

CALLERLAB

BASIC CHALLENGE

(C-1)

DEFINITIONS



May 13, 2011

Date	Change
04/23/2003	Remove Grand Follow Your Neighbor . Add Press In/Out/Right/Left/Ahead . Correct graphic for Switch The Line . Remove INDEX section.
01/16/2004	Update Recycle , Percolate , (Anything) to a Wave , and Press (to Press Ahead only). Add Substitute .
03/01/2004	Add comment about (Anything) and Spread ; Update Cross Your Neighbor , Relay The Top , Scoot & Plenty/(Anything) & Plenty , Anything and Weave , and Zing .
10/22/2004	Update Shakedown and Substitute . Add Cross Extend .
11/19/2005	Several minor editorial changes.
01/12/2006	Correct typos, definitions & diagrams (Anything) To A Wave , Concentric Concept , Switch To A Diamond , Switch To An Hourglass , Chain Reaction , and Make Magic .
03/11/2006	Revise Swing The Fractions . Several editorial changes.
08/10/2006	Add diagram for Twist & Split Square Thru 2 . Several editorial changes. Add diagrams to Chain Reaction and Alter The Wave .
08/13/2006	Correct "preformed" to "Performed" in Interrupt .
10/12/2006	Reformat document from two columns to one column.
08/27/2007	Change comments about Flip Back , Tag Back to a Wave , and Vertical Tag Back to A Wave .
12/07/2007	Minor edits to various diagrams.
06/01/2008	Add Triple Waves/Lines Concept (from C-2).
12/01/2008	Add missing diagram to Twist and (Anything) .
12/09/2009	Convert to Word, minor edits and formatting changes, update Triple Box , Line , Wave , add Triple Column
01/04/2010	Update copyright; Minor edits to Right-shoulder rule, Partner, Replace, But #1, But #2, Delete, do your part, Alter the Wave , Beaus and Belles naming convention , Other Butterfly calls, such as Split Circulate, Walk and Dodge, Concentric Concept, (Anything) Chain Thru, O Formation/Concept, Other O calls, Rotate, Swing and Circle, Swing the Fractions, Wheel Fan Thru, Left Wheel Fan Thru, and Zing .
02/08/2010	Minor edit to Start and Replace . Delete (Anything) and Little , (Anything) and Plenty , (Anything) and Ramble , Left Shakedown , Left Swing the Fractions , and Left Wheel Fan Thru . Added With the Flow (from C-2). Remove restriction in Press Ahead . Revised (Anything) Chain Thru* , Interlocked Diamond Circulate* , and Triangle Formation / Triangle Circulate* . Add diagrams to Interlocked Diamond Formation . Replace diagrams in Triangle Circulate .
02/12/2010	Remove restriction in Stretch Concept . Add common applications to the following Concepts: Concentric , O , Phantom , Stretch , Tandem , Triple Box/Line/Wave/Column . Minor edit to Magic Columns . Add example to (Anything) the Windmill . Add another example to T-Bone Formation . Redraw Flip Back diagrams.
02/20/2010	Add "This page intentional left blank". Update O Formation/Concept* . Add diagrams for Wave-Based Triangle Circulate and Interlocked Diamond Circulate .
05/26/2010	Minor update to Other O calls . Update Triangle Formation . Calls marked with an asterisk on 2/8/10 and 2/20/10 were all approved on 5/26/10. Edit them to remove the note that they have yet to be approved.
11/12/2010	Revise Swing and Circle 1/4, 1/2, 3/4, Full .
12/02/2010	Convert to Word on PC. Add missing diagram for Swing and Circle .
12/11/10	Underline call names.
5/13/11	Revise Wheel and (Anything) .

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Read this First

This set of definitions is an attempt to capture the real meaning for each call on the C-1 list. It is intended to serve as the referee for disputes about exactly what a call means, and as a basis for teaching the calls properly.

Whenever the "technical" definition of a call is too long or complicated to do a "first teach" from, we have provided a teaching definition or teaching hints. This way, the definitions can meet both sets of needs. Naturally, dancers should be introduced to the full definition of each call as soon as your judgment dictates.

Before you use these definitions, you should be familiar with the CALLERLAB Basic/Mainstream definitions, the CALLERLAB Plus definitions, the CALLERLAB Advanced definitions, and the CALLERLAB standard formation names. Where possible, we have used calls and formations defined in those documents. This has let us make the definitions shorter and clearer.

Regional Styling Differences

CALLERLAB recommends that calls such as Swing Thru and Spin the Top be danced using the hands-up position and the palm star handhold. Many areas of the square dance world continue to use forearm turns for all turning actions. In order to eliminate the controversy over the use of forearm turns, the CALLERLAB membership approved a 1992 resolution recognizing that regional differences in styling exist.

General Rules

All of the general rules which apply to the Basic/Mainstream, Plus, and Advanced definitions also apply at C-1.

Facing Dancers: Facing dancers, unless otherwise specified, may be any combination of men and women.

Couples: Couples, unless otherwise specified, may be any combination of men and women.

Facing Couples Rule: Some calls that normally start from an ocean wave can also be done from facing couples. In that case, the dancers first step into a momentary right-hand ocean wave and complete the call—unless the caller specifically directs a left-hand call (e.g., Left Swing Thru), in which case the dancers step into a momentary left-hand ocean wave and complete the call. This rule may also apply when calls that require parallel waves are called with the dancers in an eight chain thru formation.

The "Facing Couples" rule applies only to the C-1 calls Alter the Wave, Relay the Shadow, Relay the Top, Swing and Circle, and (Anything) the Windmill (only when it is applicable to the "Anything" call).

Ocean Wave Rule: Some calls that normally start from facing couples can be done from a wave. In that case, the dancers have already stepped forward toward each other and are ready to complete the remaining action of the call. This rule also applies when calls that start from two facing dancers (e.g., Turn Thru) are called from a mini-wave.

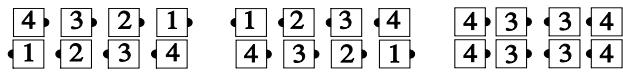
The "Ocean Wave Rule" applies only to these C-1 calls (the wave must be right-handed in all cases): Cross Chain Thru, Cross Chain And Roll, Pass the Axle, Rotary Spin, Square Chain the Top, and from a tidal wave, Square the Bases.

Right-Shoulder Rule: Whenever two dancers are moving toward each other and would otherwise collide, they pass right shoulders instead. If two dancers facing opposite directions must occupy the same spot on the floor at the same time, they step to form a right-hand mini-wave instead. You may not have two dancers who are facing the same direction, or at right angles, try to occupy the same spot.

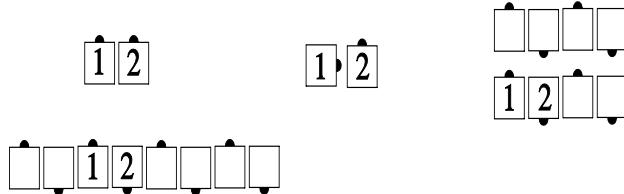
How We Name Dancers

For purposes of the definitions, we often have to identify specific dancers—say, the ends of a wave. There are a lot of ways to name people, and we use the ones that are common at C-1. For reference, we've listed them here:

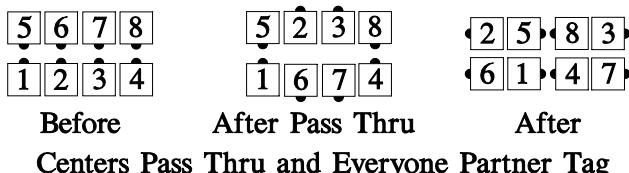
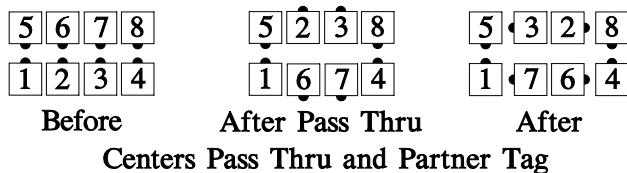
#1, #2, #3, #4: The dancers in a column are sometimes identified by number. The very lead dancer is called #1; the one behind him is #2, and so on. For example, here's how the dancers below would be named:



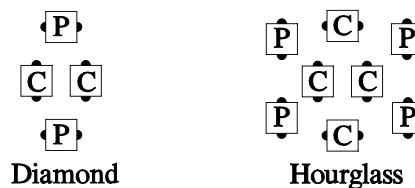
Partner: The dancer beside you in the smallest relevant two-dancer formation you are in. This means that, in each of the diagrams below, the dancer labeled 1 is dancer 2's partner.



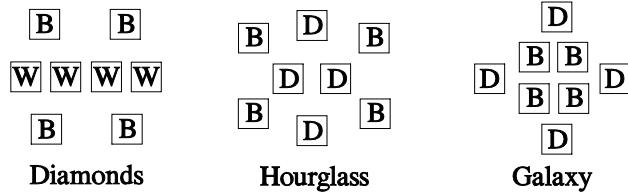
If the centers are working together, they ignore the outsides—but if everyone is active, the centers may well have to work with the outsides. For example, from facing lines, compare "Centers Pass Thru and Partner Tag" with "Centers Pass Thru and Everyone Partner Tag":



Points and Centers: In diamonds and hourglasses, there are points and centers. The points in the diagrams below are marked "P" and the centers are marked "C":



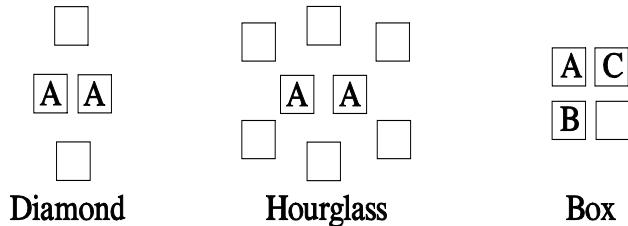
Box, Wave, and Diamond Dancers: In parallel diamonds, hourglasses, and galaxies, you can identify dancers by what part of the formation they're in. In parallel diamonds there is a wave inside a box of dancers; in an hourglass there is a diamond inside a box; in a galaxy there is a box inside a diamond. In the diagrams below, "Wave Dancers" are marked W, "Diamond Dancers" are marked D, and "Box Dancers" are marked B:



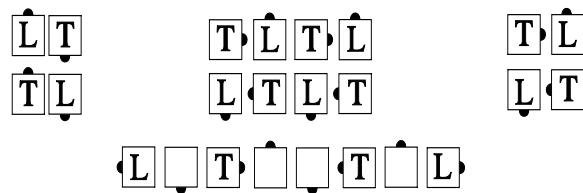
Centers and Ends: All line-type and column-type formations have ends and centers. The dancers who are nearest the center of the formation are centers, and the others are ends—regardless of their facing direction. In the diagram below, the centers are marked C and the ends are marked E.



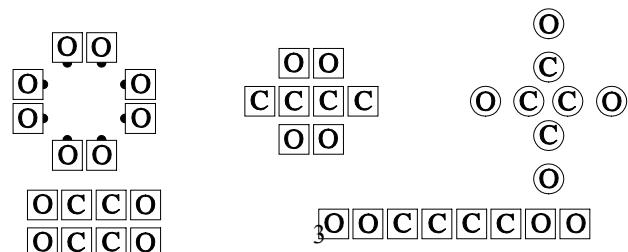
Adjacent: Two dancers are said to be "adjacent" if they are close to each other, with no intervening space or other dancers. This is true regardless of the dancers' facing directions. In the diamond and hourglass diagrams below, the dancers marked A are all adjacent to each other; the others aren't adjacent to anyone. In the box diagram, dancers B and C are both adjacent to dancer A, but not to each other.



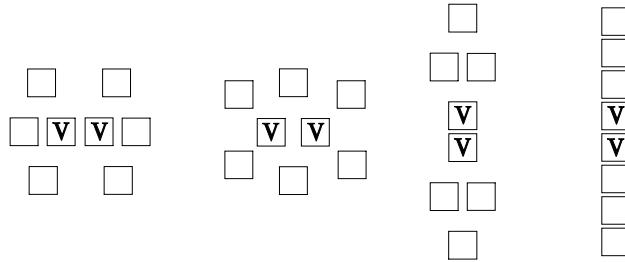
Leads (or Leaders) and Trailers: In any 1x2 formation (e.g., facing dancers, a tandem, dancers back-to-back), those facing out of the 1x2 formation are called leaders, and those facing into the 1x2 formation are called trailers. A dancer who has one shoulder directly toward the center of the 1x2 formation is neither. In the pictures below, the dancers marked "L" are leaders, and the dancers marked "T" are trailers. Those not marked are neither.



Centers and Outsides: Those dancers who are close to the center of the formation are centers; the others are outsides. In lines and columns, "end" and "outside" are the same; in the other formations below, the centers are marked with C and the outsides with O.



Very Centers: The two dancers closest to the flagpole center of the set are called the very centers or the very center two. This term is only used when exactly two people are closest to the center. They are marked with V's in the pictures below:



Starting Formations

Each call's definition includes a list of possible starting formations for that call. Since it isn't practical to list every formation a call can start from, we do not mean to restrict you to the listed formations. However, this isn't a license to shoehorn a definition into an odd-ball formation.

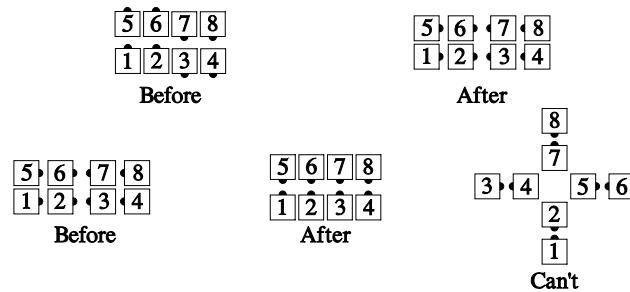
Following the guidelines below will lead you to other legitimate starting formations; anything else should be avoided.

- The formations listed are usually the smallest from which the call can be done. Larger formations may be made of these smaller "units". For example, Switch to a Diamond is defined to start from a single ocean wave, so it can also be done from parallel waves [ending in parallel diamonds], or from a tidal wave [ending in point-to-point diamonds].
- Where they apply, you can use the general rules (Facing Couples, Ocean Wave) to find other starting formations. For instance, Pass and Roll can start from a right-hand box circulate formation even though that formation doesn't appear in the definition's list: The Ocean Wave rule applies.
- If the word "only" appears in the list, then only the formations listed may be used. You may not apply the Facing Couples or Ocean Wave rules. One call like this is Recycle—the facing-couples definition is not applicable from an ocean wave.
- If the way you plan to use a call requires that two conflicting rules apply, your usage is improper. For example, using the call Cast a Shadow from lines back to back causes a conflict for the ends: They are both leads, and each must meet the other with the outside hand. At the same time, the right-shoulder rule applies. Because of this conflict, that use of Cast a Shadow is improper.
- If the formation you give the call from can be broken into two different starting formations for the call, you have to specify which you mean. For example, the call Dixie Style to a Wave can start either from facing couples or from facing tandems. If it is called when the dancers are in a double pass thru formation, they do not know which formation to start the call from—it could be broken down either way. In cases like this, you must tell the dancers which you want: either "Centers Dixie Style to a Wave" or "On a double track, Dixie Style to a Wave".

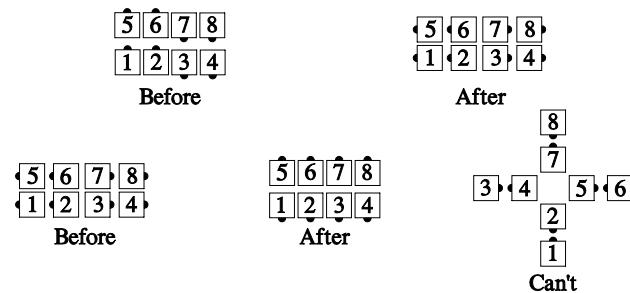
Glossary of Descriptive Terms Used in the Definitions

For convenience, we use some terms that haven't been formally defined before. Again, we use terms which are common at C-1:

Face In: Means "turn 1/4 in place, turning toward the center of the set".



Face Out: Means "turn 1/4 in place, turning away from the center of the set".



Left Touch: This is the same as the Mainstream call Touch, except the dancers step forward to join left hands—making a left-hand mini-wave.



Left Pass Thru: This is the same as the Mainstream call Pass Thru, except the dancers pass left shoulders.



Touch 1/2, 3/4: Fractions other than 1/4 are allowed with Touch. For example, the call "Touch 1/2" is the same as "Touch and Trade". In the same way, "Touch 3/4" is "Touch and Cast Off 3/4":

Cast Off 1/4, 1/2: Fractions other than 3/4 are allowed with Cast Off. The rule is the same as for Cast Off 3/4, but the dancers move 1/4 or 1/2 instead of going the full 3/4.

Glossary of Modifying Terms

The following terms can be used to modify the action of many calls. While not of the same stature as Concepts, these modifying terms have evolved from common English usage to have the following meaning and usage in the Challenge Program.

Start: The designated dancers will do the first part of the call; they and everyone else will do the rest of the call. Examples: From an inverted box, "those facing, Start Right & Left Thru". From an inverted box with men as trailers, "Men Start, Pass the Ocean". From inverted lines with ends facing, "Ends Start, Load the Boat". From certain T-Bone boxes, "Ladies Start, Touch 1/4 and Cross".

Finish: Do all but the first part of the call. Examples: "Finish a Motivate", "Finish a Rotary Spin", "Finish a Pass and Roll".

Replace: Dancers can be asked to replace (i.e., substitute) one or more parts of the call (including the remainder of the call) with a different dance action. The part to be replaced can be described by its part number (e.g., "the third part") or by its dance action (e.g., "the stars", "the centers trade"). See also, **But**. Examples: "Scoot and Plenty, Replace the Box Circulates with a Motivate", "Swing the Fractions, Replace the third part with a Split Circulate", "Scoot and Plenty, Replace the Box Circulates with an Explode the Wave and do not finish the Plenty".

But #1: For some calls, the definition specifies a stopping point for some (or all) dancers when "But" is used. In this case those dancers replace the rest of their part of the call with the designated action. Calls which end with the centers casting off 3/4, while the ends do something else traditionally have the "But" mean for the centers to replace the final Cast Off 3/4 with the indicated call. Examples: "Tally Ho, But Explode the Wave", "Chain Reaction, But 2/3 Recycle".

But #2: Used to obtain the dancers' attention. In this case it is followed by one of the other modifying terms. Example: "Pass the Axle, But skip the third part", "Motivate, But, Replace the star with a U-Turn Back".

Ignore #1: Can be used to ask the dancers to use all the spots in the formation, but to have designated dancers not move while the others do the call. Example: "Ignore the head men, all Motivate".

Ignore #2: Can be used as an aid in identifying formations. Example: From point-to-point diamonds, "Ignore the head men, Wave-Based Triangle Circulate". From two-faced lines, "Ignore the lead end, lines of 3, Out Roll Circulate".

Ignore #3: Has been used to ask that a dancer and his spot be eliminated while the others do the call. This is considered incorrect usage. Example: From two-faced lines, "Ignore the trailing center, In Roll Circulate".

Interrupt: The dance action of the call will temporarily be suspended at one or more places, at which point the specified action will be performed. The place can be described by its part (e.g., "after the third part") or by its definition (e.g., "before turning the stars"). Example: "Square Chain Thru, Interrupt before the last part with a Spin the Top".

Skip: A shorthand for "Replace With Nothing". Example: "Pass the Axle, Skip the third part".

Delete: Another shorthand for "Replace With Nothing". Example: "Delete all arm turn 1/2's and Spin Chain the Gears".

Special note for Replace, Interrupt, But, Skip, and Delete: All of these modifiers may change each dancer's position in the formation or even change the formation itself. When the dancers resume their execution of the call, they must reevaluate their position in the formation and their new part in the definition. Examples: "Square Chain Thru, Interrupt before the last part with a Spin the Top" and "Swing the Fractions, Interrupt after each part with a Circulate".

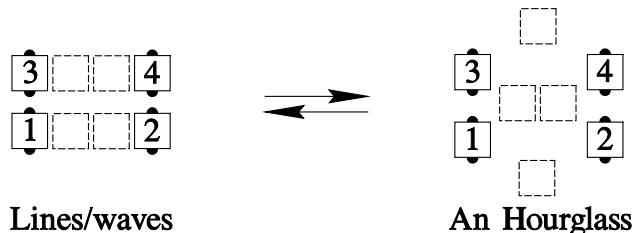
Prefer: Used to designate a dancer or dancers different from those specified in the definition. Two common uses are: from general lines with men facing on the ends, "Prefer the Head Men, In Roll Circulate". From a general line with the men and at least one woman facing the same way, "Prefer the Men, Explode the Line" (i.e., the men step forward and all face and Pull By).

Left: Do the call interchanging right with left, clockwise with counter-clockwise, and promenade with reverse promenade. This modifier is usually used with calls which start with a Pull By or Pass Thru (i.e., "Left Pass And Roll" and "Left Square Chain Thru", but not "Left Swap Around"). In Challenge dancing, the left versions of the calls are part of the program even though they are not explicitly listed.

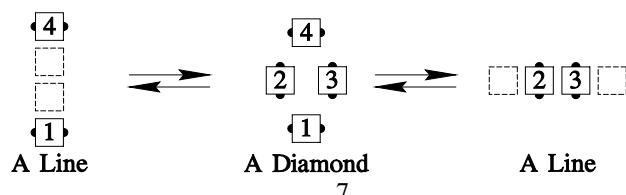
When the Formation Isn't There

In a number of places, the definitions call for a dancer to do "his part of" some call even when the formation he's working in exists only in the mind's eye. For example, in the call Switch to a Diamond, the ends of the wave Diamond Circulate even though there's no diamond. Similarly, in Flip the Hourglass, the points Run as though they were in parallel lines. The cases used in the definitions are shown below. In each diagram, the corresponding positions in the corresponding formations are labeled alike. Unlabeled dancers have no corresponding places.

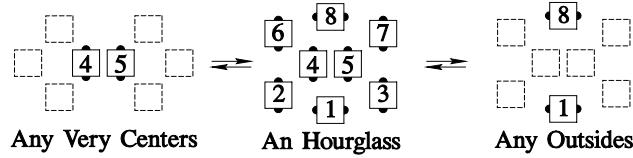
The ends of parallel lines or waves may act like the points of an hourglass. Similarly, the points of an hourglass may act as though they were the ends of parallel lines:



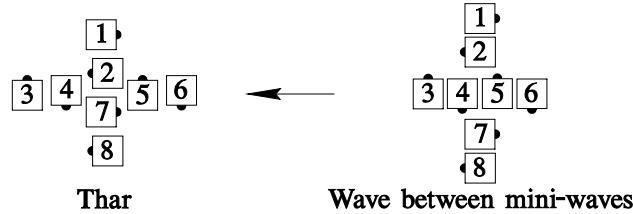
The points of a diamond may act like the ends of a line, or vice versa. The centers of a diamond may act like the centers of a line, or vice versa:



The very center two in any formation may act like the very centers of an hourglass, and vice versa. Any outsides who are on a center line may act as the other centers of an hourglass, and vice versa:



A wave between vertical mini-waves may be treated as a thar:



How Calls Are Extended at C-1

Several calls are used in limited ways at Mainstream, Plus, and Advanced; at C-1, they are used from more places, or are defined more generally.

(Anything) and Spread: In addition to the three ways Spread is used at Plus, there is a fourth way:

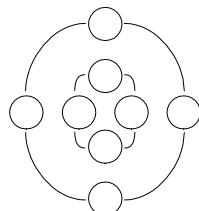
If specific dancers are directed to Spread (e.g., Everyone Trade, Boys Spread), they slide away from the adjacent dancer one position. The inactive dancers do not move. This can be used to create an Hourglass (From #0 Lines: Touch 1/4, Column Circulate 1 1/2, Center 6 Trade, Girls Spread), Blocks (From #0 Lines: Touch 1/4, Boys Spread, Check Blocks), or other formations.

Beaus & Belles Naming Convention: At Advanced, this is used only with adjacent dancers facing the same direction. At C-1, it may be used with adjacent dancers facing opposite directions or in T-Bones.

Cast a Shadow: At C-1, you may call Cast A Shadow from any general line in which the ends are in tandem. In particular, it is allowed when all 4 centers are facing in; the centers part in that case is Pass In and Pass Thru, finishing facing out as the centers of lines:



Circulate: At C-1, the call Circulate is also defined from Thars, Wrong-Way Thars, Promenade, etc. The circulate paths are as shown here:



Recycle: At C-1, the version of this call that starts from a wave is defined to have three parts: First, the centers Fold and all adjust to make a box-circulate formation. Then all Box Counter Rotate 1/4. Then all Roll. The result is the same as the Mainstream definition.

Switch to a Diamond: At Advanced, this call is done from a wave only; at C-1, it may start from a general line. If the ends are facing the same way at the start, they meet with right hands, and adjust so the call ends in a diamond (rather than having the centers offset).

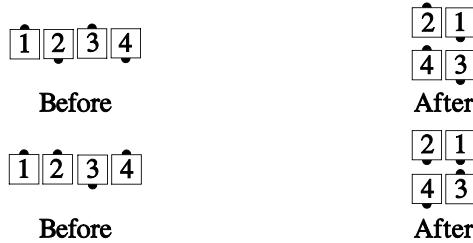


Switch to an Hourglass: At Advanced, this call is done from waves only; at C-1, it may start from general lines in which the ends are in tandem.

C-1 Definitions

Ah So

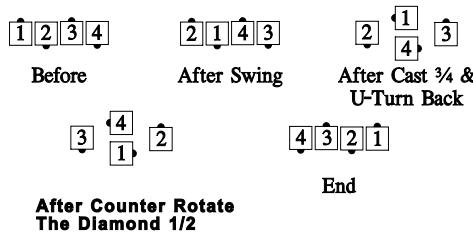
From a wave or line: With each half of the wave/line working as a unit, the ends Cross Fold and the centers follow along so as to keep each mini-wave or couple intact. If the ends start out facing the same way, they pass right shoulders as they go.



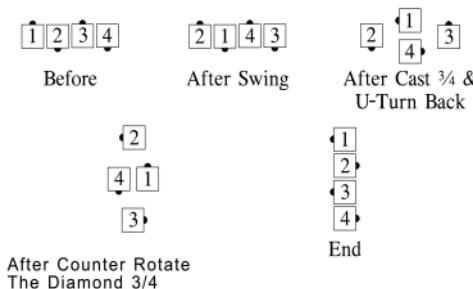
Teaching Hint: This call is a more general version of Wheel and Deal—the centers are just turned around.

Alter the Wave

From a wave: All Swing, then the centers Cast Off 3/4 while the ends U-Turn Back. All Counter Rotate the diamond 1/2 (formerly called "turning the star 1/2"), and Flip the Diamond. Ends in a wave.



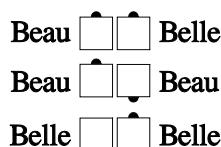
One can also "Counter Rotate the Diamond" by other amounts than 1/2. For example, Alter the Wave, but Counter Rotate the Diamond 3/4:



Teaching Hint: One can think of the Counter Rotate as two Diamond Circulates (except that the centers of the diamond remain centers throughout).

Beaus and Belles Naming Convention

In a couple, the dancer on the left is the "Beau", and the dancer on the right is the "Belle". More generally, each dancer whose partner is to his right is a Beau, and each dancer whose partner is to his left is a Belle.



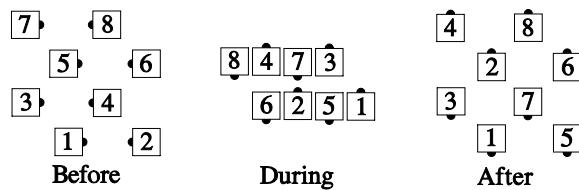
Block Formation

A block is a 4x4 matrix in which no 2 real bodies have a real body between them. There is 1 space between all bodies in a block: in front, in back, left and right.

In blocks you can do only 4-person calls (or sequences of calls) that start and end in a 2x2 formation, e.g. Partner Trade, Partner Tag, Pass Thru, Touch 1/4, Star Thru, Square Thru, Wheel Thru, etc. When doing a call in a block, each dancer works only with the dancers in his block; all block calls start and end on the same 4 spots on the floor, e.g., In Your Block, Walk and Dodge:



For some calls, e.g., In Your Block, Square Chain Thru, the dancers are working in a wave during the call's action. In that case, the waves are slightly offset from each other, just as the blocks are slightly offset, e.g., In Your Block, Square Chain Thru:

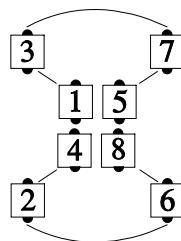


Butterfly Formation / Concept

A butterfly is a column formation with the ends of the column separated by 2 positions.

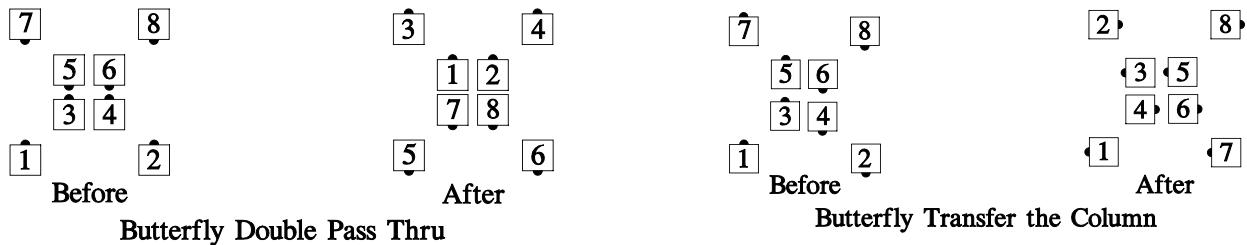
Butterfly Circulate

From a butterfly: All dancers move forward one position along the path below:



Other Butterfly calls, such as Split Circulate, Walk and Dodge

Any call which can be done from General Columns (columns, double pass thru, etc.), and which ends in general lines or columns, can be done from a butterfly. The dancers act as though the ends were close together; however, they end on the original 8 spots on the floor. For example, "Butterfly Double Pass Thru":

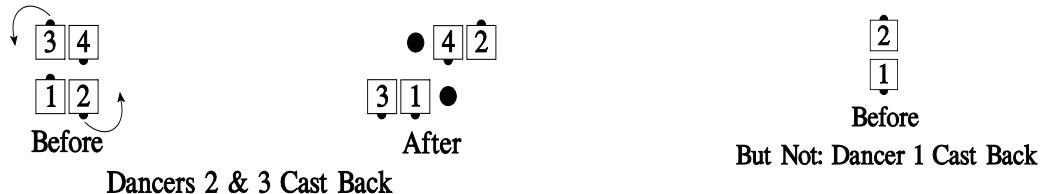


The ending formation is always the same as though the ends stepped together, everyone did the call, and the ends slid apart again—the same eight spots on the floor are occupied at the end of the call as when it began.

Cast Back / Cross Cast Back

Cast Back

From any formation with definite leads, who must not be facing directly toward or away from the flagpole center: Starting in a tandem, the lead dancer always does the call; elsewhere, the caller must designate a dancer. The designated dancer Peel Off and step forward to stand beside the other dancer. The other dancer does not move. This call cannot be fractionalized.



But Not: Dancer 1 Cast Back

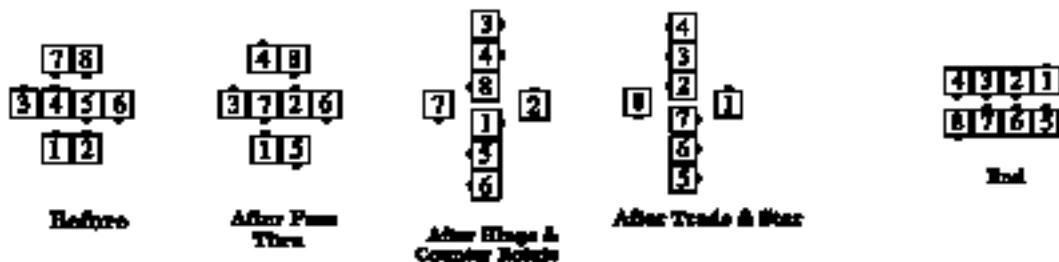
Cross Cast Back

From a couple facing out of a 2x2 formation: Starting in tandem couples, the lead dancers always do the call; elsewhere, the dancers must be designated. The designated dancers Trail Off and step forward to stand beside the other dancers. The others do not move. This call cannot be fractionalized.

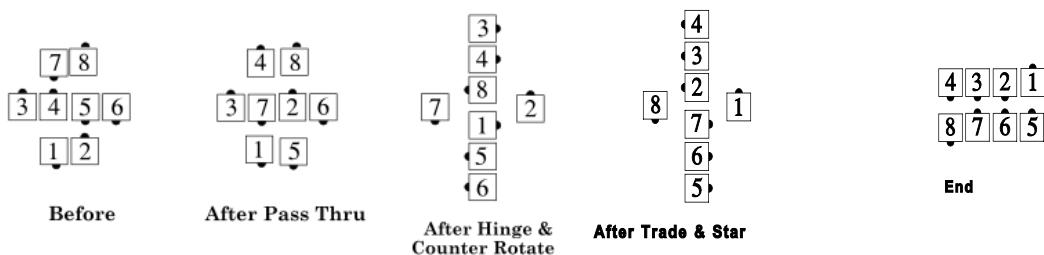


Chain Reaction

At C-1, the restrictions from the Advanced Program on the formations from which you may call Chain Reaction are removed. In effect, this adds quarter lines and a two-faced line or a wave between parallel mini-waves to the list of starting formations. For example: two-faced line:



or two-faced line between mini-waves. For example:



Checkover

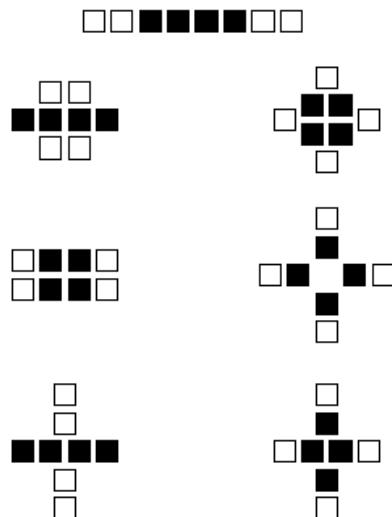
From columns: The #1 and #2 dancers Checkmate while dancers #3 and #4 Circulate, Cast Off 3/4, Slither, and As Couples Extend. Ends in parallel two-faced lines.

Circle By

From facing couples: This call requires that two fractions, m and n , be called as part of its name, e.g., "Circle By 1/4 and 1/2". All join hands and Circle Left m . Then Touch and Cast Off n . If n is "Nothing", you just step to the wave. The second fraction (n), may be replaced by another call, as in "Circle By 1/2 and Recycle". In that case, the Cast Off is replaced by the call specified. In this example, the dancers would Circle Left 1/2, Touch, then Recycle, ending in facing couples.

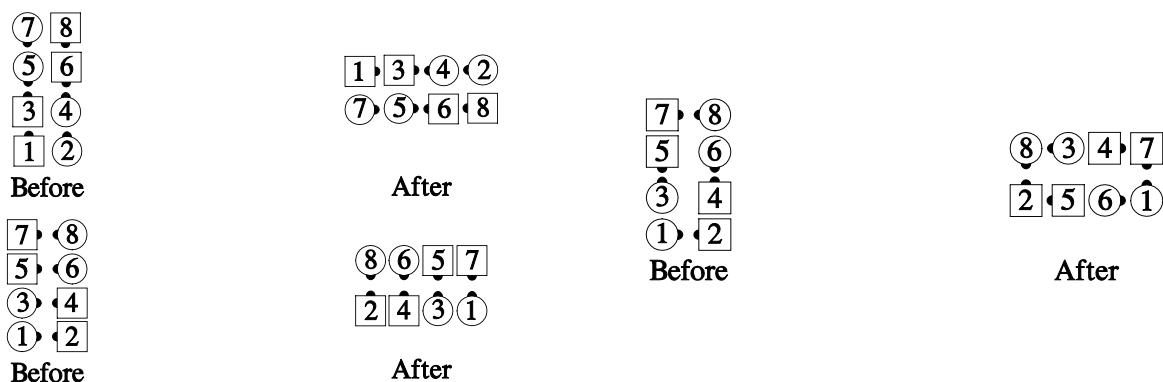
Concentric Concept

From any appropriate formation (half the dancers must be centers and half must be outsides): The centers do the call in their group, while the outsides work with each other and do the call around the outside. The following diagrams show who works with whom on a Concentric call:

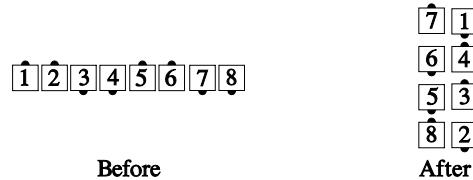


The last two formations shown are really the same; the grouping on the left is used if the caller only says "Concentric..." or the Concentric call doesn't start in diamonds. The grouping on the right is used when the caller says "Concentric Diamond, ..." or when the Concentric call can only be done from diamonds (e.g., Concentric Diamond Circulate).

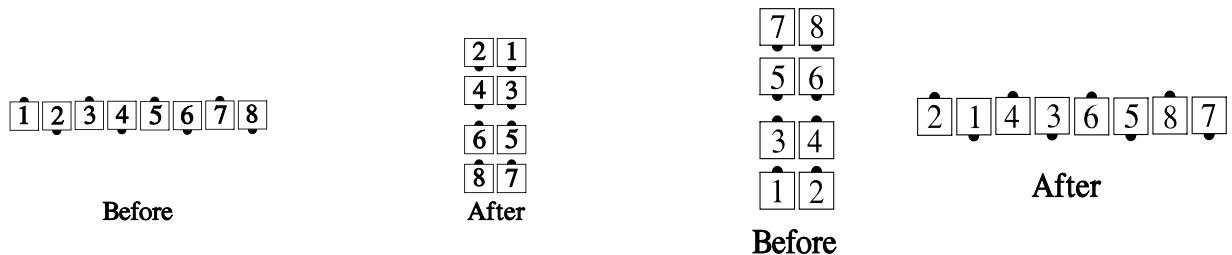
If the Concentric call is being done from general lines or general columns, and the call starts and ends in a 2x2 box (e.g., Concentric Star Thru), the following rule applies: If the ends begin as though in columns, they finish as though in columns; if they begin in lines, they finish in lines. e.g., Concentric Star Thru:



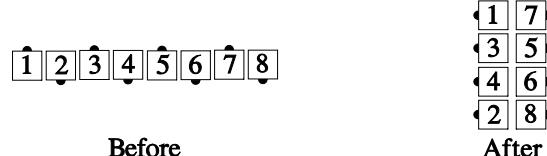
If the Concentric call ends in a 2x2 box but starts elsewhere (e.g., Concentric Recycle from a tidal wave), the following rule applies: The outside dancers adjust so that the long axis of the ending formation is at right angles to the long axis of the starting formation. For example, Concentric Crossfire:



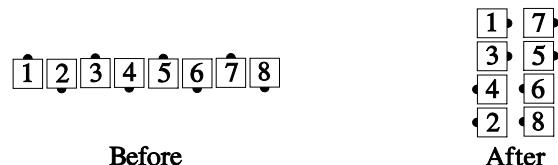
Concentric Recycle:



Concentric Reverse Explode:



Concentric Single Hinge:



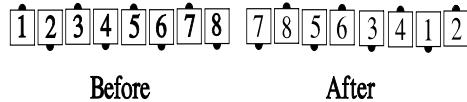
Concentric Step and Fold:



Concentric Diamond, Step and Fold:



Concentric Trade the Wave:

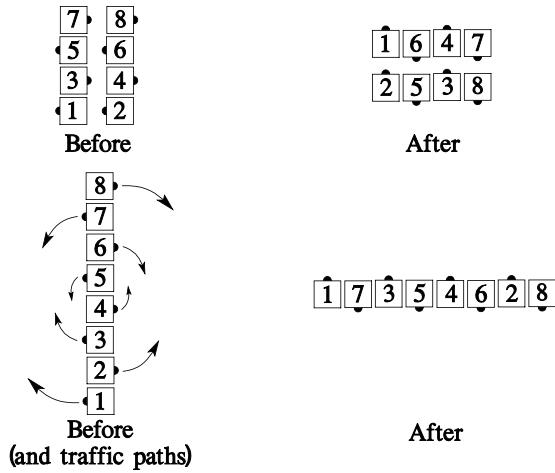


Common applications include:

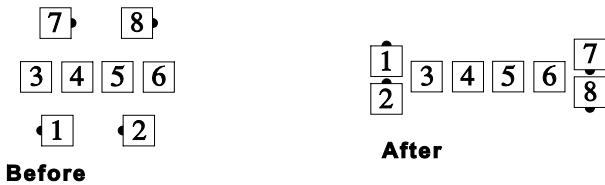
- From starting DPT: Star Thru, Slide Thru, Pass In/Out, Touch 1/4
- From completed DPT: Chase Right, Shakedown
- From tidal wave: Recycle, Ah So
- From tidal line: Wheel & Deal, Turn and Deal, 1/2 Tag

Counter Rotate

From any formation with no dancers facing directly toward or away from the flagpole center: Each dancer moves forward the designated number of quarters (1/4 unless otherwise specified) around the flagpole center of the formation, staying the same distance from that center as though he were on a wheel turning about that center. With each quarter he Counter Rotates, the dancer faces a new wall (i.e., he turns 90°).



The original outsides always finish as outsides, and the original centers always finish as centers. For example, "Points Counter Rotate 1/4":



Teaching Hint: From parallel waves, people tend to try to Split Counter Rotate. Describing the action, from that formation only, as "Concentric Box Counter Rotate" helps a great deal.

Cross and Turn / Reverse Cross and Turn

Cross and Turn

From facing couples: The beaus Right Pull By with each other as the belles U-Turn Back (turning toward the beaus). Ends in couples back to back.

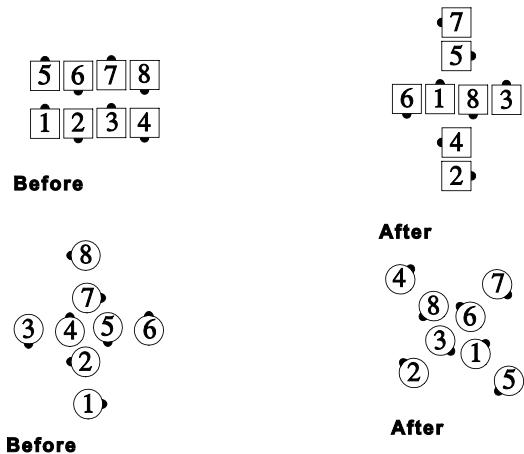


Reverse Cross and Turn

From facing couples: The belles Left Pull By with each other as the beaus U-Turn Back (turning toward the belles). Ends in couples back to back.

Cross By

From a Thar, Wrong-way Thar, or Parallel Waves: Do 1/2 a Circulate, Sashaying as you go, and joining opposite hands from initial handhold. Ends in a Wrong-way Thar, Thar, or Ocean Wave between vertical Mini-waves.



Cross Chain Thru / Cross Chain And Roll

Cross Chain Thru

From eight chain thru: All Right Pull By, then the ends Courtesy Turn while the centers Left Hand Star 1/2 to end in another eight chain thru formation. The star ends as though the centers had done a Cross Trail Thru.



Note: By definition, "Cross Chain Thru and Roll" is the same as Cross Chain and Roll.

Cross Chain And Roll

From Eight Chain Thru: All Right Pull By. The outsides Courtesy Turn and Roll while the centers Left Hand Star 1/2, to end in parallel waves.



Cross Extend

From a Single 1/4 Tag or Box Circulate: Extend but move on a slight diagonal so as to end in a formation whose handedness is the opposite from that of the starting formation. Cross Extend from a Right-Hand Single 1/4 Tag will end in a Left-Hand Box Circulate. Cross Extend from a Right-Hand Box Circulate will end in a Left-Hand Single 3/4 Tag.

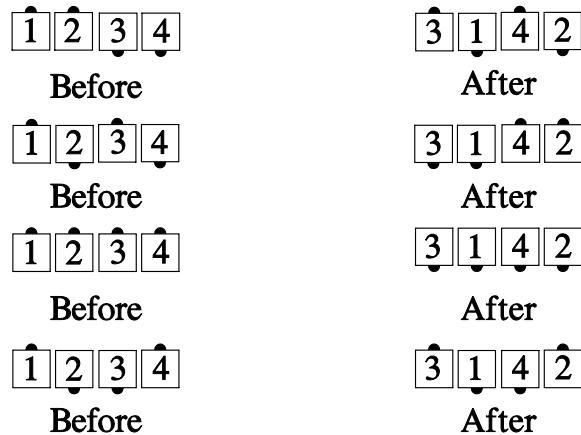
Notes: Cross Extend is a 4-dancer call. The common 8-dancer starting formations are 1/4 Tag and Ocean Waves.

From a 1/4 Tag, since those in the center wave are most aware of its handedness, it is important for them to meet the outside dancers with the correct hand.

From Ocean Waves there is a tendency for the original leaders to cross or half sashay with each other. This would be incorrect because the two Box Circulate formations should not interact. The original leaders simply move straight ahead and adjust to form a couple in the resulting 3/4 Tag formation.

Cross Roll to a Wave/Line

From a line or wave: The centers Cross Run while the ends Run. The centers pass outside of the ends as they Cross Run.



Diamond Chain Thru variation

(Anything) Chain Thru

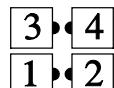
All do the “anything” call, then the very centers Trade and the center 4 Cast Off 3/4. If the “anything” call is a Triangle or Diamond Circulate, the word “Circulate” is conventionally omitted (e.g., Inpoint Triangle Chain Thru, Interlocked Diamond Chain Thru).

Dixie Diamond

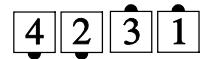
From facing couples or facing tandems: All Dixie Style to a Wave. Then the centers Hinge while the ends U-Turn Back (turning toward each other). Ends in a right-hand diamond.

Dixie Sashay

From facing couples or tandems: As a single smooth motion, Dixie Style to A Wave and Slither, to form a two-faced line. This call cannot be fractionalized.



Before



After

Flip the Line (1/4, 1/2, 3/4, Full)

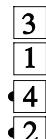
From waves only: Centers Run and all any-shoulder Tag the Line the given fraction (1/4, 1/2, 3/4, Full). Any-shoulder means: From right-hand waves, use a right shoulder pass; from left-hand waves use a left shoulder pass.

Follow Thru

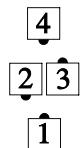
From a box circulate, T-bone, or single quarter tag: All 1/2 Scoot Back. Ends in a wave, two-faced line or diamond.



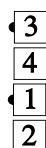
Before



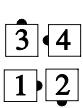
After



Before



After



Before



After

Follow Your Neighbor variations

Chase Your Neighbor

From couples back to back: Start a Chase Right, blending into a Follow Your Neighbor: The original beaus begin the Chase Right, meet each other, and Cast Off 3/4. The original belles begin the Zoom action, but after passing each other, they "Fold and Roll" to finish as the ends of a wave.

Cross Your Neighbor

From box circulate: This is a Follow Your Neighbor with those going in using the opposite hand from usual. Those facing in walk forward on a slight diagonal to meet each other with their original outside hands (thought of by some as Cross Extend) and Cast Off 3/4, while those facing out Fold and Roll.

Teaching Hint: This is a Follow Your Neighbor with the trailers using the opposite hand from which they are holding their partner.

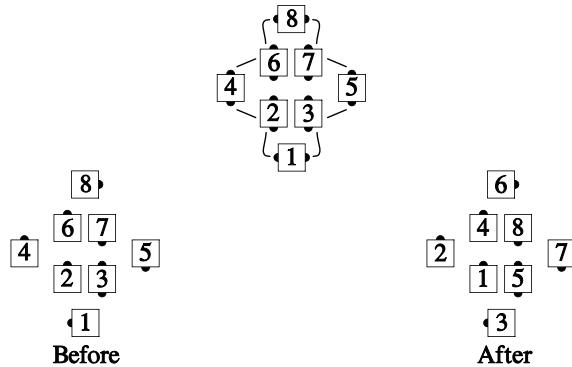
Galaxy Formation / Galaxy Circulate

Galaxy Formation

A Galaxy is composed of a center box and an outside diamond.

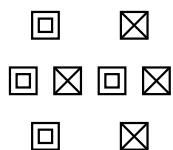
Galaxy Circulate

From a galaxy: Each dancer moves forward one spot along the circulate path shown below.



Interlocked Diamond Formation

Two adjacent diamonds in which the very centers work with the furthest other 3 dancers.



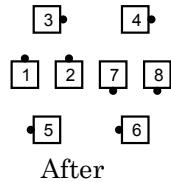
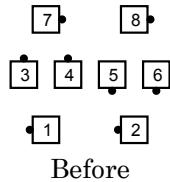
Interlocked Diamonds (twin)



Interlocked Diamonds (point-to-point)

Interlocked Diamond Circulate

Diamond Circulate to the next position in your Interlocked Diamond.



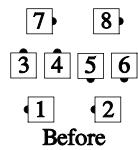
Before



After

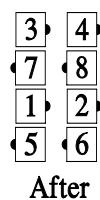
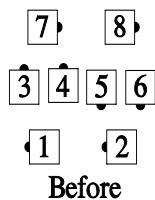
Cut the Interlocked Diamond

From interlocked diamonds (twin): The points Cut the Diamond, while the centers Interlocked Diamond Circulate.



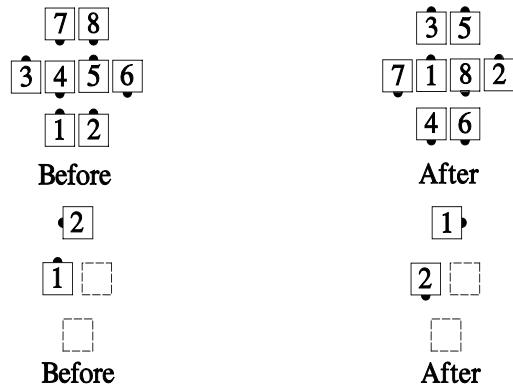
Flip the Interlocked Diamond

From interlocked diamonds (twin): The points Flip the Diamond, while the centers Interlocked Diamond Circulate.



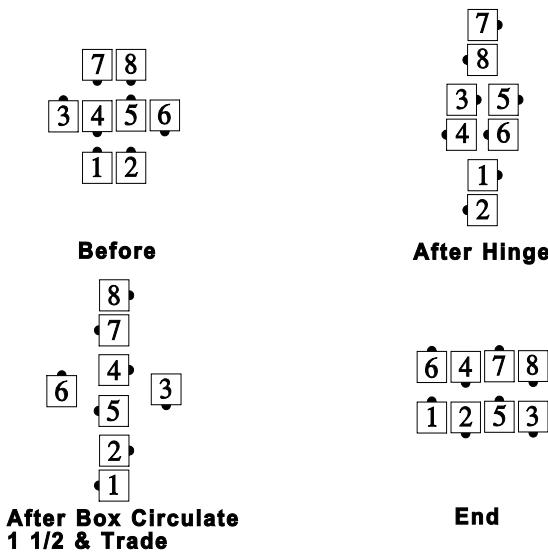
Jaywalk

From dancers facing directly or on an angle: Like a Pass Thru, except the dancers do not have to be facing directly. Each dancer finishes on the other dancer's starting spot, facing opposite the way that dancer was facing.



Linear Action

From quarter or three-quarter tag, wave between parallel mini-waves, quarter or three-quarter line, or two-faced line between parallel mini-waves: All Hinge. Centers Box Circulate 1 1/2, as outsides Trade. Those who meet Cast Off 3/4, as others move up (as in Hourglass Circulate) to form parallel waves or lines.



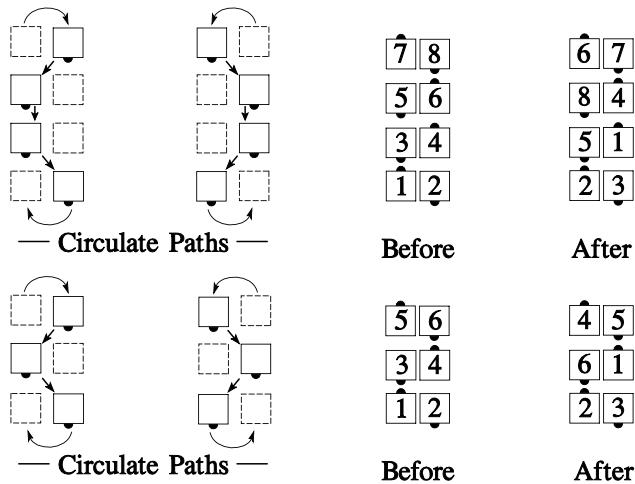
Magic Column Formation / Concept

A Magic Column consists of the ends of one column and the centers of the other column. The dancers act as though they were in a column together, beginning and ending on those four spots.

Do the call as usual, but if you move from end to center or center to end, follow the Magic Column Circulate path. Note that a single magic column is neither right- nor left-handed. You must follow the Magic traffic pattern, and perform any action using the hand appropriate to your position at that point in the call.

Magic Column Circulate

From magic columns: Each dancer moves forward along one of the two circulate paths shown below:



If an end and a center are facing each other, they pass using the end's inside shoulder (the center dancer moves first). This takes the place of the right-shoulder rule. So Magic Column Circulate 1 1/2 would end like so:



Teaching Hint: You can point out that the ends are holding opposite hands from the centers—e.g., the ends have right hands joined, and the centers have left hands joined.

If you leave the circulate path (e.g., in Magic Column Transfer, shown below), just finish the call as usual. In this example, the ending wave is left-handed because the centers have lefts before the final Extend:



In the case of Magic Column Walk and Dodge, the rules are the same: Those who are doing the Walk follow the circulate path, and those doing the Dodge (and thus leaving the circulate path) just slide sideways as usual:

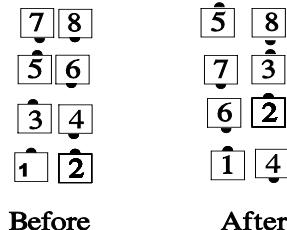


Note: Magic column calls are only permitted where complete magic columns exist. It would be improper, for example, to call "Magic Walk and Dodge" from an inverted box in isolation.

Note: At C-1 this concept is restricted to right or left-hand Magic Columns only.

Make Magic

From general columns: Any center and outside dancers who are facing each other do a Pass Thru, as any center who is facing in, does a pull by with the diagonally opposite dancer, using outside hands. If all four centers are facing in, they Cross Trail Thru.

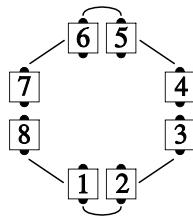


O Formation / Concept

An "O" is a column formation with the centers spread apart (2 spaces between them). Any call that can be done from General Columns (Columns, Double Pass Thru, etc.), and which ends in General Lines or General Columns, can be done from "O" Formation.

O Circulate

From an O: Each dancer moves forward one spot along the circulate path shown below:



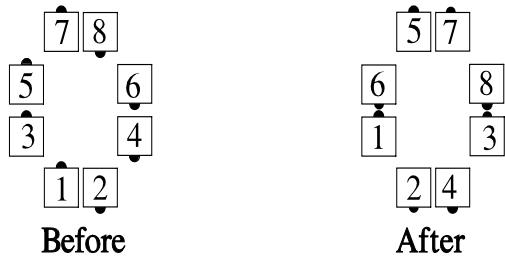
Other O calls

Any call which can be done from General Columns (Columns, Double Pass Thru, etc.), and which ends in General Lines or General Columns, can be done from an O. The dancers act as though the centers were close together; however, they end on the same 8 spots on the floor.

For example, "O Double Pass Thru":



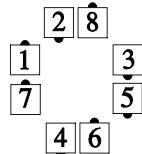
O Walk and Dodge:



O Swing Thru:



But can't O Swing Thru from here:



That last one is an O Magic Column. There is no such thing as an "O Wave". In order for O Swing Thru to work the General Column must be an Eight Chain Thru formation.

The effect of an O call is exactly the same as having the centers slide together, doing the call, and having the new centers move away from the center so that the original 8 spots on the floor are again occupied.

Common applications include Circulate, Split Circulate, and Walk and Dodge.

Pass the Axle / The Axle

Pass the Axle

From eight chain thru: All Pass Thru, the centers Pass Thru while the ends Cross Cast Back. All Swing, and the new centers Trade.

The Axle

From trade-by or completed double pass thru: The centers Pass Thru, if they can, while the ends Cross Cast Back. All Swing, and the new centers Trade.

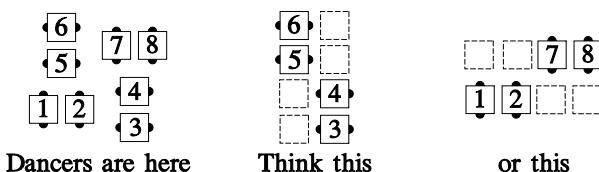
Percolate

From appropriate parallel waves or lines, or eight chain thru: Circulate, 1/2 (Half) Circulate. The center 4 (those in the wave) Hinge and Cross. Meanwhile, the ends Turn Thru or Left Turn Thru as appropriate. From most places (e.g., waves) this ends in lines back to back. It can be done from anywhere the Circulate, 1/2 (Half) Circulate gives a definite center wave.

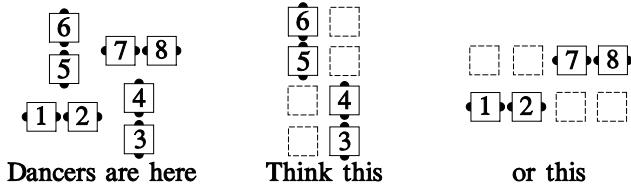
"Percolate But" means the Hinge and Cross is replaced by the "But" call. The ends complete the call as usual.

Phantom Formation / Concept

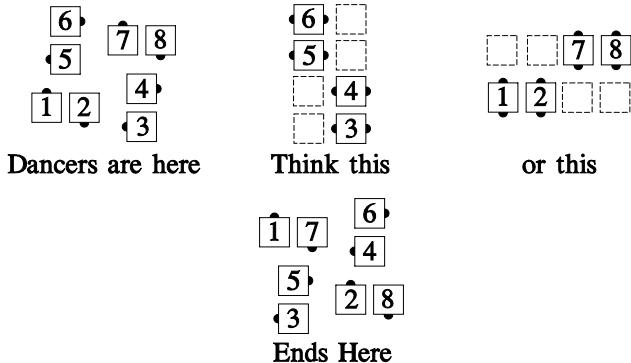
A Phantom is a non-existent dancer with whom you may be asked to work. A Phantom formation (e.g., after Heads Wheel Thru, Swing Thru, Heads Hinge) has the dancers arranged as shown below. Some of the dancers are in lines at the head, and some are in lines at the side. Each dancer acts as though he or she were in parallel waves or lines with all the Phantom positions occupied by real dancers.



It is also possible to have a phantom formation where some of the dancers feel like they're in columns (as below). However, this variation is not appropriate for use at C-1.



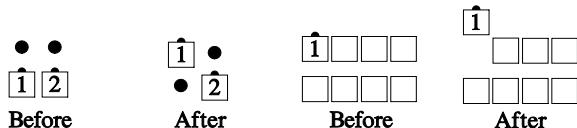
Consider Phantom Circulate:



Common applications include Couples Circulate, Cross Over Circulate, Tag the Line, Turn and Deal, Wheel and Deal, Ferris Wheel, Acey Deucey, Trade the Wave, Recycle, Ah So, Circulate, Trade Circulate.

Press Ahead

From any appropriate formation: Those designated move one dancer position forward. Example: #1 Press Ahead:



Note: This is not the same as Extend.

Recycle variations

All Eight Recycle

From quarter tag, or wave between parallel mini-waves: The centers do a Recycle, working wider than normal, and moving outside the others. Meanwhile, the outsides move forward and do a facing couples Recycle or Split Recycle, as appropriate. This ends in quarter tag.



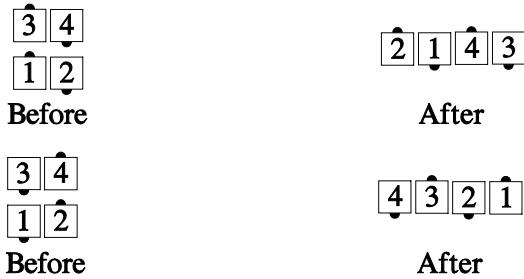
2/3 Recycle

From a wave only: Do the first two parts of Recycle, i.e., Centers Fold (and all adjust to a box circulate formation), then Box Counter Rotate 1/4.



Split/Box Recycle

From box circulate formation: Without letting go hands with the leads, the trailers Extend and U-Turn Back, to end with their original outside hands joined. The leads follow along, becoming the ends of the resulting wave.



From 2x2 formations where half the box is a couple and the other is a right-hand mini-wave: Those in the couple do a facing-couples Recycle, and those in the mini-wave do a Split Recycle. This ends in a right-hand wave.



This can't be done when the mini-wave is left-handed:



Where not otherwise ambiguous, it is permissible to call simply, "Recycle" when you mean "Split Recycle". For example, from columns, you could call "Outsides Partner Tag" while the centers Recycle" and the meaning is clear. From parallel waves, though, "Recycle" and "Split Recycle" are different, and one must not be called when the other is meant.

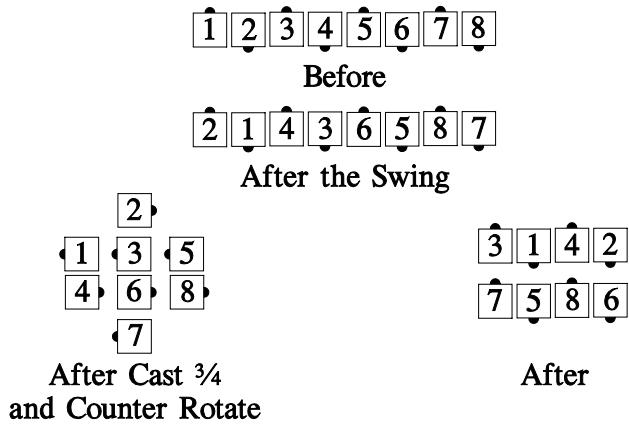
Regroup

From parallel lines, waves, or T-bones with the ends in lines, only: The centers Trade and Roll while the ends Quarter Out, Trade with each other, and "O" Circulate to become the ends of lines facing.



Relay the Shadow

From a tidal wave: All Swing. The center six Cast 3/4, while the ends Counter Rotate 1/4, meet the very centers, Single Hinge & Spread. The other four do the centers' part of a Cast a Shadow (i.e., leaders "shadow", trailers Extend, Hinge, and Extend).



Relay the Top

From parallel waves: All Swing. The centers Arm Turn 3/4 while the ends 1/2 Circulate, to create a star between two mini-waves. The star turns 1/4, while the others Trade. The center four dancers in the 6-person wave now Cast Off 3/4, while the others move up (as in Hourglass Circulate). Ends in parallel waves.

Reverse Explode

From a wave: All Step Thru and Quarter Out. Ends in couples back-to-back.



Rotary Spin

From eight chain thru: Everyone does a Right Pull By, then the centers step to a left-hand wave and Cast Off 3/4 while the ends Courtesy Turn and Roll. Ends in parallel right-hand waves.



Rotate Family

Rotate / Reverse Rotate

Rotate

From a static square, or a static square with some couples facing out (e.g., after Heads Pass Thru): Working As Couples, the designated outside dancers turn 1/4 in place to face promenade direction and Counter Rotate the designated fraction (or 1/4, if none is specified) around the outside of the square, while the other dancers step forward into the middle. This is a restricted definition for C-1, using only the permitted formation of a static square.

In this diagram, dancers #1, 2, 7, & 8 are the ones designated to Rotate.



Reverse Rotate

Working As Couples, the designated outside dancers turn 1/4 in place to face reverse promenade direction and Counter Rotate the designated fraction (or 1/4, if none is specified) around the outside of the square, while the other dancers step forward into the middle.

Single Rotate / Reverse Single Rotate

Single Rotate

Working individually, the designated outside dancers turn 1/4 in place to face promenade direction and Counter Rotate the designated fraction (or 1/4, if none is specified) around the outside of the square, while the other dancers step forward into the middle.

In this diagram, dancers #1, 2, 7, & 8 are the ones designated to Single Rotate.



Reverse Single Rotate

Working individually, the designated outside dancers turn 1/4 in place to face reverse promenade direction and Counter Rotate the designated fraction (or 1/4, if none is specified) around the outside of the square, while the other dancers step forward into the middle.

Scatter Scoot / Scatter Scoot Chain Thru

Scatter Scoot

From parallel waves: Leads All Eight Circulate while the others Scoot Back.



Scatter Scoot Chain Thru

From waves only: The leads All Eight Circulate while the trailers Scoot Chain Thru.

Scoot and Little / Little

Little

From one-quarter tag or three-quarter tag: Outsidess Quarter Right, or as directed. They then Counter Rotate 1/4 while the centers Step and Fold. Ends in parallel waves or lines. The quartering direction for the outsides may be specified, as in "Left Little" or "Right Little" (outsides go left or right, respectively).



Little, Outsidess Out.

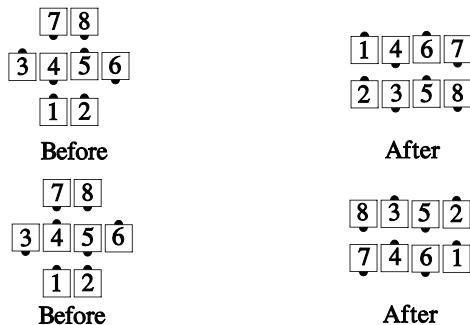


From twin diamonds: Outsidess Counter Rotate 1/4 while the centers Step and Fold. Ends in parallel general lines.

Scoot and Little

From quarter tag: Scoot Back, then Little or Left Little, according to the hand with which the Scoot Back was done, or outsidess go as directed (as in "Scoot and Little, Out on the outside").

Scoot and Little:



Left Scoot and Little

From left-hand quarter tag only: [This usage is to be avoided, except when helping the dancers—since this call is no different from Scoot and Little from this formation.] Scoot Back, then Left Little. The outsidess always go to the left.

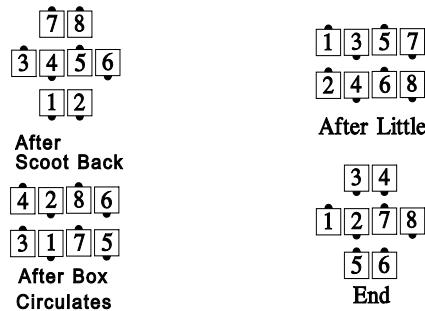
Scoot and Plenty / Plenty

Plenty

From 1/4 Tag or 3/4 Tag: This call has 3 parts:

1. Little
2. Split Circulate 2 (formerly called "Turn the Star 1/2")
3. Ends Counter Rotate 1/4 and Roll while the centers 1/2 Zoom to form a wave

Ends in quarter tag.



Notes: The caller can vary the number of Split Circulates (e.g., "Plenty, do 3 Split Circulates", "Plenty, but Split Circulate 3").

From Diamonds, if you want the points to go as they are, the proper usage is "Plenty, points go as you are". The command "Plenty" would start with the points doing a 1/4 Right.

Since the first part is a Little, the outside dancers normally begin with a Quarter Right but the caller can tell them to quarter in a different direction (e.g., "Plenty, outsides face in", "Left Plenty" (the outsides quarter left), "Right Plenty" (the outsides quarter right)).

Scoot and Plenty

From quarter tag: Scoot Back, then Right Plenty or Left Plenty, depending on the hand with which the Scoot Back was done. The outsides can also take a direction, as in "Scoot and Plenty, Outsides Out."

Left Scoot and Plenty

From left-hand quarter tag only: (This usage is to be avoided, except when helping the dancers—since this call is no different from Scoot and Plenty from this formation.) Scoot Back, then Left Plenty. The outsides always go to the left.

Notes: Traditional usage says that on a Plenty the outsides go to the Right. This makes sense because they shouldn't be responsible for the handedness of the ocean wave behind them. Traditional usage has the outsides on a Scoot and Plenty from a left-hand quarter tag go to the left. This makes sense because it is one call and the dancers just used the left hand on the Scoot Back, so they should automatically continue to the left after the Scoot Back.

From a left-hand quarter tag, the command "Scoot Back and Plenty" is two calls, and the outsides should go to the right even though "Scoot and Plenty" would have them go to the left. It is unfortunate that these two similar-sounding phrases have a different dance action. Callers should avoid trying to trick dancers in this way.

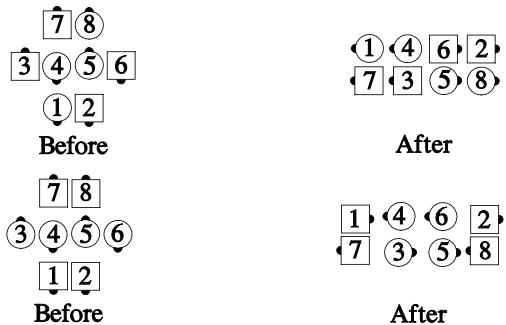
On a Left 3/4 Tag and Plenty, dancers will go to the right. Use Left 3/4 Tag and Left Plenty to have the dancers go to the left.

From a left-hand quarter tag, Scoot Chain Thru and Plenty will have the dancers go to the right. Use Scoot Chain Thru and Left Plenty to have the dancers go to the left.

Scoot and Ramble / Ramble

Ramble

From one-quarter tag or three-quarter tag: The outsides separate and Slide Thru with each other, while the centers Single Wheel and Slide Thru.



Scoot and Ramble

From quarter tag: Scoot Back, then Ramble.

Shakedown

From a 2x2 formation with everyone as leaders only: As one continuous move, Quarter Right, Box Counter Rotate 1/4, and Roll. This call can not be fractionalized.



Siamese Concept

From a formation composed of 2 tandems and 2 couples: Same as "In Tandem or As Couples": Those who are in the tandems work in tandem, and those in the couples work as couples, and everyone does the 2- or 4-dancer call specified.

Spin the Windmill variation

(Anything) the Windmill

From any appropriate formation: The centers (or everyone, if the call is an 8-person call) do the "Anything" call. Then the centers Cast Off 3/4 while the ends face as directed and Circulate twice (or as directed). For example, Mix the Windmill In.

Split Square Thru variations

From any appropriate formation: Those facing do a right pull by, then Quarter In. All do the remaining parts of the call.

Split Square Chain the Top

From a T-Bone: Those facing right Pull By and Quarter In, then all Left Spin the Top and Left Turn Thru to end as couples back to back.

Split Dixie Style to a Wave

From a T-bone: Those facing Right Pull By and Quarter In, then all Left Touch 1/4.

Split Dixie Diamond

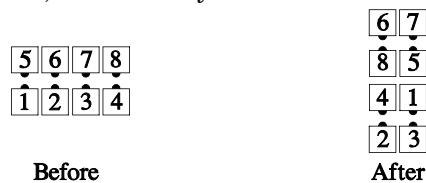
From 2 appropriate T-bones: Those facing Right Pull By and Quarter In, then all Left Touch 1/4 to form parallel waves. Now the new centers Hinge, while the ends U-Turn Back. Ends in diamonds.

Square Chain the Top

From facing couples: Right Pull By, Quarter In, Left Spin The Top, and Left Turn Thru to end as couples back to back.

Square the Bases

From facing lines: The centers Square Thru 3 while the ends Pass Thru, Ends Bend and start a Split Square Thru 2 (finishing with the centers). Now, all Trade By.



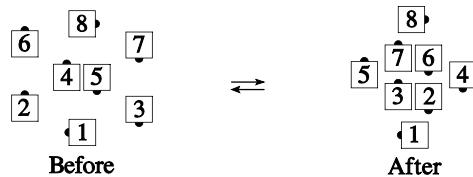
Squeeze

From any appropriate 2-dancer formation: If side by side, the designated dancers Trade and slide apart. If far apart, they slide together and Trade. In case of conflict, the centers move before the ends (e.g., from a facing diamond). For example, from columns, "Ends Squeeze" gives a butterfly:



Squeeze the Hourglass/Galaxy

From an hourglass or a galaxy: The center six Squeeze. Squeezing an hourglass results in a galaxy and vice versa:



Step and Flip

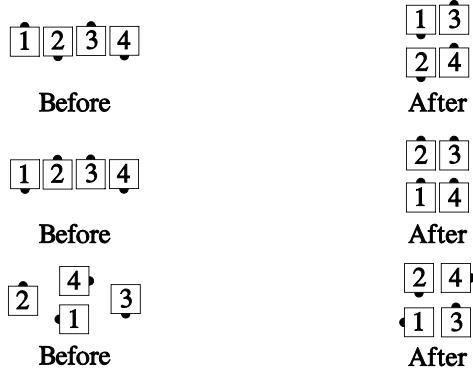
From lines or waves: The centers step forward as the ends run.

Note: Step and Flip is best called from lines facing out or from inverted lines with the centers facing out. If called from two-faced lines or waves, the ending formation is a "Z", used primarily at C-2 and beyond.

Step and Fold

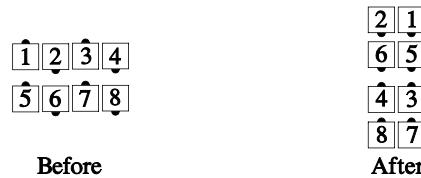
From an inverted line, a wave, or a diamond only: The centers step forward and the ends Fold to end in a box circulate formation, tandem couples, or t-bone.

Example of Step and Fold:



Stretch Concept

From all appropriate formations: The modifier "Stretch" is used as a prefix, applied to two- or four-person calls only. Do the 2- or 4-person call as usual, but the people who end in the center move to the center spots farthest from the dancers they had been working with (by moving along the long axis of the formation). For example, Stretch Recycle:



or Stretch Shake Down



or Stretch Turn and Deal



or Stretch Touch 1/4



or Stretch Touch:

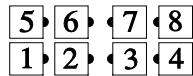


If the centers cannot move along the long axis of the formation to get away from the ends they'd been working with, then the call is improper. For example, Stretch Swing Thru is not proper from here:



because after the Swing Thru, the centers would have to move along the short axis of the formation to get away from the ends.

Similarly, one may not call Centers Stretch Touch 1/4 from here



because the centers weren't working with the ends on the Touch 1/4.

Note: The examples above are here only to clarify the definition. They do not necessarily represent good usage—particularly Stretch Turn and Deal from left-hand two-faced lines. Common applications include Recycle, Ah So, and Turn and Deal (from right-hand two-faced lines).

Teaching Hint: This call is usually danced with those coming to the center actually going to the far center spots, rather than first completing the move on their own side.

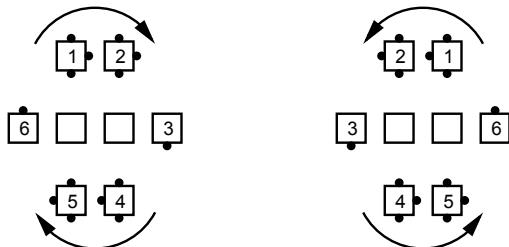
Substitute

From Tandem Couples: Lead couple makes an arch and backs up while the trailing couple moves forward ducking under the arch. No one changes facing direction. Ends in Tandem Couples.

Other formations are possible and the caller is responsible for making it obvious which dancers are to arch. Usually they are active or designated. Depending on the facing directions of those making the arch, they may move forward or backwards. Those going under the arch may move forward, backwards, or even sideways. Examples: From a Trade By formation, Centers Arch and Substitute Over The Ends. From a Squared Set, Heads Touch 1/4 and Substitute (Over The Sides). From a Galaxy, Centers Substitute Over One, or Those In The Wave-Based Triangle, Substitute.

Swing and Circle (1/4, 1/2, 3/4, Full)

From 1/4 Tag, 3/4 Tag, a Wave Between Parallel Mini-Waves, or Diamonds (but not Facing Diamonds): The dancers in the wave Swing. The very center dancers Trade while the outer six move one position, in the direction shown in the diagrams below (i.e., as determined by the ends of the wave), turning as necessary to end in a 1/4 Tag. This ends Swing and Circle 1/4.

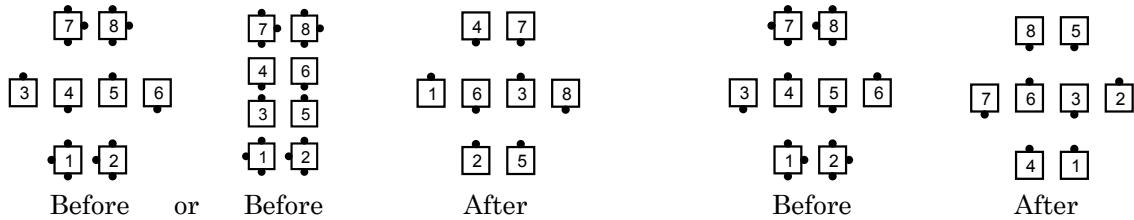


Repeat the entire above action, as necessary:

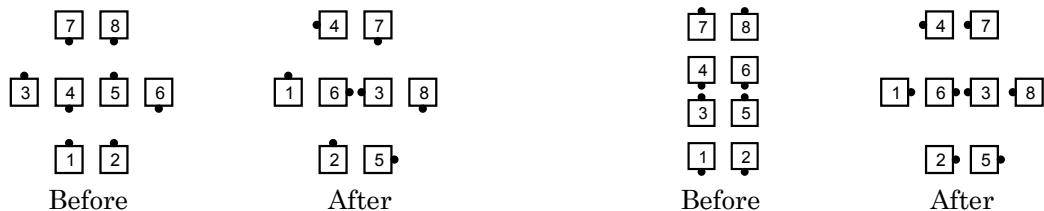
- once more, for Swing and Circle 1/2
- twice more, for Swing and Circle 3/4
- three more times, for a full Swing and Circle

The Facing Couples Rule applies to the centers.

Swing and Circle 1/4:



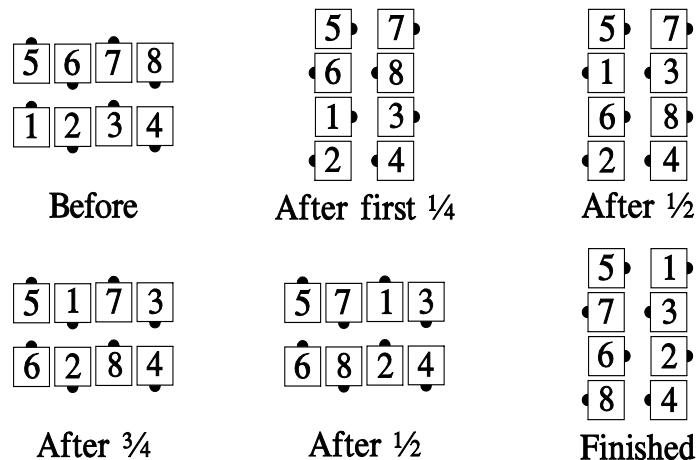
Note: Dancers who end in the outer six can roll if their facing direction changed in the final part of the call.
For example, Swing and Circle 1/4 and Roll:



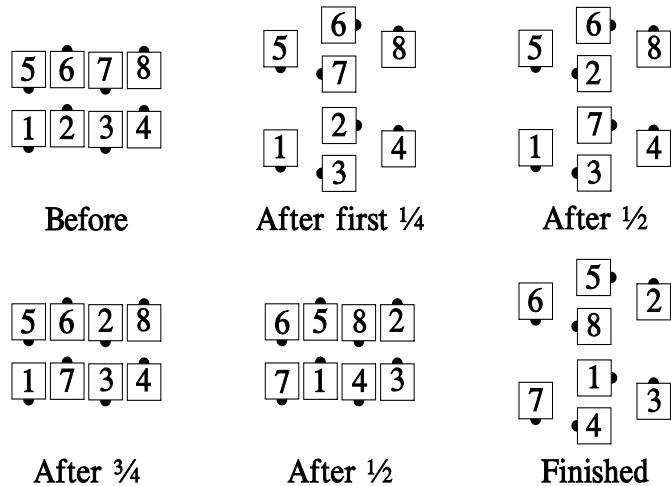
Swing the Fractions

From parallel waves, or other appropriate formations: Those who can Turn 1/4 by the Right, those who can Turn 1/2 by the Left, those who can Turn 3/4 by the Right, those who can Turn 1/2 by the Left, and those who can Turn 1/4 by the Right.

e.g., from right-hand waves:



or from left-hand waves:

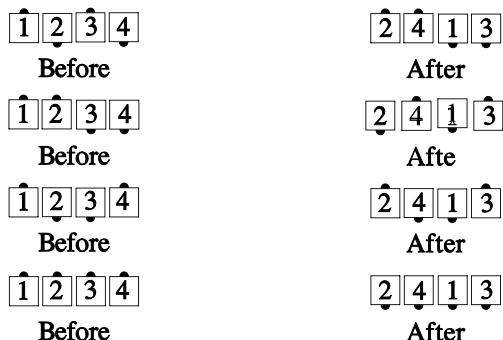


For each part of the call, there must be a dancer performing this part and the immediately preceding or following one. For example, the call is not proper from Magic Columns.

This is a 5-part call, with each arm turn being one part. "Swing the Fractions 4/5" is common.

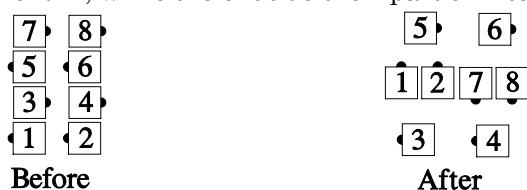
Switch the Line

From a general line: Centers Run, while the ends Cross Run. In cases where dancers would collide, those doing the Cross Run move outside of those doing the Run; otherwise, all the usual shoulder passing rules apply.



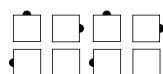
Switch to an Interlocked Diamond

From parallel waves/lines: Centers Run, while the ends do their part of Interlocked Diamond Circulate.

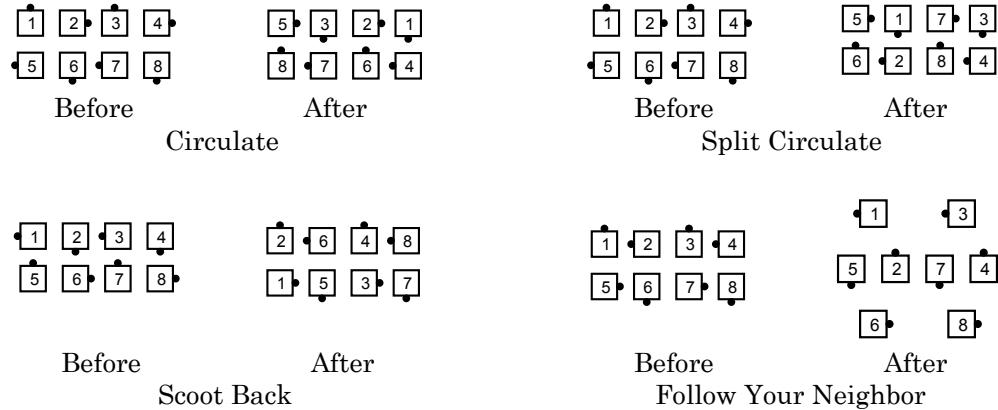


T-Bone Formation

Definition: A T-Bone formation is one where some people are in lines or waves and some are in columns, e.g.,



To do a call "T-Bone", do your part of the call, regardless of how the other people are facing. For example:



The caller does not actually say the words "T-Bone". Dancers are expected to recognize the formation and do the call accordingly.

(Any Tagging Call) Back to a Wave

Part 1: Do the "Any Tagging Call" to the 1/2 Tag position. Part 2: Scoot Back.

Flip Back

From a wave: Flip The Line 1/2, then Scoot Back. Ends in a box circulate formation. This call has two parts.



Tag Back to a Wave

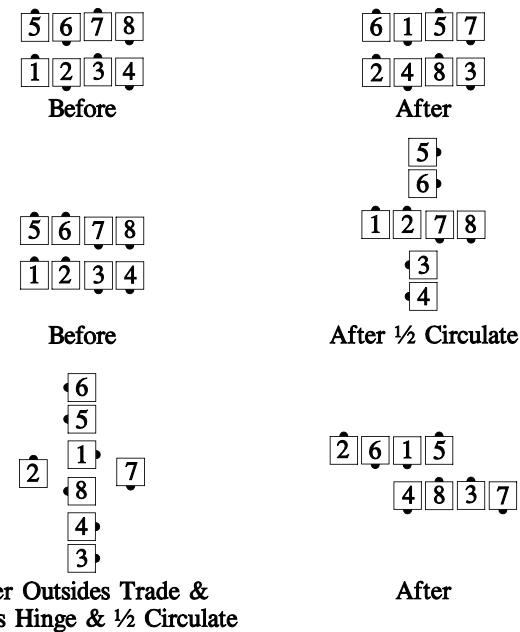
From a line or wave: 1/2 Tag and Scoot Back. Ends in box circulate formation. This call has two parts.

Vertical Tag Back to a Wave

From box circulate, facing couples, etc.: Vertical 1/2 Tag, then Scoot Back. Ends in box circulate formation. This call has two parts.

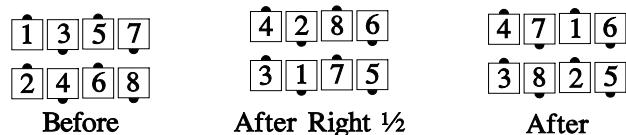
Tally Ho

From parallel waves or lines, trade-by, and 2x4 T-Bones: All 1/2 Circulate. The centers Hinge and 1/2 Box Circulate, while the outsides Trade. Those who meet Cast 3/4 while the other four Hourglass Circulate, to form parallel waves or lines, or a parallelogram.

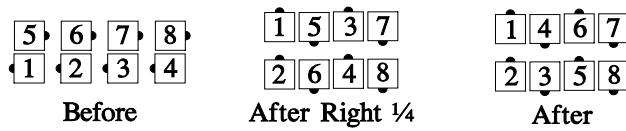


Tandem Concept

Similar to the "As Couples" concept, but the two dancers that work as a unit are a tandem. Nobody ever comes between the dancers in a tandem. For example, Tandem Swing Thru:



or Tandem Quarter Thru:



Common applications include Touch 1/4, Hinge, Scoot Back, Swing Thru, Walk and Dodge.

3 by 2 Acey Deucey

From anywhere there are two groups of three that can Triangle Circulate, and a center two that can Trade (e.g., twin diamonds, or an hourglass): The very center two dancers Trade while the two triangles Circulate.



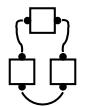
Triangle Formation / Triangle Circulate

Triangle Formation

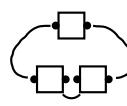
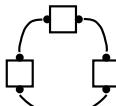
A triangle is a formation of 3 dancers. One is the apex and the other two form the base. If the base dancers are aligned in a general column, the triangle is called a tandem-based triangle. If the base dancers are aligned in a general line, the triangle is called a wave-based triangle. In some triangles all 3 dancers may not be immediately adjacent to each other. Triangles are found as parts of a galaxy, hourglass, twin diamonds and various other formations.

Triangle Circulate

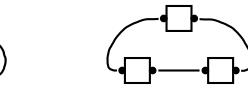
From a triangle: Each dancer moves forward one position along one of the circulate paths shown below:



Wave-based Triangles



Tandem-based Triangles

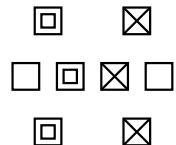


Teaching Hint: Every dancer has one shoulder toward the inside of the triangle. After Triangle Circulate, that same shoulder is still toward the center.

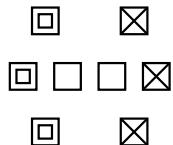
Inpoint/Inside/Outpoint/Outside Triangles

Various formations, including Twin Diamonds and Point-to-Point Diamonds, contain Triangles.

Inside Triangle: The Center 6 form the Triangles.

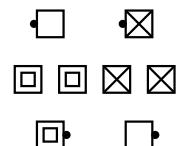
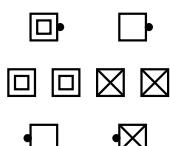


Outside Triangle: The Outside 6 form the Triangles.

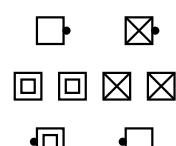
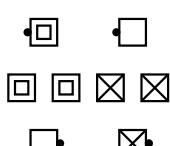


The footprints of twin diamonds, with the outside 4 in tandem, contain additional Triangles. Each of these triangles has one point as the apex and two of the center 4 as the base.

Inpoint Triangle: Each point facing in is an apex.

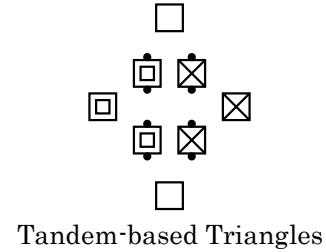
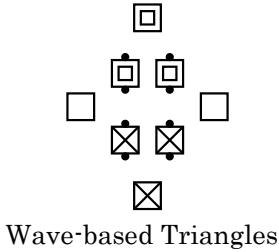


Outpoint Triangle: Each point facing out is an apex.

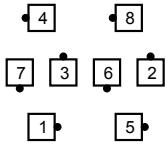
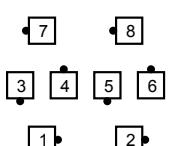


Tandem-based/Wave-based Triangles

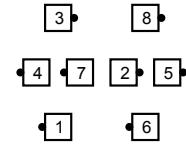
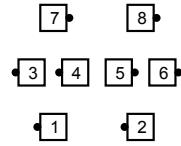
Various formations, especially a Galaxy, contain triangles that may be identified by the formation of their “base”. A wave-based triangle has the dancers in the base usually in a mini-wave (also possible: a couple). A tandem-based triangle has the dancers in the base usually in a tandem (also possible: facing or back-to-back dancers).



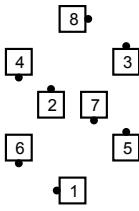
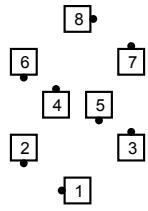
Examples of various Triangle Circulates:



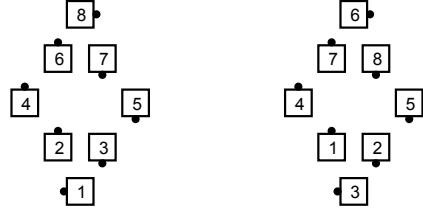
Before After
Outpoint Triangle Circulate



Before After
Inpoint Triangle Circulate



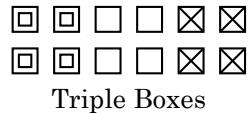
Before After
Tandem-based Triangle Circulate



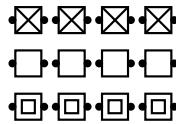
Before After
Wave-based Triangle Circulate

Triple Box/Column/Line/Wave Concept

This concept establishes three groups of 4 dancers each; the dancers in each group are in either a box, column, line, or wave. Since there are 12 spots and only 8 actual dancers, 4 of the spots will be vacant (occupied by phantom dancers). Calls are executed by working with your group of 4. Examples of the spots and who works with whom:



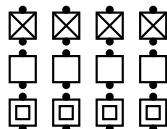
Triple Boxes



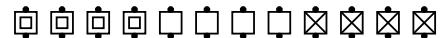
Triple Columns (parallel)



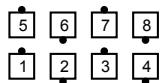
Triple Columns (end-to-end)



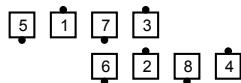
Triple Lines or Waves (parallel)



Triple Lines or Waves (end-to-end)

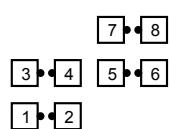


Before



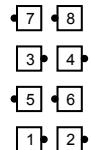
After

Triple Box Circulate



Before

After



Triple Column, Pass And Roll



Before



After

Triple Wave, Explode The Wave

Common Triple Box calls are Circulate, Counter Rotate, Right and Left Thru, Scoot Back, Shakedown, Touch 1/4, Walk & Dodge, and Wheel Thru. Common Triple Wave/Line/Column calls are Swing Thru, Mix, Switch the Wave, Pass and Roll, Touch 1/4, and Dixie Style to a Wave.

Triple Cross

From columns: The 6 dancers who can will pull by on the diagonal, using outside hands.

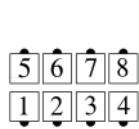
Twist the Line / Twist and (Anything)

Twist the Line

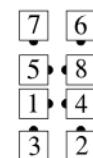
From a line, centers facing the same way, and sexes arranged appropriately: The centers step forward and Partner Trade while the ends face, move in, and Star Thru. This is a sex dependent call (because of the Star Thru).

Twist and (Anything)

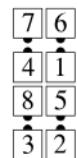
From a line, centers facing the same way: The centers step forward and Partner Trade while the ends face, move in, and do the Anything call—which will involve only the original ends unless otherwise specified. For example, "Twist and Square Thru 2":



Before

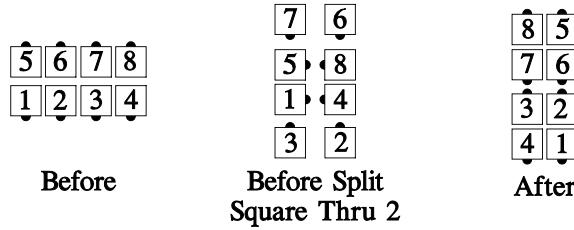


Before Square
Thru 2

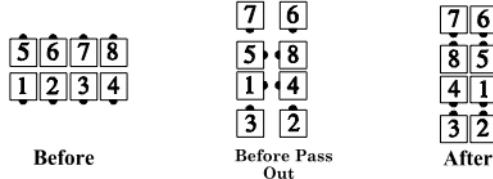


After

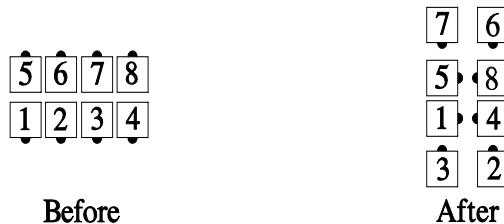
Twist and Split Square Thru 2:



Twist and Pass Out:



Twist and Nothing:



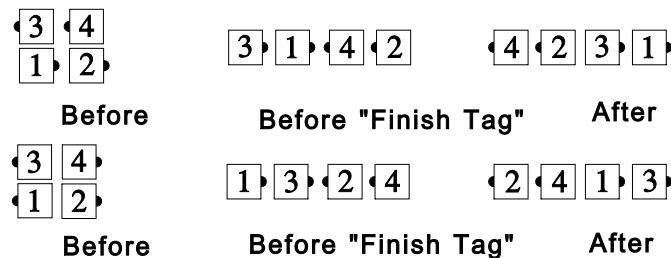
Vertical Tag (1/4, 1/2, 3/4, Full)

From box circulate, facing couples, etc.:

- Dancers in a trailing couple have the belle step in front of the beau, forming a tandem
- Dancers in a leading couple Single Wheel
- Dancers in a mini-wave have the leads Fold

Then all finish a Tag The Line (i.e., walk forward for as many tag positions as indicated).

Vertical Tag:



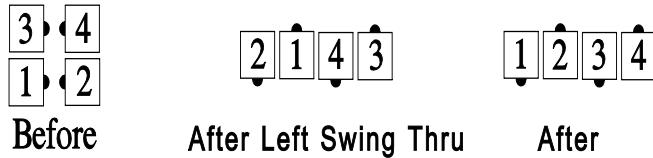
Vertical 1/2 Tag:



(Anything) to a Wave

From wherever is appropriate for the "Anything" call: The "Anything" call must have as its final action a Step Thru or Extend. Do the "Anything" call, except for the final Step Thru or Extend.

For example, in Square Chain Thru to a Wave, the dancers would do all of the call except for stepping forward on the final Left Turn Thru:



Square Thru 3 to a Wave:



Additional applications include Scoot Chain Thru To A Wave, Load the Boat Centers to a Wave, Percolate Outsides to a Wave, Flip Back to a Wave, or Tag Back to a Wave to a Wave.

When used with Tagging Calls Back to a Wave, some callers prefer to say "Centers to a Wave". For example: Flip Back Centers to a Wave, or Tag Back to a Wave Centers to a Wave.

Do not be confused by calls which contain "to a Wave" as part of their name (e.g. Dosado to a Wave, Single Circle to a Wave, Tag Back to a Wave, Cross Roll to a Wave).

Weave

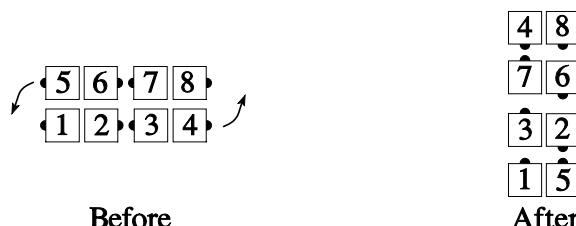
From box circulate: The leads do 1/2 a Box Circulate while the trailers walk forward on a slight diagonal to meet each other with their original outside hands (thought of by some as Cross Extend) and Hinge. From single eight chain thru: All Pass Thru, and the ends Quarter Right while the centers Left Touch 1/4 (this is like Touch and Weave).



Wheel and (Anything) / Reverse Wheel and (Anything)

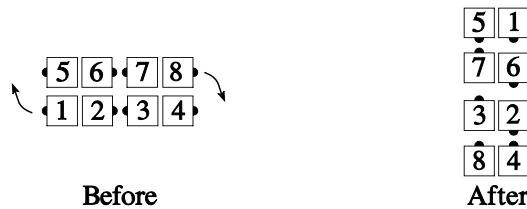
Wheel and (Anything)

From any formation with exactly two couples as outsides and facing out: The outside couples Promenade 1/4, ending facing in, while the other dancers do the "anything" call. For example, Wheel and Touch 1/4:



Reverse Wheel and (Anything)

From any formation with exactly two couples as outsides and facing out: The outside couples Wrong Way Promenade 1/4, ending facing in, while the other dancers do the "anything" call. For example, Reverse Wheel and Touch 1/4:



Wheel Fan Thru

From facing couples: Start a Wheel Thru, but as the beaus meet, they Trade (by the right) and then all complete the Wheel Thru.

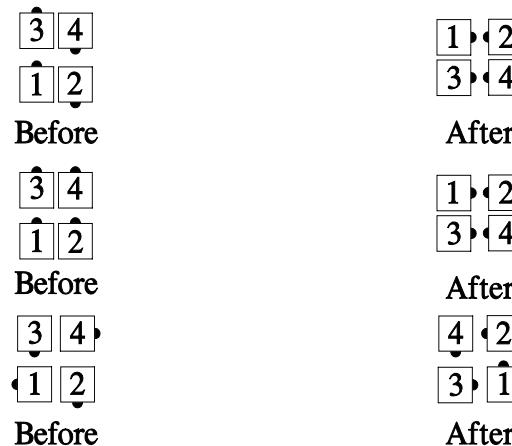


With the Flow

From facing couples, with each couple having sideways body flow—as a couple—resulting from the previous call or with exactly one dancer in each couple moving forward: This is a flowing Walk and Dodge. The leading dancer in flow direction walks forward, as the other dancer dodges into the space being vacated.

Zing

From a box circulate or tandem couples: Leaders Zoom but only turn 3/4 (270 degrees) as they go (similar to Quarter Out and Run). Trailers Circulate and Quarter In. Zing is also proper from various 3 & 1 boxes, T-Bone boxes, and from an isolated Tandem.



Points Zing:

