

Doll Shortcuts

(Useful for moving dolls *and* helpful for visualizing what a call does)

Mainstream

Square Thru
Quarter Out.

Square Thru 3/4
Partner Trade.

Flutter Wheel
Exchange the left hand dancer.

Reverse Flutter
Exchange the right hand dancer.

Scoot Back
Ends and adjacent centers Trade.

Lead Right and Circle to a Line
Slide Right and Unbend the Line.

Chain Down the Line
Centers Trade, Bend the Line.

Recycle
Ends Cross Fold and centers Step Back.

Swing Thru (from facing couples)
Veer Right, Ends U-Turn Back.

Spin Chain Thru
Ends facing in exchange places, Swing Thru.

Cast Off 3/4
Cast Backwards 1/4.

Spin the Top
"Scoot Back," Fan the Top.

Pass Thru, Wheel and Deal
Slide couples toward the center putting the right side couple in the lead.
or: Assume LH 2-faced lines, Veer Left.

Dixie Style to a Wave
Sweep 1/4 to the Right, step to a Left Hand Wave.

Couples Circulate
Assume both couples are facing out and Bend the Line (plus 90° [CW for RH lines, CCW for LH lines.])

Ferris Wheel
Zoom without adjusting the trailing dancers,
Slide all dancers toward center, (plus 180°)

Plus

Fan the Top
Rotate wave 90° in direction that ends are facing.

Follow Your Neighbor
Single Hinge, U-Turn Back.

Follow Your Neighbor and Spread
Cast Off 3/4, i.e. Un-Cast Off 1/4.

Trade the Wave
Slide the two dancers on one end of the wave, as if they were a couple, to the other end of the wave; then have everyone U-Turn Back.

Relay the Deucey
This is a true Zero so no movement is necessary, but to get a true geographic equivalent, rotate the square 180°.

Spin Chain the Gears
This is a technical zero, so if all Xs are cancelled, there is no need to move anything.

But to get a true geographic, etc. equivalent:
Assume the two dancers on each side of each wave are facing the same way and do a Couples Circulate in the direction that the ends are facing.

Spin Chain and Exchange the Gears
Exchange the ends who are facing in. (plus 180°)

Coordinate
It's probably better not to ask, but if you must:
Assuming a RH column, #4 dancers Right Loop 1 (i.e. #4 dancers Run around #1 dancers without the #1 dancers adjusting); #2 and #3 dancers Counter Rotate 1/4 (i.e. turn as a group 90° CW), then Extend twice, individually face right, and step back.

Double Pass Thru, Track II
Centers Pass Thru, Step to a Wave, (plus 180°).

A1

Heads Pass the Ocean, Chain Reaction
Heads Square Thru, Swing Thru, (plus 180°).

A2

Motivate
Ends facing in and adjacent centers who are facing out diagonally Circulate.

Pass and Roll
Centers Right Roll to a Wave, Extend.

Pass and Roll Your Neighbor
Quarter Right.

Pass and Roll Your Neighbor and Spread
Touch 1/4.

Split Transfer
Split Counter Rotate 1/4, Trade.