

Plus Get-outs by Tim Marriner

Zero Box Get-outs:

- Swing Thru, Boys Run, Couples Trade, Centers Hinge, Flip the Diamond, Extend, Right and Left Grand...
- Veer Left, Fan the Top, Bend the Line, Pass the Ocean, Fan the Top and Spread, Allemande Left...
- Slide Thru, Pass Thru, Crossfire and Roll, Right and Left Grand...
- Right and Left Thru, Dive Thru and Spread, Square Thru 3, $\frac{3}{4}$ Tag, Right and Left Grand...
- Slide Thru, Touch $\frac{1}{4}$, Coordinate, Boys Fold, Right and Left Grand but on the Third Hand Promenade...

Zero Line Get-outs:

- Touch $\frac{1}{4}$, Coordinate, Boys Fold, Pass Thru, Right and Left Grand...
- Flutter Wheel, Box the Gnat, Fan the Top, Right and Left Grand...
- Reverse Flutter Wheel, Swing Thru, Linear Cycle, Right and Left Grand...
- Pass Thru, Partner Trade and Roll, Pass to the Center, Left Square Thru 3, Right and Left Grand...
- Slide Thru, Pass the Ocean, Girls Trade, Boys Fold, Peel the Top, Right and Left Grand...

Across the Street Box Get-outs:

- Swing Thru, Spin Chain and Exchange the Gears, Right and Left Grand...
- Pass to the Center, Square Thru but on the Third hand Dixie Grand, Allemande Left...
- Pass to the Center, Double Pass Thru, Face Out, Wheel and Deal and Roll, Allemande Left...
- Touch $\frac{1}{4}$, Follow Your Neighbor, All Eight Circulate 2, Girls Zoom, Boys Trade, Allemande Left...
- Single Circle to a Wave, Explode the Wave, U Turn Back, Left Touch $\frac{1}{4}$, Coordinate, Promenade...