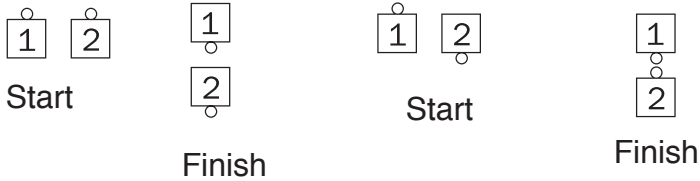


Single Wheel

Starting Formation: Couple or mini-wave only

Definition: With each dancer taking the part of an entire couple, do a Wheel and Deal. This call cannot be fractionalized.

Ending Formation: Depends on starting formation



You can also think about this call as a Hinge and Roll. And remember that a Hinge is a half a Trade

Slip

Starting Formation: General line with the centers forming a mini-wave only

Definition: Centers Arm Turn 1/2 by the hand they have joined.

Ending Formation: Same as starting formation



So we take something that's perfectly easy to call ("Centers Trade") and slap another name on it. Why? To torture dancers? In a word, yes. Slip is part of a family of calls that all start with "S" and that are often combined in confusing ways. We'll learn them one at a time and then begin to combine them in combinations guaranteed to confuse...

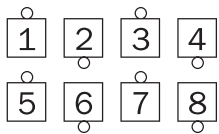
In Roll Circulate

Starting Formation: General lines, with the ends forming a tandem

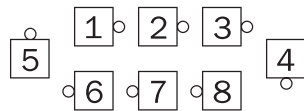
Definition: In each line, the end facing in Circulates. Meanwhile, each of the other dancers (in a single, smooth motion) faces the vacated spot, steps forward, and turns another 1/4 the same way he first turned. Ends back in parallel lines or waves.

The non-circulators' part is a single motion, rather than a 3-part move. This call can be fractionalized into halves, as shown below.

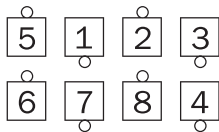
Ending Formation: General lines



Start



After 1/2



Finish

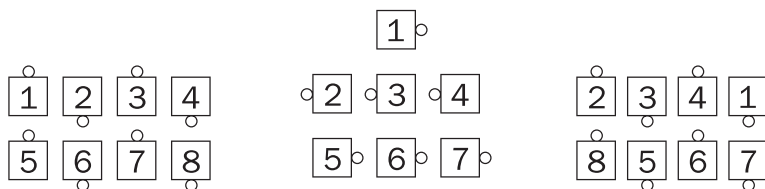
The in-facing end usually shouts something like "I Go!" so that the other dancers in the wave will know which way to go.

Out Roll Circulate

Starting Formation: Parallel general lines, with the ends forming a tandem

Definition: : In each line, the end facing out Circulates. Meanwhile, each of the other dancers, in a single, smooth motion, faces the vacated spot, takes a step forward, and turns another 1/4 in the same direction he first turned. Ends back in parallel waves or lines. The non-circulators' part is a single motion, rather than a 3-part move. This call can be fractionalized into halves, as shown below.

Ending Formation: General Lines



Start

After 1/2

Finish

Just like In Roll Circulate, except that the OUT-facing end goes (remember to let 'em know who you are!). Many dancers seem to find this one harder than In Roll Circulate.

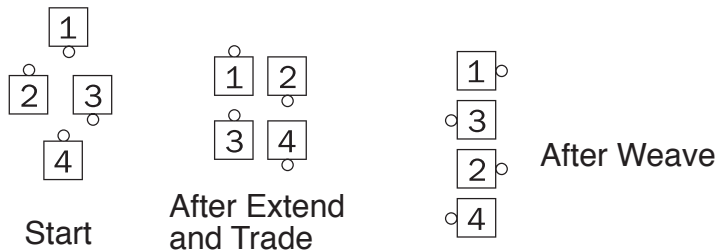
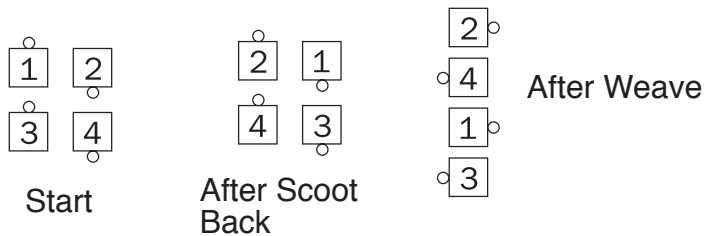
Scout and Weave

Starting Formation: Right-(left-)hand box circulate or single Quarter Tag.

Definition: From right-(left-)hand box circulate: Scoot Back. Those facing in Left (Right) Touch 1/4 with each other, while those facing out Quarter Right (Left). Ends in a wave.

From single quarter tag: Extend, Trade, and then Weave the same way you would from box circulate.

Ending Formation: Wave



Split / Box Counter Rotate

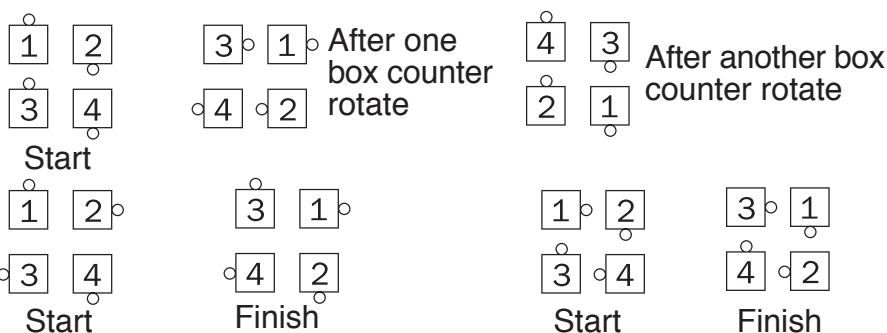
Starting Formation: Any 4-dancer formation with no dancers facing the flagpole center [At Advanced, this call is used only from box circulate, and certain T-bone formations.]

Definition: This call may have a fraction after it, such as Box Counter Rotate 3/4. If no fraction is given, it means Box Counter Rotate 1/4.

For each 1/4 in the fraction: Each dancer moves his position in the formation forward around the center of the formation 90°, by walking forward in a smooth arc to reach that spot. Each dancer works independently of the other 3 dancers in his formation.

Every dancer can Roll at the end of this call.

Ending Formation: Depends



This call has a sound effect (Scooters say "Scootersg" and the Weavers say "Weavers").

One way to think about this call is to imagine your group of 4 dancers is on a lazy susan that turns exactly 1/4 (or whatever the fraction is).

Another way (but it doesn't capture the smoothness of the call) is (a) if you're facing in, split/box circulate and quarter in; (b) if you're facing out, quarter in and split/box circulate. This approach will get you to the right spot.

Split vs. box: Split means you break the formation into two sides and do the call on each side. Box usually refers to a single group of 4 dancers within the formation. So the caller should say "Centers, Box Counter Rotate." However, some callers use Split Counter Rotate anyway, even though it's technically not correct.

Swing

Starting Formation: General line with each end and the adjacent center in a mini-wave only

Definition: Each end and the adjacent center Arm Turn 1/2 by the hand they have joined.

Ending Formation: Same as starting formation



Start



Finish

As promised, here's another one of those "S" calls. We won't even talk about the confusion possible with the OTHER swing (as in Swing Your Partner). Good thing we hardly ever swing our partners at Advanced...

One important note: Swing is an any-hand call—left or right doesn't matter; it's defined in terms of the End and the Adjacent Center.

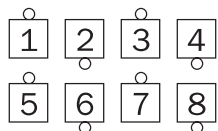
So, from a right-hand wave, a Swing; Slip is the same as a Swing Thru. From a left-hand wave, a Swing; Slip is the same as a Left Swing Thru. Got it?

Trade Circulate (Ocean Waves)

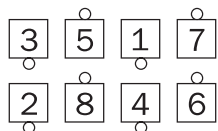
Starting Formation: Parallel Waves only

Definition: Leads Trade, while the trailing center Circulates to the nearest end of the other wave, and the trailing end Circulates to the nearest center of the other wave.

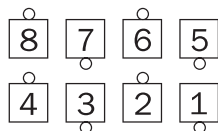
Ending Formation: Parallel waves of the opposite handedness.



Start



After Trade Circulate



After another Trade Circulate

We're going to learn Trade Circulate in two parts, because it feels very different from different formations. So here it is from ocean waves. It should feel the same (read identical) as Cross Over Circulate from ocean waves. But it's defined differently. Cross Over Circulate is defined in terms of circulate paths, while Trade Circulate is not (note that the Leads Trade with each other).

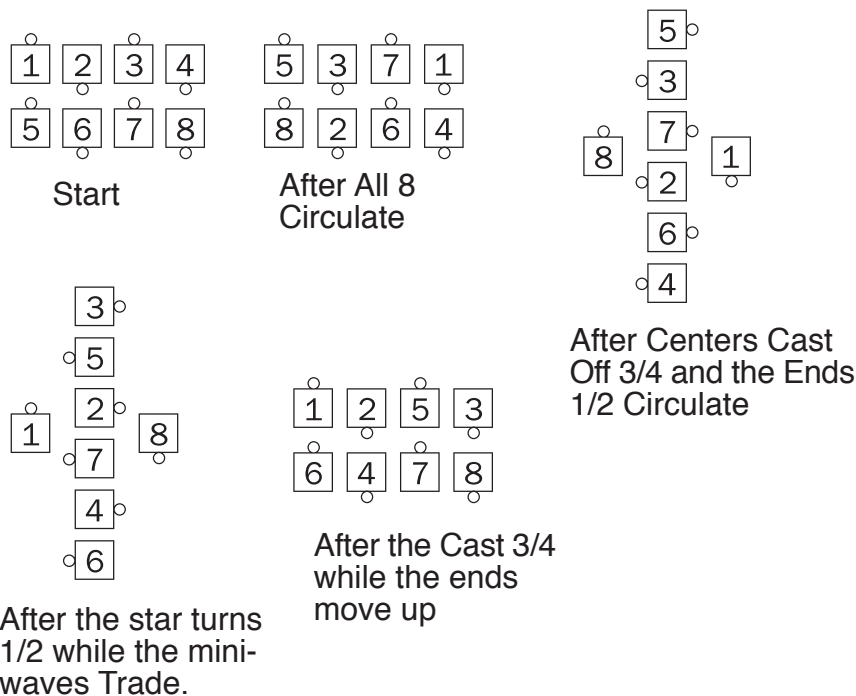
Here's another way to think about the call: Leads Trade, Trailers Pass Thru on the diagonal.

Motivate

Starting Formation: Parallel Waves

Definition: All Circulate. The centers of each wave Cast Off 3/4, while the ends 1/2 Circulate. This creates a star between two mini-waves. The star Turns half, while those in the mini-waves Trade. Those who meet Cast Off 3/4, while the others move up (as in Hourglass Circulate) to become the ends of parallel waves.

Ending Formation: Parallel Waves



We're going to try to learn to dance this call by definition rather than by feel. Motivate is frequently called from all possible arrangements, so you really should learn its definition.

The 1/2 Circulate that the Ends do is actually more like an Hourglass Circulate, which brings the In-Facing End into the center star.

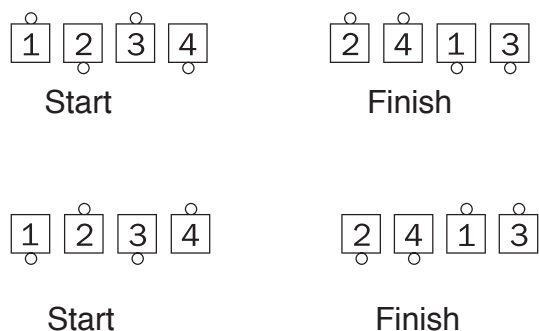
This call ends "like a chain reaction" (the Cast Off 3/4 while the ends move up). So you already know part of it. What's tricky is that the star turn is 1/2 instead of 1/4.

Switch the Wave

Starting Formation: Wave

Definition: Centers Run, while the ends Cross Run

Ending Formation: 2Faced Line



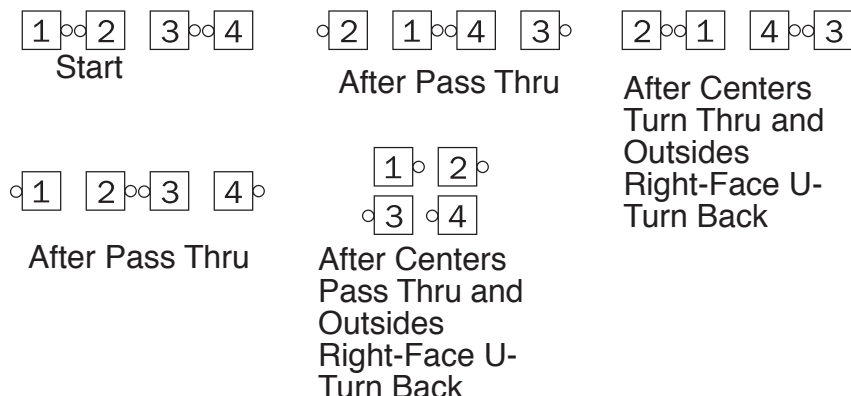
There are several "switch" calls (not to be confused with the "S" calls), but they all have one thing in common: the Centers ALWAYS Run.

Pass and Roll

Starting Formation: Single 8 Chain Thru

Definition: All Pass Thru; the centers Turn Thru, while the outsides do a right-face U-Turn Back. All Pass Thru, and the centers Pass Thru as the outsides do a Right Roll to a Wave to meet the centers.

Ending Formation: Parallel Mini-Waves



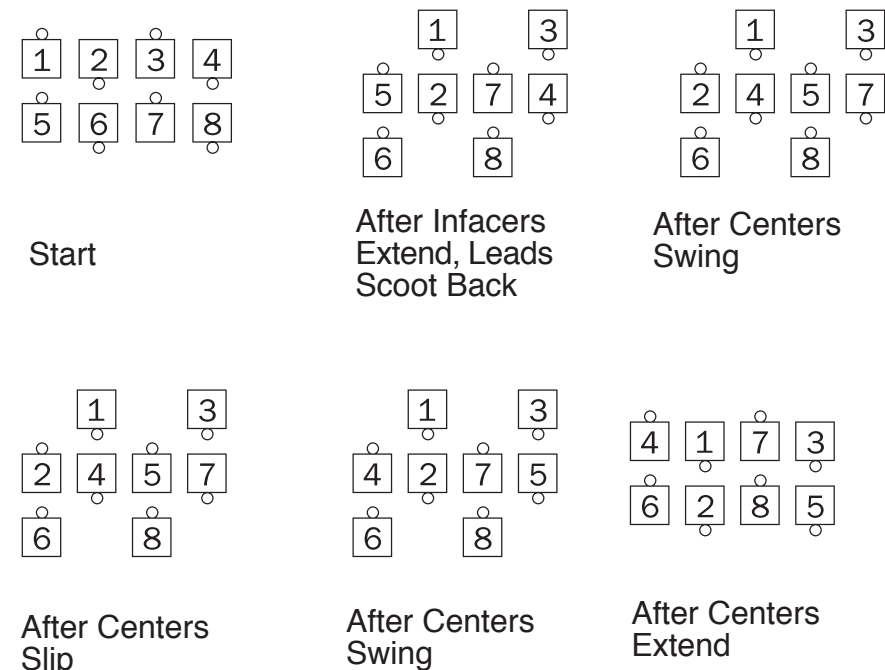
How to follow a diagram: Pick a dancer and then try to visualize that dancer's path. For example, in Pass and Roll, Dancer #1 sort of moves around in an oval. Dancer #4 mirrors Dancer #1. Dancers #2 and #3 start moving forward, reverse their direction and then move straight ahead to the other side

Scout Chain Thru

Starting Formation: Parallel Waves or Quarter Tag

Definition: From Waves: Those facing out do a Scoot Back, while those facing in Extend, Swing, Slip, Swing, and Extend. From Quarter Tag: All Extend, Swing, Slip, Swing, and Extend.

Ending Formation: Waves -> Waves. Quarter Tag -> 3/4 Tag



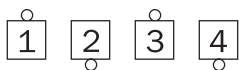
There are sound effects for this call, brought on by the fact that the original infacers do a lot more than the original outfacers. Traditionally, if the infacers are all boys, the dancers chant "Work, work, work" and if the infacers are all girls, the chant is "Shop, shop, shop".

Slide

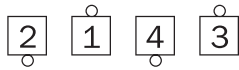
Starting Formation: General line in which each end and the adjacent center form a mini-wave only

Definition: Each end and the adjacent center slide nose-to-nose to take each other's place.

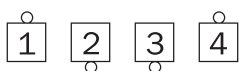
Ending Formation: Depends on starting formation



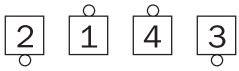
Start



Finish



Start



Finish

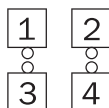
This is the third "S" call. So far, we have slip, swing, and slide. Remember, slip is for the CENTERS only, swing and slide are for the ENDS and adjacent centers. Some people remember this by remembering that Swings and Slides are outside playground equipment (Outside->Outers->Ends). It might help...

Recycle (Facing Couples)

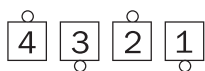
Starting Formation: Facing Couples only

Definition: The beaux step forward until they are side-by-side, while doing a U-Turn Back, turning toward each other. Meanwhile, the belles Veer Left and join right hands with the original beaux. Ends in a right-hand wave; the beaux finish as centers of the wave, and the belles finish as ends.

Ending Formation: RH Wave



Start



Finish

Beaus, you'll end up as the centers of the wave, holding right hands with the person you were standing beside. Belles, you'll end up on the ends of the wave, holding right hands with the person you were standing beside.

Spin the Windmill

Starting Formation: Anywhere with a center wave or center facing couples (e.g., 3/4 tag, trade by)

Definition: Centers Swing, Slip, and Cast Off 3/4, while the outsides Face as directed and Circulate two positions. If the centers start in facing couples, they first Touch, then finish the call.

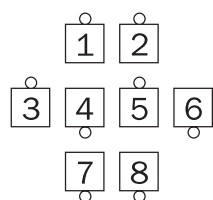
Left Spin the Windmill is the same, except that:

It may only be used with the centers in facing couples or a left-hand wave.

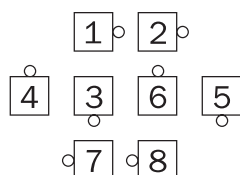
If the centers are in facing couples, they Left Touch before doing the Swing, Slip, and Cast Off 3/4.

Ending Formation: Depends

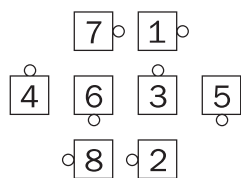
Spin the Windmill, Outsides Right



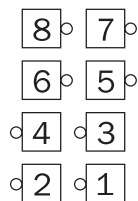
Start



After Centers Swing and the Ends Quarter Right



After Centers Slip and the Ends Circulate



After Centers Cast Off 3/4 and the Ends Circulate

Outsides can be directed to go LEFT, RIGHT, IN, OUT, or "as you are" or "ahead". The "as you are" or "ahead" designations are used from a diamond formation when the outsides are already in a position to Circulate. IN means you quarter in to face and then Circulate. OUT means you quarter out and then circulate.

The outsides have the hardest part of this call; you have to remember to listen for a direction (and sometimes a modification of how far to go) and then do your circulates without paying attention to where the centers end up. Usually, you'll end up adjacent to one of the centers, BUT NOT ALWAYS!

If you Circulate twice, you will end up diagonally opposite where you start.

Switch to a Diamond

Starting Formation: Wave

Definition: Centers Run, while the ends do their part of Diamond Circulate.

Ending Formation: Diamond



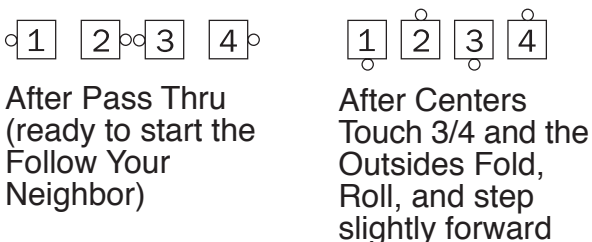
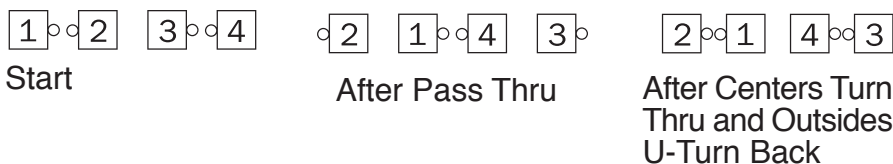
Remember, ALL the Switch calls include a Centers Run. In this call, Ends pretend that they're the points of a Diamond and do a Diamond Circulate (becoming the Centers of the new Diamond)

Pass and Roll Your Neighbor

Starting Formation: Single eight chain thru

Definition: All Pass Thru. The centers Turn Thru while the outsides do a right-face U-Turn Back. All Pass Thru, and the centers Touch 3/4 while the outsides finish as in Follow Your Neighbor (Fold right, Roll, and step slightly forward). Ends in a left-hand wave.

Ending Formation: LH waves.



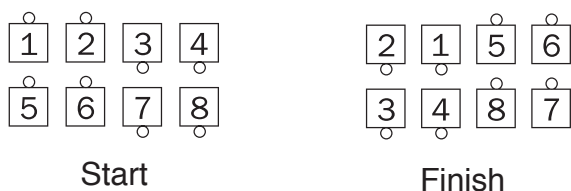
This call starts like a Pass and Roll and finishes like a Follow Your Neighbor.

Trade Circulate (2F Lines)

Starting Formation: Parallel 2F Lines

Definition: The Leads Partner Trade, while the trailers Diagonal Pass Thru with each other.

Ending Formation: Parallel 2F Lines (opposite handedness)



We already did Trade Circulate from Parallel Waves; here's the same call with a somewhat different definition. Actually, I think the call has basically the same definition: Leaders Trade; Trailers Pass Thru on the diagonal.

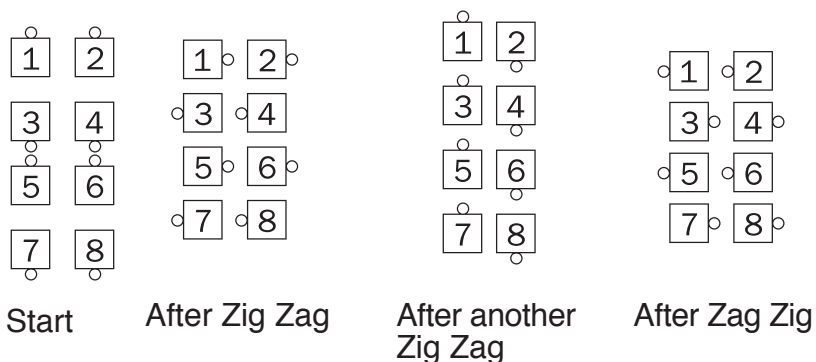
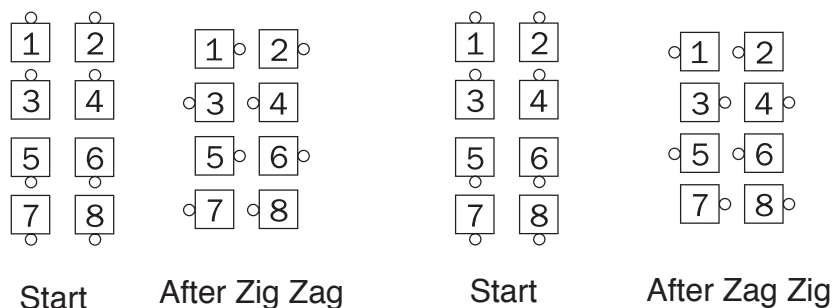
Zig Zag / Zag Zig

Starting Formation: Anywhere there are leads and trailers

Definition: Zig means Face Right, and Zag means Face Left. When given in a pair, as in Tag the Line Zig Zag, the call applies to a group of two dancers; each leader does the first (Zig in this case), and each trailer does the second (Zag in this case).

If only one is given, it is directed to the leaders, and the trailers do nothing. In "3/4 Tag the Line, Zig," only the outsides would Face Right

Ending Formation: Depends



First, you need to remember which is Right and which is Left. Zig has an "i" in it and so does Right...does that help you remember that Zig = Right and Zag = Left?

Second, you need to quickly determine if you're a leader or a trailer. If you're looking IN to your group of 4, you're a trailer. If you're looking OUT of your foursome, you're a leader.

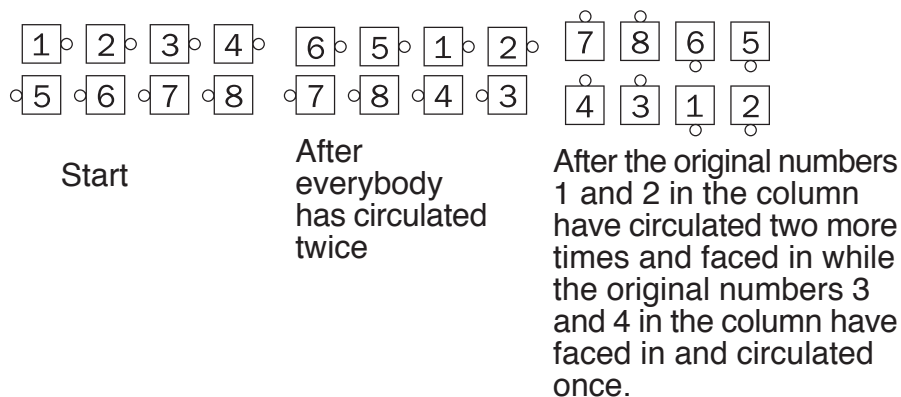
Here's a trick (and I use it all the time): If the call is "Zig Zag" you will always end up in a Right-Handed setup: a Right-Hand Wave or Column. If the call is "Zag Zig" you will always end up in a Left-Hand setup.

Checkmate the Column

Starting Formation: Columns

Definition: Numbers 1 and 2 in each column Circulate 4 spots and Face In, while Numbers 3 and 4 in each column Circulate twice, Face In, and as a couple Circulate.

Ending Formation: Parallel 2Faced Lines



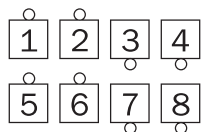
Another way to work with a series of diagrams. Pick a dancer and see if you can predict where that dancer will be in the next diagram. This is a way of checking your understanding of what's happening in the call.

Mini Busy

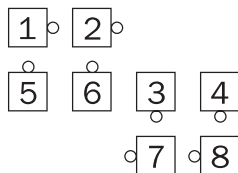
Starting Formation: Parallel 2Faced Lines

Definition: The trailing couples Extend, have the center two Hinge, and Flip the Diamond. Meanwhile, the lead couples (working around the outside) Face In, step forward one spot, and Face In. Ends in a quarter-tag formation. This call has three parts.

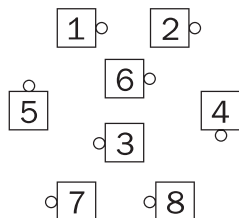
Ending Formation: Quarter Tag



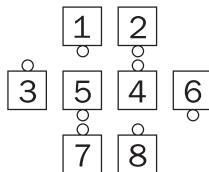
Start



After the trailing couples Extend and the lead couples Face In. (End of Part 1)



After the centers Flip the Diamond and the lead couples Face In. (End of Part 3)



After the centers Flip the Diamond and the lead couples Face In. (End of Part 3)

Lead Couples: You're essentially doing a Turn and Deal, but Turn and Deal is never fractionalized and Mini Busy can be.

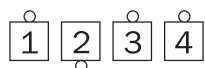
2/3 Mini Busy is sometimes used to set up an Hourglass. The resulting Hourglass is somewhat squished; you'll need to do a little adjusting to make a "good" Hourglass.

Slither

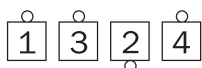
Starting Formation: General line with centers in a mini-wave only

Definition: The centers slide past each other nose-to-nose, to take each other's place.

Ending Formation: Depends on starting formation



Start



Finish

Here it is: the final "s" call. Now our repertoire is complete: Slip, Slide, Swing, and Slither. Slip and Slither are for the Centers only; Swing and Slide (remember the playground equipment) are for the Ends (Outsides/Playground...get it?) and the adjacent Centers.

Trail Off

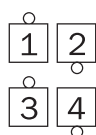
Starting Formation: From anywhere Peel Off is possible (e.g., a Z, tandem couples (double pass thru, completed double pass thru) or box circulate formations)

Definition: This is a Cross Peel Off. Each lead walks in a wide half circle around the center of the formation, and steps forward (if needed) to become one end of the forming line or wave. Meanwhile, the trailers step forward (if needed), Half Sashay with each other (belle passing in front of beau) and do a U-Turn Back (turning away from the center), to become the centers of the forming line or wave.

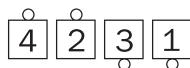
If the leads begin the call next to each other, they Half Sashay as they move, with the belle passing in front of the beau.

This call always ends in a line, centered on the same line the starting formation was centered on.

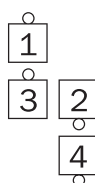
Ending Formation: General Line



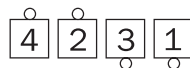
Start



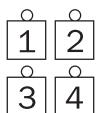
Finish



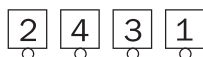
Start



Finish



Start



Finish

I think this definition is a little misleading. If the trailers are facing opposite directions, they don't do a Half Sashay; they just Trade with each other.

Notice the traffic pattern on this call: if you're facing the same direction as the person you're beside, you do a Half Sashay and then Peel Off. In theory, this means you should pass LEFT shoulders with that person as you blend the Half Sashay and Peel actions.

In practice, many dancers do a Partner Trade action (passing right shoulders). In fact, I would venture to say that MOST dancers do a Partner Trade.

So what should you do? I will teach you the correct way, but when you're out dancing in the real world, don't break down your square by insisting on a left shoulder pass.

Remake

Starting Formation: Any appropriate (e.g., box circulate, columns) [At Advanced, a specific formation must be named, e.g., "Remake the Wave."]

Definition: If no specific formation is named (i.e., the caller calls "Remake the Setup"), this is a right-hand-first call: Those who can Turn by the Right $1/4$, then those who can Turn by the Left $1/2$, then those who can Turn by the Right $3/4$. There must be dancers who do the Turn by the Left.

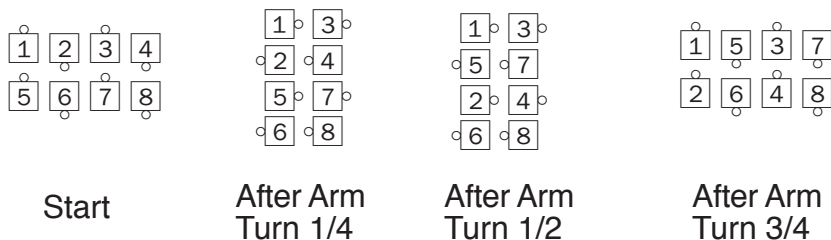
If a specific formation is named, as in Remake the Wave, this becomes an any-hand call: All those who can Arm Turn $1/4$, then those who can Arm Turn by the other arm $1/2$, and then those who can Arm Turn by the original arm $3/4$. There must be dancers who do the Turn by the other arm.

Ending Formation: Same as the starting formation

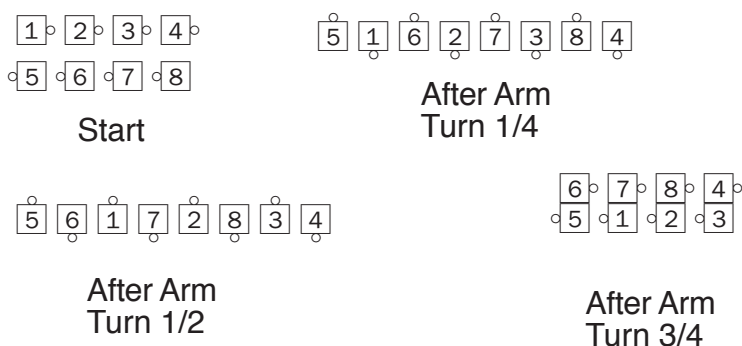
Remember: Quarter, Half, Three-Quarters.

Remake the Thar has been removed from the Plus list and is now part of the A2 Remake family.

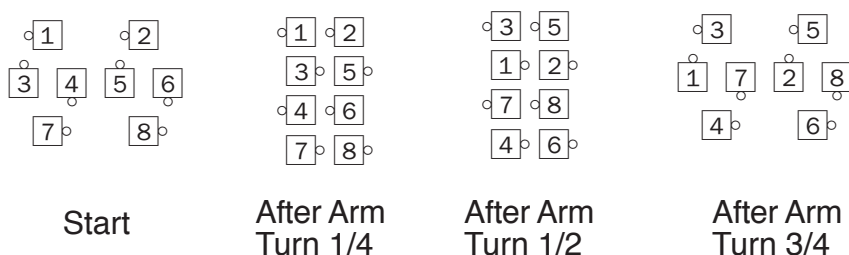
Remake the Wave



Remake the Column



Remake the Diamond

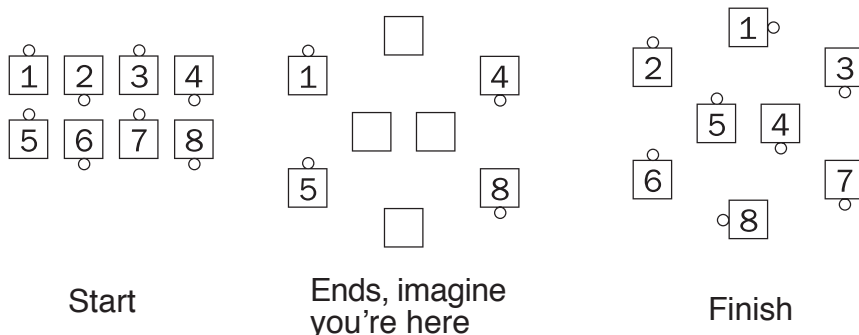


Switch to an Hourglass

Starting Formation: Waves or lines [at Advanced, this call may be used from parallel waves only]

Definition: Centers Run, while the ends do their part of Hourglass Circulate.

Ending Formation: Hourglass



As in all the "Switch" calls, the Centers always Run.

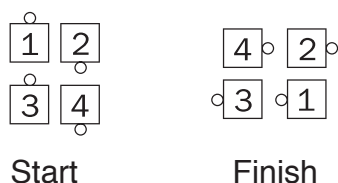
Ends, you have to imagine that you're the points of an Hourglass (even though the hourglass doesn't yet exist).

In-facing Ends, I think you have the hardest part. All you do is move forward diagonally (don't change your facing direction). Sometimes not doing very much is harder than doing a lot...

Box Transfer

Starting Formation: Box circulate formation, or any symmetric 2x2 formation with 2 leaders and 2 trailers

Definition: Leads Box Circulate twice and Quarter In, while the trailers Extend, Arm Turn 3/4, and Extend.



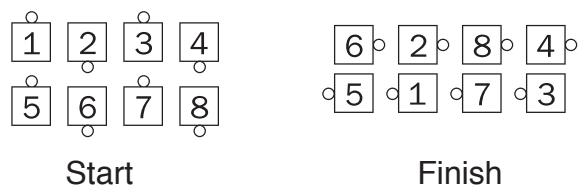
You can think of this as a "Single Transfer the Column." The lead dancer in the box dances the part of the two lead dancers in a Transfer the Column. The trailing dancer in the box dances the part of the two trailing dancers in the column.

Split Transfer

Starting Formation: Waves or columns

Definition: Divide the whole formation into two side-by-side box circulate formations. Each of them Box Transfer

Ending Formation: Columns or waves

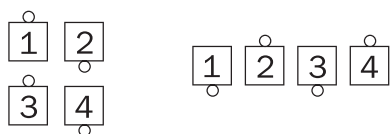


Peel and Trail

Starting Formation: Anywhere a Peel Off is possible (e.g., completed double pass thru, columns)

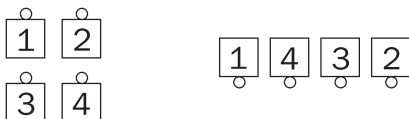
Definition: The leads do their part of Peel Off as the trailers do their part of Trail Off. Note that for the trailers in a box circulate formation, the Trail Off is a Step Forward and Arm Turn Half with each other; for the trailers in a Z, it is Step Forward (if necessary) and Arm Turn Half

Ending Formation: General Line



Start

Finish



Start

Finish

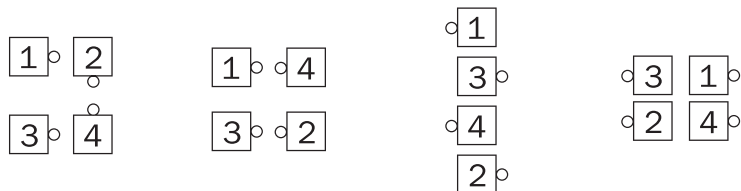
The first part ("Peel") is directed to the leads; the second ("Trail") is directed to the trailers.

Split Square Chain Thru

Starting Formation: Static square, or T-bone. (From a static square, those designated step forward, to form two side-by-side T-bones.):

Definition: Those facing Right Pull By, Quarter In (to face those who didn't pull by), all Left Swing Thru, and Left Turn Thru.

Ending Formation: Couples back-to-back



Start

After Right Pull
By and Quarter
In

After Left
Swing Thru

After Left
Turn Thru

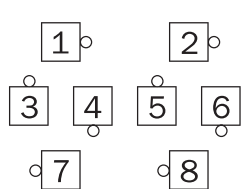
This is analogous to a Split Square Thru

Diamond Chain Thru

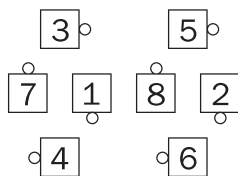
Starting Formation: Twin Diamonds

Definition: All Diamond Circulate, the very centers Trade, and Cast Off 3/4 with the adjacent ends of the wave.

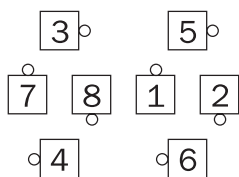
Ending Formation: Parallel waves or lines



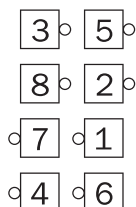
Start



After Diamond Circulate



After centers Cast Off
3/4



After centers
Cast Off 3/4

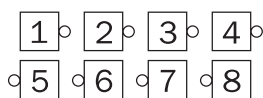
Transfer and <Anything>

Starting Formation: Columns

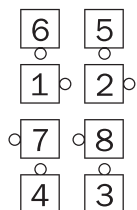
Definition: The #1 and #2 dancers in each column Transfer The Column (to end as a couple on the outside, facing in), while the #3 and #4 dancers Circulate (forming a box circulate formation in the center) and do the Anything call. A Transfer The Column could be defined as a Transfer And Cast Off 3/4 and all Extend.

Ending Formation: Depends on <anything>

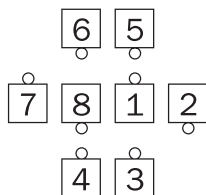
Transfer and Quarter Thru



Start



After the #1 and #2
dancers Transfer the
Column and the #3 and
#4 dancers circulate



After the Centers
Quarter Thru

The #3 and #4 dancers have the hard part: first, it's easy to go too far and miss forming your box of 4, and then it's easy to miss your <Anything> call.

New Concepts: All 4 Couples / All 8

Starting Formation: General versions of static square, circle, and Thar

Definition: These concepts are applied to 2- or 4-dancer calls, and allow all eight dancers do the call at once. Each group of 4 dancers work with themselves as though the other group wasn't there.

When the dancers would normally walk through the middle of the square (e.g. as part of a Pass Thru or Pull By), they walk around the perimeter instead. All the hand actions and shoulder passes are the same as for the basic call. However, passing the "other" dancers (e.g., heads passing sides) alternates between right shoulders and left shoulders. An example of this shoulder passing can be found in All 4 Couples Right and Left Thru.

When two dancers would normally walk through the center of the square (e.g. as part of a centers Pull By or centers arm turn), they still go through the center--they adjust into a star as they go, to avoid collisions. Examples of this can be found in All 8 Swing Thru and All 8 Dixie Style to a Wave.

Some calls contain both traffic patterns. From a squared set, All 4 Couples Square Chain Thru would be danced as a pass your corner right shoulder, Right Pull By, pass the next left shoulder, step to a left-hand wave with the next, all arm turn 1/2 by the left, center 4 star 1/2 by the right, all left turn thru and pass the next right shoulders. Ends in a squared set with everyone facing out. The dancers who started on the head spots are now on the side spots.

At the end of the call, you must adjust to the nearest static square footprints of the wall you are facing. For example, if you end facing the head walls, adjust (without turning) to the nearest head position. If you end on that spot, you don't adjust.

The initial traffic pattern determines the name of the concept. If the initial traffic pattern requires all dancers to walk around the perimeter, "All Four Couples" is used. Otherwise, "All Eight" is used.

Ending Formation: Depends on call.

New Concepts: All 4 Couples / All 8

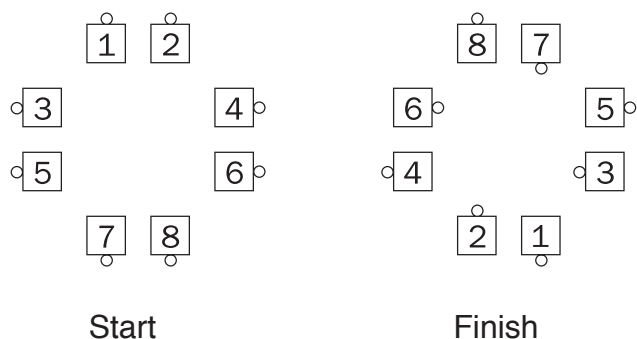
Examples:

All 4 Couples Chase Right

Starting Formation: Static Square with everyone facing out

Definition: Those at the head position Chase Right while those at the side position also Chase Right. All action is clockwise around the outside of the set.

Ending Formation: Static square spots with dancers in right-hand mini-waves.



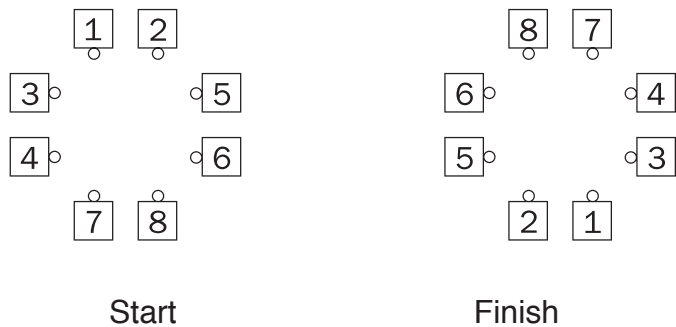
1. Based on the call, identify the 4 dancers whom you will work with.
2. Do the call as if the other 4 dancers weren't there. Avoid colliding with them either by using a star when you go through the middle or passing them on the perimeter.
3. At the end of the call you must adjust (without turning) to the nearest static square footprints of the wall you are facing.
4. If you end on Thar spots, you don't adjust.

All 4 Couples Right and Left Thru

Starting Formation: Static Square or Circle

Definition: All pass corners right shoulders, Right Pull By with opposite, pass the next dancer left shoulders, and Courtesy Turn with partner, to end facing the center of the set.

Ending Formation: Static square



For "All 4 Couples" calls, you're usually working with the couple opposite you. Identify those people and ignore (but don't run into) the others.

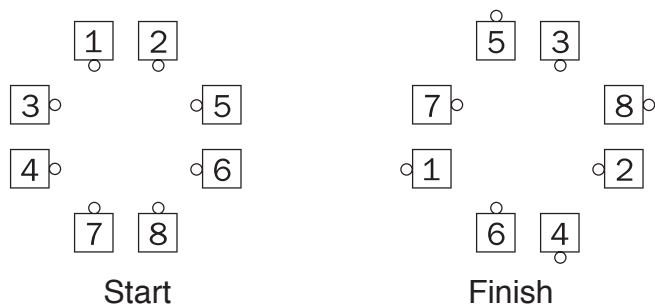
For "All 8" calls, you're usually already in a thar or wrong way thar (remember, these are just crossed waves) and you work with the people who are in your wave.

All 4 Couples Touch 1/4

Starting Formation: Static Square or circle

Definition: All pass corner right shoulders and Touch 1/4.

Ending Formation: Static square

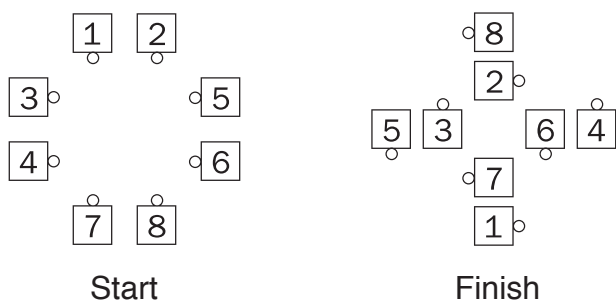


All 8 Dixie Style to a Wave

Starting Formation: Static Square or Circle

Definition: The right hand dancers step forward and to the left to become the lead dancer in a tandem. Lead dancers join right hands in a star and Pull By. All Left Touch 1/4.

Ending Formation: Thar

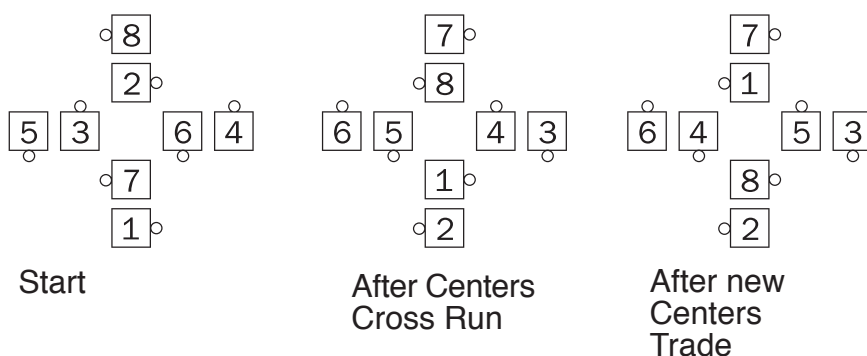


All 8 Mix

Starting Formation: Thar or Wrong Way Thar

Definition: The centers cross run, by turning their star 1/2 and sliding nose-to-nose with the outsides (Slide). The new centers trade, by turning their star 1/2. Ends in a Thar or Wrong Way Thar.

Ending Formation: Thar or Wrong Way Thar



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