

CALLERLAB

EXTENDED CHALLENGE

(C-2)

DEFINITIONS



February 9, 2010

Date	Change
07/20/2002	Added Reverse Crazy Concept and Relocate The Setup ; Removed Press In/Out/Right/Left/Ahead and Relocate The Diamond .
03/05/2004	Added Press In/Out/Right/Left and Reverse Cut/Flip The Diamond .
01/01/2005	Added Reverse Truck .
10/12/2006	Reformatted document from two columns to one column.
06/01/2008	Removed Triple Wave/Line Concept (Moved to C-1).
10/10/2008	Changed 3/ to 3/4 in Anything Concept .
12/11/2009	Convert to Word, minor edits and formatting changes. New definition for (Anything) Concept .
01/08/2010	Update copyright; Removed Diamond Formation and moved Exchange the Diamond ; Changed Stretched Line, Wave, and Box Concept to Stretched (Set-Up) Concept ; Minor edits to Start, Replace, But #1, But #2, Delete, do your part, Cross Concentric Concept, Disconnected Concept, Drop In/Out/Right/Left, Once Removed Concept, and Reverse Cut/Flip The Diamond . Remove "How C-1 Calls are Extended at C-2" section.
02/09/2010	Update entries to match new list. Minor update to Start, Fascinating (Anything) and Counter . Add Interlocked Triangle Formation* and associated identifications. Delete With the Flow (moved to C-1) and (Anything) and Counter/Cross Ramble/Little More .

* This is a draft definition awaiting approval by the Challenge Committee.

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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-2 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 judgement dictates.

Before you use these definitions, you should be familiar with the CALLERLAB Basic/Mainstream definitions, the CALLERLAB Plus definitions, the CALLERLAB Advanced definitions, the CALLERLAB C-1 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.

General Rules

All of the general rules which apply to the Mainstream, Plus, Advanced, and C-1 definitions also apply at C-2.

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 to the following C-2 calls: Alter and Circulate, Swing Along.

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 to the following C-2 calls: Catch (1, 2, 3, 4), Chain the Square, Chisel Thru, Cross the K, Grand Chain Eight, and Rotary (Anything).

In this document, the box circulate formation will be referred to as a mini-wave box.

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.

C-2 Definitions

Alter and Circulate

From parallel waves: All Swing 1/2. Centers Cast Off 3/4 and the very centers Trade, while the ends U-Turn Back and Circulate once, turn the star 1/2 (Counter Rotate each diamond 1/2), and Flip the Diamond. Finishes in waves.

If directed, the star can turn other fractions (e.g. "Alter and Circulate, turn the star 3/4"). Note that the star turning is done by Counter Rotating the diamond, not by Diamond Circulates: No matter how far the star turns, the same people flip in at the finish. Thus, "Alter and Circulate, turn the star 3/4" would end in a tidal wave.

(Anything) Concept

Any call that begins with everyone doing a Circulate can be modified by replacing the initial Circulate with another call. For example, Chase Right Perk Up means Chase Right then complete the remainder of Perk Up following the initial Circulate. A caller may add "-er's" to the first call to emphasize it is all one call, e.g. Chase Right-er's Perk Up. When the first call is some type of Circulate, the word "Circulate" is conventionally omitted. For example, "Trade Motivate" means Trade Circulate then complete the remainder of Motivate following the initial Circulate. If the first call is Counter Rotate or Split Counter Rotate, the "Rotate" is conventionally omitted. For example, "Split Counter Coordinate" means Split Counter Rotate then complete the remainder of Coordinate following the initial Circulate. Calls modified in this way have the same number of parts as the base call, with the entire (Anything) call replacing the first circulate. This concept may be applied to any call that begins with a circulate action, even if Circulate is not formally defined as the first part of the call.

At C-2, this concept is used with the following calls: Motivate, Coordinate, Percolate, Perk Up.

Bounce the (Anyone) / Single Bounce the (Anyone)

Bounce the (Anyone)

From a two-faced line only: Veer Left or Veer Right (whichever is toward the center of the line). Then the designated dancers do a U-Turn Back, turning in the direction of the Veer. For example, Bounce the Centers:

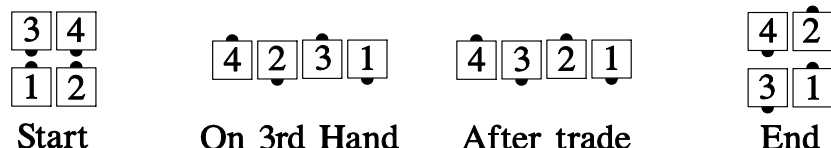


Single Bounce the (Anyone)

From a mini-wave only: Single Veer Left or Right (whichever is toward the other dancer in the mini-wave). Then the designated dancers do a U-Turn Back in flow direction.

Catch 1, 2, 3, 4

From facing couples: Square Thru, but on the indicated hand step to a wave, centers Trade, and all Step and Fold to finish in a box circulate formation. For example, Catch 3:



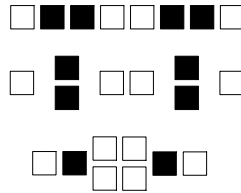
Chain the Square

From eight chain thru: All Right Pull By; outsides Courtesy Turn and Veer Left; centers Left Touch, and the centers Courtesy Turn the ends to finish facing the same way the centers were originally facing, then As Couples Extend, to form two-faced lines.

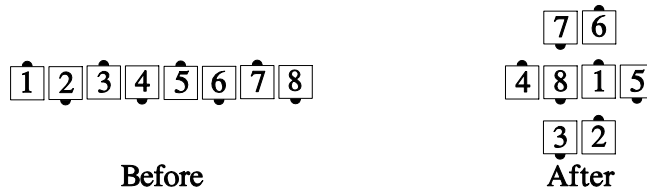


Checkpoint (Anything) by (Anything)

From any appropriate formation: The centers of each side (shown in black below) do Call #1, and, if it ends in a box, there is a mandatory axis change. The remaining outside dancers slide inward, and the new centers do Call #2 and stay in the center.



For example: Checkpoint Ah So by Swing Thru:

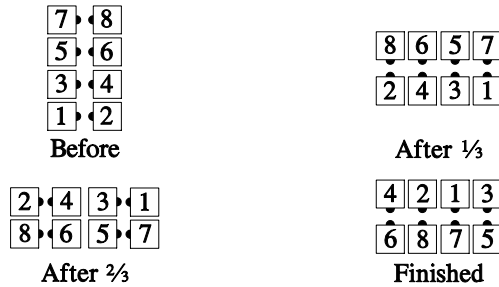


Checkpoint Tag the Line by Swing Thru:



Chisel Thru

From facing lines: Concentric Pass In. Then the ends Pass In as the centers Pass Out. Then all Pass In. Finishes in facing lines. This is a 3-part call.



Circle to a Wave

From facing couples: Circle Left 1/4, then Beau Walk, Belle Dodge. Finishes in a right-hand box circulate formation.

Crazy Concept / Reverse Crazy Concept

Crazy Concept

From parallel lines or waves, a tidal wave, etc.: This concept can apply to 1-, 2-, 3-, or 4-dancer calls only. Each half of the square does the call, then centers only do the call, then each half does the call, then centers only do the call. For example: Crazy Flutter Wheel—From lines of four facing: All Flutter Wheel, center four Flutter Wheel, all Flutter Wheel, center four Flutter Wheel, to end in lines of four facing.

Example: Crazy Mix—From a tidal wave: Each wave does a Mix, center wave does a Mix, each line does a Mix, center wave does a Mix.

The Crazy Concept can be fractionalized into four parts.

Example: 1/2 Crazy Right and Left Thru—From lines of four facing: Each side does a Right and Left Thru, center four do a Right and Left Thru.

Reverse Crazy Concept

This works the same as the Crazy Concept except the centers only do the call, then each half of the square does the call, then centers only do the call, then each half does the call.

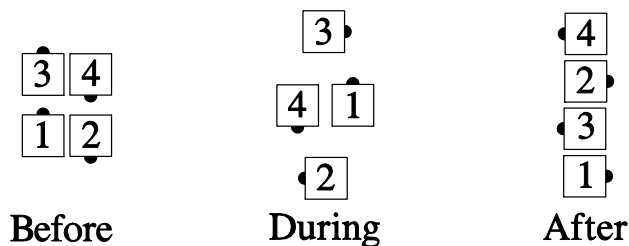
Criss Cross the Shadow

From parallel waves or lines, with ends in tandem: Ends 1/2 Zoom but meet with their original inside hands, Cast 3/4 and Spread; centers facing in Cross Extend, Hinge with each other, and Extend; centers facing out Cloverleaf but Cross to the other center. Centers remain centers etc.

If all the centers are trailers, they Pass Out in place of the Cross-Extend-Hinge-Extend.

Criss Cross Your Neighbor

From a mini-wave box: Trailers Cross Extend, Cast 3/4 and Spread (becoming ends of a new wave), while leaders, as one smooth motion, 1/2 Box Circulate and Cross Run (working outside the others) to become the centers of a new wave.



Cross and Wheel Family

Cross and Wheel

From parallel lines or two-faced lines composed entirely of couples: Couples Hinge; As Couples Step and Fold.

Cross Trade and Wheel

From parallel lines or two-faced lines composed entirely of couples: Couples Hinge; very centers Trade; As Couples Step and Fold.

Grand Cross Trade and Wheel

From parallel lines or two-faced lines, composed entirely of couples: Couples Hinge; Triple Trade; As Couples Step and Fold.

Single Cross and Wheel

From a mini-wave box, couples facing, or couples back-to-back: All Hinge, then Step and Fold.

Single Cross Trade and Wheel

From any non-T-bone box of four: All Hinge, centers Trade, Step and Fold.

Grand Single Cross and Wheel

From columns, eight chain thru or trade-by: All Hinge, center six step ahead as ends of the grand wave Fold, and all adjust to end in parallel 3-and-1 lines.

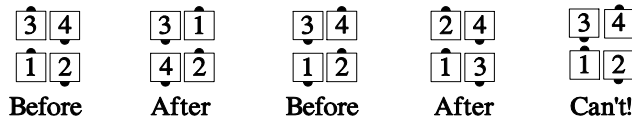
Grand Single Cross Trade and Wheel

From columns, eight chain thru or trade-by: All Hinge, center six Trade and step forward, as ends of the grand wave Fold, and all adjust to end in parallel 3-and-1 lines.

Cross Back / Grand Cross Back

Cross Back

From a mini-wave box: Trailers (who must not be facing directly) Pull By on the diagonal with outside hands as leaders U-Turn Back.

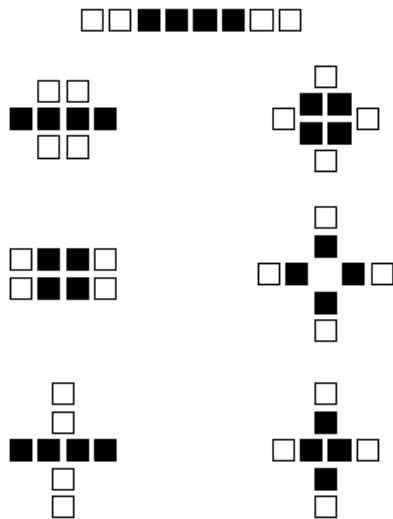


Grand Cross Back

From columns: The #1 dancer in each column does a U-Turn Back as the other six Pull By on the diagonal (using outside hands).

Cross Concentric Concept

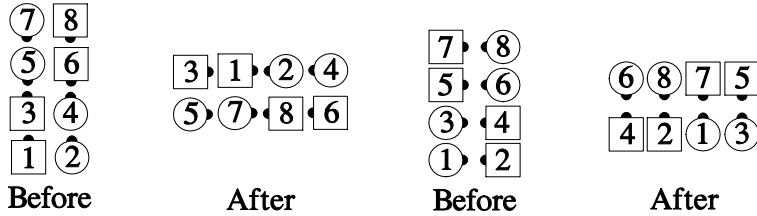
From any appropriate formation (there must be a center 4): The center 4 do the call in their group and move to the outside, while the outsides work with each other and do the call as they move into the center. The following diagrams show who works with whom on a Cross Concentric call:



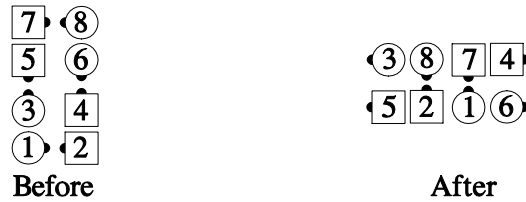
The last two formations shown are really the same; the grouping on the left is used if the caller only says "Cross Concentric..." or the Cross Concentric call doesn't start in diamonds. The grouping on the right is used when the caller says "Cross Concentric Diamond..." or when the Cross Concentric call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

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

Cross Concentric Star Thru:

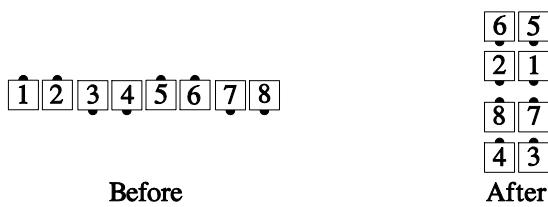


Cross Concentric Star Thru:

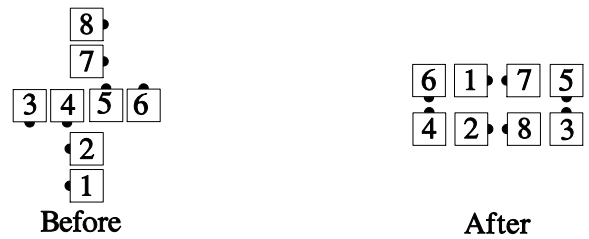


If the Cross Concentric call ends in a 2x2 box but starts elsewhere (e.g. Cross Concentric Recycle from a tidal wave), the following rule applies: The new outside dancers (the original centers!) adjust so that the long axis of the ending formation is at right angles to the long axis of the starting formation.

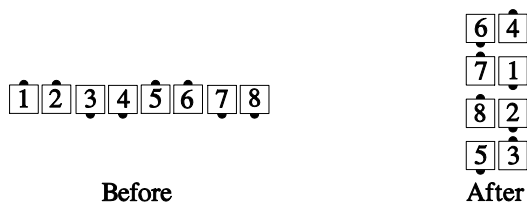
Cross Concentric Wheel and Deal:



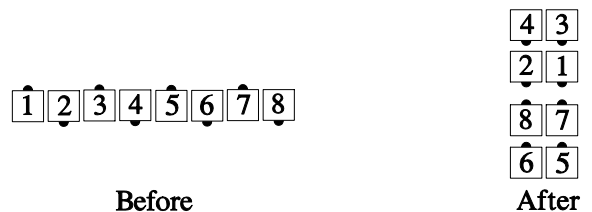
Cross Concentric Wheel and Deal:



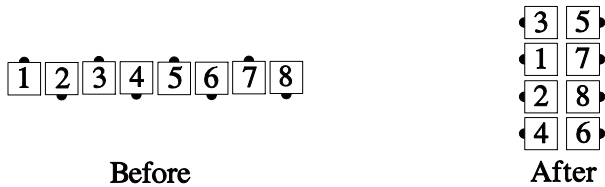
Cross Concentric Crossfire:



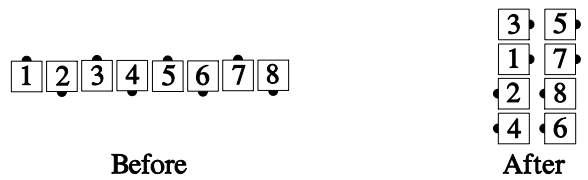
Cross Concentric Recycle:



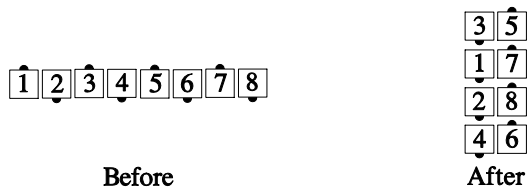
Cross Concentric Reverse Explode:



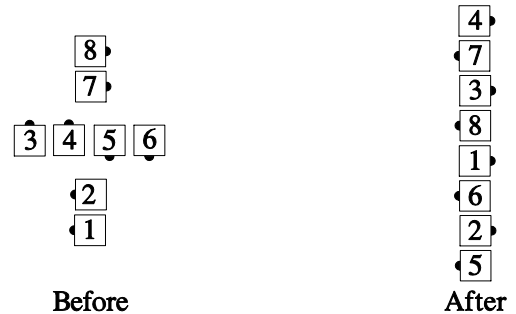
Cross Concentric Single Hinge:



Cross Concentric Step and Fold:



Cross Concentric Diamond, Flip the Diamond:



Cross the K / The K

Cross the K

From facing lines of four: Cross Trail Thru to form lines of four facing out, centers Trade, ends U-Turn Back *away from the center* to form facing lines of four.

The K

Do the (Anything) call, then centers Trade as ends U-Turn Back *away from the center* (as above). If the (Anything) call ends in a tidal setup: The centers of each line Trade, and the ends of each line turn back away from the center of their side.

Cross Trail Thru the K:



Detour

From any 2x4 formation with ends in tandem (or equivalent formations, like diamonds): Center four Counter Rotate 1/4, while ends 1/2 Zoom & Hinge.



Disconnected Concept

From any appropriate formation: The dancers specified, who needn't be together, act as though they had slid together, done the call, then slid apart. If the call changes the formation, stay near the original centers' spots. Dancers adjust to close up any gaps that were created (as in the Disconnected Crossfire, below).

For example: Girls Disconnected Cross Roll to a Wave:



For example: Girls Disconnected Crossfire:



Dodge (Anything)

From various formations: The centers Walk and Dodge as the ends do their part of the (Anything) call.

Drop In/Out/Right/Left

Drop In/Out

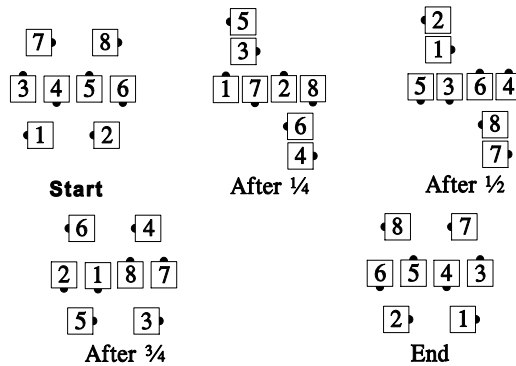
From any diamond with centers in a mini-wave: Points Quarter in the indicated direction, the centers Extend keeping the same hand toward the center of the resulting formation. Finishes in a 2x2 formation.

Drop Right/Left

From any diamond or general single tag, with centers in a mini-wave: Points or outsides Quarter in the indicated direction, the centers Extend keeping the same hand toward the center of the resulting formation. Finishes in a 2x2 formation.

Exchange the Diamond (1/4, 1/2, 3/4, Full)

From diamonds: All dancers will do 4 Circulates. If at the beginning of any Circulate they are one of the very centers, they do an Interlocked Diamond Circulate. Otherwise they do a Diamond Circulate. The right-shoulder rule does not apply to this call: After a dancer has done the Interlocked Diamond Circulate, he passes outside any dancer from the other diamond. For Exchange the Diamond 1/4, 1/2, and 3/4, dancers do 1, 2, or 3 Circulates, giving the results shown below. e.g.



Fascinate / Fascinating (Anything)

Fascinate

From parallel two-faced lines or other appropriate formations: Ends Circulate 1-1/2, while the centers Cast Off 3/4 and the very centers Trade. One of the outsides will be next to the end of the center wave. Those dancers Concentric Wheel and Deal, while the other outside dancer Counter Rotates 1/4. Finishes in quarter tag formation.

Fascinating (Anything)

From various formations: Ends Circulate 1-1/2, while the centers Cast Off 3/4 and the very centers Trade. The end dancers of the center six, with the adjacent dancer, do the Anything call concentrically, as the lonesome ends Counter Rotate 1/4 to become adjacent to the remaining centers. Ending position will vary according to the Anything call.

File to a Line

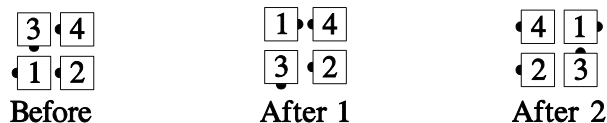
From general columns: Ends slide apart to become ends of parallel lines; centers Column Circulate two spots, to become centers of the lines.

Note: The lines are close together after this call—there is an implicit adjustment here.



Funny Concept

Funny is a "Those Who Can" concept. On each part of the call being done, as many people as possible do that part, as long as no two people finish on the same spot. For example: Funny Box Circulate 2:



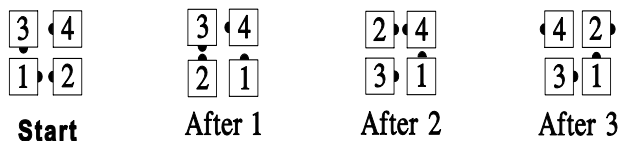
Funny Diamond Circulate:



Funny Square Thru

As many dancers as possible do each part of the call (each part is a Pull By and Quarter In except for the last part, which is a Pull By. For example: in a box with 3 dancers facing the Side direction and 1 the Head direction. Funny Square Thru would be "Those facing Pull By and Quarter In", repeat twice more, then those facing Pull By again but do not Quarter In.:

Funny Square Thru 3:



Galaxy Formation

Cut/Flip the Galaxy

Cut the Galaxy

From a galaxy: Centers Galaxy Circulate while the points slide together and Trade (Star 1/2). Finishes in a thar or promenade.

Flip the Galaxy

From a galaxy: Centers Galaxy Circulate while the points Run to the nearest center. Finishes in a thar or promenade.

Reverse Cut/Flip the Galaxy

Reverse Cut the Galaxy

From a galaxy: The centers Squeeze, while the points Galaxy Circulate. Finishes in parallel lines or waves.

Reverse Flip the Galaxy

From a galaxy: The centers flip away from each other, while the points Galaxy Circulate. Finishes in parallel lines or waves.

Grand Chain Eight

From double pass thru: Centers Right Pull By; Left Touch, and the centers Courtesy Turn the ends to finish in facing lines .

From facing lines: All Right Pull By; move on to next couple; Left Touch, and the centers Courtesy Turn the ends to finish in an eight chain thru.

From eight chain thru: All Right Pull By; the outsides Courtesy Turn, while the centers Left Touch, and the centers Courtesy Turn the ends to finish in a T-bone.

Note: From all three formations, some callers tell the dancers to change the action as follows, claiming it gives a higher success rate: Instead of stepping to a left-hand wave, the dancers will Left Touch 1/4, then in each box, those looking out will Turn Back in body-flow direction.

Hocus Pocus

From parallel lines, waves, columns, and other applicable formations: The centers Trade while the others Phantom O Circulate twice.

Inlet / Outlet

Inlet

From parallel waves or applicable parallel 3-and-1 lines with only the left-end dancers facing out: The lead end and adjacent dancer (outer-actives) Recycle, as the trailing end and the adjacent dancer (inner-actives) Split or Facing Couples Recycle, adjusting to end in a center wave. Ends in a quarter tag formation. (Note: Applicable parallel 3-and-1 lines are those in which both ends are beaux and in which the out-facing beau and the adjacent dancer are in a mini-wave.)

Outlet

From a right-hand quarter Tag or right-hand quarter line formation (outsides may also be in right-hand mini-waves): The end of the wave and adjacent dancer work with the outsides toward whom the end is facing. Acting as if in a box of four, they Split or Facing Couples Recycle. Ends in parallel waves. (Note: It is considered inappropriate to call Outlet from a left-hand quarter tag formation where the outsides are both facing in.)

Inpoint Interlocked Triangles

Each point facing in is an apex.



Outpoint Interlocked Triangles

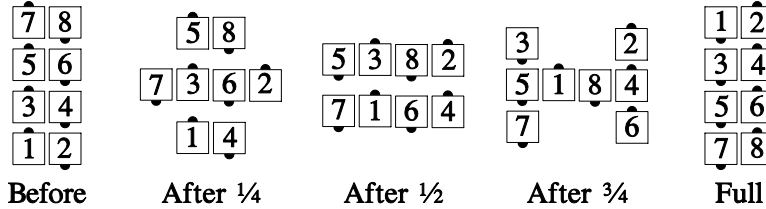
Each point facing out is an apex.



Invert the Column (1/4, 1/2, 3/4, Full) / Cross Invert the Column (1/4, 1/2, 3/4, Full)

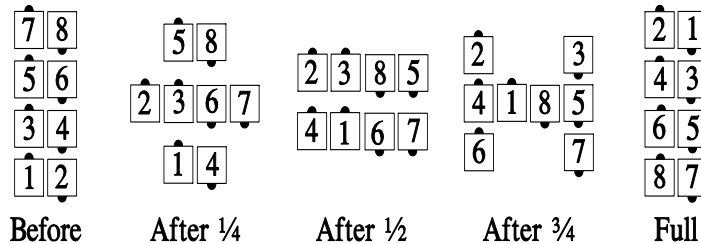
Invert the Column 1/4, 1/2, 3/4, Full

From columns: The #1 dancer in each column Peel Off (away from the other column) 180 degrees and walk forward as everyone else follows single file. Finishes in columns close together (requiring an adjustment at the end). If the caller gives a fraction, the number of 1/4s in the fraction indicates the number of dancers who do the Peel Off action, while the remaining dancers Extend once for each 1/4. The columns balance themselves, so that they are mutually centered. Thus, for Invert the Column 1/2: #1 does the Peel Off and #2 follows, forming parallel waves with the #3 and #4 dancers, who move up one spot.



Cross Invert the Column 1/4, 1/2, 3/4, Full

From columns: The #1 dancer in each column Trail Off and walk forward, followed by the other dancers in the column. Finishes back in columns close together (requires an adjustment at the end). If the caller gives a fraction, then one person does the Trail Off for each 1/4 in the fraction, and the resulting columns balance themselves so that they are mutually centered. Thus, for Cross Invert the Column 3/4, the first 3 dancers in each column move across and around the other column, finishing in an "H":



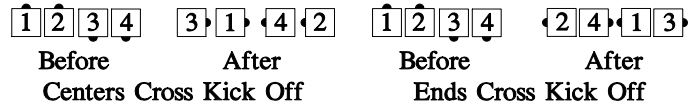
Kick Off / Cross Kick Off

Kick Off

From a couple or mini-wave: Designated dancers Run and Roll, those being run around do their part of a Partner Tag (toward their original partner's position).

Cross Kick Off

From a line or wave: Designated dancers Cross Run and Roll; others Partner Tag (i.e., face the adjacent cross-runner and step forward to fill the vacated spot).



Lateral Substitute

From some T-bone formations and some triangles: All exchange places by having some or all dancers move sideways.

Lines (Anything) Thru

From parallel lines or waves: Centers do the (Anything) call as the outsides Circulate. The (Anything) call must be a 1-, 2-, or 4-dancer call.

Right/Left Loop 1, 2, 3

From anywhere a Run is possible, or from a single dancer: The designated dancer does a Run around the adjacent vacant spot or dancer, who does not move! The caller must designate a looping direction (right, left, in, out), and must say how many people or spots to pass. For example: in Right Loop 3 the looper moves to the right, passing 3 positions.



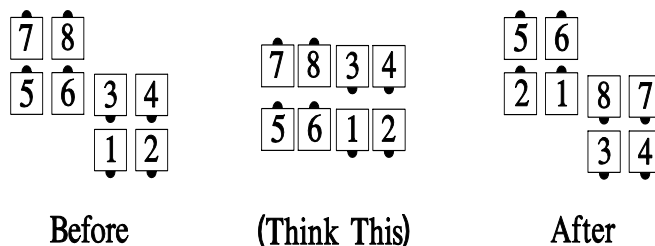
It is possible for a dancer to Loop around phantom positions as though there were dancers in them. No special words are needed. For example: Men, In Loop 2:



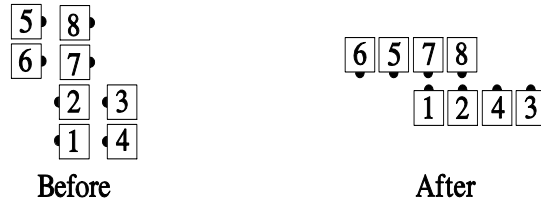
Offset Waves/Lines/Columns Concept

Dancers arranged as shown on the left act as though they are in columns or lines and do the call, ending back on the same offset spots.

Offset Lines, Couples Circulate:

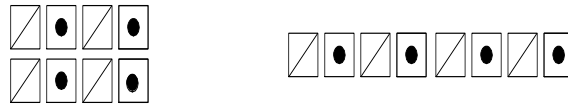


From the 3x4 style of Offset Lines, a call that rotates the 2x4 formation (e.g. Bend The Line), finishes in a parallelogram. For example: Offset Lines, Bend the Line:

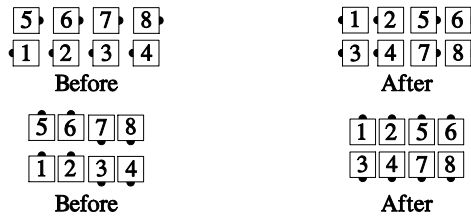


Once Removed Concept

The four dancers who are once removed from each other (the dots or the slashes in the pictures below) do the call with each other.



Once Removed Walk and Dodge:



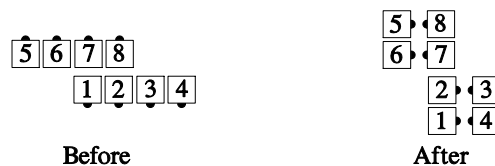
Parallelogram Concept

From a parallelogram (i.e., offset by one or more dancer positions, most commonly by 2): The dancers act as though they were in a 2x4 formation, but work to the spots where real dancers are.

Parallelogram Acey Deucey:



If the call is one that rotates the 2x4 formation (e.g. Counter Rotate 1/4), the formation becomes offset lines, waves, or columns (as appropriate to the call's ending formation), offset the same way the parallelogram was. For example: Parallelogram Bend the Line:



The percentage of offset is preserved, not necessarily the footprints.

Peel/Trail to a Diamond

Peel to a Diamond

From a mini-wave box or "Z" formation: Leaders Peel Off as trailers Extend and Hinge. Finishes in a facing diamond.

Trail to a Diamond

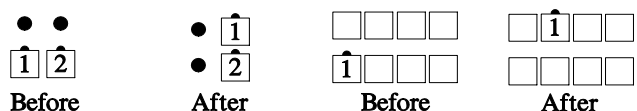
From a mini-wave box or "Z" formation: Leaders Trail Off as trailers Extend and Hinge. Finishes in a diamond.

Perk Up

From parallel waves: All Circulate, then 1/2 Split Circulate. The new centers, Hinge, Circulate, and Trade with each other, while the new ends Circulate twice. Finishes in two-faced lines.

Press In/Out/Right/Left

From any appropriate formation: Those designated move one dancer position forward and in the direction indicated. The directions "In" and "Out" are with reference to the center of the set. For example: "#1 Press Right:"



Note: This is not the same as Extend.

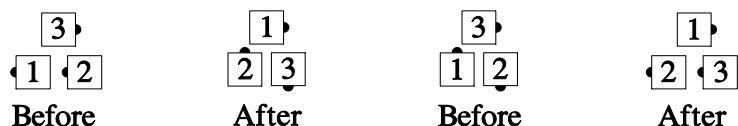
Relocate the (Formation)

From various formations: The very centers of the formation Cast off 3/4 as the others Counter Rotate 1/4.

For example: Relocate the Diamond. From Diamonds: The very centers Cast off 3/4 while the others Counter Rotate 1/4. Finishes in Diamonds

Reshape the Triangle

From a triangle: Triangle Circulate, then the dancers in the base of the triangle turn a quarter in place to form another triangle of the same handedness. Starting from a wave-based triangle, this finishes in a tandem-based triangle, and vice versa. This call cannot be fractionalized—it is done as a single smooth move.



Reverse Cut/Flip The Diamond

Reverse Cut The Diamond

From a Diamond: Centers Trade & Spread as Points Diamond Circulate. Ends in a line

Reverse Flip The Diamond

From a Diamond: Centers Phantom Run (Flip away from each other) as Points Diamond Circulate. Ends in a Line.

Rims/Hubs Trade Back / Rims/Hubs Trade (Anything)

Rims Trade Back

From parallel waves or lines, a thar or promenade: All Partner Trade, then the original outsides Circulate.

Hubs Trade Back

From parallel waves or lines, a thar or promenade: All Partner Trade, then the original centers Circulate once.

Rims Trade (Anything)

From parallel waves or lines, a thar or promenade: All Partner Trade, then the original outsides do the (Anything) call.

Hubs Trade (Anything)

From parallel waves or lines, a thar or promenade: All Partner Trade, then the original centers do the (Anything) call.

Ripple the Wave

From a wave: Designated dancers will any-hand swing 1/2, toward the center of the wave, using alternating hands, until they become the far end of the wave.

Designated Dancers Ripple 1, 2, 3

From a wave or tidal wave: Those designated will any-hand Swing 1/2 toward the center of the formation, the number of hands given, alternating hands. This call can be fractionalized (e.g. Ripple 2- 1/2). Designated dancers can do Partner Trades instead of Swing 1/2s, if the starting formation is not a wave.

(Anyone) Like a Ripple (Call #1, Call #2, ...)

From various formations: Designated dancer(s), with the people they need to use, do all of the calls that are given. (i.e., Those designated do a series of calls with whomever they can.)

Rotary (Anything)

From an eight chain thru: All Right Pull By; ends Courtesy Turn and Roll as the centers step to a left- hand wave and do the (Anything) call.

Rotate Family**Rotate / Reverse Rotate****Rotate 1/4, 1/2, 3/4**

From parallel lines, composed entirely of couples (e.g. facing lines, two-faced lines) only: Each box of 4 of the square works independently. As couples turn 1/4 toward promenade direction (giving a left-hand two-faced line). That new line does a Couples Hinge once for each 1/4 in the fraction the caller gives (caller must give a fraction).

Reverse Rotate 1/4, 1/2, 3/4

From parallel lines, composed entirely of couples (e.g. facing lines, two-faced lines) only: Each box of 4 of the square works independently. As couples turn 1/4 toward reverse promenade direction (giving a right-hand two-faced line). That new line does a Couples Hinge once for each 1/4 in the fraction the caller gives (caller must give a fraction).

Single Rotate / Reverse Single Rotate**Single Rotate 1/4, 1/2, 3/4**

From parallel general lines only: Turn individually 1/4 toward promenade direction, then Split Counter Rotate the designated amount, which must be specified.

Reverse Single Rotate 1/4, 1/2, 3/4

From parallel general lines only: Turn individually 1/4 toward reverse promenade direction, then Split Counter Rotate the designated amount, which must be specified.

Scoot and Counter / Counter

Counter

From a quarter or three-quarter tag/line formation: Center 4 Cast 3/4 and Counter Rotate 1/4; the outsides Separate, Touch 1/2, Step and Fold. Finishes in parallel waves or lines.

Scoot and Counter

From a right-hand quarter tag only: Scoot Back, then Counter.

Left Scoot and Counter

From left-hand quarter tag only: As above, but the outsides separate, Left Touch 1/2, and Step and Fold.

Scoot and Cross Ramble / Cross Ramble

Cross Ramble

From a three-quarter tag formation: Those in the wave do a Cross Folding action to face each other as the outsides Cross Cast Back, then all Slide Thru.

Scoot and Cross Ramble

From a right-hand or left-hand quarter tag formation: Scoot Back, then Cross Ramble.

Scoot and Little More / Little More

Little More

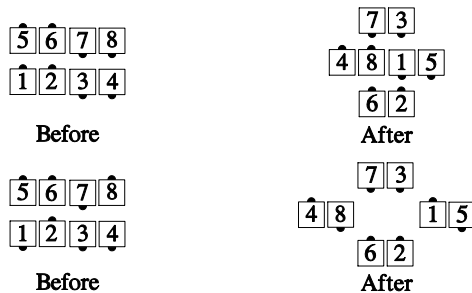
From a quarter tag or three-quarter tag formation: Do a Little, then centers Box Circulate.

Scoot and Little More

From a right-hand or left-hand quarter tag formation: Scoot Back, then Little More.

Sets in Motion

From parallel waves or lines: Centers Hinge, and the resulting ends Roll; new very centers Trade and Roll, as the original ends Circulate 1-1/2 and those who line up behind the centers turn 1/4 to face down the line; then the center four, six, or eight finish a Tag through the middle; the first dancer Peel Left, second dancer Peel Right to finish as couples on the outside facing in; the others, if any, stay in the center.



Shazam

From a mini-wave only: Arm Turn 1/4 and U-Turn Back in flow direction. Finishes in an other-hand mini-wave.

Sock It To Me / Here Comes the Judge

Sock It To Me

From a general line of four with both ends facing the same direction: The dancer on the left end Trades to other end of the line. Meanwhile, each of the other dancers, in a single, smooth motion, faces the vacated

spot, takes a step forward, and turns another 1/4 in the same direction as first turned. Ends in a line facing the opposite direction.

Here Comes the Judge

From a general line of four with both ends facing the same direction: Dancer on the right end Trades to the other end of the line. Meanwhile, each of the other dancers, in a single, smooth motion, faces the vacated spot, takes a step forward, and turns another 1/4 in the same direction as first turned. Finishes in a line facing the opposite direction.



Solid Concept

From various formations: Solid is the same as "work as if they are a single dancer." This means that the named formation works as a unit of one. Everyone in the Solid unit must be facing the same direction. (For example: From a trailing galaxy, "Tandem-Based Triangle, work Solid, all Flip the Diamond.")

Split Swap Around / Reverse Split Swap Around

Split Swap Around

From facing couples only: In one flowing motion, belles Walk & beaux Dodge, then all quarter right. Finishes in couples back-to-back. This call can not be fractionalized. (Note: Many callers will simply say "Split Swap" and eliminate the word "Around".)

Reverse Split Swap Around

From facing couples only: In one flowing motion, beaux Walk and belles Dodge, then all quarter left. Finishes in couples back-to-back. This call can not be fractionalized. (Note: Many callers will simply say "Reverse Split Swap" and eliminate the word "Around".)

Split Trade Circulate

From an inverted box: Leaders Box Circulate as the trailers Cross Over Circulate (passing right shoulders).



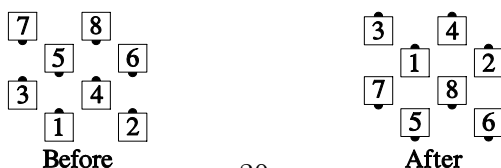
Stack the Line

From tandem couples, box circulate, and some T-bone boxes (there are usually 2 leads and 2 trailers): All 1/4 In, and the original lead dancers Pass Thru (on the diagonal, if necessary) to form a right-hand mini-wave with the others. The original trailers slide sideways if necessary. Finishes in a right-hand mini-wave, except for some T-bone boxes.



Stagger Concept

From blocks: Any call which can be done from parallel general columns (columns, double pass thru, etc.), and which ends in general lines or columns, can be done "Staggered." The dancers act as though all dancers were close together side-by-side; however, they end on the original 8 spots on the floor. For example, Stagger Double Pass Thru:



Stagger Circulate

From blocks: All move forward along the circulate path below.



Stagger Split Circulate

From blocks: All Circulate along the path shown:

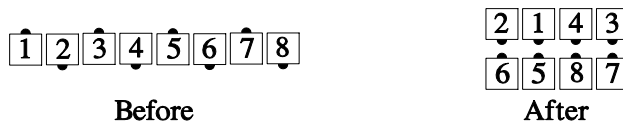


Stretched (Formation) Concept

From a tidal line or wave: The people marked the same (dots and slashes) work together and do the call. The centers move over to work with the ends, and finish the call near them. This adjustment is done during the first part of the call, rather than being done before the call starts.



Stretched Wave Recycle:



Stretched Box calls are done from parallel lines, waves, and columns.

Swap the Wave

From a wave only: The effect of this call is that of stepping back and doing a Swap Around. From a right-hand wave: Centers take one step forward as ends Tag with each other, face right, and step forward. Finishes as couples back-to-back. From a left-hand wave: Ends Step Thru, while the centers Turn Thru. Finishes as couples back-to-back.

Swing Along / Along

Along

From a tidal wave: The very ends Counter Rotate 1/4 and Extend, finishing as the end of a wave facing out. Meanwhile, the center 6 Hinge, Circulate, then the #1 dancer in each column Peel Off while the #2 and #3 dancers Extend and Trade with each other. Finishes in parallel waves.

Swing Along

From a tidal wave: All Swing 1/2, then do an Along.

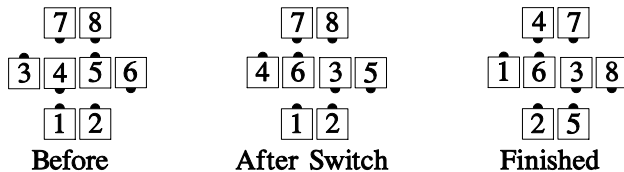
Swing and Circle variation

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

From a quarter tag, trade-by, or other appropriate formations: This call is followed by a fraction, which is the number of quarters to do the call (if not specified, 4 quarters). For each quarter: The center 4 dancers do the (Anything) call (or all 8 dancers if it's an 8-person call), then the outer 6 dancers move as they

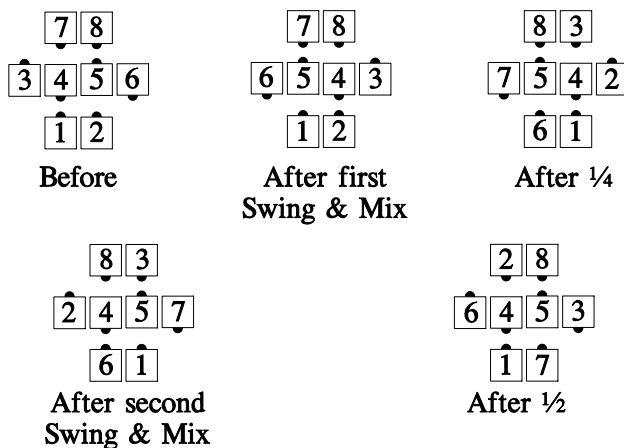
would to complete a Swing and Circle 1/4 (with the new outsides finishing facing in). This means that the (Anything) call must finish with two dancers as definite ends of the center formation, and those dancers must be facing opposite directions, and must be where the ends of the wave in a quarter tag formation would be. For example:

Switch and Circle 1/4:



At each quarter, the direction the outside 6 move is determined by which way the ends of the center formation are facing. For example:

Swing and Mix and Circle 1/2:



(Any Tagging Call) Your Neighbor

Flip Your Neighbor

From a wave: Flip the Line 1/2, then Follow Your Neighbor.

Tag Your Neighbor

From a line or wave: 1/2 Tag, Follow Your Neighbor.

Vertical Tag Your Neighbor

From a box: Vertical 1/2 Tag, then Follow Your Neighbor.

Tandem-Based Triangle Calls

In a Tandem-based Triangle, the apex is the trailer. Mentally add a phantom in front of the apex to make a box of four. Now such calls as Peel Off, Peel and Trail, and Trail Off can be done treating the Tandem-Based Triangle as a box of four.

Tandem-Based Triangle Peel & Trail:



3 by 1 Checkmate the Column

From columns: Numbers 1, 2, and 3 in each column Circulate 4 spots and face in, while #4 in each column Circulate 3 times, face in, and Circulate. Finishes in parallel 3-and-1 lines.



3 by 1 Transfer The Column

From columns: The first 3 dancers in each column do the Promenade part of Transfer the Column, and the #4 dancer Extend (to meet the other #4 dancer), Cast Off 3/4, and Extend. Finishes in 3-and-1 lines. On the Extend, the lone dancer steps to a mini-wave with the center of the outside threesome, using the same hand used in the Cast.

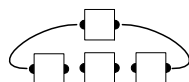
3 by 1 Triangle Formation/Circulate

3 by 1 Triangle Formation

A 3 by 1 Triangle is a triangle with three dancers forming the base and one dancer in the apex.

3 by 1 Triangle Circulate

Move forward one position along the circulate path shown.



Interlocked 3 by 1 Triangle Circulate

From a quarter tag, an "H", etc.: Move forward one spot along the circulate path shown:



Truck / Reverse Truck

Truck

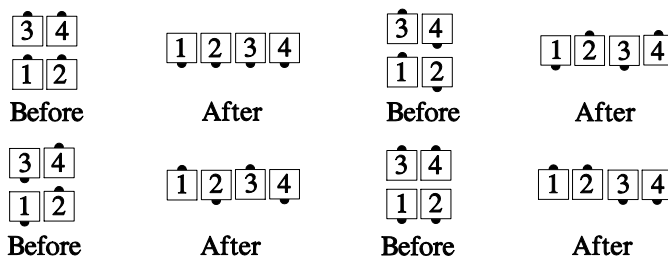
From any appropriate formation: Men sidestep one position to the left; women sidestep one position to the right.

Reverse Truck

From any appropriate formation: Men sidestep one position to the right; women sidestep one position to the left.

Turn to a Line

From any non-T-bone box of four: Leaders face right, trailers face left; all Extend twice; all face again in their initial turning direction (as in Turn and Deal) to end facing opposite to their initial direction in a line or wave. This call cannot be fractionalized.



Unwrap The (Formation)

From diamonds, an hourglass, interlocked diamonds, etc.: The trailing point walks straight ahead to become #1 in a column; others Circulate their formation and follow that person into columns. (Note: The caller may also designate the leader.)

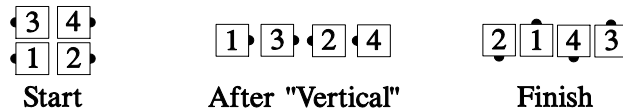
Unwrap the Diamond:



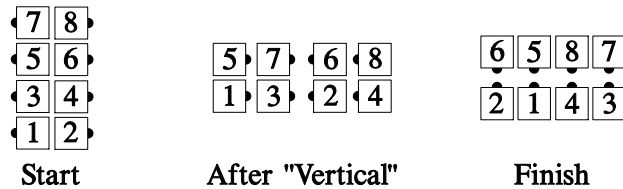
Vertical (Anything)

From various formations: Do a Vertical 0/4 Tag (i.e., get into double pass thru or single double pass thru formation, as appropriate) then do the (Anything) call. In counting fractions, the Vertical is counted as a single part.

Vertical Dixie Style to a Wave:



Vertical Grand Chain Eight:



Walk Out to a Wave

From columns: #1 and 2 dancers Trail Off and have the new end Run. #3 dancer Circulate once and U-Turn Back (toward the center), #4 dancer Circulate once and Veer out to become ends. Finishes in parallel waves. This call cannot be fractionalized.

Wheel the Ocean/Sea

Wheel the Ocean

From couples back-to-back, one couple following the other, promenade: Lead or designated couples Wheel Around to form momentary facing couples; belles Right Pull By with each other. Finishes in right-hand box.

Wheel the Sea

From couples back-to-back, one couple following the other, promenade: Lead or designated couples Wheel Around to form momentary facing couples; belles Walk and the beaux Dodge. Finishes in left-hand box.

Zip Code 1-6

From any 2x4 formation with the centers in columns (e.g. double pass thru or eight chain thru): Centers Quarter Out (forming a momentary T-bone) and Run around the outsides [=Zip Code 1], Pass Thru [=Zip Code 2], Ends Bend [=Zip Code 3], Pass Thru [= Zip Code 4], etc. As this happens, the original outsides move into the center, without turning. Odd numbers give facing ends; even give back-to-back ends.