

Star Thru Equivalents

Disclaimer: These equivalents have not been validated. They are essentially printed as they were submitted to sd-modules. I numbered them so if you find any that are wrong, you can send the correction to cal@eazy.net and I will correct the master copy.

From Normal Facing Couples

- 1) Right & Left Thru, Square Thru 2, Partner Trade
- 2) Swing Thru, Spin the Top, Right & Left Thru
- 3) Square Thru 4, Partner Trade
- 4) Spin the top, Boys Run, Wheel & Deal, Right & Left Thru
- 5) Right & Left Thru, Roll Away, Touch 1/4, Boys Run
- 6) Pass thru, U-turn Back, Square Thru 4, U-turn Back
- 7) Box the Gnat, Square Thru 4, U-turn Back
- 8) Right & Left Thru, Flutter Wheel, Sweep 1/4
- 9) Reverse Flutter Wheel, Sweep 1/4, Right & Left Thru
- 10) Touch 1/4 , Scoot Back, Boys Run
- 11) Touch 1/4, Scoot Back twice, Girls U-Turn Back
- 12) Right & Left Thru, Square Thru 2, Partner Trade, Pass Thru, Face New Partner
- 13) Right & Left Thru, Half Sashay, Touch 1/4, Boys Run
- 14) Swing Thru, Boys Trade, Boys Run, Bend the Line
Notes: A Boy Trade after a Swing Thru may be considered a bit of overflow for the boys. Put the Boys Trade after the Boys Run and you clean this up.
- 15) Step to a Wave, Centers (girls) Trade, Swing Thru, Boys Run, Bend the Line, Right & Left Thru
- 16) Touch 1/4, Walk & Dodge, Partner Trade, Boy Walk – Girl Dodge, Boys Run
Note: The girl stays in one place.
- 17) Reverse Flutterwheel, Dixie Style to a Wave, Boys Trade, Recycle
- 18) Left Touch 1/4, Boys U-Turn back

- 19) Veer Left, Girls Trade, Bend the Line
- 20) Veer Left, Chain Down the Line
- 21) Veer Left, 1/2 Tag the Line, Scoot Back, Boys Run
- 22) Veer Left, 1/2 Tag the Line, Walk & Dodge, Boys Run, Split (Box) Circulate, Boys Run
- 24) Veer Left, 1/2 Tag the Line, Girls U-Turn Back
- 25) Veer Left, Wheel & Deal, Square Thru 2, Partner Trade
- 26) Veer Left, Boys Cross Run, Bend the Line, Box the gnat
- 27) Veer left, Girls Cross Run, Boys Trade, 1/2 Tag the Line, Boys Run
- 28) Touch 1/4, Walk & Dodge, Partner Trade, Flutter Wheel
- 28) Touch 1/4, Split Circulate, Boys Run, Reverse Flutter Wheel, Right & Left Thru
- 30) Touch 1/4, Split Circulate, Single Hinge, Swing Thru, Boys Run, Bend the Line
- 31) Touch 1/4, Single Hinge, Girls Trade, Recycle, Sweep $\frac{1}{4}$
- 32) Touch 1/4, Split (Box) Circulate, Boys Run, Boy Walk- Girl Dodge, Boys Run
- 33) Pass Thru, Boys Run, Face in, Box the Gnat
- 34) Pass Thru, Boys Run, Girls Run, Face in
- 35) Pass Thru, Boys Run, Split (Box) Circulate, Boys Run, Veer Left, Bend the Line
- 36) Boy Walk- Girl Dodge, Boys Run, Swing Thru, Boys Run
- 37) Boy Walk- Girl Dodge, Boys Run, Veer Left, Wheel & Deal, Sweep 1/4

From an Eight Chain Thru Formation

- 1) Touch $\frac{1}{4}$, Split Circulate 1 $\frac{1}{2}$, Girls Hinge, $\frac{1}{2}$ Tag the Line, Walk & Dodge, Partner Trade**
- 2) Centers In, Single Hinge, Ends Run**
- 3) Centers In, Centers Run, Pass Thru, Tag the Line – IN**
- 4) Split 2 Around One, Box the Gnat, Right & Left Thru**
- 5) Touch $\frac{1}{4}$, Girls Run, Pass Thru, Tag the Line, Face In**
- 6) Swing Thru, Boys Run, Girls Trade, Couple Circulate, Wheel & Deal, Sweep $\frac{1}{4}$**
- 7) Centers In, Cast Off $\frac{3}{4}$, Out-facers (or Ends) Run**
- 8) Swing Thru, Boys Run, Girls Trade, Tag the Line LEFT, Couple Circulate, Bend the line**
- 9) Step to a Wave, Scoot Back, Split Circulate, Cast Off $\frac{3}{4}$, Centers Trade, Boys Run**
- 10) Step to a Wave, Scoot Back, Split Circulate Twice, Recycle, Sweep $\frac{1}{4}$**
- 11) Step to a Wave, Scoot Back, Split Circulate, Cast Off $\frac{3}{4}$, Centers Trade, Boys Run**
- 12) Step to a Wave, Scoot Back, Split Circulate Twice, Recycle and Sweep $\frac{1}{4}$**

From Normal Facing Lines of 4 (0L)

1) Square Thru 3, Tag the Line, Leaders U-Turn Back

2) Grand Swing Thru Twice, Explode and

Plus

1) Circulate (Twice), Explode And

2) Boys Walk, Girls Dodge, Girls Walk, Boys Dodge, All Partner Trade & Roll

3) Right & Left Thru, Veer Left, Crossfire, Split Circulate, Face In

4) Touch 1/4, Follow Your Neighbor, Explode and

5) Veer Left, Girls Hinge, Flip the Diamond, Boys Run, Bend the Line

6) Veer Left, Girls Hinge, Diamond Circulate, Cut the Diamond, Wheel & Deal, Sweep^{1/4}

7) Touch 1/4, Split (Box) Circulate^{1 1/2}, Diamond Circulate, Cut the Diamond, Bend the Line

8) Boy Walk- Girl Dodge, Single Hinge, Fan the Top, Recycle, Sweep ^{1/4}

9) Veer Left, Centers Trade, Couples Circulate, Crossfire, Trade and Roll

10) Spin Chain and Exchange the Gears, AceyDeucey, Linear Cycle

11) Spin Chain the Gears, Explode and

12) Relay the Deucey, Explode and...

The remaining equivalents in this posting are A2.

From a normal Eight Chain Thru:

Star Thru is a geographic equivalent to **Pass and Roll, 3/4 Thru, Boys Run**

Star Thru is a true equivalent to **Pass and Roll, Split Circulate, Linear Cycle**

Star Thru is a true equivalent to **Pass and Roll, Walk and Dodge, Explode and Brace Thru**

(Notice the first two are exactly the same as the Mainstream ones above! Pass and Roll is a geographic equivalent to Step to a Wave, Scoot Back, Split Circulate!)

We can also do mirror images of these:

Star Thru is a geographic equivalent to **Left Pass and Roll, Left 3/4 Thru, Girls Run**

Star Thru is a true equivalent to **Left Pass and Roll, Split Circulate, Linear Cycle**

Star Thru is a true equivalent to **Left Pass and Roll, Walk and Dodge, Explode and Brace Thru**