

Get Outs

By Randy Dougherty

Heads lead right, swing thru, boys run, couples circulate, crossfire (or, bend the line, touch a $\frac{1}{4}$), all 8 circulate, centers trade & roll, other boy run, you're home.

Zero Box Get-Outs

Zero box; make a wave, all 8 circulate once and a half, box the gnat, right and left grand, YH.

Zero box; make a wave, all 8 circulate once and a half, all 8 swing thru, boys run, all chain down the line, YH.

Zero box; swing thru, spin chain thru, recycle, 8 chain 3, add 3, add 2, add 1 (total of 9), allemande left.

Zero box: make a wave, recycle, touch a quarter, [double down] ("sides" do 2 split circulates, "heads" normal circulate once), all right and left grand.

Zero box; square thru 2, wheel and deal, centers wheel around, pass thru, centers make a right hand star & turn a full turn, back to the same 2, outsides U-turn back, left swing thru, and begin left Dixie grand (LRL), all right and left grand.

Zero Line Get-Outs

Zero Line; reverse flutter wheel, pass thru and wheel and deal, centers veer right, all girls diagonally pass thru (J-walk), right and left grand.

Zero Line; flutter wheel, pass thru and wheel and deal, centers veer right, boys pass thru, all U-turn back, right and left grand.

Zero Line; centers square thru 4, the ends allemande left, everybody right and left grand.

Zero Line: pass the ocean, ladies trade, swing thru, spin the top (or, girls fold, peel the top), center wave of 4, spin the top (or, girl fold, peel the top), slide thru (or, explode), you're home