


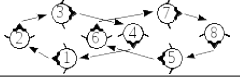
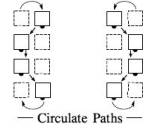
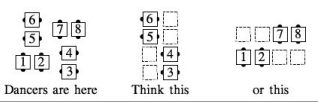
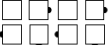
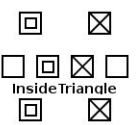
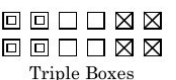


CONCISE C1-LIST

<p>Ah So E Crossfold, C FollowAlong</p> <p>Alter the Wave All Swing, C CO$\frac{3}{4}$ ω E UTB, All CountRot$\frac{1}{2}$, FlipDiamond</p> <p>(Any Tagging Call) Back to a Wave In general: $\frac{1}{2}$Tag & ScootBack Flip Back FlipTheLine$\frac{1}{2}$, ScootBack Tag Back to a Wave $\frac{1}{2}$Tag, ScootBack Vertical Tag Back to a Wave Vertical$\frac{1}{2}$Tag, ScootBack</p> <p>Anything & Spread <i>In C1 there is a 4th way of Spread:</i> Dancers who are directed to Spread slide apart, Inactives don't move.</p> <p>Anything & Weave, see Weave</p> <p>(Anything) Chain Thru, see Diamond Chain Thru Variations</p> <p>Anything the Windmill, see Spin the Windmill Variations</p> <p>(Anything) to a Wave Do "ANYTHING", except final StepThru or Extend</p> <p>Beaus & Belles I'm Beau if Partner is right, I'm Bell if Partner is left</p> <p>Block Formation Do the call in your foursome Arbeite in deiner ViererGruppe, z.B. 1, 2, 5, 6</p>  <p>Butterfly Formation/Concept, Column with Ends Spread</p>  <p>Cast Back L or DD PeelOff & StepForward Cross Cast Back L or DD TrailOff & StepForward</p> <p>Chain Reaction (from all appropriate formations, no A1-restrictions)</p> <p>Checkover #1 & #2 Circulate 4x & FaceIn, #3 & #4 Circulate, CastOff$\frac{3}{4}$, Slither, as Cρ Extend</p> <p>Circle By CircleLeft m, Touch & CastOff n</p> <p>Concentric Concept C and O do the call in their group</p> <ul style="list-style-type: none"> • If the call starts and ends in 2x2 boxes: columns to columns, lines to lines. • If the call ends in a 2x2 box but starts elsewhere (e.g., Concentric Recycle from tidal wave), the O-dancers adjust so that the long axis of the EF is at right angle to the long axis of the SF. <hr style="border: 2px solid red; width: 30%; margin: 10px auto;"/> <ul style="list-style-type: none"> • Wenn der call in 2x2 boxes startet und endet gilt: columns to columns, lines to lines. • Wenn der call in einer 2 x 2-box endet aber wo anders beginnt (z.B. Concentric Recycle from a tidal wave), müssen die O-dancer so korrigieren, dass die lange Achse der EF senkrecht zu der der SF steht. <p>Counter Rotate All $\frac{1}{4}$ around Flagpool</p> <p>Cross and Turn Beaus RightPullBy, Belles UTB Reverse Cross and Turn Belles LeftPullBy, Beaus UTB</p> <p>Cross By Do $\frac{1}{2}$ a Circulate ω Sashaying</p> <p>Cross Chain Thru All RightPullBy, E CT ω C LeftHandStar$\frac{1}{2}$ ends as if the C had done a CrossTrailThru. Cross Chain and Roll All RightPullBy, O CT&Roll ω C LeftHandStar$\frac{1}{2}$</p> <p>Cross Extend Cross ω extending</p> <p>Cross Over Circulate Circulate & Half Sashay</p> <p>Cross Roll to a Wave/Line C CrossRun ω E Run (C pass outside)</p> <p>Diamond Chain Thru variation: (Anything) Chain Thru Do „Anything“, vC Trade, C4 CastOff$\frac{3}{4}$</p> <p>Dixie Diamond DixiStyleToAWave, C Hinge ω E UTB</p> <p>Dixie Sashay DixiStyleToAWave & Slither</p> <p>Flip the Line (1/4, 1/2, 3/4, Full) C Run, All TagTheLine</p> <p>Follow Thru All $\frac{1}{2}$ ScootBack</p>	<p>Follow Your Neighbor variations: Chase Your Neighbor Belles Chase, after passing Roll $\frac{3}{4}$ Beaus Chase, when meeting CO$\frac{3}{4}$ Cross Your Neighbor Trailers CrossExtend & CO$\frac{3}{4}$, Leaders do your part of FollowYourNeighbor</p> <p>Galaxy Formation =center box & outside diamond Galaxy Circulate Cut the G. =C G-Circulate ω points slide together & Trade. Flip the G. =C G-Circulate ω the points Run</p>  <p>Interlocked Diamond Formation Interlocked Diamond Circulate Cut/Flip the Interlocked Diamond</p>  <p>Jaywalk Pass Thru with Dancer you are facing directly or on an angle</p> <p>Linear Action All Hinge, CenterBox Circulate1+$\frac{1}{2}$ ω O Trade, Those who meet CO$\frac{3}{4}$ ω Oth MoveUp as in HourglassCirculate¹</p> <p>Magic Column Formation / Concept Magic Column = E of one column & C of the other column If you move, follow the paths shown C2C Circulate, C2O CrossCirculate</p>  <p><i>If an E & a C are facing, C moves first. Wenn sich E & C ansehen, hat C Vorfahrt.</i></p> <p>Make Magic C & O who are facing PassThru C facing in Cross If All 4C are facing in CrossTrailThru</p> <p>C2O Circulate, C2C CrossCirculate</p> <p>O Formation / Concept Column with Centers Spread</p> <p>(Pass) the Axle (All PassThru,) C PassThru if they can ω E CrossCastBack, All Swing, New C Trade</p> <p>Percolate Circulate1+$\frac{1}{2}$, C4 Hinge&Cross ω E TurnThru</p> <p>Phantom Formation/Concept</p>  <p>Press Ahead DD move one DancerPosition forward</p> <p>Recycle variations: Recycle (3 parts) = C Fold & All adjust to a box, BoxCounterRotate, Roll All 8 Recycle C Rec. to Outside, O Move forward & FacingRecycle or BoxRecycle 2/3 Recycle (from wave only) C Fold & All Adjust, BoxcounterRotate$\frac{1}{4}$ Split/Box Recycle SF=box circulate: T Extend&UTB, L Follow along SF=couple & miniwave: Cpl FacingRecycle, MW BoxRecycle</p> <p>Regroup C Trade&Roll ω E QuOut, Trade & O-Circulate</p> <p>Relay the Shadow All Swing, C6 CO$\frac{3}{4}$ ω E CounterRotate$\frac{1}{4}$ & with vC Hinge & Spread, Oth4 do CenterPart of CastAShadow</p> <p>Relay the Top All Swing, C CO$\frac{3}{4}$ ω E Circ$\frac{1}{2}$, Turn Star$\frac{1}{4}$ ω MW Trade, C4 CO$\frac{3}{4}$ ω Oth MovUp (HourglassCirculate)</p> <p>Reverse Explode All StepThru & QuOut</p> <p>Rotary Spin All RightPullBy, C LeCO$\frac{3}{4}$ ω E CT&Roll</p> <p>Rotate Family Rotate/ReverseRotade Designated OCouple Turn$\frac{1}{4}$ to Promenade-/ReversePromDirection & CounterRotade$\frac{1}{4}$ ω Oth StepForward SingleRotate/ReverseSingleR. O individually Turn$\frac{1}{4}$ to Promenade-/ReversePromDirection & CounterRotade$\frac{1}{4}$ ω Oth StepForward</p> <p>ScatterScoot L All8Circulate ω T ScootBack ScatterScootChainThru L All8Circulate ω T ScootChainThru</p> <p>Scoot and Little Little=O $\frac{1}{4}$Right&CounterRotate$\frac{1}{4}$ ω C Step&Fold</p> <p>Scoot and Plenty Plenty=Little, SplitCirculate2, E CounterRotade$\frac{1}{4}$ & Roll ω C $\frac{1}{2}$Zoom</p> <p>Scoot & Ramble Ramble= O Separate & SlideThru ω C SingleWheel & SlideThru</p> <p>Shakedown $\frac{1}{4}$Right, BoxCountRot$\frac{1}{4}$ & Roll</p> <p>Siamese Concept If in a Tandem, work as Tandem, if in a Couple work as Couple</p>
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CONCISE C1-LIST

Spin The Windmill variation: (Anything) the Windmill	„Anything“, C CO¾, E face as directed & CirculateTwice
Split Square Thru variations: Split Square Chain the Top Split Dixie Style to a Wave Split Dixie Diamond	Those Facing RiPullBy & QuarterIn All LeSpinTheTop, LeTurnThru ...All LeTouch ¼ ...All LeTouch ¼, C Hinge ω E UTB
Square Chain the Top	RiPullBy&QuIn, LeSpinTheTop, LeTurnThru
Square the Bases	C SquareThru3 ω E PassThru E Bend & SplitSquareThru2 & TradeBy
Squeeze Squeeze the Galaxy Squeeze the Hourglass	Trade & SlideApart or SlideTogether & Trade C6 Squeeze C6 Squeeze
Step and Flip	C StepForward ω E Run
Step and Fold	C StepForward ω E Fold
Stretch Concept	Dancer who end in the Center Spread along the long axis
Substitute	LCp make Arch & Backup ω TCp DiveThru
Swing and Circle (¼, ½, ¾, Full)	In the wave Swing, vC Trade ω O6 move 1 position cw/ccw depending on wave was ri/le. EF=¼Tag
Swing the Fractions	Those who can ¼Ri, ½Le, ¾Ri, ½Le, ¼Ri
Switch the Line	C Run ω E CrossRun
Switch to an Diamond <i>If ends are facing same direction, they meet with right hands and adjust to a diamond.</i>	C Run ω E DiamondCirculate
Switch to an Hourglass	C Run ω E HourglassCirculate ¹
Switch to an Interlocked Diamond	C Run ω E IntlockDiamCirculate
T-Bone Formation do your part of the call, regardless of how the other people are facing.	
Tally Ho	All ½Circulate, C Hinge & ½BoxCirculate ω O Trade, Those who meet CO¾ ω Oth4 HourglassCirculate ¹
Tandem Concept	2 TandemDancer=one unit
Three by Two Acey Deucey	2 Triangles Circulate ω vC Trade
Triangle Formation / Triangle Circulate Inpoint/Inside/Outpoint/Outside Triangles Tandem-Based/Wave-Based Triangles	
Triple Box/Column/Line/Wave Concept There are 3 groups of 4 dancers. Each group forms either a box, column, line or wave. 4 spots are filled with phantoms.	 Triple Boxes
Twist the Line Twist and (Anything)	C StepForward&PartnerTrade ω E Face, MoveIn & StarThru C StepForward&PartnerTrade ω E Face, MoveIn & do the „Anything“
Vertical Tag	TCp: Belle StepInFront, LCp: SingleWheel, MW: L Fold
Weave	SF=BoxCirculate: L ½BoxCirculate ω T Hinge with outside hands SF=SingleEightChainThru: All PassThru, E QuRight ω C LeTouch¼
Wheel and (Anything) Reverse Wheel and (Anything)	OFaceCp Promenade¼, ending facing in ω Oth do „Anything“ OFaceCp ReversePromenade¼ ending facing in ω Oth do the „Anything“
Wheel Fan Thru	Start WheelThru, Meeting Beaus Trade, completeWheelThru
With The Flow	Flowing Walk&Dodge
Zing	L Zoom¾ ω T Circulate & QuIn

Modifying Terms

Dancers at C-1 are expected to be familiar with the Glossary of Modifying Terms, found in the [CallerLab C-1 Definitions](#) and in the [Taminations](#). These terms are:

Von C-1-Tänzern wird erwartet, dass sie mit den Modifying Terms, die im Glossary der [CallerLab C-1 Definitionen](#) und in den [Taminations](#) erwähnt werden, vertraut sind. Diese Terms sind:

Start, **Finish** (beende), **Replace** (ersetze), **But** (außer), **Ignore**, **Interrupt** (unterbreche), **Skip** (überspringe), **Delete** (streiche), **Prefer** (vorziehen) **and Left**.

This leaflet summarizes the definitions of the C1 program in a very condensed form. The abbreviations used are summerized below, the CallerLab terminology has been retained.

This listing does not claim to be complete. In case of doubt, refere to the original definitions (also part of the Taminations).

The list is intended as a learning aid to memorize the names of the figures and their corresponding movements.

In diesem Merkblatt wurden die Definitionen des C1-Programms sehr komprimiert gelistet. Die verwendeten Abkürzungen sind unten zusammengefasst, die **CallerLab- Terminologie** wurde beibehalten.

Die Auflistung erhebt keinen Anspruch auf Vollständigkeit. Im Zweifelsfall wird auf die OriginalDefinitionen (auch Bestandteil der Taminations) verwiesen.

Auf eine deutsche Übersetzung wurde verzichtet, da das Vokabular kaum über das vom Caller ausgerufene hinaus geht. Die Liste ist gedacht als Lernhilfe, um sich die Namen der Figuren mit den zugehörigen Bewegungen einzuprägen.

ShortCuts used above / benutzte Abkürzungen:

SF, EF	= StartFormation, EndFormation
Le, Ri, CO, Qu	= Left, Right, Cast Off, Quarter
C, vC, E, L, T, O, Oth	= Centers, veryCs, Ends, Leaders, Trailers, Outsides, Others
RHD/LHD, IFace / OFace	= RightHand-/LeftHandDancer, In-/OutFacers
Cp, LCp, TCp, DD	= Couple, LeadingCouple, TrailingCouple DesignatedDancer
MW	= MiniWave
UTB, CT, Circ	= U-TurnBack, CurtesyTurn, Circulate
C2O	= Center move to Outside
cw/ccw	= clockwise/counter clockwise (im/gegen den Uhrzeigersinn)
ω	= while / während

1) **HourglassCirculate** = C walk diagonally outward, O walk a quarter circle

Updated according © [CallerLab](#) C1-Definitions of Jan. 2018
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