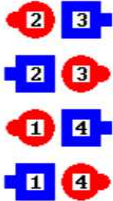
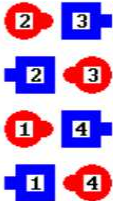
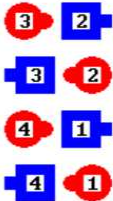

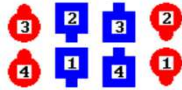
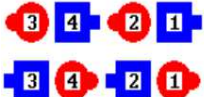
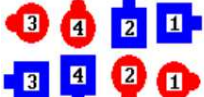
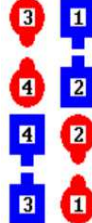
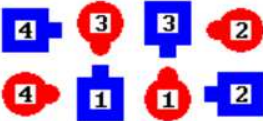
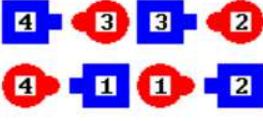
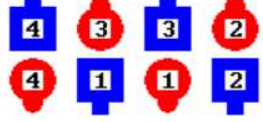
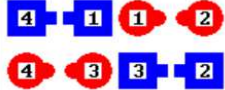
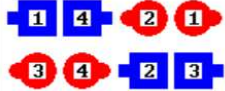
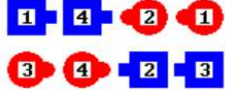
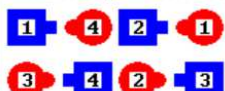
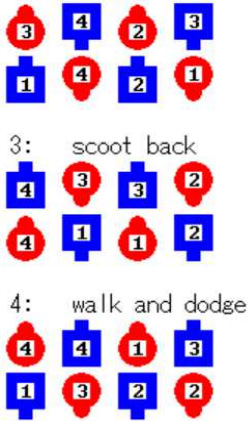
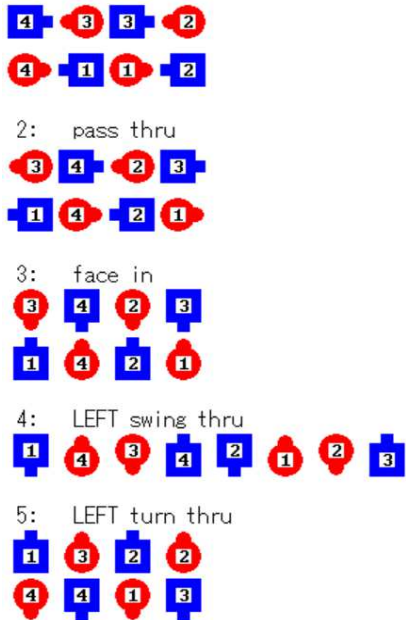
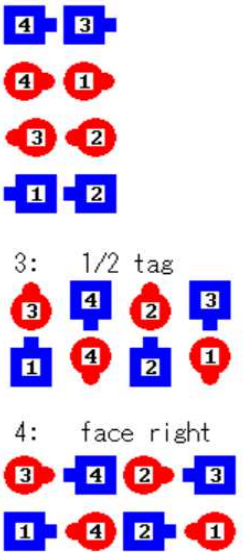
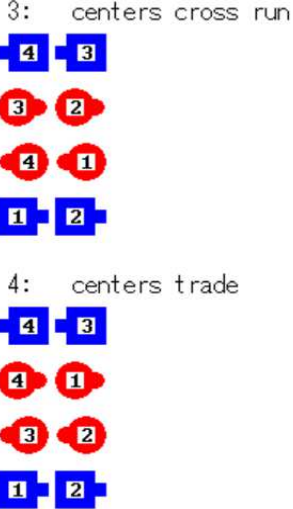
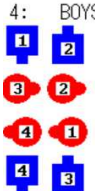



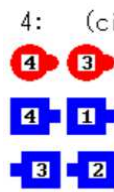

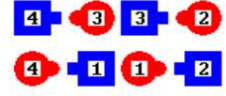
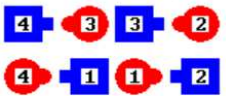
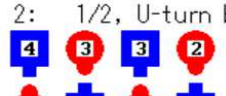

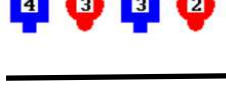








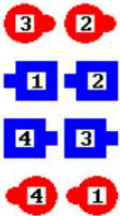


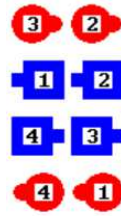

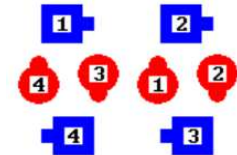
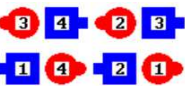
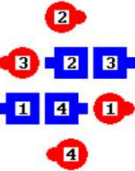
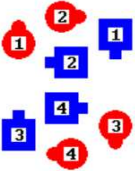
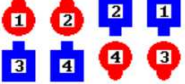
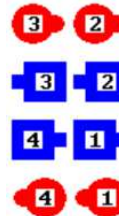
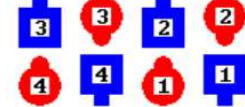
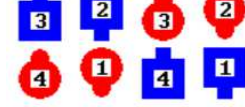
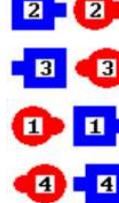
😊 PL,AD,C1,C2,C3のコールをMSで似たようなコールできないでしょうか・・

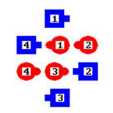
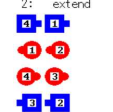
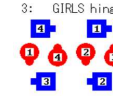
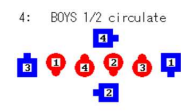
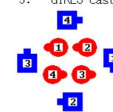

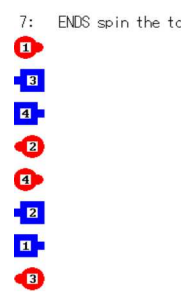
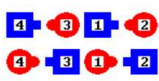
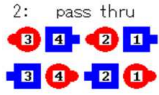
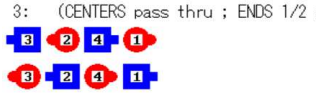
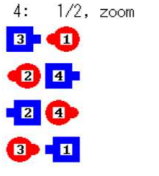
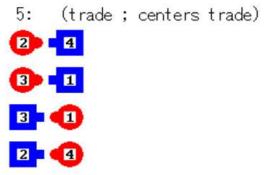
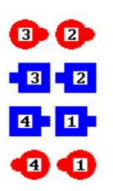
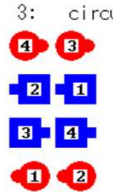
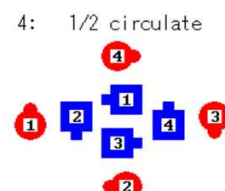
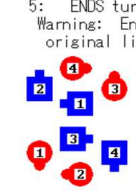
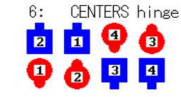
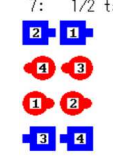
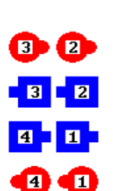
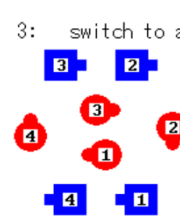
更新日:2021-11-16

chase right(P)	horseshse turn(AD)	pair off(AD)	brace thru(AD)
 <p>4: girls U-turn back</p>  <p>5: split circulate 2 TIMES</p>  <p>6: hinge</p>  <p>7: swing thru</p> 	 <p>3: CENTERS, (face in ; pass thru)</p>  <p>4: ends cloverleaf</p> 	 <p>1: HEADS face out</p>  <p>2: face out</p> 	 <p>3: pass thru</p>  <p>4: ends U-turn back</p>  <p>5: CENTERS courtesy turn Warning: This may be cont</p> 

scoot and dodge(AD)	square chain thru(AD)	turn and deal(AD)	mix(AD)
 <p>3: scoot back</p> <p>4: walk and dodge</p>	 <p>2: pass thru</p> <p>3: face in</p> <p>4: LEFT swing thru</p> <p>5: LEFT turn thru</p>	 <p>3: 1/2 tag</p> <p>4: face right</p>	 <p>3: centers cross run</p> <p>4: centers trade</p>

cast a shadow(AD)	crossover circulate(AD)	partner tag(AD)	scoot and weave(AD)
<p>4: BOYS, (1/2, zoom ; cast off 3/4)</p>  <p>5: GIRLS walk and dodge</p>  <p>6: separate, around 1 to a line</p> 	 <p>4: (circulate ; 1/2 sashay)</p>  <hr/>  <p>2: (circulate ; 1/2 sashay)</p> 	 <p>2: 1/2, U-turn back</p>  <p>3: pass thru</p>  <hr/>  <p>3: 1/2, U-turn back</p>  <p>4: pass thru</p> 	 <p>4: scoot back</p>  <p>5: hinge</p>  <p>6: centers trade</p> 

switch the wave(AD)	swich to a diamond(AD)	spin the windmill(AD)	remake(AD)
 <p>3: ends cross run</p>  <p>4: ends U-turn back</p> 	 <p>3: boys run</p>  <p>4: GIRLS hinge</p> 	 <p>3: CENTERS swing thru</p>  <p>4: ENDS, (face right ; circulate 2</p>  <p>5: CENTERS cast off 3/4</p> 	 <p>3: hinge</p>  <p>4: centers trade</p>  <p>5: cast off 3/4</p> 

chain reaction(AD?)	pass the axle(C1)	percolate(C1?)	
 <p>2: extend</p>  <p>3: GIRLS hinge</p>  <p>4: BOYS 1/2 circulate</p>  <p>5: GIRLS cast off 3/4</p>  <p>6: CENTERS 1/2 circulate</p>  <p>7: ENDS spin the top</p> 	 <p>2: pass thru</p>  <p>3: (CENTERS pass thru ; ENDS 1/2 ;</p>  <p>4: 1/2, zoom</p>  <p>5: (trade ; centers trade)</p> 	 <p>3: circulate</p>  <p>4: 1/2 circulate</p>  <p>5: ENDS turn thru Warning: Ends shou original line -- o</p>  <p>6: CENTERS hinge</p>  <p>7: 1/2 tag</p> 	 <p>3: switch to an hourglass</p>  <p>4: squeeze the hourglass</p> 