

Advanced Get-outs by Bill Harrison

Zero Box Get-outs:

- Touch $\frac{1}{4}$ and Cross, Partner Trade, Right and Left Thru, Square Chain Thru, RLG...
- Double Star Thru, Cross Clover & Spin the Top, Chain Reaction, RLG...
- Pass In, Pass The Ocean, $\frac{3}{4}$ Thru, Scoot Chain Thru, RLG...
- Left Touch $\frac{1}{4}$, Scoot Back, Extend, Spin the Windmill – Right, RLG...

Zero Line Get-outs:

- Pass the Ocean, All 8 Circulate, In Roll Circulate, Scoot Chain Thru, RLG...
- Pass the Sea, Swing, Centers $\frac{3}{4}$ Thru, Diamond Chain Thru, RLG...
- Pass Thru, Bend the Line, Pass Thru, Wheel and Deal & Spread, Pass Thru, Wheel and Deal, Girls Fan The Top and Pass Out, Pass Thru, Left Spin The Windmill – Right, RLG...
- Box the Gnat, Pass In, Pass Thru, Pass & Roll, RLG...
- Pass the Ocean, Split Circulate, Centers Run, 2/3 Mini Busy, Flip the Hourglass, RLG...
- Pass Thru, Wheel and Deal, Zoom, Step to a Wave, Chain Reaction, RLG...
- Pass In & Roll, Centers Pass the Ocean, Centers Swing Thru, Ends Touch $\frac{1}{4}$, 6x2 Acey Deucey, RLG...

Across the Street Box Get-outs:

- Outsides Half Sashay, Swing Thru, Centers Run, Mini Busy, RLG...
- Step to a Wave, Slip, Single Hinge, Motivate, RLG...
- Swing Thru, Recycle, Pass In, Square Thru 3, Centers Run, All 8 Circulate 1 $\frac{1}{2}$, RLG...
- Touch $\frac{1}{4}$, Slip, Split Circulate, Boys Run, Cast a Shadow, RLG...

Static Square:

Heads Pass In & Spread, Pass Thru, Turn and Deal, Girls Turn Thru, Pass Thru, Left Spin the Windmill – Right, RLG...