

EQUIVALENTS

SQUARE THRU FOUR EQUIVALENTS:

- ◆ TOUCH 1/4 - MEN RUN
- ◆ RIGHT AND LEFT THRU - ROLLAWAY-STAR THRU
- ◆ PASS THE OCEAN - GIRLS TRADE - RECYCLE - PASS THRU

STAR THRU EQUIVALENTS:

- ◆ TOUCH 1/4-SCOOT BACK-MEN RUN
- ◆ RIGHT AND LEFT THRU - FLUTTERWHEEL - SWEEP 1/4
- ◆ SWING THRU - SPIN THE TOP - RIGHT AND LEFT THRU

PASS THRU EQUIVALENTS:

- ◆ RIGHT AND LEFT THRU - SQUARE THRU 3 HANDS
- ◆ VEER LEFT - VEER RIGHT
- ◆ RIGHT AND LEFT THRU - A FULL TURN
- ◆ SQUARE THRU 3 HANDS - U-TURN BACK - BOX THE GNAT
SQUARE THRU 3

RIGHT AND LEFT THRU EQUIVALENTS:

- ◆ PASS THRU - PARTNER TRADE
- ◆ PASS THRU - CALIFORNIA TWIRL
- ◆ STAR THRU - SLIDE THRU

Using Zero's - Equivalents and Conversions

BOX ZERO'S

* Also Facing Couple Zero's

Technical Zeros's

- * 1. SWING THRU...BOYS RUN...WHEEL AND DEAL
- * 2. STAR THRU...PASS THRU...PARTNER TRADE...STAR THRU
- * 3. SWING THRU...GIRLS FOLD...PEEL OFF...WHEEL AND DEAL
- 4. RIGHT & LEFT THRU...VEER LEFT...FERRIS WHEEL...PASS THRU (CENTERS)
- 5. STAR THRU...FLUTTERWHEEL...SWEEP 1/4
- 6. EIGHT CHAIN THRU (FOUR)
- # 7. SPIN CHAIN THRU..SPIN CHAIN THRU
- # 8. SPIN CHAIN THRU...GIRLS CIRCULATE...SCOOTBACK
- # 9. STAR THRU...PASS THRU...BEND THE LINE...STAR THRU

BOX HALF ZERO

Call Twice to Zero

- 1. SWING THRU...BOYS RUN...COUPLES CIRCULATE...WHEEL & DEAL
- 2. PASS THRU...TRADE BY

BOX ONE THIRD ZERO

From Ocean Waves

Call Three times to Zero

- 1. SINGLE HINGE...CENTERS TRADE
- 2. CAST OFF 3/4...CENTERS TRADE

LINE ZERO'S

* Also Facing Couple Zero

Technical Zero

- * 1. STAR THRU...RIGHT & LEFT THRU...STAR THRU
- * 2. RIGHT & LEFT THRU...FLUTTERWHEEL...REVERSE FLUTTER WHEEL
- * 3. SWING THRU... GIRLS "U" TURN BACK... WHEEL & DEAL... RIGHT & LEFT THRU
- * 4. PASS THE OCEAN...RECYCLE...SWEEP 1/4
- * 5. SWING THRU...SPIN THE TOP...SLIDE THRU
- 6. PASS THRU...WHEEL & DEAL...DOUBLE PASS THRU...FIRST GO LEFT...NEXT GO RIGHT
- 7. PASS THRU...TAG THE LINE - IN...BOX THE GANT...RIGHT AND LEFT THRU
- # 8. PASS THRU...BEND THE LINE...RIGHT AND LEFT THRU

MODULES	<p>A call, or series of calls, which will move the dancers from one known FASR to the same or different but known FASR</p> <p>Example from a normal Eight Chain Thru Formation and Arrangement (FA), the calls Swing Thru, Boys Run, Wheel and Deal returns the dancers to the same FASR. From a normal zero box (Box 1-4), the calls Swing Thru, Girls Circulate, Boys Trade, Boys Run Bend the Line, will change the FASR to a zero line (1P2P) another known FASR (SETUP)</p>
GET- IN	<p>A Call, or Series of Calls, to Create a Particular Formation, Arrangement, Sequence and Relationship. Often called a SET-UP or SET-UP Routine.</p> <p>Example would be Heads Square Thru to create a Box 1-4, often called a zero box, which is a particular Eight Chain Thru Formation.</p>
GET-OUT	<p>A call, or series of calls, which enable you to return the dancers to home position, or in some cases to a particular known FASR.</p> <p>Example: From a normal wave in which each dancer is holding right hands with own partner and all are in sequence, All Eight Fold to a Right and Left Grand and Promenade home would work.</p>
ZEROS	<p>There are several different kinds of zeros.</p>
GEOGRAPHIC	<p>A call, or series of calls, which will return the dancers to the same footprints. Swing Thru, Boys Run, Wheel and Deal.</p>
TRUE	<p>A call , or series of calls, which will return the dancers to the same FASR but not necessarily to the same footprints. Sometimes called a quadrant zero. Eight Chain four.</p>
FRACTIONAL	<p>A call , or series of calls, which has to be repeated some number of times to return the dancers to the Same F and A of the FASR.</p>
TECHNICAL	<p>A call , or series of calls, which is sometimes zero- that is to say that it only works when the boys and girls are in the same relative sequence. It will exchange actives and inactives. It may exchange ends and centers. It may exchange infacers and outfacer. When it doesn't zero, it will produce a four Ladies Chain effect. All technical zeroes are ½ zeroes - that is to say if repeated they will zero out. (Star Thru, Pass Thru, Bend the Line, Star Thru).</p>

CHICKEN PLUCKER

SQUARE THRU TO
ZERO BOX
R & L THRU
PASS THRU
TRADE BY
R & L THRU
PASS THRU
TRADE BY

**CONVERT ZERO BOX
TO ZERO LINE (1P. 2P)**

SWING THRU GIRLS
CIRCULATE
BOYS TRADE
BOYS RUNBEND THE
LINE .

**CONVERT ZERO LINE
TO ZERO BOX**

TOUCH 1/4
COLUMN CIRCULATE
BOYS RUN

**INVERT & ROTATE
FROM ZERO BOX**

STAR THRU
PASS THRU
BEND THE LINE
STAR THRU

**INVERT & ROTATE
FROM ZERO LINE**

PASS THRU
BEND THE LINE
R & L THRU

ZERO BOX MODULES

SET UPS	ZERO	GETOUT
SQUARE THRU FOUR	SWING THRU - MEN RUN - FERRIS WHEEL - PASS THRU	STAR THRU - SQUARE THRU 3 - L.A.
TOUCH ¼ - MEN RUN	RIGHT AND LEFT THRU - VEER LEFT - FERRIS WHEEL PASS THRU	STAR THRU - RIGHT AND LEFT THRU - PASS THRU - L.A.
RIGHT AND LEFT THRU - ROLLAWAY - STAR THRU	TOUCH ¼ - GIRLS FOLD - DBL PASS THRU - FACE RT. - GIRLS TRADE - FERRIS WHEEL - PASS THRU	TOUCH ¼ - GIRLS RUN - TOUCH ¼ - BOYS RUN - L.A.
PASS THE OCEAN - GIRLS TRADE - RECYCLE - PASS THRU	RIGHT AND LEFT THRU - SQUARE THRU 4 - PARTNER TRADE - SLIDE THRU -	RIGHT AND LEFT THRU - ROLLAWAY - PASS THRU - RLG

ZERO LINE MODULES

SET UPS	ZERO	GET OUT
LEAD RIGHT - CIRCLE TO A LINE	PASS THRU - WHEEL AND DEAL - DBL PASS THRU - FIRST LEFT - NEXT RIGHT	STAR THRU - SQUARE THRU 3 - L.A.
LEAD RIGHT - VEER LEFT - BEND LINE - PASS THRU - PTNR TRADE	RIGHT AND LEFT THRU - PASS THRU - PTNR TRADE	TOUCH ¼ - GIRLS RUN - RLG
PASS THE OCEAN - RECYCLE RIGHT AND LEFT THRU - PASS THRU - CIRCLE TO A LINE	SLIDE THRU - RIGHT AND LEFT THRU - VEER LEFT - FERRIS WHEEL - PASS THRU - SLIDE THRU	STAR THRU - RIGHT AND LEFT THRU - EIGHT CHAIN 1 - L.A.
TOUCH ¼ - WALK AND DODGE - CIRCLE TO A LINE	RIGHT AND LEFT THRU - FLUTTER WHEEL - REVERSE FLUTTER	RIGHT AND LEFT THRU - DIXIE STYLE - GIRLS CIRCULATE - BOYS TRADE - L.A.