

4. Hds Square Thru – Touch ¼ - Walk & Dodge – Lead Right – Finish a Ferris Wheel –
Centers Square Thru 3 - **Left Touch ¼ - Walk & Dodge – Lead Left – Finish a Ferris Wheel –Centers**
Square 3 – LA - Home

5. Hds Lead Right - Veer Left – Ferris Wheel – Super Sweep (sweep home)

Hds Lead Left – Veer Right – Ferris Wheel – Super Sweep (sweep home)

6. Hds Reverse Flutter - Lead Left - Veer Right - Cast Off 3/4 - to a 4 hand Left Hand Star - Home

Hds - Flutter Wheel - Lead Right - Veer Left - Cast Off 3/4 - to a 4 hand Right Hand Star - Home

Location Symmetry

The term, *location*, refers to one side of a formation to which the caller pays attention. Usually, this means a group of four containing *key dancers* used for resolution. *Location Symmetry* refers to replication of a routine (or similar routine) one another side of the square (usually the opposite side.) This kind of symmetry promotes *theming* and allows dancers to interact with others as someone moves from one side of the square to another.

- e.g (using Invert & Rotate "effect" taking partner to different locations) Start from this type PL.
PL (couple # 1 on Left Couple # 2 on Right I.e. - from SS to CB Swing Thru Girls Circulate Boys Trade "the A/C Deuce effect" - Boys Run - Bend the Line now begin) - Pass the Ocean -Swing Thru -Boys Run - Bend the Line - Reverse Flutter (zero module back to PL) - Pass the Ocean - Swing Thru (everyone with Partner in Wave both facing same direction) traveling together to meet a new couple but DOES NOT change the Partner grouping a Circulate from here is the Invert & Rotate "effect". So, Circulate first, *now* finish the original zero theme) - Boys Run - Bend the Line -Reverse Flutter (back to a PL in a different quadrant for 2 of the couples and time for a get out) -Left Touch 1/4 -Circulate 1&1/2 - Center Six (same sex) Cast Off 3/4 (to a long line) - Center Wave Back Out - Other Couples Bend the Line - Home
2. e.g. (using both I&R and Chicken Plucker "effect" moving with one couple paired and one couple not) Hds Star Thru – Square Thru 3 – (*boys get ready*) Reverse Flutter Wheel – Veer Right – Ferris Wheel – Center Square Thru 3 (*get ready boys*) Reverse Flutter Wheel – Veer Right – Bend the Line - Pass Thru – Wheel & Deal – Centers Veer Right & Left – 8 Chain 3 ½, Courtesy Turn Home
- CL – Pass Thru – Partner Trade Once & ½ *to a wave* – Boys Trade – Girls Cross Run and Run – Bend the Line (**quadrant 1**) Pass Thru – Bend the Line – Pass Thru – Partner Trade Once & ½ *to a wave* – Boys Trade – Girls Cross Run – Girls Run – Bend the Line (**quadrant 2**) Pass Thru Wheel & Deal – Centers Veer Right & Left – Star thru – Pass Thru – Partner Trade Once & 1/2 Boys Trade, Girls Cross Run & Run – Couples Trade – Bend the Line (**quadrant 3**) – Pass Thru, Bend the Line, Touch ¼, Boys Shake Left Hands & Pull By – R&LG – Home

Duplication Symmetry

This type of symmetry refers to replicating routines in which Boys and Girls have change of positions. Since this can become difficult for dancers, use care and good judgment in choosing appropriate applications. For the most part, this type of symmetry might be avoided when working with new or weaker dancers.

1. CB - Double Swing Thru – Circulate – Double Swing Thru – Half Circulate – Slide Thru – Home
2. CB - T 1/4 - Scoot Back - Boys Fold - Girls Swing Thru Double - Extend - Girls Fold - Boys Swing Thru Double - Extend - Boys Run - Slide Thru (CB Square Half Stirred) Star Thru - Pass Thru - Tag the Line In - Ends Face In - Home
3. CB - T 1/4 - Centers Trade - Boys Trade - Girls Trade - Centers Trade - Right Hand Trade - All Turn to Face - Touch 1/4 - Centers Trade - Boys Trade - Girls Trade - Centers Trade - Right Hand Trade - All Turn to Face - LA - Home