

C1 TEACH ORDER

1. Wheel fan thru
2. Shakedown
3. Follow thru
4. Stretch concept
5. Cross roll
6. Tally ho
7. **Concentric Concept**, such as:
8. Counter rotate
9. Scoot and ramble
10. Interlocked diamonds: circulate cut, flip, switch to an interlocked diamond
11. Cross extend
12. Circle by x/z
13. Rotary spin
14. Tandem concept
15. Ah so
16. Checkover
17. Step and fold
18. Scoot and plenty
19. Siamese concept
20. Relay the shadow
21. 2/3 recycle
22. Flip the line: 1/2; 3/4 full
23. Flip back
24. Square the bases
25. Alter the wave
26. Cast back; cross cast back
27. Pass the axle
28. Split recycle
29. **Triple Box Concept**, such as:
Circulate, Counter Rotate, Right & Left Thru,
Scoot Back, Shakedown, Touch 1/4, Walk & Dodge, Wheel Thru
30. **Triple Wave/Line/Column Concept**, such as:
Swing Thru, Mix, and Switch the Wave, Pass and Roll, Touch
1/4, Dixie Style to a Wave
31. Dixie diamond
32. Dixie sashay
33. Split Dixie diamond
34. Square chain the top
35. Split square chain the top
36. Scoot and little
37. Percolate
38. Tag back
39. Squeeze
40. O formation
41. Butterfly formation
42. Galaxy formation

43. **Vertical Tag 1/4, 1/2, 3/4, Full**; Vertical concept
44. **Block Formation**, such as:
Partner Trade, Partner Tag, Pass Thru, Touch 1/4,
Star Thru, Walk & Dodge, Square Thru, Wheel Thru
45. **Linear action**
46. **Jay walk**
47. **Cross By**
48. **Chain Reaction** (from various formations)
49. **Beaus and Belles Naming Convention** (From all appropriate formations)
50. **zing**
51. **Cross and Turn**
52. Reverse Cross and Turn
53. **regroup**
54. **Swing the fractions**
55. **Phantom Formation/Concept**, such as:
Couples Circulate, Cross Over Circulate,
tag the Line, Turn & Deal, Wheel & Deal,
ferris wheel, Acey Deucey, Trade the Wave,
Recycle, Ah So, Circulate, Trade Circulate
56. Chase Your Neighbor,
57. **Cross Chain Thru/Cross Chain and Roll**
58. **Magic Column Formation/Concept**, such as: Circulate,
59. Split Circulate, Walk & Dodge, Transfer the Column
60. At C-1, right or left-hand Magic Columns Only
61. **Make Magic**
62. Cross Your Neighbor
63. **Press Ahead**
64. (Limited to establishing & resolving Blocks, Butterfly & O's)
65. **3 by 2 Acey Deucey**
66. **Triangle Formation/Triangle Circulate**
67. Inpoint/Inside/Outpoint/Outside Triangles
68. Tandem-Based/Wave-Based Triangles
69. **Triple Cross**
70. **Twist the line/ Twist and anything**
71. **Relay the Top**
72. **Reverse Explode (from waves)**
73. **Scatter Scoot/ Scatter Scoot Chain Thru**
74. **Wheel and (Anything)**
75. Reverse Wheel and (Anything)

76. **Rotate/Single Rotate**
77. Reverse Rotate/Reverse Single Rotate
78. (All Rotates at C-1 from squared set only)
79. **Siamese Concept**
80. **Step and Flip**
81. **Substitute**
82. **Swing and Circle 1/4, 1/2, 3/4, Full**
83. **(Anything) and Weave**

- 84. (Anything) the Windmill**, such as: Mix the Windmill In
- 85. Switch the Line**
- 86. T-Bone Formation**, such as: Circulate/Split Circulate,
Scoot Back
- 87. (Any) Tagging Call Back to a Wave**
- 88. Flip Back, Tag Back to a Wave, Vertical Tag Back. Flip
back**