

⅔ Recycle	<p>1. Centers fold and all adjust to a box; 2. Box Counter Rotate ¼. From: Wave → Ends in: Mini-Wave Box All can Roll</p>
3 By 2 Acey Deucey	Very Center 2 Trade as Outsides Triangle Circulate.
Ah So	<p>Ends Cross Fold, retaining handhold with Center so that this pair of 2 dancers stay adjacent all the time (like a generalized Wheel & Deal). From: Line of 4 → Ends in: Wave -> Mini-Wave Box</p>
All 8 Recycle	<p>The Wave Recycle while moving to the outside as Others move In & Box Recycle. From: ¼ Tag; Squared Set; Thar → Ends in: ¼ Tag -> ¼ Tag</p>
Alter the Wave	<p>1. Arm Turn ½; 2. Centers Cast Off ¾ as Ends U-Turn Back; 3. Diamond Counter Rotate ½; 4. Flip the Diamond. From: Wave; Facing Couples → Ends in: opposite handed Wave</p>
{Any Tagging Call} Back (To a Wave)	<p>1. {Any Tagging Call} to the ½ Tag position; 2. Scoot Back. The Scooters cannot Roll</p>
Block	Dancers work in Block of 4 independent of the other 4 Dancers.
Box Recycle	<p>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 ½ 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</p>
{Any Call1} But {Any Call2}	<p>Centers replace their last part of {Any Call1} with {Any Call2} while the other Dancers complete {Any Call1} normally. There must be a clear last part for the Centers (for example Cast Off ¾), it must occur only in the Center, and it must not involve interacting with the other dancers.</p>
Butterfly	Column Formation in the shape of a butterfly.
Butterfly Circulate	<p>Circulating within the Butterfly formation. From: Butterfly → Ends in: Butterfly</p>
Cast Back	<p>Leads or designated Dancers as one movement Peel Off & Step Ahead, Others don't move. From: 2x2</p>
Cross Cast Back	<p>Leads or designated Dancers as one movement Trail Off & Step Ahead, Others don't move. From: 2x2</p>
Chain Reaction [by Definition]	<p>1. Very Centers and directly facing Outside Dancers Pass Thru as the End of the Center Line Counter Rotate ¼ (on the Outside); 2. Centers of each side Hinge (maybe Partner Hinge); 3. Center 4 Star ¼ (maybe facing Star) as Outsides Trade (maybe Partner Trade); 4. Those who meet Cast Off ¾ (maybe Push Cast) as Others move up (Phantom Hourglass Circulate). From: applicable Generalized ¼ Tag → Ends in: Parallel Lines Waves The 'But' Convention applies to this Call (and makes it a potential Super-Call).</p>

{Any Call} Chain Thru	<ol style="list-style-type: none"> {Any Call}; Very Centers Trade; Centers Cast Off $\frac{3}{4}$.
Chase Your Neighbor	<ol style="list-style-type: none"> Chase the $\frac{1}{2}$ Tag; Follow Your Neighbor. <p>From: <i>Back-To-Back Couples</i> → Ends in: <i>L-H Wave</i></p>
Checkover	<p>#1 & #2 Checkmate as #3 & #4 Circulate, Cast $\frac{3}{4}$, Slither & As Couples Extend.</p> <p>From: <i>Columns</i> → Ends in: <i>Parallel Two-Faced Lines</i></p> <p>#3 and #4 cannot Roll</p>
Circle By {Fraction} By {Fraction} or {Any Call}	<ol style="list-style-type: none"> Circle Left the first given fraction and Step to a R-H Wave; Arm Turn the second fraction or do {Any Call}. <p>From: <i>Facing Couples</i></p>
Concentric	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.
Counter Rotate {Fraction}	Point of reference is the Center of the Square for everyone. Everyone walks $\frac{1}{4}, \frac{1}{2}$... of the way around the Square on their circle. <i>All can Roll</i>
Cross & Turn	Beaus Right Pull By as Belles U-Turn Back. From: <i>Facing Couples</i> → Ends in: <i>Back-To-Back Couples</i>
Cross By	As one movement: $\frac{1}{2}$ Circulate & Slide nose-to-nose (Slip the Clutch & Spread). From: <i>Parallel Waves; Thar</i> → Ends in: <i>Thar -> opposite handed Thar; Waves -> Thar</i>
Cross Chain Thru	<ol style="list-style-type: none"> Right Pull By; Centers L-H Star $\frac{1}{2}$ to face the Outsides as Outsides Courtesy Turn. <p>From: <i>Eight Chain Thru; Parallel R-H Waves</i> → Ends in: <i>Eight Chain Thru</i></p> <p><i>All can Roll</i></p>
Cross Chain & Roll	<ol style="list-style-type: none"> Right Pull By; Centers L-H Star $\frac{1}{2}$ to build a Wave with the Outsides as Outsides Courtesy Turn & Roll. <p>From: <i>Eight Chain Thru; Parallel R-H Waves</i> → Ends in: <i>R-H Waves</i></p>
Cross Extend	As one movement: Extend and those ending in the Mini-Wave Slide nose-to-nose. From: <i>Single $\frac{1}{4}$ Tag; Mini-Wave Box</i> → Ends in: <i>opposite handed Formation</i>
Cross Roll to a Line	Centers Cross Run as Ends Run. From: <i>Line of 4</i> → Ends in: <i>Two-Faced Line -> Wave; Wave -> Two-Faced Line</i>
Cross Roll to a Wave	Centers Cross Run as Ends Run. From: <i>Line of 4</i> → Ends in: <i>Two-Faced Line -> Wave; Wave -> Two-Faced Line</i>
Cross Your Neighbor	Follow Your Neighbor except Trailers cross hands. From: <i>Mini-Wave Box; applicable 2x2 T-Bone</i> → Ends in: <i>Mini-Wave Box -> opposite handed Two-Faced Line</i>
Cut the Galaxy	Center Dancers Galaxy Circulate as Outside Dancers Squeeze toward Center. From: <i>Galaxy</i> → Ends in: <i>usually Generalized Thar</i>
Delete	Do the given Call but omit the given part ('Replace with Nothing').
Dixie Diamond	<ol style="list-style-type: none"> Dixie Style to An Ocean Wave; Centers Hinge as Ends U-Turn Back. <p>From: <i>Facing Couples; Single Double Pass Thru</i> → Ends in: <i>R-H Diamond</i></p>

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 Centers cannot Roll
Finish {Any Call}	{Any Call} but omit the first part.
Flip Back	1. ½ Flip the Line; 2. Scoot Back. From: Wave The Scooters cannot Roll
Flip the Galaxy	Center Dancers Galaxy Circulate as Outside Dancers Phantom Run (Flip toward Center). From: Galaxy → Ends in: usually Generalized Thar
Flip the Line {Fraction}	Centers Run, Any Shoulder Tag the Line to {Fraction}. From: Wave → Ends in: Single {Fraction} Tag
Follow Thru	½ Scoot Back. From: Mini-Wave Box; applicable 2x2 T-Bone; Single ¼ Tag → Ends in: Mini-Wave Box -> Two-Faced Line; 2x2 T-Bone -> Diamond; Single ¼ Tag -> Wave
Galaxy	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
Ignore	Everybody, except the ignored Dancers, do the given Call.
Inpoint Triangle	In-facing Point is the Apex of the Triangle.
Inside Triangle	Ignore the 2 Outside Dancers to identify the Triangles.
Interlocked Cut the Diamond	Points Squeeze as Centers Interlocked Diamond Circulate. From: Twin Diamonds → Ends in: usually Parallel Lines
Interlocked Diamond	Adjacent Diamonds are interlocked by 1 plane of Dancers.
Interlocked Diamond Chain Thru	1. Interlocked Diamond Circulate; 2. Very Centers Trade; 3. Center 4 Cast Off ¾. From: Twin Diamonds → Ends in: usually Parallel Lines
Interlocked Diamond Circulate	Circulating within the Interlocked Diamond Formation. From: Twin Diamonds; Point-To-Point Diamonds
Interlocked Flip the Diamond	Points Phantom Run (Flip in) as Centers Interlocked Diamond Circulate. From: Twin Diamonds → Ends in: usually Parallel Lines
Interrupt	Do the first Call to the given part of it, then do the second Call, then do the remaining part of the first Call.
Jaywalk	Designated Dancers Pass Thru (usually on a diagonal), finally facing the opposite direction than original Dancers did.
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

Linear Action	<p>First Part: Hinge; Centers Box Circulate 1 & ½ as Outsides Trade; Those who meet Cast Off ¾ as Others move up (Phantom Hourglass Circulate). From: Generalized ¼ Tag; applicable Formations → Ends in: Parallel Waves; Parallel 3&1 Lines; Parallelogram The 'But' Convention applies to this Call (and makes it a potential Super-Call).</p>
Little	<p>Centers Step & Fold as Outsides ¼ Right & Counter Rotate ¼. From: ¾ Tag; applicable Formations → Ends in: R-H ¾ Tag -> Parallel R-H Waves; L-H ¾ Tag -> Parallel R-H Two-Faced Lines</p>
Scoot & Little	<p>First Part: Scoot Back; Centers Step & Fold as Outsides ¼ to handhold & Counter Rotate ¼. From: ¼ Tag → Ends in: R-H ¼ Tag -> Parallel R-H Waves; L-H ¼ Tag -> Parallel L-H Waves</p>
Magic Column	<p>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 ½ Circulates so that the proper handhold is created.</p>
Magic Column Circulate	<p>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 ½ Circulates so that the proper handhold is created. From: applicable Generalized Columns</p>
Make Magic	<p>Outsides and Out-facing Centers Pass Thru as In-facing Centers Cross. From: Generalized Columns of 4; applicable Formations</p>
"O"	<p>Column Formation in the shape of an "O".</p>
"O" Circulate	<p>Circulating within the "O" Formation. From: "O" → Ends in: "O"</p>
Outpoint Triangle	<p>Out-facing Point is the Apex of the Triangle.</p>
Outside Triangle	<p>Ignore the 2 Very Centers to identify the Triangles.</p>
Pass & Roll Your Cross Neighbor	<p>1. Pass Thru; 2. Centers Turn Thru as Ends Right-face U-Turn Back; 3. Pass Thru; 4. Centers Left Arm Turn ¾ as Ends individually turn ¾ to the Right. From: Single Eight Chain Thru; R-H Mini-Wave Box → Ends in: L-H Two-Faced Line According to Callerlab there is no consensus on the parts of this Call except for the first part.</p>
Pass the Axle	<p>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</p>
Percolate	<p>1. Circulate; 2. Circulate ½; 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 The 'But' Convention applies to this Call (and makes it a potential Super-Call). In the 'But'-version the Centers will replace the final 'Hinge & Cross'.</p>
Phantom	<p>Wave Line Column Formations where ½ of the Dancers are at right angles to the other half. Add Phantoms to complete 2 groups of 8.</p>

Plenty	<p>1. Little; 2. Split Circulate twice; 3. Outsides Counter Rotate $\frac{1}{4}$ & Roll as Centers Concentric $\frac{1}{2}$ Zoom. <i>From: Generalized $\frac{3}{4}$ Tag; applicable Formations</i> → <i>Ends in: usually $\frac{1}{4}$ Tag</i></p>
Scoot & Plenty	<p>1. Scoot Back 2. Centers Step & Fold as Outsides $\frac{1}{4}$ to handhold & Counter Rotate $\frac{1}{4}$; 3. Split Circulate twice; 4. Outsides Counter Rotate $\frac{1}{4}$ & Roll as Centers Concentric $\frac{1}{2}$ Zoom. <i>From: $\frac{1}{4}$ Tag</i> → <i>Ends in: $\frac{1}{4}$ Tag</i></p>
Prefer {Anyone}	Specifies a Call where ambiguous or modifies a Call in various ways.
Press Ahead	Designated dancers move one position forward. Non-designated dancers do not move or adjust in any manner.
Scoot & Ramble	<p>1. Scoot Back; 2. Centers Fold (to face each other) as Outsides Cast Back (or Separate); 3. Slide Thru. <i>From: $\frac{1}{4}$ Tag</i> → <i>Ends in: Generalized Columns</i></p>
Ramble	<p>1. Centers Fold (to face each other) as Outsides Cast Back (or Separate); 2. Slide Thru. <i>From: $\frac{3}{4}$ Tag; applicable Formations</i> → <i>Ends in: $\frac{3}{4}$ Tag -> Generalized Columns</i></p>
Regroup	<p>Centers: 1. Trade; 2. Roll. Outsides: $\frac{1}{4}$ Out, Trade & "O" Circulate. <i>From: Parallel Lines; applicable Formations</i> → <i>Ends in: Parallel Lines -> Facing Lines</i></p>
Relay the Shadow	<p>First Part: Swing; Center 6 Cast Off $\frac{3}{4}$ as Very Ends Counter Rotate $\frac{1}{4}$; the resulting Center Wave Hinge & Spread as Others do Centers part of Cast a Shadow. <i>From: Tidal Wave; Facing Lines; applicable Formations</i> → <i>Ends in: Parallel Waves</i></p>
Relay the Top	<p>1. Arm Turn $\frac{1}{2}$; 2. Centers Cast Off $\frac{3}{4}$ as Ends $\frac{1}{2}$ Circulate; 3. Center Star Turn $\frac{1}{4}$ as Others Trade; 4. Center Wave of 4 Cast Off $\frac{3}{4}$ as Others move up (Pantom Hourglass Circulate). <i>From: Parallel Waves; Eight Chain Thru; applicable Formations</i> → <i>Ends in: Parallel Waves</i></p>
Replace	Do the given Call but replace the given part with the second given Call.
Reverse Cross & Turn	<p>Belles Left Pull By as Beaus U-Turn Back. <i>From: Facing Couples</i> → <i>Ends in: Back-To-Back Couples</i></p>
Reverse Explode [from Waves]	<p>As one movement Step Thru & $\frac{1}{4}$ Out. <i>From: Wave; Inverted Line</i> → <i>Ends in: Back-To-Back Couples</i></p>
Reverse Rotate [from Squared Set]	<p>1. As Couples Turn $\frac{1}{4}$ Towards Reverse Promenade Direction; 2. Counter Rotate the given fraction with respect to the Center of the Square. <i>From: Squared Set</i></p>
Reverse Single Rotate [from Squared Set]	<p>1. Turn $\frac{1}{4}$ Towards Reverse Promenade Direction; 2. Counter Rotate the given fraction with respect to the Center of the Square. <i>From: Squared Set</i></p>

Reverse Wheel & {Any Call}	Outside Couples Reverse Promenade $\frac{1}{4}$ & Face In while Insides Concentric {Any Call}. <i>From:</i> applicable Formations with Outfacing Couples don't facing any other Dancers
Rotary Spin	First Part: Right Pull By; Outsides Courtesy Turn & Roll as Centers step to a L-H Wave & Cast Off $\frac{1}{4}$. <i>From:</i> Eight Chain Thru; Parallel R-H Waves → <i>Ends in:</i> Parallel R-H Waves
Rotate [from Squared Set]	1. As Couples Turn $\frac{1}{4}$ Towards Promenade Direction; 2. Counter Rotate the given fraction with respect to the Center of the Square. <i>From:</i> Squared Set
Scatter Scoot	Leads All 8 Circulate as Trailers Scoot Back. <i>From:</i> Parallel Waves; applicable 2x4 T-Bones → <i>Ends in:</i> Parallel Waves -> Parallel Waves The Scooters cannot Roll
Scatter Scoot Chain Thru	Leads All 8 Circulate as Trailers Scoot Chain Thru. <i>From:</i> Parallel Waves → <i>Ends in:</i> Parallel Waves Trailers cannot Roll
Shakedown	As one movement Quarter Right, Box Counter Rotate $\frac{1}{4}$ & Roll. <i>From:</i> Back-To-Back Couples; T-Bone 2x2 with only Leaders → <i>Ends in:</i> Back-To-Back Couples -> Facing Couples All can Roll
Siamese	Dancers work as Couples or In Tandem.
Single Rotate [from Squared Set]	1. Turn $\frac{1}{4}$ Towards Promenade Direction; 2. Counter Rotate the given fraction with respect to the Center of the Square. <i>From:</i> Squared Set
Skip	Do the Call but omit the given part ('Replace with Nothing')
Split [Square Thru]	Those who can Right Pull By & Turn $\frac{1}{4}$ to face inactives; finish the given Call. <i>From:</i> T-Bone
Split Dixie Diamond	1. Split Dixie Style; 2. Centers Hinge as Ends U-Turn Back. <i>From:</i> T-Bone → <i>Ends in:</i> R-H Twin Diamonds
Split Dixie Sashay	Split Dixie Style & Slither (in one movement). <i>From:</i> T-Bone → <i>Ends in:</i> L-H Two-Faced Line Those who Slither cannot Roll
Split Dixie Style to a Wave	1. Those who can Right Pull By & $\frac{1}{4}$ In; 2. Left Touch $\frac{1}{4}$. <i>From:</i> T-Bone → <i>Ends in:</i> L-H Mini-Wave Box
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 $\frac{1}{2}$ Box Circulate and U-Turn Back by turning toward the Center of the 4-dancer formation. <i>From:</i> Facing Couples; Mini-Wave Box; Box of R-H Mini-Wave and In-Facing Couple → <i>Ends in:</i> Wave
Split Square Chain the Top	1. Those who can Right Pull By & $\frac{1}{4}$ In; 2. Step to a L-H Wave; 3. Left Spin the Top; 4. Left Turn Thru. <i>From:</i> T-Bone → <i>Ends in:</i> Back-To-Back Couples No Roll

Square Chain the Top	<p>1. Right Pull By & $\frac{1}{4}$ In; 2. Left Spin the Top; 3. Left Turn Thru. From: Facing Couples; R-H Wave → Ends in: Back-To-Back Couples No Roll</p>
Square the Bases	<p>1. Centers Concentric Square Thru 3 as Ends Pass Thru & Ends Bend; 2. Split Square Thru 2; 3. Trade By. From: Facing Lines; R-H Tidal Wave → Ends in: Eight Chain Thru</p>
Squeeze	<p>1. Far apart Dancers slide together as adjacent Dancers Trade; 2. Those who slid together Trade as those who traded slide apart.</p>
Squeeze the Butterfly	<p>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"</p>
Squeeze the Galaxy	<p>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</p>
Squeeze the Hourglass	<p>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</p>
Squeeze the "O"	<p>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</p>
{Anyone} Start (A) {Any Call}	<p>Designated Dancers do the first part of the given Call; all finish the Call.</p>
Step & Flip	<p>Centers Step Ahead as Ends Phantom Run (Flip in). From: Line → Ends in: 2x2; "Z"</p>
Step & Fold	<p>Centers Step Ahead as Ends Fold. From: Wave; Inverted Line; applicable Formations → Ends in: Wave -> Mini-Wave Box; Inverted Line -> Tandem Couples</p>
Stretch	<p>2 groups of 4 Dancers do given Call, at end of Call interlock the two groups by two Dancers. From: applicable 8 Dancer Formations</p>
Substitute	<p>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 generalized Columns: Centers (or the Designated Couple) make an Arch and move to the Outside while the Others duck thru the Arch to exchange places. Nobody changes facing direction. From: Tandem Couples; Generalized Columns → Ends in: Tandem Couples; Generalized Columns</p>
Swing & Circle {Fraction}	<p>Each $\frac{1}{4}$ 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 $\frac{1}{4}$ Tag ($\frac{1}{4}$). For each $\frac{1}{4}$ the above is repeated. If no fraction is given, above is done 4 times. From: Double Pass Thru; $\frac{1}{4}$ Tag; applicable Formations → Ends in: usually $\frac{1}{4}$ Tag</p>

Swing the Fractions	<p>1. Those who can Right Arm Turn $\frac{1}{4}$;</p> <p>2. Those who can Left Arm Turn $\frac{1}{2}$;</p> <p>3. Those who can Right Arm Turn $\frac{3}{4}$;</p> <p>4. Those who can Left Arm Turn $\frac{1}{2}$;</p> <p>5. Those who can Right Arm Turn $\frac{1}{4}$.</p> <p>From: <i>Parallel Waves; Facing Diamonds; Thar; Alamo Ring; applicable Formations</i></p>
Switch the Line	<p>Centers Run as Ends Cross Run.</p> <p>From: <i>Line of 4</i> → Ends in: <i>Line</i></p>
Switch to An Interlocked Diamond	<p>Centers Run as Ends Interlocked Diamond Circulate.</p> <p>From: <i>applicable Parallel Lines</i></p>
Tag Back to a Wave	<p>1. $\frac{1}{2}$ Tag;</p> <p>2. Scoot Back.</p> <p>From: <i>Line; Wave</i></p> <p>The Scooters cannot Roll</p>
Tally-Ho	<p>First Part: $\frac{1}{2}$ Circulate;</p> <p>End Mini-Waves Trade as Center Wave or Line Hinge and $\frac{1}{2}$ Box Circulate;</p> <p>Those who meet Cast Off $\frac{3}{4}$ as Ends move up (Phantom Hourglass Circulate).</p> <p>From: <i>Parallel Waves; applicable Parallel Lines; Trade By; applicable 2x4 T-Bones; applicable Formations</i> → Ends in: <i>Parallel Lines Waves; Parallelogram</i></p> <p>The 'But' Convention applies to this Call (and makes it a potential Super-Call).</p>
Tandem	Two Dancers - one behind the other - acting as a unit of one.
Tandem-Based Triangle	Dancers comprising the Base are Front to Back, Back to Back, or Front to Front.
T-Bone	Formations where some Dancers are at right angles to other Dancers.
T-Bone Circulate	Do Your Part of a Circulate.
{Any Call} the Axle	<p>1. {Any Call};</p> <p>2. Outsides Cross Cast Back as Centers Complete the Tag (if necessary);</p> <p>3. Partner Trade;</p> <p>4. Centers Trade.</p> <p>From: <i>after {Any Call}; Trade By; Completed Double Pass Thru; R-H $\frac{3}{4}$ Tag</i> → Ends in: <i>Facing Lines</i></p>
{Any Call} the Windmill {Direction}	<p>First Part: {Any Call};</p> <p>Centers Cast Off $\frac{3}{4}$ as Outsides $\frac{1}{4}$ to {Direction} & Circulate twice.</p>
{Any Call} to a Wave	Do all parts of {Any Call} but don't let go.
Track {n}	<p>Tandem Partner Trade;</p> <p>Extend {n} times.</p> <p>From: <i>Completed Double Pass Thru</i></p> <p>No Roll</p>
Triangle	Three Dancers forming a Triangle with one Dancer as Apex and two Dancers comprising the Base.
Triangle Circulate	<p>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.</p> <p>From: <i>Triangle</i> → Ends in: <i>Triangle</i></p>
Triangle IDENTIFICATION	How Triangles are identified in a given setup.

Triple Box	2 by 6 Matrix Formation that is further subdivided into three groups of 4 each being 2x2. There may be 0, 1, 2 or 3 Phantoms in any one Box.
Triple Column	3x4 or 1x12 Matrix Formation that is further subdivided into three groups of 4 each being 1x4 Columns. There may be 0, 1, 2 or 3 phantoms in any one Column.
Triple Line	3x4 or 1x12 Matrix Formation that is further subdivided into three groups of 4 each being 1x4 Lines. There may be 0, 1, 2 or 3 phantoms in any one Line.
Triple Wave	3x4 or 1x12 Matrix Formation that is further subdivided into three groups of 4 each being 1x4 Waves. There may be 0, 1, 2 or 3 phantoms in any one Wave.
Twist & {Any Call}	Centers Step Ahead & Trade as Ends ¼ In & Step Ahead & {Any Call}. <i>From: Line with the Centers facing the same direction; applicable Formations</i>
Twist the Line	Centers Step Ahead & Trade as Ends ¼ In & Step Ahead & Star Thru. <i>From: Line with the Centers facing the same direction → Ends in: Tandem Facing Couples</i>
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: ½ of Half Sashay 3. One Dancer facing each way: Leader Fold behind adjacent Trailer; 2. Extend to a {Fraction} Tag. <i>From: non T-Bone 2x2 → Ends in: Single {Fraction} Tag</i>
Vertical Tag Back to a Wave	1. Vertical ½ Tag; 2. Scoot Back. <i>From: non T-Bone 2x2 → Ends in: R-H Mini-Wave Box</i> <i>Scooters cannot Roll</i>
Wave-Based Triangle	Dancers comprising the Base are Shoulder to Shoulder facing the same or opposite direction.
Weave	Pass Thru or Step Thru; Ends ¼ to handhold as Centers Touch ¼ with the other hand. <i>From: Mini-Wave Box; applicable T-Bone 2x2; Single Eight Chain Thru → Ends in: Wave</i>
Wheel & {Any Call}	Outside Couples Promenade ¼ & Face In while Insides Concentric {Any Call}. <i>From: applicable Formations with Outfacing Couples don't facing any other Dancers</i>
Wheel Fan Thru	Start Wheel Thru but Beaus as they meet Trade and then Finish the Wheel Thru. <i>From: Facing Couples → Ends in: Back-To-Back Couples</i>
With the Flow	Flowing Walk & Dodge (Leads of Sweep Walk as Others Dodge). <i>From: Facing Couples → Ends in: Mini-Wave Box</i>
Zing	As one movement: Leads ¼ Out & Run as Trailers Box Circulate & ¼ In. <i>From: applicable 2x2 → Ends in: non T-Bone 2x2 -> Facing Couples</i>