

Counter Rotate {fraction}	Point of reference is the Center of the Square for everyone. Everyone walks 1/4, 1/2... of the way around the Square on their circle. <i>All can Roll</i>
Shakedown	As one movement Quarter Right; Box Counter Rotate 1/4 & Roll. From: Back-To-Back Couples; T-Bone 2x2 with only Leaders ► Ends in: Back-To-Back Couples -> Facing Couples <i>All can Roll</i>
Circle By {fraction} By {fraction} {anything}	1. Circle Left the first given fraction and Step to a R-H Wave; 2. Arm Turn the second fraction {anything}. From: Facing Couples
Rotary Spin	First Part: Right Pull By; Outsides Courtesy Turn & Roll as Centers step to a L-H Wave & Cast Off 3/4. From: Eight Chain Thru; Parallel R-H Waves ► Ends in: Parallel R-H Waves
{anyone} Start (A) {anything} CONCEPT	Designated Dancers do the first part of the given Call; all finish the Call.
Finish {anything} CONCEPT	{anything} but omit the first part.
2/3 Recycle	1. Centers fold and all adjust to a box; 2. Box Counter Rotate 1/4. From: Wave ► Ends in: Mini-Wave Box <i>All can Roll</i>
Checkover	#1 & #2 Checkmate as #3 & #4 Circulate, Cast 3/4, Slither & As Couples Extend. From: Columns ► Ends in: Parallel Two-Faced Lines <i>#3 and #4 cannot Roll</i>
With The Flow	Flowing Walk & Dodge (Leads of Sweep Walk as Others Dodge). From: Facing Couples ► Ends in: Mini-Wave Box
Tally-Ho	First Part: 1/2 Circulate; End Mini-Waves Trade as Center Wave Line Hinge and 1/2 Box Circulate; Those who meet Cast Off 3/4 as Ends move up (Phantom Hourglass Circulate). From: Parallel Waves; applicable Parallel Lines; Trade By; applicable 2x4 T-Bones; applicable Formations ► Ends in: Parallel Lines Waves; Parallelogram
Cross Roll To A Wave	Centers Cross Run as Ends Run. From: Line of 4 ► Ends in: Two-Faced Line -> Wave; Wave -> Two-Faced Line
Cross Roll To A Line	Centers Cross Run as Ends Run. From: Line of 4 ► Ends in: Two-Faced Line -> Wave; Wave -> Two-Faced Line
Stretch CONCEPT	2 groups of 4 Dancers do given Call, at end of Call interlock the two groups by two Dancers. From: applicable 8 Dancer Formations
Ah So	Ends Cross Fold, retaining handhold with Center as Centers U-Turn Back and take small step Forward. From: Line of 4 ► Ends in: Wave -> Mini-Wave Box
Flip The Line {fraction}	Centers Run, Any Shoulder Tag The Line to {fraction}. From: Wave ► Ends in: Single {fraction} Tag
Cast Back	Leads or designated Dancers as one movement Peel Off & Step Ahead, Others don't move. From: 2x2
Cross Cast Back	Leads or designated Dancers as one movement Trail Off & Step Ahead, Others don't move. From: 2x2
Pass The Axle	1. Pass Thru; 2. Centers Pass Thru as Ends Cross Cast Back; 3. Trade; 4. Centers Trade. From: Eight Chain Thru; Parallel R-H Waves; applicable Formations ► Ends in: Facing Lines
{anything} The Axle	1. {anything}; 2. Outsides Cross Cast Back as Centers Complete The Tag (if necessary); 3. Partner Trade; 4. Centers Trade. From: after {anything}: Trade By; Completed Double Pass Thru; R-H 3/4 Tag ► Ends in: Facing Lines
Skip CONCEPT	Do the Call but omit the given part ("Replace with Nothing")
Delete CONCEPT	Do the given Call but omit the given part ("Replace with Nothing").

NOL		2
Swing & Circle {fraction}	Each 1/4 of the Call is considered a part: Centers (Touch if necessary) Swing, Slip. Outside Six move one position around the outside (direction is given by the Ends of the Center 4) and adjust to a 1/4 Tag (1/4). For each 1/4 the above is repeated. If no fraction is given, above is done 4 times. From: Double Pass Thru; 1/4 Tag; applicable Formations ► Ends in: usually 1/4 Tag	
Jaywalk	Designated Dancers Pass Thru (usually on a diagonal), finally facing the opposite direction than original Dancers did.	
Step & Fold	Centers Step Ahead as Ends Fold. From: Wave; Inverted Line; applicable Formations ► Ends in: Wave -> Mini-Wave Box; Inverted Line -> Tandem Couples	
Little	Centers Step & Fold as Outsides 1/4 Right & Counter Rotate 1/4. From: 3/4 Tag; applicable Formations ► Ends in: R-H 3/4 Tag -> Parallel R-H Waves; L-H 3/4 Tag -> Parallel R-H Two-Faced Lines	
Scoot & Little	First Part: Scoot Back; Centers Step & Fold as Outsides 1/4 to handhold & Counter Rotate 1/4. From: 1/4 Tag ► Ends in: R-H 1/4 Tag -> Parallel R-H Waves; L-H 1/4 Tag -> Parallel L-H Waves	
Chain Reaction [by Definition]	1. Very Centers and directly facing Outside Dancers Pass Thru as the End of the Center Line Counter Rotate 1/4 (on the Outside); 2. Centers of each side Hinge (maybe Partner Hinge); 3. Center 4 Star 1/4 (maybe facing Star) as Outsides Trade (maybe Partner Trade); 4. Those who meet Cast Off 3/4 (maybe Push Cast) as Others move up (Phantom Hourglass Circulate). From: applicable Generalized 1/4 Tag ► Ends in: Parallel Lines Waves	
Cross & Turn	Beaus Right Pull By as Belles U-Turn Back. From: Facing Couples ► Ends in: Back-To-Back Couples	
Reverse Cross & Turn	Belles Left Pull By as Beaus U-Turn Back. From: Facing Couples ► Ends in: Back-To-Back Couples	
Plenty	1. Little; 2. Split Circulate twice; 3. Outsides Counter Rotate 1/4 & Roll as Centers Concentric 1/2 Zoom. From: Generalized 3/4 Tag; applicable Formations ► Ends in: usually 1/4 Tag	
Scoot & Plenty	1. Scoot Back 2. Centers Step & Fold as Outsides 1/4 to handhold & Counter Rotate 1/4; 3. Split Circulate twice; 4. Outsides Counter Rotate 1/4 & Roll as Centers Concentric 1/2 Zoom. From: 1/4 Tag ► Ends in: 1/4 Tag	
Replace CONCEPT	Do the given Call but replace the given part with the second given Call.	
Follow Thru	1/2 Scoot Back. From: Mini-Wave Box; applicable 2x2 T-Bone; Single 1/4 Tag ► Ends in: Mini-Wave Box -> Two-Faced Line; 2x2 T-Bone -> Diamond; Single 1/4 Tag -> Wave	
Vertical {fraction} Tag (The Line)	1. Vertical (Box of 4 Call where 3 situations can exist: 1. Dancers both facing out of Box: Single Wheel 2. Dancers both facing into Box: 1/2 of Half Sashay 3. One Dancer facing each way: Leader Fold behind adjacent Trailer; 2. Extend to a {fraction} Tag. From: non T-Bone 2x2 ► Ends in: Single {fraction} Tag	
Relay The Top	1. Arm Turn 1/2; 2. Centers Cast Off 3/4 as Ends 1/2 Circulate; 3. Center Star Turn 1/4 as Others Trade; 4. Center Wave of 4 Cast Off 3/4 as Others move up (Pantom Hourglass Circulate). From: Parallel Waves; Eight Chain Thru; applicable Formations ► Ends in: Parallel Waves	
But [replace final Centers Cast 3/4] CONCEPT	Replace final Centers Cast 3/4 with {anything}. The Outsides do the call normally.	
Concentric CONCEPT	Center 4 Dancers do Call normally, Outside 4 Dancers do Call around the Outside of the Formation. If 2x4, Line Setups result in Line Setups, Column Setups result in Column Setups. If Tidal going to 2x4, change the long axis.	
Square The Bases	Centers Concentric Square Thru 3 as Ends Pass Thru & Ends Bend; Split Square Thru 2; Last Part: Trade By. From: Facing Lines; R-H Tidal Wave ► Ends in: Eight Chain Thru	

Step & Flip	Centers Step Ahead as Ends Phantom Run (Flip in). From: Line ► Ends in: 2x2; "Z"
Swing The Fractions	1. Those who can Right Arm Turn 1/4; 2. Those who can Left Arm Turn 1/2; 3. Those who can Right Arm Turn 3/4; 4. Those who can Left Arm Turn 1/2; 5. Those who can Right Arm Turn 1/4. From: Parallel Waves; Facing Diamonds; Thar; Alamo Ring; applicable Formations
Tandem CONCEPT	Two Dancers - one behind the other - acting as a unit of one.
Relay The Shadow	First Part: Swing; Center 6 Cast Off 3/4 as Very Ends Counter Rotate 1/4; the resulting Center Wave Hinge & Spread as Others do Centers part of Cast A Shadow. From: Tidal Wave; Facing Lines; applicable Formations ► Ends in: Parallel Waves
Reverse Explode [from Waves]	As one movement Step Thru & 1/4 Out. From: Wave; Inverted Line ► Ends in: Back-To-Back Couples
Prefer {anyone} CONCEPT	Specifies a Call where ambiguous modifies a Call in various ways.
{any Tag Call} Back (To A Wave)	1. {any Tag Call} to the 1/2 Tag position; 2. Scoot Back. <i>The Scooters cannot Roll</i>
Tag Back To A Wave	1. 1/2 Tag; 2. Scoot Back. From: Line; Wave <i>The Scooters cannot Roll</i>
Vertical Tag Back To A Wave	1. Vertical 1/2 Tag; 2. Scoot Back. From: non T-Bone 2x2 ► Ends in: R-H Mini-Wave Box <i>Scooters cannot Roll</i>
Flip Back	1. 1/2 Flip The Line; 2. Scoot Back. From: Wave <i>The Scooters cannot Roll</i>
Siamese CONCEPT	Dancers work as Couples or In Tandem.
Scatter Scoot	Leads All 8 Circulate as Trailers Scoot Back. From: Parallel Waves; applicable 2x4 T-Bones ► Ends in: Parallel Waves -> Parallel Waves <i>The Scooters cannot Roll</i>
Scatter Scoot Chain Thru	Leads All 8 Circulate as Trailers Scoot Chain Thru. From: Parallel Waves ► Ends in: Parallel Waves <i>Trailers cannot Roll</i>
Interrupt CONCEPT	Do the first Call to the given part of it, then do the second Call, then do the remaining part of the first Call.
Alter The Wave	1. Arm Turn 1/2; 2. Centers Cast Off 3/4 as Ends U-Turn Back; 3. Diamond Counter Rotate 1/2; 4. Flip The Diamond. From: Wave; Facing Couples ► Ends in: opposite handed Wave
Press Ahead	Designated dancers move one position forward. Non-designated dancers do not move or adjust in any manner.
Block FORMATION	Dancers work in Block of 4 independent of the other 4 Dancers.
Zing	As one movement: Leads 1/4 Out & Run as Trailers Box Circulate & 1/4 In. From: applicable 2x2 ► Ends in: non T-Bone 2x2 -> Facing Couples
Twist The Line	Centers Step Ahead & Trade as Ends 1/4 In & Step Ahead & Star Thru. From: Line with the Centers facing the same direction ► Ends in: Tandem Facing Couples
Twist & {anything}	Centers Step Ahead & Trade as Ends 1/4 In & Step Ahead & {anything}. From: Line with the Centers facing the same direction; applicable Formations
{anything} To A Wave CONCEPT	Do all parts of {anything} but don't let go.
Squeeze	1. Far apart Dancers slide together as adjacent Dancers Trade; 2. Those who slid together Trade as those who traded slide apart.

NOL		4
"O" FORMATION	Column Formation in the shape of an "O".	
"O" Circulate	Circulating within the "O" Formation. From: "O" ► Ends in: "O"	
Squeeze The "O"	1. Far apart Dancers slide together as adjacent Dancers Trade; 2. Those who slid together Trade as those who traded slide apart. From: "O" ► Ends in: Butterfly	
Butterfly FORMATION	Column Formation in the shape of a butterfly.	
Butterfly Circulate	Circulating within the Butterfly formation. From: Butterfly ► Ends in: Butterfly	
Squeeze The Butterfly	1. Far apart Dancers slide together as adjacent Dancers Trade; 2. Those who slid together Trade as those who traded slide apart. From: Butterfly ► Ends in: "O"	
Triangle FORMATION	Three Dancers forming a Triangle with one Dancer as Apex and two Dancers comprising the Base.	
Triangle Circulate	Circulating within the Triangle Formation. You end up facing the same or the opposite way of the original Dancer on your spot. Handedness of the Triangle is preserved. From: Triangle ► Ends in: Triangle	
Triangle IDENTIFICATION	How Triangles are identified in a given setup.	
Inside Triangle FORMATION	Ignore the 2 Outside Dancers to identify the Triangles.	
Outside Triangle FORMATION	Ignore the 2 Very Centers to identify the Triangles.	
Inpoint Triangle FORMATION	In-facing Point is the Apex of the Triangle.	
Outpoint Triangle FORMATION	Out-facing Point is the Apex of the Triangle.	
Wave-Based Triangle FORMATION	Dancers comprising the Base are Shoulder to Shoulder facing the same or opposite direction.	
Tandem-Based Triangle FORMATION	Dancers comprising the Base are Front to Back, Back to Back, or Front to Front.	
Ignore CONCEPT	Everbody, except the ignored Dancers, do the given Call.	
Cross Chain Thru	1. Right Pull By; 2. Centers L-H Star 1/2 to face the Outsides as Outsides Courtesy Turn. From: Eight Chain Thru; Parallel R-H Waves ► Ends in: Eight Chain Thru <i>All can Roll</i>	
Cross Chain & Roll	1. Right Pull By; 2. Centers L-H Star 1/2 to build a Wave with the Outsides as Outsides Courtesy Turn & Roll. From: Eight Chain Thru; Parallel R-H Waves ► Ends in: R-H Waves	
Regroup	Centers: 1. Trade; 2. Roll. Outsides: 1/4 Out, Trade & "O" Circulate. From: Parallel Lines; applicable Formations ► Ends in: Parallel Lines -> Facing Lines	
Wheel & {anything}	Outside Couples Promenade 1/4 & Face In while Insides Concentric {anything}. From: applicable Formations with Outfacing Couples don't facing any other Dancers	
Reverse Wheel & {anything}	Outside Couples Reverse Promenade 1/4 & Face In while Insides Concentric {anything}. From: applicable Formations with Outfacing Couples don't facing any other Dancers	
Percolate	1. Circulate; 2. Circulate 1/2; 3. Center Line Hinge & Cross as Others Any Hand Turn Thru. From: Parallel Waves; applicable Parallel Lines; Eight Chain Thru; 2x4 T-Bones; applicable Formations ► Ends in: usually Back-To-Back Lines T-Bones with everyone facing Out	
Percolate But {anything}	1. Circulate; 2. Circulate 1/2; 3. Center Line {anything} as Others Any Hand Turn Thru. From: Parallel Waves; applicable Parallel Lines; Eight Chain Thru; 2x4 T-Bones; applicable Formations ► Ends in: usually Back-To-Back Lines T-Bones with everyone facing Out	

Split Recycle	Those who are a Couple do your part of a (Facing) Recycle as those in a Mini-Wave do a Leaders Trail Off as Trailers 1/2 Box Circulate and U-Turn Back by turning toward the Center of the 4-dancer formation. From: Facing Couples; Mini-Wave Box; Box of R-H Mini-Wave and In-Facing Couple ► Ends in: Wave
Box Recycle	Those who are a Couple do your part of a (Facing) Recycle as those in a Mini-Wave do a Leaders Trail Off as Trailers 1/2 Box Circulate and U-Turn Back by turning toward the Center of the 4-dancer formation. From: Facing Couples; Mini-Wave Box; Box of R-H Mini-Wave and In-Facing Couple ► Ends in: Wave
Galaxy FORMATION	A Formation with a Box of 4 in the Center and an Outside Diamond.
Galaxy Circulate	Circulating within the Galaxy Formation. You end up facing the same or the opposite way of the original Dancer on your spot. From: Galaxy ► Ends in: Galaxy
Squeeze The Galaxy	Center 6 Dancers (without Wave Based Triangle Apex): 1. Far apart Dancers slide together as adjacent Dancers Trade; 2. Those who slid together Trade as those who traded slide apart. From: Galaxy ► Ends in: Hourglass
Squeeze The Hourglass	Center 6 Dancers (without Diamond Pointers): 1. Far apart Dancers slide together as adjacent Dancers Trade; 2. Those who slid together Trade as those who traded slide apart. From: Hourglass ► Ends in: Galaxy
Cut The Galaxy	Center Dancers Galaxy Circulate as Outside Dancers Squeeze toward Center. From: Galaxy ► Ends in: usually Generalized Thar
Flip The Galaxy	Center Dancers Galaxy Circulate as Outside Dancers Phantom Run (Flip toward Center). From: Galaxy ► Ends in: usually Generalized Thar
Triple Box FORMATION	2 by 6 Matrix Formation that is further subdivided into three groups of 4 each being 2 x 2. There may be 0, 1, 2 or 3 Phantoms in any one Box.
Triple Wave FORMATION	3x4 or 1x12 Matrix Formation that is further subdivided into three groups of 4 each being 1 x 4 Waves. There may be 0, 1, 2 or 3 phantoms in any one Wave.
Triple Line FORMATION	3x4 or 1x12 Matrix Formation that is further subdivided into three groups of 4 each being 1 x 4 Lines. There may be 0, 1, 2 or 3 phantoms in any one Line.
Triple Column FORMATION	3x4 or 1x12 Matrix Formation that is further subdivided into three groups of 4 each being 1 x 4 Columns. There may be 0, 1, 2 or 3 phantoms in any one Column.
Linear Action	First Part: Hinge; Centers Box Circulate 1 & 1/2 as Outsides Trade; Those who meet Cast Off 3/4 as Others move up (Phantom Hourglass Circulate). From: Generalized 1/4 Tag; applicable Formations ► Ends in: Parallel Waves; Parallel 3&1 Lines; Parallelogram
Dixie Sashay	Dixie Style To An Ocean Wave & Slither (in one movement). From: Facing Couples; Single Double Pass Thru ► Ends in: L-H Two-Faced Line <i>Centers cannot Roll</i>
Dixie Diamond	1. Dixie Style To An Ocean Wave; 2. Centers Hinge as Ends U-Turn Back. From: Facing Couples; Single Double Pass Thru ► Ends in: R-H Diamond
All 8 Recycle	The Wave Recycle while moving to the outside as Others move In & Box Recycle. From: 1/4 Tag; Squared Set; Thar ► Ends in: 1/4 Tag -> 1/4 Tag
Ramble	1. Centers Fold (to face each other) as Outsides Cast Back (or Separate); 2. Slide Thru. From: 3/4 Tag; applicable Formations ► Ends in: 3/4 Tag -> Generalized Columns
Scoot & Ramble	1. Scoot Back; 2. Centers Fold (to face each other) as Outsides Cast Back (or Separate); 3. Slide Thru. From: 1/4 Tag ► Ends in: Generalized Columns
Interlocked Diamond FORMATION	Adjacent Diamonds are interlocked by 1 plane of Dancers.
Interlocked Diamond Circulate	Circulating within the Interlocked Diamond Formation. From: Twin Diamonds; Point-To-Point Diamonds

NOL		6
Switch To An Interlocked Diamond	Centers Run as Ends Interlocked Diamond Circulate. From: applicable Parallel Lines	
Interlocked Cut The Diamond	Points Squeeze as Centers Interlocked Diamond Circulate. From: Twin Diamonds ► Ends in: usually Parallel Lines	
Interlocked Flip The Diamond	Points Phantom Run (Flip in) as Centers Interlocked Diamond Circulate. From: Twin Diamonds ► Ends in: usually Parallel Lines	
Phantom CONCEPT	Wave Line Column Formations where 1/2 of the Dancers are at right angles to the other half. Add Phantoms to complete 2 groups of 8.	
Rotate [from Squared Set]	1. As Couples 1/4 To Promenade; 2. Counter Rotate the given fraction with respect to the Center of the Square. From: Squared Set	
Reverse Rotate [from Squared Set]	1. As Couples 1/4 To Reverse Promenade; 2. Counter Rotate the given fraction with respect to the Center of the Square. From: Squared Set	
Single Rotate [from Squared Set]	1. 1/4 To Promenade; 2. Counter Rotate the given fraction with respect to the Center of the Square. From: Squared Set	
Reverse Single Rotate [from Squared Set]	1. 1/4 To Reverse Promenade; 2. Counter Rotate the given fraction with respect to the Center of the Square. From: Squared Set	
Wheel Fan Thru	Start Wheel Thru but Beaus as they meet Trade and then Finish the Wheel Thru. From: Facing Couples ► Ends in: Back-To-Back Couples	
Left Wheel Fan Thru	Start Left Wheel Thru but Belles as they meet Trade and then Finish the Wheel Thru. From: Facing Couples ► Ends in: Back-To-Back Couples	
Magic Column CONCEPT	Column Formation with the Ends of one Column and the Centers of the other working together as a Column. Traffic pattern: Dancer moving from Center to End position has the right of way. This is important on 1/2 Circulates so that the proper handhold is created.	
Magic Column Circulate	In-facing Ends and Out-facing Centers Crossover Circulate as Others Circulate. Traffic pattern: Dancer moving from Center to End position has the right of way. This is important on 1/2 Circulates so that the proper handhold is created. From: applicable Generalized Columns	
Cross By	As one movement: 1/2 Circulate & Slide nose-to-nose (Slip The Clutch & Spread). From: Parallel Waves; Thar ► Ends in: Thar -> opposite handed Thar; Waves -> Thar	
Make Magic	Outsides and Out-facing Centers Pass Thru as In-facing Centers Cross. From: Generalized Columns of 4; applicable Formations	
T-Bone Circulate	Do Your Part of a Circulate.	
Square Chain The Top	1. Right Pull By & 1/4 In; 2. Left Spin The Top; 3. Left Turn Thru. From: Facing Couples; R-H Wave ► Ends in: Back-To-Back Couples <i>No Roll</i>	
Cross Your Neighbor	Follow Your Neighbor except Trailers cross hands. From: Mini-Wave Box; applicable 2x2 T-Bone ► Ends in: Mini-Wave Box -> opposite handed Two-Faced Line	
Split [Square Thru] CONCEPT	Those who can Right Pull By & Turn 1/4 to face inactives; finish the given Call. From: T-Bone	
Split Square Chain The Top	1. Those who can Right Pull By & 1/4 In; 2. Step To A L-H Wave; 3. Left Spin The Top; 4. Left Turn Thru. From: T-Bone ► Ends in: Back-To-Back Couples <i>No Roll</i>	
Split Dixie Style To A Wave	1. Those who can Right Pull By & 1/4 In; 2. Left Touch 1/4. From: T-Bone ► Ends in: L-H Mini-Wave Box	

Split Dixie Sashay	Split Dixie Style & Slither (in one movement). From: T-Bone ► Ends in: L-H Two-Faced Line <i>Those who Slither cannot Roll</i>
Split Dixie Diamond	1. Split Dixie Style; 2. Centers Hinge as Ends U-Turn Back. From: T-Bone ► Ends in: R-H Twin Diamonds
3 By 2 Acey Deucey	Very Center 2 Trade as Outsides Triangle Circulate.
Weave	Pass Thru or Step Thru; Ends 1/4 to handhold as Centers Touch 1/4 with the other hand. From: Mini-Wave Box; applicable T-Bone 2x2; Single Eight Chain Thru ► Ends in: Wave
{anything} The Windmill {direction}	First Part: {anything}; Centers Cast Off 3/4 as Outsides 1/4 to {direction} & Circulate twice.
Chase Your Neighbor	1. Chase The 1/2 Tag; 2. Follow Your Neighbor. From: Back-To-Back Couples ► Ends in: L-H Wave
Switch The Line	Centers Run as Ends Cross Run. From: Line of 4 ► Ends in: Line
T-Bone CONCEPT	Formations where some Dancers are at right angles to other Dancers.
Cross Extend	As one movement: Extend and those ending in the Mini-Wave Slide nose-to-nose. From: Single 1/4 Tag; Mini-Wave Box ► Ends in: opposite handed Formation
{anything} Chain Thru	1. {anything}; 2. Very Centers Trade; 3. Centers Cast Off 3/4.
Interlocked Diamond Chain Thru	1. Interlocked Diamond Circulate; 2. Very Centers Trade; 3. Center 4 Cast Off 3/4. From: Twin Diamonds ► Ends in: usually Parallel Lines
Substitute	From Tandem Couples: The Couple in front will make an Arch and backup as the Couple behind ducks thru the Arch to exchange places. From other formations: The Designated Couple make an Arch and back over the Other(s). Nobody changes facing direction. From: Tandem Couples; Generalized Columns ► Ends in: Tandem Couples; Generalized Columns
Beau IDENTIFIER	Left-side Dancer. In general: If your right hand is toward the center of your 2 Dancer Formation, you are a Beau.
Belle IDENTIFIER	Right-side Dancer. In general: If your left hand is toward the center of your 2 Dancer Formation, you are a Belle.