

# **CALLERLAB**

## **EXTENDED CHALLENGE**

### **(C-2)**

## **DEFINITIONS**



January 5, 2018

Date	Change
07/20/2002	Added <b>Reverse Crazy Concept</b> and <b>Relocate The Setup</b> ; Removed <b>Press In/Out/Right/Left/Ahead</b> and <b>Relocate The Diamond</b> .
03/05/2004	Added <b>Press In/Out/Right/Left</b> and <b>Reverse Cut/Flip The Diamond</b> .
01/01/2005	Added <b>Reverse Truck</b> .
10/12/2006	Reformatted document from two columns to one column.
06/01/2008	Removed <b>Triple Wave/Line Concept</b> (Moved to C-1).
10/10/2008	Changed 3/ to 3/4 in <b>Anything Concept</b> .
12/11/2009	Convert to Word, minor edits and formatting changes. New definition for <b>(Anything) Concept</b> .
01/08/2010	Update copyright; Removed <b>Diamond Formation</b> and moved <b>Exchange the Diamond</b> ; Changed <b>Stretched Line, Wave, and Box Concept</b> to <b>Stretched (Set-Up) Concept</b> ; Minor edits to Start, Replace, But #1, But #2, Delete, do your part, <b>Cross Concentric Concept</b> , <b>Disconnected Concept</b> , <b>Drop In/Out/Right/Left</b> , <b>Once Removed Concept</b> , and <b>Reverse Cut/Flip The Diamond</b> . Remove "How C-1 Calls are Extended at C-2" section.
02/09/2010	Update entries to match new list. Minor update to <b>Start</b> , <b>Fascinating (Anything)</b> and <b>Counter</b> . Add <b>Interlocked Triangle Formation*</b> and associated identifications. Delete <b>With the Flow</b> (moved to C-1) and <b>(Anything) and Counter/Cross Ramble/Little More</b> .
05/26/2010	Add "This page intentional left blank". Add common applications to <b>Rotary (Anything)</b> and the following Concepts: <b>Disconnected</b> , <b>Once Removed</b> , <b>Parallelogram</b> , and <b>Stagger</b> . Call marked with an asterisk on 2/9/10 was approved on 5/26/10. Edit it to remove the note that it has yet to be approved.
12/15/2010	Convert to Word on PC. Delete General Rules and Glossary of Modifying Terms. Change "mini-wave box" to "box circulate".
5/26/2011	Fix <b>Funny Box Circulate 2</b> diagrams.
6/12/2011	Update <b>Catch 1,2,3,4</b> and <b>Peel / Trail to a Diamond</b> .
1/7/2016	Remove <b>Cut the Galaxy</b> and <b>Flip the Galaxy</b>
12/21/16	Updated definition for <b>Sets in Motion</b>
1/5/18	Update copyright; fix <b>Disconnected</b> diagrams; fix some page break and diagram location issues

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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 judgment dictates.

Before you use these definitions, you should be familiar with CALLERLAB's:

- [Formations Charts](#)
- [Basic/Mainstream Definitions](#)
- [Plus Definitions](#)
- [Advanced Definitions](#)
- [C-1 Definitions](#)

Where possible, we have used calls and formations defined in those documents. This has let us make the definitions shorter and clearer.

1. All of the general rules and modifying terms which apply to the Mainstream, Plus, Advanced, and C-1 definitions also apply at C-2.
2. The Facing Couples Rule applies to the following C-2 calls: Alter and Circulate, Swing Along.
3. 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).

## 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

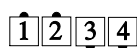
Any call that begins with everyone doing a Circulate can be modified by replacing the initial Circulate with another call. For example, Chase Right Perk Up means Chase Right then complete the remainder of Perk Up following the initial Circulate. A caller may add "-er's" to the first call to emphasize 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:



Before



After

#### **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.

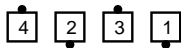


### Catch 1, 2, 3, 4

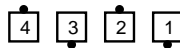
From facing couples: Square Thru  $n$  to a Wave, Centers Trade, Step And Fold. The Ocean Wave Rule applies to this call. For example, Catch 3:



Before



After Square Thru 3 to  
a Wave



After Centers Trade



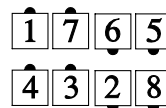
After

### 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.



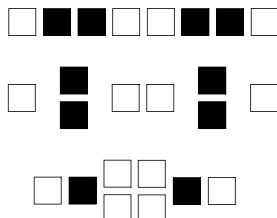
Before



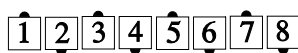
After

### Checkpoint (Anything) by (Anything)

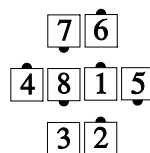
From any appropriate formation: The centers of each side (shown in black below) do Call #1, and, if it ends in a box, there is a mandatory axis change. The remaining outside dancers slide inward, and the new centers do Call #2 and stay in the center.



For example: Checkpoint Ah So by Swing Thru:



Before



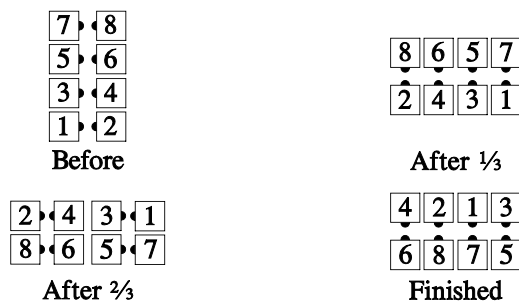
After

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  $\frac{1}{4}$ , 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:  $\frac{1}{2}$  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.

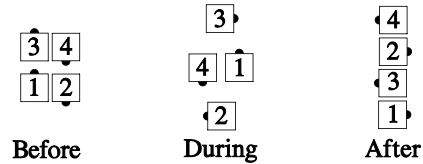
### **Criss Cross the Shadow**

From parallel waves or lines, with ends in tandem: Ends  $\frac{1}{2}$  Zoom but meet with their original inside hands, Cast  $\frac{3}{4}$  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 box circulate: 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 box circulate, 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.

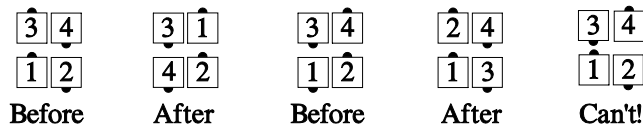
#### **Grand Single Cross Trade and Wheel**

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

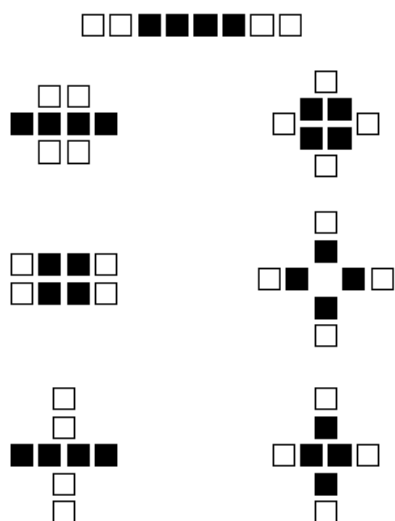


### Grand Cross Back

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

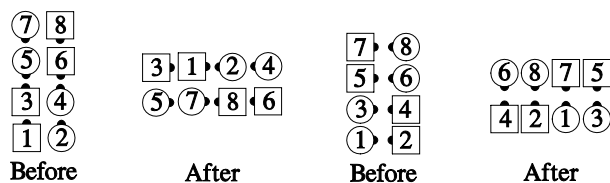
From any appropriate formation (there must be a center 4): The center 4 do the call in their group and move to the outside, while the outsides work with each other and do the call as they move into the center. The following diagrams show who works with whom on a Cross Concentric call:



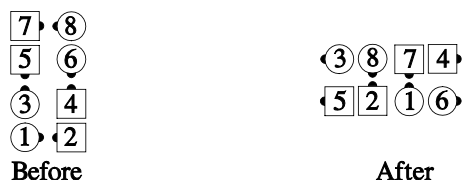
The last two formations shown are really the same; the grouping on the left is used if the caller only says "Cross Concentric..." or the Cross Concentric call doesn't start in diamonds. The grouping on the right is used when the caller says "Cross Concentric Diamond..." or when the Cross Concentric call 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:

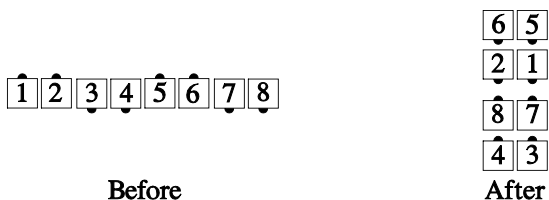


Cross Concentric Star Thru:



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.

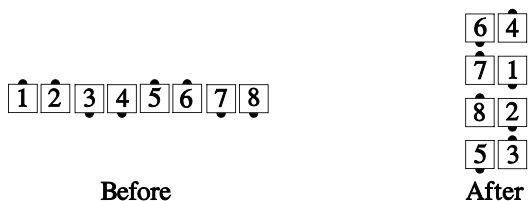
Cross Concentric Wheel and Deal:



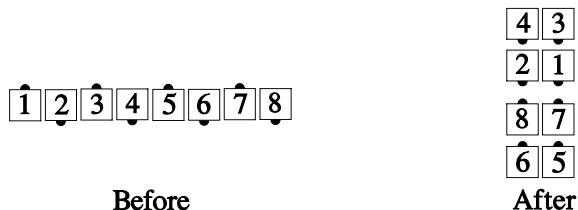
Cross Concentric Wheel and Deal:



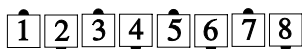
Cross Concentric Crossfire:



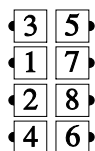
Cross Concentric Recycle:



Cross Concentric Reverse Explode:

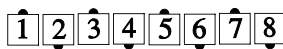


Before



After

Cross Concentric Single Hinge:

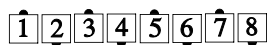


Before



After

Cross Concentric Step and Fold:

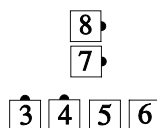


Before

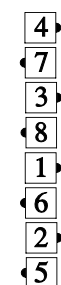


After

Cross Concentric Diamond, Flip the Diamond:



Before



After

## 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.

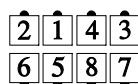
### The K

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.

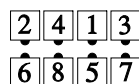
Cross Trail Thru the K:



Before



After Cross  
Trail Thru



After

## **Detour**

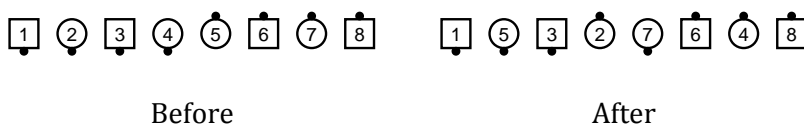
From any 2x4 formation with ends in tandem (or equivalent formations, like diamonds): Center four Counter Rotate 1/4, while ends 1/2 Zoom & Hinge.



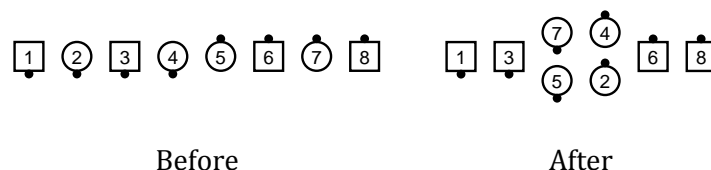
## **Disconnected Concept**

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:



Common applications include Swing Thru, Mix, Switch the Wave, Cross Roll to a Wave, and 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**

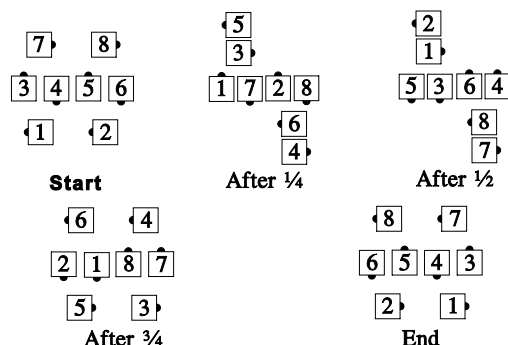
From any diamond with centers in a mini-wave: Points Quarter in the indicated direction, the centers Extend keeping the same hand toward the center of the resulting formation. Finishes in a 2x2 formation.

## 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.



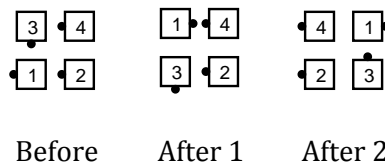


Note: The lines are close together after this call—there is an implicit adjustment here.

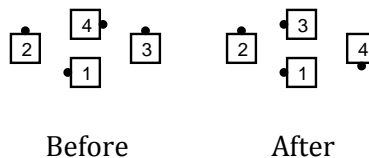
### **Funny Concept**

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. Examples:

Funny Box Circulate 2:



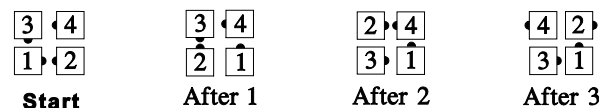
Funny Diamond Circulate:



### **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**

#### **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.)

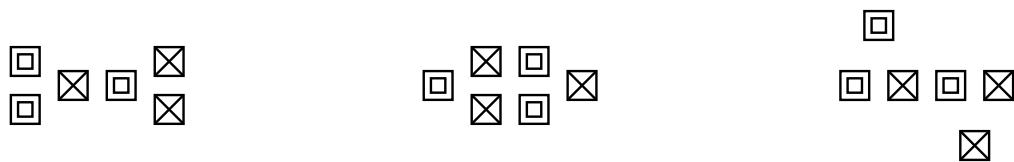
### **Outlet**

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.)

## **Interlocked Triangle Formation**

These consist of two Triangles, whose center-most dancers are working with the furthest outside dancers in a Triangle.

Examples of Interlocked Triangles:



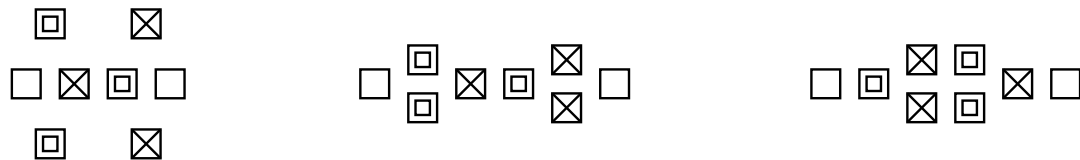
Caution: Callers are cautioned that Interlocked Triangles were added to C-2 in 2010 and they have never received much use even at C-3 or C-4. While the entire “family” was added and defined, some of its members (e.g., Outside Interlocked Triangles) are very difficult to see and don’t necessarily dance well. Caller judgment needs to be exercised.

### Inpoint/Inside/Outpoint/Outside Interlocked Triangles

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

#### Inside Interlocked Triangles

The Center 6 form the Triangles.



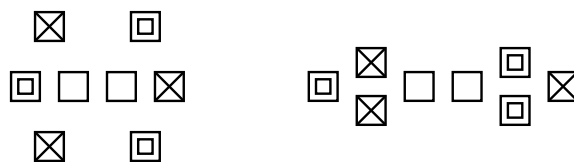
Before

After

Inside Interlocked Triangle Circulate

#### Outside Interlocked Triangles

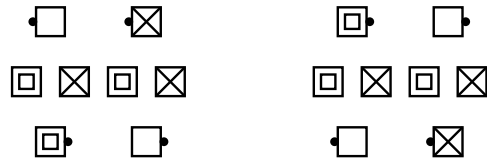
The Outside 6 form the Triangles.



Note: These triangles may be easier for the dancers to identify with the phrase “Ignore the center 2, Interlocked Triangle ...”.

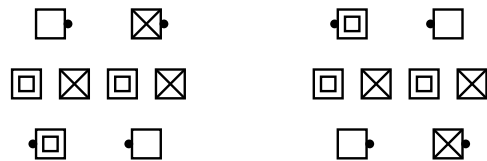
## Inpoint Interlocked Triangles

Each point facing in is an apex.



## Outpoint Interlocked Triangles

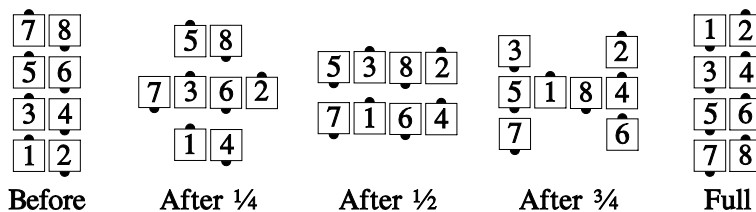
Each point facing out is an apex.



## 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.

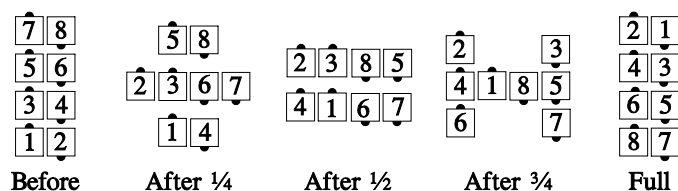


Thus, for Invert the Column 1/2: #1 does the Peel Off and #2 follows, forming parallel waves with the #3 and #4 dancers, who move up one spot.

### 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":



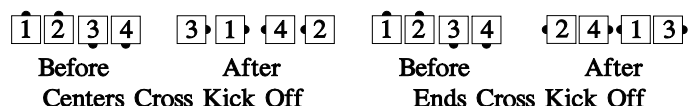
## Kick Off / Cross Kick Off

### **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.



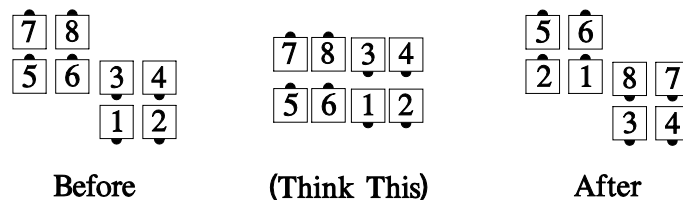
It is possible for a dancer to Loop around phantom positions as though there were dancers in them. No special words are needed. For example: Men, In Loop 2:



### 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:

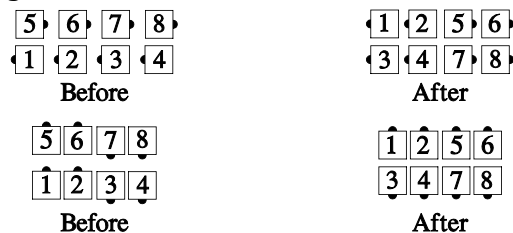


### Once Removed Concept

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:



Common applications include:

- From Lines Facing Out: Partner Trade
- From Columns: Walk and Dodge
- From Double Pass Thru: Right & Left Thru, Slide Thru, Star Thru, Square Thru, Touch 1/4

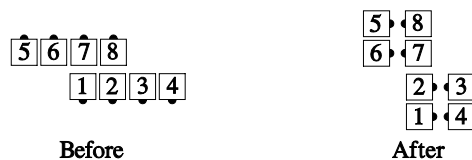
## Parallelogram Concept

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. For example, Parallelogram Acey Deucey:



Common applications include Circulate, Split Circulate, In Roll Circulate, Walk & Dodge, Scoot Back, and 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

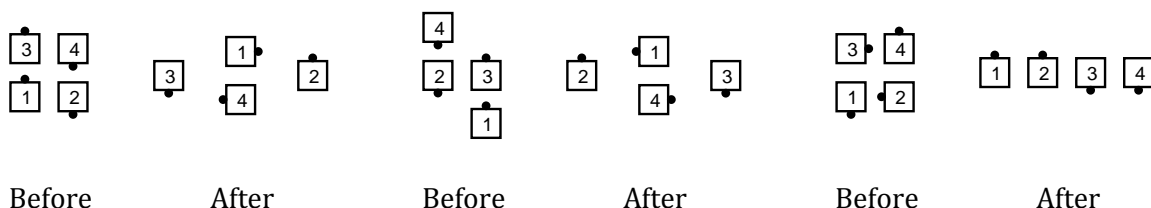
### **Peel to a Diamond**

Starting Formations: Box Circulate, Tandem Couples, or Tandem Dancers in a Z (e.g., after Ends Fold from a wave, or after Step and Slide from a two-faced line)

Lead dancers do their part of a Peel Off. Trailing dancers step forward, if necessary, until shoulder-to-shoulder and then Hinge with each other.

The call is danced so the ending formation has the same center point as the starting formation. Box Circulate or the given Z examples end in a Facing Diamond. Tandem Couples end in a Funny Diamond.

Peel to a Diamond cannot be fractionalized. Everyone can Roll after a Peel to a Diamond.



### **Trail to a Diamond**

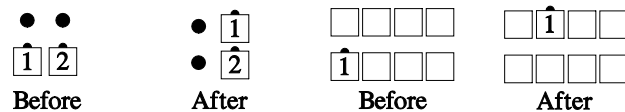
Peel To A Diamond, but lead dancers replace Peel Off with Trail Off, with appropriately changed ending formations.

## **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. Common applications include Rotary Explode the Wave, Rotary Mix, and Rotary Trade the Wave.

## **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**

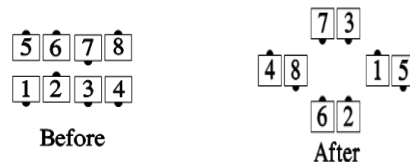
From a right-hand or left-hand quarter tag formation: Scoot Back, then Little More.

## **Sets in Motion**

From general lines in which the centers are not all facing in: Centers Hinge, then the new very centers Trade; all original centers Roll, making a Column of 4. Meanwhile, the original ends Circulate 1 1/2 and any dancers who line up with the column of 4 Face In so the center column has four to eight dancers. The center column dancers, who must be facing the center of the set, walk forward, passing right shoulders, until the first dancers Peel Left and second dancers Peel Right, to finish as in-facing couples separated only by any other column dancers, who remain in the center and finish holding right hands with another center.



If no outsides join the center column, then after the Peel Left and Peel Right, the final formation has Facing Couples in the center with Right-Hand Mini-Waves to their left and right.



## **Shazam**

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

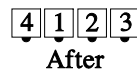
## **Sock It To Me / Here Comes the Judge**

### **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**

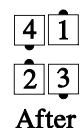
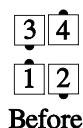
From facing couples only: In one flowing motion, belles Walk & beaus Dodge, then all quarter right. Finishes in couples back-to-back. This call can not be fractionalized. (Note: Many callers will simply say "Split Swap" and eliminate the word "Around".)

### **Reverse Split Swap Around**

From facing couples only: In one flowing motion, beaus 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:



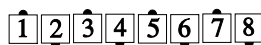
Common calls include Circulate, Split Circulate, Walk and Dodge, Peel and Trail, and Trade By.

## 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:



Before



After

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**

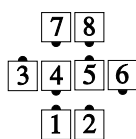
From a tidal wave: All Swing 1/2, then do an Along.

### **Swing and Circle variation**

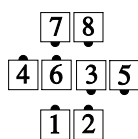
#### **(Anything) and Circle (1/4, 1/2, 3/4, Full)**

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:

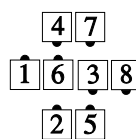
Switch and Circle 1/4:



Before



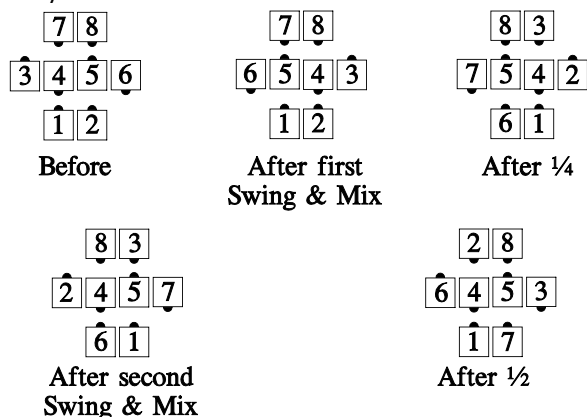
After Switch



Finished

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.

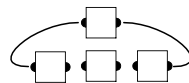
### **3 by 1 Triangle Formation/Circulate**

#### **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.

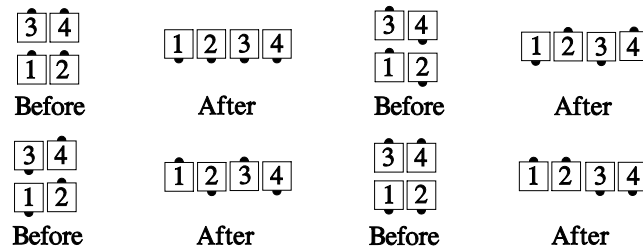
#### **Reverse Truck**

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.)

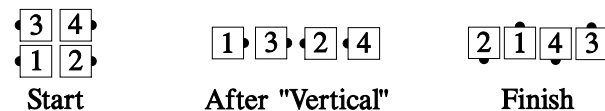
Unwrap the Diamond:



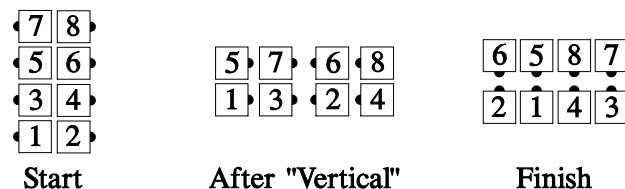
## Vertical (Anything)

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.