

C3B Definitions

Week 1

<any Tagging call> & Scatter

Tagging call 1/2, scatter scoot

The tagging calls are: Tag the Line, Flip the Line, Vertical Tag, Invert the Tag, Cross Flip the Line, Double Pass, Chase the Tag, Loop and Tag, Cross Loop and Tag, Track N.

Comments. Some callers may insert the word “back” as in tag back and scatter.

Change Lanes

Centers arm turn 1/4, slip, arm turn 3/4 and spread, ends circulate and cross over circulate.

Loop and N/4 Tag

Tandem 1/4 out and tandem roll twice, extend to N/4 tag

Cross Loop and N/4 Tag

Tandem all cross kickoff, extend to N/4 tag.

Comments. From completed double pass thru loop and 0 tag and cross loop and 0 tag are equivalent to cloverleaf and cross cloverleaf respectively.

Split Phantom Boxes Concept

Phantom 2x4 formation. May be columns and/or lines/waves. Formed by adding a box outside of a normal 2x4 to form a 2x8, then splitting the 2x8 into two 2x4s.

Nuclear Reaction

Part 1. Center and end they are facing pass thru.

Part 2. Centers cast off 1/4 and roll and spread. Ends cross concentric vertical 1/2 tag.

Part 3. Counter rotate

Cross Nuclear Reaction

Part 1. Center and end they are facing on the diagonal pass thru.

Finish nuclear reaction.

Comments. Nuclear reaction but- the but replaces the centers counter rotate.

Reverse the Top

Part 1. Fan the top.

Part 2. Swing.

Sidetrack

Part 1. Zig Zag

Part 2. Counter rotate

Part 3. Roll

Split Sidetrack. Do the call in your box.

Single Sidetrack. Do the call in your 1x4 column.

Comments. You may even hear split single sidetrack, meaning zigzag, hinge, roll, but not from me.

Reflected Concept

Part 1. Do the tagging call to the $\frac{1}{2}$ tag.

Part 2. Box counter rotate.

Parts 3 +. Finish the call

Comments. You may hear something like reflected $\frac{1}{4}$ tag. Probably not really legal. Think reflected $\frac{1}{2}$ tag and back up to form a $\frac{1}{4}$ tag.

Track <N>

Tandem trade, extend N times.

Week 2

Boomerang

If couples, zoom and original trailers trade. If miniwave leads zoom, trailers scoot back.

Change your image

Centers phantom column circulate 2.

Ends split circulate 2.

Comments. From some formations dancers may occupy the same spots after the first circulate. You do not crash and re-evaluate, you just continue to circulate in your original (possibly phantom) column or box.

Explode the diamond

Ends concentric circulate like a couple up, centers explode the wave.

Echo Concept

Part 1. Do call with concept.

Part 2. Do call without concept.

Comments. This sounds fairly trivial, but watch out for where the concept is. You may be echoing just parts of calls (e.g., initially echo tandem swing thru) or echoing a call which changes (e.g., echo motivate but hinge).

Trade the Diamond

Part 1. Trade the deucey.

Part 2. Centers hinge.

Part 3. Diamond circulate.

Part 4. Centers hinge.

Comments. From normal formations call is equivalent to trailing ends trade.

Lift Off

Part 1. Leads as a couple 1/4 right, trailers slush left, all distorted centers circulate and adjust to two faced lines.

Part 2. Couples circulate.

Lift Off But. Lift off but replace the couples circulate with the but call.

Comments. This call is poorly defined, and hard to redefine. Original definition is (after heads pass thru from squared set); "Head ladies cloverleaf to stand behind side ladies; head men 1/4 right; side ladies angle left 45 degrees and walk up beside the head men on head man's right; head ladies step up beside side man; head man and his new partner couples circulate 1 1/2 to face in; side man and his new partner do one couples circulate, veering slightly to the left."

Reactivate

Do the first part of chain reaction, triple trade, very centers and ends move up (as in hourglass circulate).
Cross Reactivate. Do the first part of cross chain reaction, finish reactivate.

Comments. This is the same as do the first part of chain reaction and then finish finish coordinate.

Generous Concept

Add 1/4 turn to the first arm turn in the call.

Stingy Concept

Delete 1/4 turn from the first arm turn in the call.

Comments. Watch out for cases when the arm turn is really a hinge or counter rotate and not an arm turn. This may be controversial. Remember only the first arm turn is affected.

Cross Lockit

In one smooth flowing movement lockit and spread. Everyone can roll.

Week 3

<anything> (Cross) Reactivate | Nuclear Reaction

Part 1. Do the tagging call back centers to a wave.

Part 2. Do the complete call.

Comments. Turns multi-part calls into two-part calls.

Chase the N/4 Tag

From back-to-back couples only, belles right faced u turn back and all vertical N/4 tag.

Comments. Think start chase right, finish vertical tag.

Cross Cycle (line)

Part 1. Bounce the centers.

Part 2. Box counter rotate.

Part 3. Roll.

Cross Cycle (Box)

Box or facing recycle and slither.

Comments. Real definition for line version is centers cross fold, adjust to a box, finish recycle. Bounce the centers (or do your part bounce the centers) is really more accurate.

Turn The Key

Part 1. Trade

Part 2. Counter rotate

Part 3. Hinge.

Anything the Key. Replace trade with anything.

Split Turn the Key. Replace counter rotate with split counter rotate.

Secondly Concept <any concept> <anything> Concept

Modify the second part of the call as directed

Thirdly Concept

Modify the third part of the call as directed

Fourthly Concept

Modify the fourth part of the call as directed

Reset N/4

Part 1. 1/2 zoom.

Part 2. Hinge.

Part 3. 1/2 zoom.

Part 4. Hinge.

Wave the <Anyone>

Part 1. Press ahead.

Part 2. Centers designated walk, others dodge. Ends designated kickoff.

Two-Faced Concept

Replace arm turn 1/2 with partner trade.

Interlocked Rally

Part 1. Ends rally, centers interlocked little.

Part 2. Centers peel and trail.

Interlocked Rally (but)

Replace peel and trail with the but call.

Week 4

<any Tagging call> The Top

Part 1. Any tagging call 3/4

Part 2. Centers spin the top, ends face and touch 1/2 (or left touch 1/2 from left tag)

Comments. There is another definition which you may hear. All 1/2 tag, 1/2 circulate, centers spin the top, ends trade (three parts). Makes a difference if fractions, finish, or like a tag the top is called (this is rare).

Stimulate The Column.

Part 1. Circulate

Part 2. 1/2 Circulate

(Part 3). Very end counter rotate, center 6 hinge.

(Part 4). Like a chain reaction. (centers cast 3/4 others move up).

Comments. The circulate can be replaced as in split counter stimulate. But applies as in chain reaction but.

Change The Centers | Wave

Part 1. Swing.

Part 2. Slip.

Part 3. Centers cross run.

Part 4 Change the Centers. Slip.

Part 4 Change the Wave. Swing.

Comments. For change the centers this is (anyhand) swing thru and mix. For change the centers it is swing, reverse order swing and mix. Pretty much boring calls so look for lots of alterations.

Central Concept

Do the centers part of the named call.

Comments. Can be very interesting as in initially central, or finally central.

Lock Em Up

Part 1. Lockit.

Part 2. Hinge.

Part 3. Ends counter rotate, centers hinge.

Part 4. Ends roll, centers lockit.

Comments. Finish lock em up is common.

Reverse The Pass

- Part 1. Leads trade.
- Part 2. Pass thru.
- Part 3. Original trailers trade.

Comments. 1/2 reverse the pass ends in a right hand wave.

Swing-O-Late

- Part 1. Swing
- Part 2. Slip
- Part 3. Centers spread, ends u-turn back and crossover circulate

Comments. Anything-O-late- replace swing with anything.

Mirror Concept

Do the call such that a mirror image of your square would be doing the call normally. You must interchange right and left, beau and belle, promenade direction and reverse promenade direction.

Comments. Watch for cases where left modifies only part of the call, e.g., left taggers delight is a left 3/4 tag and normal delight whereas mirror taggers delight is a left 3/4 tag, ends face left (as in dilemma) and finish. Once you hear the word mirror be prepared to do all the parts mirror (as appropriate)

Interlocked Ramble

- Part 1. Ends separate, centers once removed fold to face (danced as any shoulder turn and deal).
- Part 2. Slide thru.

Comments. Ends do not have to be facing out. Centers must be in a 2-faced lines for symmetric choreography. They may be in an inverted line in asymmetric choreography.

Week 5

N Steps At A Time (Cross)

Part 1. First N in the column “peel off” (more like 1/4 out and bend the line of N), or “trail off” (cross) (more like partner tag and bend the line of N), others circulate N/2 (normalize).

Part 2. Peelers (trailers) step ahead, others trade.

Part 3. Peelers (trailers) bend the line of N, others roll.

Comments. The definition is fairly imprecise, it is kind of a fudgy call. For 1 step at a time the “peel off” leaves the dancer as the end of a triple wave. For 2 steps at a time the “peel off” leaves two dancers in the outside triple box (formation is parallelogram lines). For 3 and 4 steps at a time the peel off leaves people somewhere not on the centerline, but I don’t know exactly where. Rarely fractionalized, but has great potential for fractionalization. Probably not fractionalized much because SD treats it as a one-part call. I find three clear parts. Depending on how you look at it, 2 steps at a time from a siamese box (tandems are leads) is possible.

Bingo

Trailers any shoulder wheel thru, leads 1/4 out and roll twice.

Comments. Leads part is often cheated as a 1/4 in. You may see 1/2 bingo. Expect to see parallelogram waves at 45 degrees to the walls. I don’t think I have seen this. I bet you will.

Gee Whiz

Lead (or designated) do your part 1/2 couples circulate and any shoulder 1/2 tag (feels like crossfire), others vertical tag.

Comments. From lines facing out there is no default- the caller must say “left/right gee whiz” where the left/right side couple does the crossfire motion, the others do the vertical tag. SD treats “gee whiz” from outfacing lines as everyone gee whiz (all crossfire). I do not think this would be proper to call to real dancers. “No one gee whiz” is the same as vertical tag.

Fan Concept

Omit the initial arm turn of calls where the second part involves centers cast off 3/4. Same as finish for appropriate calls. You may see it where the second part does not have centers casting 3/4 e.g., fan swing chain thru. Often the word “fan” replaces “spin” as in “fan chain the line” or “fan chain the gears”.

<N/4> Cast And Relay

Relay the top, modify the first arm turn 1/2 and center star turn 1/4 with turn N/4.

Comments. All the usual modifications apply. E.g., 1/2 cast and relay turn the star 1/4 is the same as relay the top

Criss Cross the Deucey

Cross follow thru and trade the deucey.

Comments. Or trailers cross your neighbor and spread, leads 1/2 split circulate and crossover circulate.

Divide The Ocean | Sea <direction> | <anything>

Centers hinge, partner tag, press ahead. Ends cast off 3/4, cross concentric vertical 1/2 tag (ocean) or vertical left 1/2 tag (sea) If a direction is given, new outsides 1/4 in that direction. If a call is given new outsides work disconnected (or as directed) and do the call.

Comments. If a call is given do it as if you were disconnected column ends unless you hear something like “concentric”. Remember the vertical tag is always normal vertical, right tag for ocean, left tag for sea. Don’t let the flow dictate otherwise.

Split Phantom Diamonds | 1/4 | 3/4 Tags

Add a diamond or single 1/4 tag to the outside of each diamond or single 1/4 tag.

Comments. From a tidal wave the caller could identify split phantom diamonds, split phantom 1/4 tags or split phantom 3/4 tags. Split phantom diamonds can also be point to point diamonds.

Interlocked Counter

Ends counter, centers once removed cast off 3/4 and counter rotate.

Week 6

Chuck-A-Luck

Part 1. Centers run, ends partner tag

Part 2. New ends pass in, new centers pass thru.

Cross Chuck-A-Luck

Part 1. Centers cross run, ends partner tag.

Part 2. New ends pass in, new centers cross trail thru.

Comments. Rarely fractionalized.

Disband

Part 1. Initially concentric detour (centers counter rotate. Ends concentric 1/2 zoom, then hinge).

Part 2. Expand the column (centers flip out, ends phantom column circulate twice).

Rip Off

Lead beaus run, lead belles zoom, trailing beaus circulate, trailing belles dodge.

It may be easier to think- If I can do a right hand box circulate do so, otherwise zoom or dodge.

If you like reverse single rotates, then it is split reverse single rotate 1/4 except for the lead belles who zoom. (and the trailing belles are stable, watch for “and roll”. From facing couples it is the same as finish circle to a wave (or with the flow).

Oddly | Evenly <any concept> <anything> Concept

Modify each odd or even part of the call as directed.

Cross Flip The Line <fraction>

Centers cross run, all any shoulder tag the line as directed .

With Confidence

Part 1. Ends 1/2 circulate, centers 1/2 crazy hinge.

Part 2. Those in the wave centers u-turn back and bend the line behind the other couple, all step ahead.

Strut Right | Left

Centers pass thru and turn to a line in the indicated direction, ends veer in the indicated direction. All touch using the designated hand. For the centers it feels like a phantom cross roll to a wave in the indicated direction.

Strut Right And Left | Left And Right

Centers strut in the first direction, ends strut in the second direction. Ends in one faced line on each side.

Single Strut

Centers pass thru and single turn to a line as directed, ends single veer as directed, all step to a wave/line.

Comments. Whichever direction applies to you, you must end up holding someone with that hand. You may end up as a couple or a miniwave.

Z Concept

A Z is a distorted box offset by one position. Do box call to footprints. The hard part is finding the Z.

Z-Axle

Part 1. “ends” cross cast back

Part 2. Trade

Part 3. Slip

Comments. If there are spots on the floor use them, breathe correctly and you should be able to find the Z. People often point to the other members of their Z. Only 4 person calls can be done from a Z at C3 and all calls must end on the same Z spots. Z axle is a separate call, it is not “in your Z, the axle”.

Week 7

Reverse Checkpoint <anything> by <anything>

Part 1. Centers do the first call, and those ends out-truck.

Part 2. Original ends (usually disconnected) do the second call ending up in the “checkpoint spots”

Comments. Original centers must end up with a formation that has centers either holding hands or in tandem.

Rotate | Reverse Rotate |Single Rotate |Reverse Single Rotate from columns

As couples (rotate) or individuals (single rotate) $1/4$ to promenade direction (put your left hand towards the center) and counter rotate designated fraction.

Reverse Rotate

As couples (rotate) or individuals (single rotate) $1/4$ to reverse promenade direction (put your right hand towards the center) and counter rotate designated fraction.

Comments. Column rotates are concentric, line rotates are split. Watch out for t-bones.

Good Show

Own the ends walk and dodge by couple up.

Reverse Order Concept

Do the call in reverse order, i.e., do the last part first and the first part last.

Take <N>

Designated number of dancers on the right shakedown. Others $1/4$ right and $1/2$ circulate N times.

Scramble

Part 1. Ends bend, centers $1/4$ in.

Part 2. Ends turn thru, centers cross trail thru.

Shake And Rattle

Leads do your part shakedown, centers do your part reverse split swap.

Triple Lines Working Forward | Backward Concept

From triple lines or waves, the people in the center wave work in a phantom 2x4 with the outside wave in front of, or behind them as directed. Be careful since only one other person in the center line may be working the same direction you are.

Cross Swap The Top

Belles use right hands (feels like cross extend) and all swap the top.

Week 8

Flip your Lid

End of center wave scoot back with End Belle (RH 1/4 tag) | Beau (LH 1/4 tag)

Center of center wave do your part all 8 recycle

End Belle (RH 1/4 tag) | Beau (LH 1/4 tag) scoot back with center wave end, then phantom run.

End Beau (RH 1/4 tag) | Belle (LH 1/4 tag) press ahead and squeeze.

Comments. YUCK. It is easier for me to think of it as the outside beau (right hand 1/4 tag) or belle (left hand 1/4 tag) press ahead and squeeze while the others “initially triangle, scoot back and circle 1/4”. The outside that presses ahead and squeezes is often confused because nobody want to play with them, so if you are confused you should probably press ahead and squeeze.

Lickety Split

Own the ends, split circulate by split counter rotate.

Comments. Commonly (boringly) used to normalize t-bones.

Quadruple Formation

Essentially no different than split phantom lines | waves | columns | diamonds except you are working only with 4 spots instead of 8.

Phantom Columns | Lines | Waves Concept

Center 2x4 or 1x8 works normal. Outsides work in a disconnected or concentric 2x4 or 1x8.

Revolve To A Wave

Lead belles right faced u-turn back, box recycle. If there are no lead belles, split recycle. Always ends in a right hand wave. Same as leads do your part mini chase and hinge, trailers facing couples recycle.

Comments. Pretty gross from LH boxes. When in doubt, leads turn back, all facing recycle.

Trapezoid

A trapezoid is a distorted box where the ends of one 1x4 work with the centers of the other 1x4.

Comments. Butterflies and Os consist of two trapezoids, either split phantom column trapezoids or split phantom line/wave trapezoids.

Turnstyle

Centers touch (if necessary) and cast off 3/4. Ends 1/4 right.

Diagonal Box Concept

In a 2x4 the ends and adjacent centers work in a distorted box with their opposites in the 2x4.

Comments. Generally danced with stars for circulates. Often very awkward to dance. Useful in split phantom formations.

Busy <anything>

Lead couples keep busy. Others move into the middle (normalize as in transfer and anything) and do call in the middle.