

## C1 Teaching Order

1	Counter Rotate {Fraction}				
2	Shakedown				
3	Circle By {Fraction} By {Fraction} or {Any Call}				
4	Rotary Spin				
5	{Anyone} Start (A) {Any Call}				
6	Finish {Any Call}				
7	$\frac{2}{3}$ Recycle				
8	Checkover				
9	With the Flow				
10	Tally-Ho				
11	Cross Roll to a Wave / Line				
12	Stretch				
13	Ah So				
14	Flip the Line {Fraction}				
15	Cast Back / Cross Cast Back				
16	Pass the Axle / {Any Call} the Axle				
17	Skip				
18	Delete				
19	Swing & Circle {Fraction}				
20	Jaywalk				
21	Step & Fold				
22	Scoot & Little / Little				
23	Chain Reaction [by Definition]				
24	Cross & Turn / Reverse Cross & Turn				
25	Scoot & Plenty / Plenty				
26	Replace				
27	Follow Thru				
28	Vertical {Fraction} Tag (The Line)				
29	Relay the Top				
30	{Any Call1} But {Any Call2}				
31	Concentric				
32	Square the Bases				
33	Step & Flip				
34	Swing the Fractions				
35	Tandem				
36	Relay the Shadow				
37	Reverse Explode [from Waves]				
38	Prefer {Anyone}				
39	Tag Back to a Wave / {Any Tagging Call} Back				
40	Flip Back				
41	Siamese				
42	Scatter Scoot				
43	Scatter Scoot Chain Thru				
44	Interrupt				
45	Alter the Wave				
46	Press Ahead				
47	Block				
48	Zing				
49	Twist the Line				
50	Twist & {Any Call}				

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51	{Any Call} to a Wave				
52	Squeeze				
53	"O" Formation/Concept				
54	Squeeze the "O"				
55	Butterfly Formation/Concept				
56	Squeeze the Butterfly				
57	Triangle Formation/Concept				
58	Triangle Identifizierung				
59	Ignore				
60	Cross Chain Thru				
61	Cross Chain & Roll				
62	Regroup				
63	(Reverse) Wheel & {Any Call}				
64	Percolate				
65	Split / Box Recycle				
66	Galaxy Formation/Concept				
67	Squeeze the Galaxy / Hourglass				
68	Cut / Flip the Galaxy				
69	Triple Box				
70	Triple Wave ( Line / Column )				
71	Linear Action				
72	Dixie Sashay				
73	Dixie Diamond				
74	All 8 Recycle				
75	Scoot & Ramble / Ramble				
76	Interlocked Diamond				
77	Switch to An Interlocked Diamond				
78	Interlocked Cut / Flip the Diamond				
79	Phantom				
80	(Reverse) (Single) Rotate [from Squared Set]				
81	(Left) Wheel Fan Thru				
82	Magic Column Concept				
83	Make Magic				
84	Cross By				
85	Square Chain the Top				
86	Cross Your Neighbor				
87	Pass & Roll Your Cross Neighbor				
88	Split [Square Thru] Concept				
89	3 By 2 Acey Deucey				
90	Weave				
91	{Any Call} the Windmill {Direction}				
92	Chase Your Neighbor				
93	Switch the Line				
94	T-Bone				
95	Cross Extend				
96	{Any Call} Chain Thru				
97	Substitute				
98	Track {n}				