the Wave, Hinge & Cross as the Ends Cross Cast Back and Pass In

Ends $\frac{1}{2}$ Circulate and Hinge as Centers do a Beaus Run as Belles Dodge

Arm Turn $\frac{1}{2}$;
Centers Cast Off $\frac{1}{4}$;
Very Centers Trade;
Centers Cast Off $\frac{1}{4}$

Belles Extend (to left hands) and Cast Off $\frac{3}{4}$ as Beaus Run $1\frac{1}{2}$

Centers Touch the first fraction
and Spread while
the others step forward;
new centers do the Anything call

Centers Touch the first fraction
and Spread while
the others step forward;
new centers Touch the second
fraction

Ends Circulate twice as the Centers
Any Hand $\frac{3}{4}$ Thru and Trade the
Wave; all Cut the Diamond

Ends Cross Fold & Roll as Centers
Concentric $\frac{1}{4}$ Out and Trade

Pass Thru;
As Couples $\frac{1}{4}$ Right

Centers Trade and Spread
as the Ends Crossover Circulate

#1 and #3 Peel Off and Circulate
twice (around the outside) as #2
and #4 $\frac{1}{2}$ Circulate, Cast Off $\frac{3}{4}$,
Very Centers Trade, and Cast Off $\frac{3}{4}$

#1 Dancer Transfer (Trail Off,
Circulate, $\frac{1}{4}$ In) as others
 $\frac{1}{2}$ Circulate and Trade; in the
new Center Columns #1 dancer
Box Transfer (Trail Off & Roll) as
the others $\frac{1}{2}$ Circulate and Hinge;
all Extend

Analogous to Triple Boxes,
Lines or Waves;
work within your diamond with
phantoms as necessary

Like Tandem or Siamese, two dancers do what one would normally do. Unlike those, the two keep the same geographical relation to each other: If dancer 1 starts to the North of dancer 2, she will always be to the North. Thus for each 90 degree turn, a couple becomes a tandem and vice versa.

#1 dancer $\frac{1}{2}$ Split Circulate and Phantom Formation Circulate 2;
#2 dancer Circulate, $\frac{1}{2}$ Split Circulate and Phantom Formation Circulate;
#3 dancer Circulate $2\frac{1}{2}$;
#4 dancer Circulate 3; all adjust to end in the given formation