

C4 Calls

Original by Bill Ackerman

Last Updated by Coop Bellini, January 2024

This is the first of three books about C4. The first covers calls, the second covers concepts, and the third contains in-depth discussions about a number of complex topics.

It is not the intention of this document to be definitive or encyclopedic about exactly what calls are on the C4 “List”. The current version of this document uses the C4 List published on challengedance.org (as of June 2023) and categorizes the same calls as “less commonly used” (italicized).

These books are now being maintained by Coop Bellini and Sue Curtis, who have been providing regular updates since June 2023. Many thanks to Bill Ackerman for creating these books and maintaining them for over 10 years. His work continues to benefit the entire community.

A summary of all updates can be found at the end of this document.

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Chapter 1

Terminology

This chapter describes a wide range of topics that are not exactly calls or concepts but could be considered “general terminology”. Some of this terminology is used in call definitions later in this document. Some of this terminology may be used by callers to assist dancers in understanding a call or finding the correct ending setup.

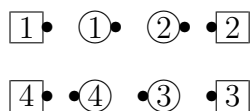
This section is divided into four parts: Formation Names, Dancer Alignment, Designators, and Other Terminology.

Formation Names

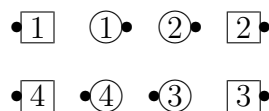
This section contains formation names that are generally used to describe beginning or ending setups, but are not typically used as concepts on their own. In cases where there is a related concept, that concept is covered separately in Book 2.

1/4 Box, 3/4 Box

1/4 Box is analogous to a 1/4 Tag or 1/4 Line, except that the centers have a Box instead of a Wave or Line. A 3/4 Box is the same except the outsides are facing out.



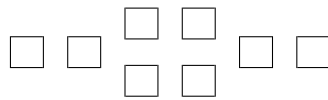
1/4 Box



3/4 Box

Bat or Rigger

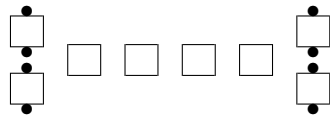
Below is a diagram of a Bat or Rigger setup. The name Rigger comes from the Rigger concept (see Book 2).



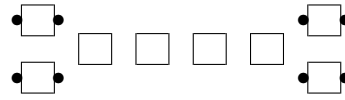
Bat or Rigger

Bone or I

Below is a diagram of a Bone or “I” setup. Some callers and dancers use the term “Bone” if the Outsides are “General Tandems” (Tandem, Facing, or Back-to-Back) and the term “I” if the Outsides are “General Couples” (Couples or Mini-Waves).



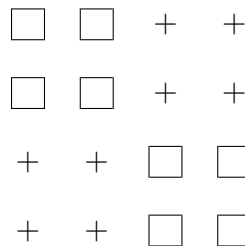
Bone



“I” setup

Clumps

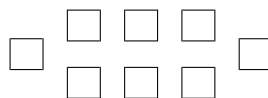
This describes a 4x4 matrix with the real people in 2x2 boxes in the corners. This term is used regardless of the facing directions of the dancers.



Clumps

Spindle or Sausage

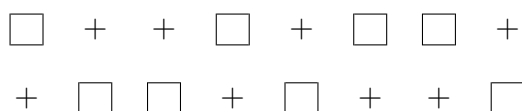
A diagram is below. This is most commonly reached by doing a 1/2 Circulate from Columns, although the terms can also be used with other facing directions.



Spindle or Sausage

Traps

This is short for “Trapezoids” and denotes a 2x8 matrix in which each 2x4 has the real people in a Trapezoid. The dancers may have any facing directions.

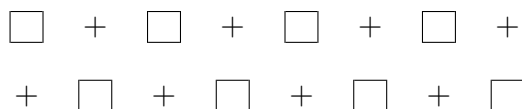


Traps

This term is generally used only to describe the arrangement of real people after a phantom call ending in a 2x8 (e.g. “you have Traps”). Callers wanting the dancers to do a call in this setup use the full word “Trapezoid”.

Zipper

This denotes a 2x8 matrix with the arrangement of real people shown below. The dancers may have any facing directions.



Zipper

This is generally used only to describe the arrangement of real people after a phantom call ending in a 2x8 (e.g. “you have a Zipper”). If a caller wants dancers to do a call in this distorted setup, they need to use a term that clarifies whether the dancers should treat this as a distorted 2x4 or a distorted Tidal setup, using a term such as “Distorted Tidal Wave”.

Dancer Alignment

Breathing

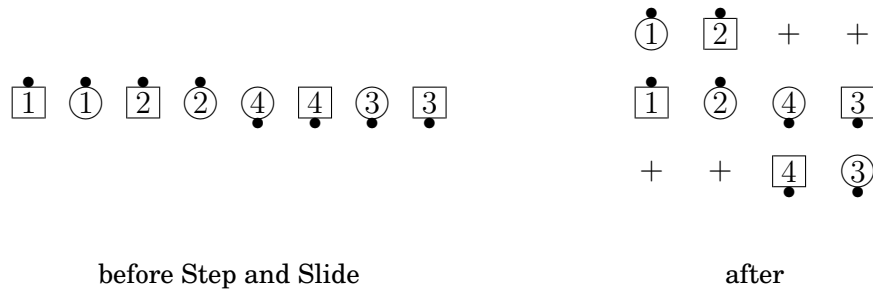
Breathing refers to the general act of moving adjacent smaller formations towards each other or away from each other as the formations change shape. Think of the call “Lock It” going from Parallel Waves to a Tidal Wave and vice versa. The two individual waves must adjust so as to remain adjacent, but not on top of each other, and not introducing phantoms in between them.

Breathing is the normal behavior of most calls. Calls that are exceptions to this normal behavior are labeled as “Space Invaders”.

Space Invader

A call is considered a “Space Invader” if the definition relies primarily on the precise positioning of a dancer on the floor and not on the relative position with respect to other dancers. Prototypical examples include Press and Truck.

Some calls may be a Space Invader in one direction but permit breathing in the other direction. Step and Slide (from a Tidal Line) is an example.



From the starting setup above, each side of the square starts in a Line and ends in a Box. However, the “Space Invader” nature of the call forces the Centers of each side to step straight forward, the Ends of each side to slide towards each other, and the two Boxes to end offset from each other. However, the two formations still end up adjacent to each other, with no phantoms or extra space between them. You could say that this call “invades space” in one direction but “breathes” in the other direction.

In this document, any call that is a Space Invader is clearly specified as such. Examples include Curve, Shove Off, and Bridge the Gap. The call (Cross) Pair the Line behaves like Step and Slide.

Designators

Inner Active, Outer Active

These designate specific dancers, usually from Parallel Waves. The Inner Actives are the Ends facing in and the adjacent dancers. The Outer Actives are the Ends facing out and the adjacent dancers.

Head/Side Liners

Head Liners means those facing Head walls, and Side Liners means those facing Side walls.

Head / Side Corners

Head Corners means Head Boys and their corners, or in other words, the Side Girls. Side Corners means Side Boys and the Head Girls.

This term should generally be avoided where possible. Some dancers consider this to be sexist, and others simply prefer not to remember whether they are Heads or Sides.

Other Terminology

Natural or Any Shoulder

There are several terms that essentially mean to use the “natural” hand or pass the “natural” shoulder, based on the handedness of the setup. From a Left-Hand Two-Faced Line, “Natural” or “Any Shoulder” Turn and Deal means Left Turn and Deal. This is analogous to the Any Hand Concept at Advanced, but applies somewhat more broadly.

This document typically uses the term “Natural”. From a left-handed miniwave, a Natural Step Thru, Natural Pass Thru, or Natural Turn Thru means Left Step Thru, Left Pass Thru, or Left Turn Thru, respectively.

Quarter To Handhold

This term is typically used from a 3/4 Tag after an Extend or 1/4 Tag-type Scoot Back. It means to quarter to the direction of the Centers’ handedness, usually the hand you recently used.

Chapter 2

Tagging Call Combinations

At challenge, it is common to create fairly complex calls by combining tagging calls with additional actions, often called “tagging call endings” or “tagging call extensions”. For example, on the call Flip Your Neighbor, the tagging call is Flip the Line 1/2, and the tagging call ending is Follow Your Neighbor.

This document covers a wide range of tagging calls and tagging call endings. It is not feasible to list all the ways that they can be combined. Instead, we simply list all of the relevant tagging calls and all of the relevant tagging call endings, and provide a few examples of combinations. Tagging calls defined in this document contain the clear statement “This is a tagging call.” Tagging call endings in this document include the abbreviation “<ATC>” to mean “any tagging call” and otherwise follow the syntax that is actually called. If you hear a call such as “Flip the Yellow Brick Road” and want to look it up, keep in mind that “Flip” can be a tagging call; you’ll need look this up under “<ATC> the Yellow Brick Road”.

The next two sections separately cover the tagging calls and tagging call endings.

Tagging Calls

The following tagging calls are used at levels below C4:

- Tag the Line
- (Cross) Flip the Line
- Vertical Tag
- Chase the Tag
- (Cross) Loop and Tag
- Track N. You may not think of this as a tagging call, and we do not call examples such as “Track the 3/4 Tag”. However, the possibility of doing Track 0, 1, 2, 3, or 4, allows us to use it with tagging call endings. The “1/2 Tag position” is reached by doing Track 2. “Track Your Neighbor” means Track 2, then Follow Your Neighbor. “Track Reaction” means Track 2, Scoot Back to a Wave, Chain Reaction.

- Double Pass Thru. You may not think of this as a tagging call, and we do not call examples such as “Double Pass the 3/4 Tag”. However, many callers do use examples such as “Double Pass Chain Thru Reaction”. The “1/2 Tag position” of Double Pass Thru is reached by doing Extend Twice (or “Tandem Touch”), although the dancers do not take hands or pause the way they would on Extend Twice.

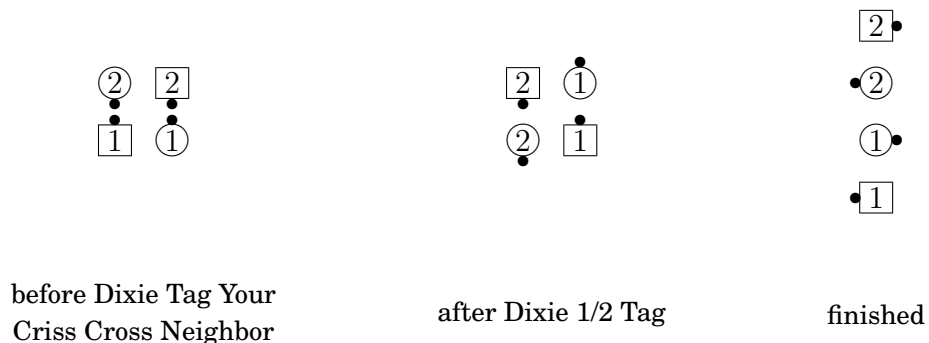
Some callers use Extend or Jaywalk as tagging calls for use with certain tagging call endings. This works best if the tagging call ending can stand on its own or is defined from the 3/4 Tag position. Calls such as “Extender’s Delight” or “Jaywalker’s Dilemma” simply mean to do the Extend or Jaywalk, and then do the Delight/Dilemma. However, the use of Extend or Jaywalk in this manner does not work with all tagging call endings.

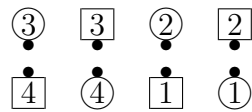
Some callers and dancers think of Pass and Roll as a tagging call, where the 1/2 Tag position is 5/8 Pass and Roll. This makes the call “Pass and Roll Your Neighbor” fit into the general category of “<ATC> Your Neighbor”. However, this is not widely accepted, and the Pass and Roll versions are not divided into parts in the same way as the <ATC> versions. For tagging call endings commonly used with Pass and Roll, there is usually a separate definition that describes that combination. (For examples, see Pass and Roll Your Cross/Criss Cross Neighbor in the Callerlab C-1 and C-2 definitions, and the call “Pass and Roll the Yellow Brick Road” in this document.)

The following additional tagging calls are used at C4. They are defined later in this document. As you read those definitions, pay attention to the 1/2 Tag position and picture them being combined with endings such as “Your Criss Cross Neighbor” or “Chain Thru Reaction”.

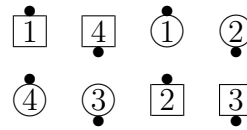
- Circle the Tag
- Dixie Tag
- Invert the Tag
- Snap the Tag
- Tag the Star

Below are some examples.





before Reflected Circle the Tag
Chain Thru Reaction



after

Tagging Call Endings

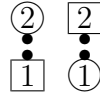
The following tagging call endings are used at levels below C4:

- <ATC> Back (Scoot Back)
- <ATC> Chain Thru (Scoot Chain Thru)
- <ATC> Delight/Dilemma
- <ATC> (Back or Chain Thru) Reaction/Reactivate/Nuclear Reaction
- <ATC> The Top (as in Tag the Top)
- <ATC> Your Neighbor
- <ATC> Your Cross Neighbor
- <ATC> Your Criss Cross Neighbor
- <ATC> Your Leader

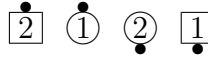
The following additional tagging call endings are used at C4 and are defined later in this document:

- <ATC> And Spin
- <ATC> Back and Dodge
- <ATC> Er's Dream/Nightmare
- <ATC> Er's Flow (or Cross It/Criss Cross It)
- <ATC> Er's Motion
- <ATC> Eroo
- <ATC> To a Diamond/Interlocked Diamond/Hourglass/Z
- <ATC> 3/4 And Trade (3/4 Tag and Trade)
- <ATC> The Yellow Brick Road (or Yellow Bricking <anything>)

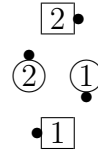
At C4, expect to hear many combinations of new tagging calls and endings, such as "Circle the Tag and Spin Right" or "Tag the Star to a Diamond".



before either call



after
Circle the Tag
And Spin Right



after
Tag the Star
To a Diamond

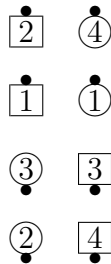
Reflected and Revert

Most of the tagging calls discussed above (with or without endings added) can be used with Reflected or Revert. Reflected is C3B, and the reader is expected to already know that. Revert applies to tagging calls in the same manner as Reflected, except that the action added is a Cast Off 3/4 instead of the Tandem Arm Turn 1/4. Do the tagging call to the 1/2 Tag position, Cast Off 3/4, then continue with the rest of the call, if any.

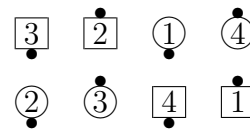
Revert Tag the Line:

- 1/2 Tag
- Cast off 3/4
- Extend twice

Below is a longer example involving Revert.



before Revert Track and
Scatter Nuclear Reaction



after

Revert pre-dates Reflected. Many callers prefer Reflected today because Revert tends to result in too much turning in the same direction.

Long Combinations

Some of the tagging call endings can result in calls that are quite long and have many variations. For example, consider the call "Reflected Loop and Tag Chain Thru and Scatter Cross Reactivate to

a Diamond”. Fortunately, most of the words appear in the order they need to be used (except that the tagging call is done before the Reflected or Revert).

Here is how to think about examples like the one above:

1. Do the tagging call to the 1/2 tag position.
2. If Reflected or Revert was given, do that.
3. Do either Scoot Back to a Wave or Scoot Chain Thru to a Wave. Scoot Chain Thru is easier to remember because the words “Chain Thru” will appear. If “Chain Thru” is not specified, you still have to do the Scoot Back to a Wave.
4. If Scatter was given, the outsides effectively Trade with each other.
5. Do the Reaction call (Chain Reaction, Reactivate, or Nuclear Reaction). Make sure to apply the “Cross” modifier if given with this call. However, if the word “Cross” is given with the tagging call (as in “Cross Flip” or “Cross Loop and Tag”), that applies only to the tagging call.
6. If the call was Reactivate, it might be modified by “To a Diamond” (or other formation). (See [Reactivate to a Diamond](#), page 108, for details on this modification.)

These long calls can be overwhelming at first, but most people get accustomed to these calls over time. The specific example above is actually C3B except for the “To a Diamond” part modifying Reactivate.

Chapter 3

Concise Modifiers

At lower levels, individual parts of calls are often modified or replaced using terminology such as “Replace the <Nth> part” or “Skip the <Nth> part”. At C4, these types of modifications are typically made with more concise terminology, using either the “Meta-Concept method” or the “But” modifier.

Meta-Concept Method

With this method, a meta-concept (such as Initially, Secondly, or Finally) is used in combination with a call modifier such as Add, Omit, or Use.

Add <call>

This tells the dancers to “add” (do) the <call> after the part(s) specified by the meta-concept.

Initially Add Step and Fold, Turn the Key:

- Do the first part of Turn the Key (Trade).
- “Add” (do) the Step and Fold
- Do the remaining parts of Turn the Key (Counter Rotate, Hinge).

Omit

This tells the dancers to “omit” (not do) the part(s) specified by the meta-concept.

Secondly Omit, Turn the Key:

- Do the first part of Turn the Key (Trade).
- “Omit” (do not do) the second part.
- Do the last part of Turn the Key (Hinge).

Use <call>

This tells the dancers to “use” (do) the <call> as a replacement for the part(s) specified by the meta-concept.

Secondly Use Step and Fold, Turn the Key:

- Do the first part of Turn the Key (Trade).
- “Use” (do) Step and Fold instead of the Counter Rotate.
- Do the last part of Turn the Key (Hinge).

“But” Modifier

This is defined at C-1 but more heavily used at higher levels.

From the Callerlab C-1 Definitions, as of November 2023:

<main call> But <anything>

This syntax describes a specific modification to <main call> in which one or more parts of <main call> are replaced with <anything>. Some call definitions describe what “But” means when used with that call. (See Percolate [in the C-1 definitions], for example.)

Otherwise, “But” means that the Centers replace their last part of <main call> with <anything> while the other dancers complete <main call> normally. To use “But” in this way there must be a clear last part for the Centers, it must occur only in the center, and it must not involve interacting with the other dancers.

Most C4 calls used with “But” follow the C-1 definition.

C4 calls with an exceptional definition of “But” are noted in the call headings and the Table of Contents.

Chapter 4

The Calls

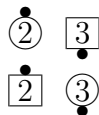
<N/4> the Alter

This is like Alter the Wave, with the given fraction (1/4 or 3/4) used in place of all the normal fractions used for arm turns and counter rotates.

From a Mini-Wave Box.

This call has 4 parts:

1. Arm Turn 1/4 or 3/4.
2. Centers Cast Off 1/4 or 3/4 while the Ends U-Turn Back.
3. Counter Rotate the Diamond 1/4 or 3/4.
4. Flip the Diamond.



before 1/4 the Alter



after

Only Flip the Diamond is not replaced with the given fraction.

Ends in a Wave of the opposite handedness from the starting Box.

<I-J-K> Quarter the Alter

This replaces the Casts and Counter Rotates in 1/4 the Alter with the given fractions, and is called as e.g. “2-3-1 1/4 the Alter” where 1 equals 1/4, 2 equals 1/2 and 3 equals 3/4.

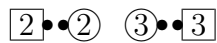
From a Mini-Wave Box or Wave.

This call has 4 parts:

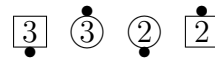
1. Arm Turn the first fraction.
2. The Centers Cast Off the second fraction while the Ends U-Turn Back.
3. Counter Rotate the Diamond the third fraction.
4. Flip the Diamond.

Only Flip the Diamond is not replaced with one of the fractions given.

Ends in a Wave of the opposite handedness from the starting formation.



before 1-3-2 the Alter
Note the Step to a Wave



after

<N/4> the Alter and Circulate

This is sort of like Alter and Circulate, with the given fraction (1/4 or 3/4) used everywhere.

Turn the indicated fraction. Then the centers turn that fraction while the ends U-Turn Back. Ends Circulate while the center 2 trade. Counter Rotate the diamond (“Turn the star”) by the indicated amount. Flip the Diamond.

<I-J-K> Quarter the Alter and Circulate

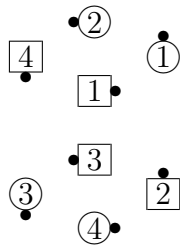
Turn the first fraction. Then the centers turn the second fraction while the ends U-Turn Back. Ends Circulate while the center 2 trade. Counter Rotate the diamond (“Turn the star”) by the the third fraction. Flip the Diamond.

This may be called just <I-J-K> Alter and Circulate.

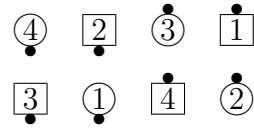
<N/4> Chain and Circulate In

From lines if the fraction is odd, and diamonds if it is even.

Centers Cast Off the indicated fraction, the very Center 2 Trade, then Centers Cast Off 3/4 and Spread while the Ends Circulate Twice and Spread.



before Half Chain and Circulate In



after

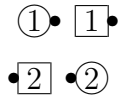
The family of “and Circulate In” calls all involve the Centers Spreading and the Ends Circulating Twice and Spreading.

3/4 Chain and Circulate In is the same as Fan Chain and Circulate In.

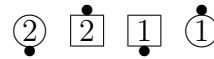
The usual sound effect is “Starts in the middle”.

1/4 Cross, 3/4 Cross

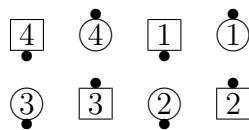
This is 2/3 of the call 1/4 or 3/4 Mix. Right Arm Turn the indicated fraction, and the centers Cross Run.



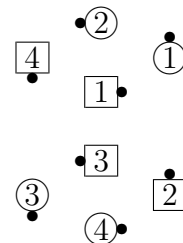
before 1/4 Cross



after



before 3/4 Cross (starts with the **right**)



after

<I-J-K-L> Change the Web

This is like Change the web, but the fractions are given separately.

The center wave casts the first fraction, and then the center two cast the second fraction. After making the stars, they turn the third fraction. The center 2 finish by casting the fourth fraction.

<I-J-K-L> Quarter the Deucey

This is like 1/4 the Deucey or 3/4 the Deucey, but the fractions are given separately.

Cast the first fraction. Centers Cast the second fraction. The end looking out Circulates, while the end looking in steps forward into a star. The center star turns the third fraction. Finally those who meet cast the last fraction while the others “move up”.

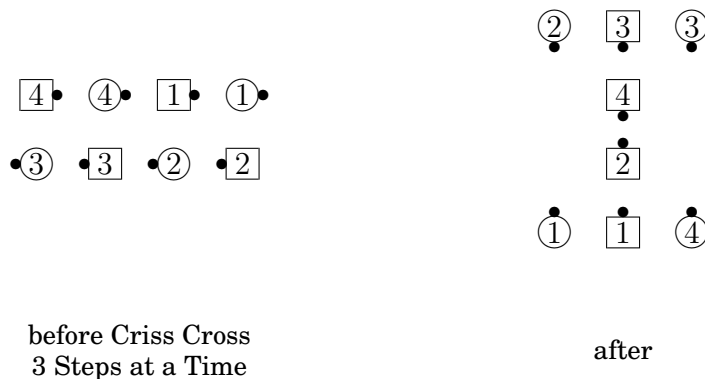
<I-J-K-L> Relay the Top

This is like Relay the Top or <N/4> Cast and Relay, but the fractions are given separately.

Cast the first fraction. Centers cast the second fraction while the ends half Circulate. Turn the center star the third fraction, while the others trade. Finally, those who meet cast the last fraction while the others “move up”.

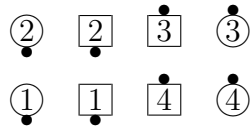
[Cross] [Criss Cross] <N> Steps at a Time

These are generalizations of <N> Steps at a Time. On Cross <N> Steps at a Time, the first <N> people Trail Off instead of Peeling Off, step ahead, and Bend the Line, while the others move forward, Trade, and Roll. On Criss Cross <N> Steps at a Time, in addition to the first <N> people doing a Trail Off, the others cross as they come in to the middle, Trade with their opposite hand, and Roll.

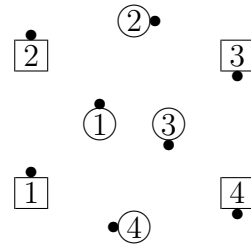


1/4 Wheel to a Diamond etc., 3/4 Wheel to a Diamond etc.

These are like Wheel to a Diamond etc., but they start like a 1/4 Wheel the Ocean or 3/4 Wheel the Ocean.



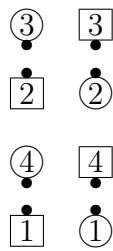
before 1/4 Wheel to an Hourglass



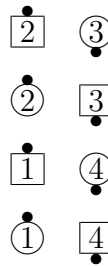
after

<anyone> Advance to a Column

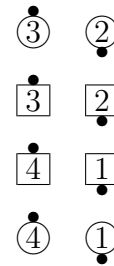
This starts with <Anyone> Walk while the others Dodge. The setup should now be a column. Dancers 1 and 2 in the column Tandem Run while 3 and 4 Column Circulate, Trade, and Column Circulate.



before Beaus Advance
to a Column



after first part



finished

One can also “Finish Advance to a Column”. This omits the Walk and Dodge. The person designator is not given.

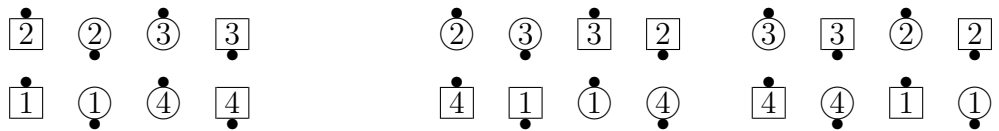
This can also be danced as the Walk and Dodge, all 8 Circulate, centers Trade, all 8 Circulate. However this doesn't work with the commonly called 3x3 and Single versions of this call.

<anyone> Bypass

All Pass Thru, and the designated people **refrain from** turning around. The non-designees U-Turn Back.

<anyone> Rolling Ripple N by N (By N)

From a line. The designated dancer Ripple the first number given. The dancer now occupying the original rippler's position Ripple the next number given. Repeat part 2 for each additional given number.



Before Lead Ends Rolling Ripple 3 By 2

After First Ripple 3

after

Note: Wait until each Ripple is complete before the next Ripple begins. Consider very ends Rolling Ripple 5 by 4 from a Tidal Wave.

<ATC> and Spin <direction>, <ATC> and Spin <anything>

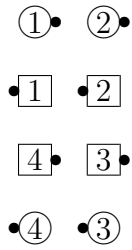
Do the tagging call to the 3/4 Tag position. Centers cast off 3/4, while the ends quarter in the indicated direction. If no direction is given, the ends do not turn.



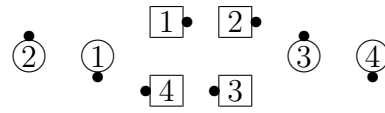
before Flip and
Spin Left

after

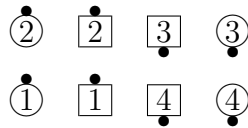
The caller may give a call instead of a direction, in which case the ends do the call.



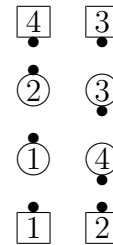
before Flip and Spin [Rally]



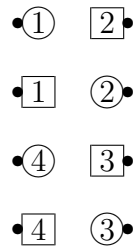
after



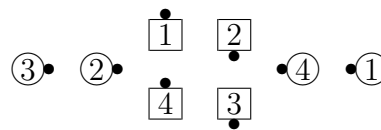
before Tag and Spin [Concentric Shakedown]



after



before Vertical Tag and Spin [Single Wheel]



after

<ATC> Back and Dodge, <ATC> and Dodge

This is like <ATC> Back to a Wave, but turns the Scoot Back into a Scoot and Dodge. On the call <ATC> Chain Thru and Dodge, it's a Scoot Chain Thru and Dodge. There is **always** a Scoot Back,

just as there is always a Scoot Back on things like Flip Reaction. The caller might leave out the word “back”. “Flip and Dodge” is the same as “Flip Back and Dodge”.

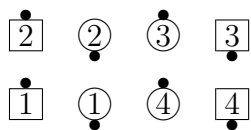
It is considered unamusing to use “Scatter” with this, as in “Flip Chain Thru and Scatter and Dodge” or “Scatter Scoot and Dodge”. In this case, the people doing the Dodge slide past each other into each other’s place.

The “to a Wave” variant is also unamusing.

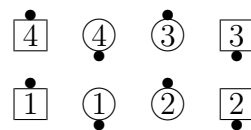
<ATC> er’s Dream/Nightmare

These calls are similar to <ATC> er’s Delight/Dilemma.

Do the tagging call to the 3/4 Tag position. Then the Ends Quarter Right for Dream and Left for Nightmare, and Circulate *just one position*. The centers Swing, Slip, and Slide Thru. The Slide Thru will be out of a mini-wave. Beware: in some cases (e.g. Flipper’s Dream from a left-handed wave) the Slide Thru will be from a left-handed mini-wave. Purists may consider that bogus. Do it anyway. Step ahead from the left-handed mini-wave and quarter in the appropriate direction. Do not do a Mirror Slide Thru.



before Flipper’s Dream



after

Delight/Dilemma/Dream/Nightmare can be called by themselves from a 3/4 tag or other applicable setup. One also hears Central Delight, etc.

<ATC> er’s Flow [,Cross It] [,Criss Cross It]

Do the tagging call to the 1/2 Tag position. What happens next can be formulated in a number of ways, but the commonly used method is:

<ATC> er’s Flow: Tandem Trade

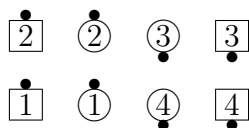
<ATC> er’s Flow, Cross It: Tandem Cross Roll

<ATC> er’s Flow, Criss Cross It: Centers Tandem Cross Run, taking a path around the Ends, while the Ends simultaneously Tandem Cross Run, taking a path inside the Centers.

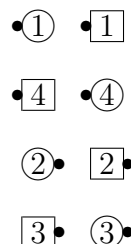
Then, in all 3 cases, do a (normal, not Tandem) Slip.

This derives from [Linear Flow](#) (page 90).

These calls may have been originally intended to be given with “Cross” and “Criss Cross” modifiers in front, as in “Cross Tagger’s Flow”, but it leads to serious ambiguity if the tagging call is “Flip” or “Loop and Tag”. So the “Cross” and “Criss Cross” modifiers are always at the end, as in “Flipper’s Flow, Cross it” or “Cross Loop and Tagger’s Flow, Criss Cross it”.



before Tagger’s Flow
, Cross it



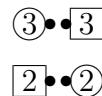
after

<ATC> er’s Motion

Do the tagging call to the Full Tag position, then Mirror Single Turn to a Line. Think of it as doing the last part of the Centers’ part of Sets In Motion.



before Flipper’s Motion



after

<ATC> Eroo

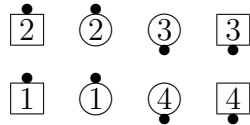
Do the tagging call to the 3/4 Tag position. Then, Ends Quarter to Handhold (typically right) and Circulate one position while the Centers Cast Off 3/4.

Sometimes “Eroo” is called by itself when in diamonds. Ends Circulate while the Centers Cast Off 3/4.

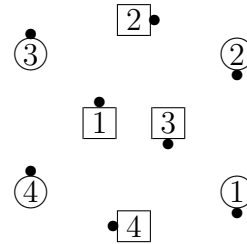
“Switcheroo” – Switch to a Diamond, Eroo.

<ATC> to a Diamond / Interlocked Diamond, Hourglass, Z

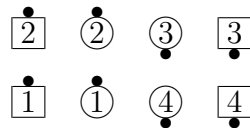
Do the tagging call to the 3/4 Tag position. Then, Ends Quarter to the wave direction. This is “<ATC> to a diamond”. For the other setups, do the same transformation as you would on “Switch to a <whatever>”: Center 2 Slither for interlocked diamonds, center 2 Snake for an hourglass, or ends roll and adjust to stand behind the appropriate center for a Z.



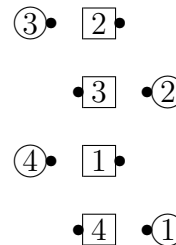
before Tag to an Hourglass



after



before Tag to a Z



after

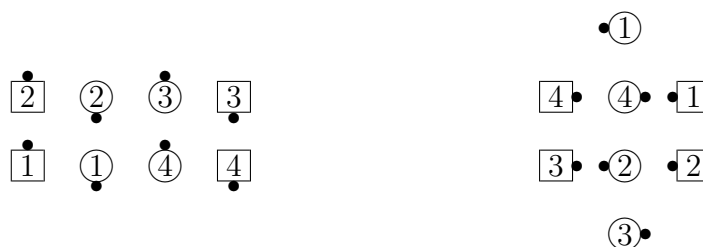
These variants for interlocked diamond, hourglass, or Z also apply to other calls that create diamonds: “Inlet to a <whatever>”, “Follow to a <whatever>”, “Cross to a <whatever>”, or “Wheel to a <whatever>”. The adjustment to the final formation is always the same. The tricky one is for an hourglass—the center 2 do a Snake (in one smooth and elegant motion, of course) as they come into the center.

<ATC> 3/4 and Trade (3/4 Tag and Trade)

Do the tagging call to the 3/4 Tag position. Then, Centers Trade the Wave while the Ends Trade.

Because the phrase “and Trade” can be misconstrued so easily, this is a linguistically dangerous call. Saying just “Tag and Trade” would have the dancers wondering what alternative parsings exist. So the caller will generally put the phrase “3/4” in it somewhere, as in “3/4 Flip and Trade” or “Vertical Tag 3/4 and Trade”. (Of course, putting “3/4” in front of a call runs the risk of making

dancers think it is being fractionalized, so it's still linguistically dangerous. There's only so much the caller can do.)



before 3/4 Flip and Trade

after

<ATC> the Yellow Brick Road, <ATC> the Yellow Bricking <anything>

These are the <ATC> versions of "Follow the Yellow Brick Road". Do the tagging call to the 1/2 Tag position, Follow Your Neighbor, Spread, Slither, Centers Follow Your Neighbor and Spread while the ends Circulate 1-1/2, then the couple on the end of the line of 6 does a Concentric Wheel and Deal while the other outside person does a Counter Rotate to become the end of the center wave.



before Reflected Cross
Loop and Tag the Yellow
Bricking [Bend the Line]

after

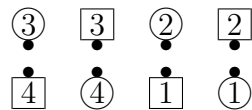
Calls such as the example above tax one's memory. Be prepared to help your fellow dancers if they forget the <anything> call.

<anything> the Action

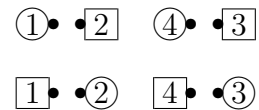
Do <anything>, followed by The Action.

<anything> the Boat

The <anything>, replaces the first part (Pass Thru) of Load the Boat.



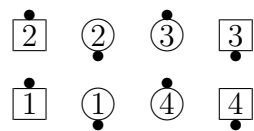
before Cross and Turn the Boat



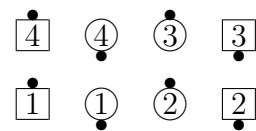
after

<anything> the Key

The <anything>, replaces the first part (Trade) of Turn the Key.



before Turn the Key the Key



after

<anything> the Lock, <anything> the Top, <anything> the Hinge

See [Hinge the Top](#), page 83.

<anything> the Wave

See [Clover the Wave](#), page 43.

About

This is just Explode. See also Swing About.

All 8 Cross Cycle

This is just a Cross Cycle variant of the C1 call All 8 Recycle. That is, Cross Concentric Cross Cycle.

All 8 Cycle and Wheel, All 8 Cycle and Turn and Deal

This is just the appropriate variant of the C1 call All 8 Recycle. That is, Centers Cross Concentrically Wheel and Deal or Turn and Deal, while the ends Cross Concentrically Recycle.

Alter the Diamond

Counter Rotate the Diamond 1/2 (or whatever amount is specified), Flip the Diamond, and Fan Back. This has three parts—the diamond Counter Rotates count as one part.

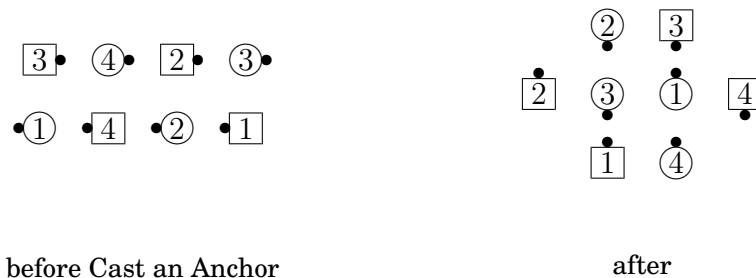
An Anchor, <anything> An Anchor, An Anchor but <anything>

From a tidal wave: very ends Counter Rotate and be ready to Pass In with someone who will appear shortly, while the other 6 trade. Then the very ends of the wave of 6 Counter Rotate and Pass In, while the remaining 4 trade. Finally, the center 2 trade.

On An Anchor but <anything>, the <anything> replaces both the Swing and the Slip for the center 4.

This is commonly used as a suffix. The initial call is often Swing. Note that, on Swing an Anchor, people trade in decreasing numbers from 8 to 2, with alternating hands. The sound effect is often “8, 6, 4, 2” for this. For a plain Anchor, the sound effect is “6, 4, 2”.

Another common initial call is “Cast” which, in this context, means Cast off 3/4.

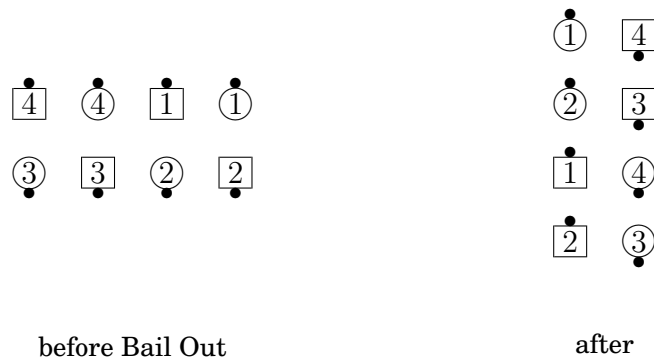


Anchor <N/4>

See [Right/Left Anchor](#), page 115. This is always given with a direction.

Bail Out

Centers Short and Sweet and then Counter Rotate, while the ends 1/2 Circulate and then Hinge.



On Bail Out but <anything>, the <anything> replaces the centers' Counter Rotate.

This call has the nice (and commonly exploited) property of having separate actions for the centers and ends, with two parts for each action. Hence it is commonly used with Central, Invert Central, Invert, Snag, etc.

Barge the Action

This is a combination of “Barge Thru” and “The Action”—Square Thru 2; The Action.

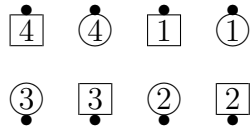
Barge Thru

Square Thru 2; Trade By.

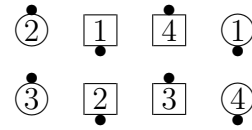
See [Square the Barge](#), page 146.

Barrel of Fun

From any lines with the ends facing out: Ends bend and touch 1/2 while the centers quarter in and Swing Thru. Then all Fan the top.



before Barrel of Fun



after

Beau Tie, Belle Tie

See [<anyone> Tie](#), page 156.

Beep Beep

This is Hinge and You All. The sound effect is “Hinge, You All”.

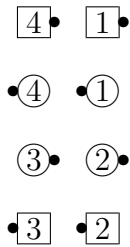
Bias Trade Circulate

This could be thought of as “Bias Circulate and Spread”. Leads Trade Circulate, while the trailers star across to their opposite.

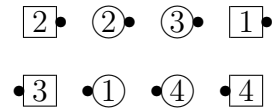
Bits and Pieces

Centers: Peel and Trail, then Ah So.

Ends: 2 “O” Circulates, then Trade.



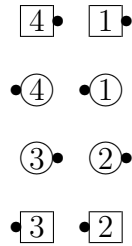
before Bits and Pieces



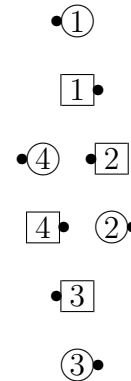
after

The centers and the ends each have 2 parts—the 2 “O” Circulates count as one part, though that part may be further subdivided.

The “usual” setup for this is some kind of lines. However, it is an extremely versatile call, and is commonly used with interesting modifications, such as centers (or ends, or everyone) work Reverse Order, or Snag someone, etc.

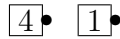


before Initially Central
Bits and Pieces



after

This can also be called when the centers are all facing in or all facing out. If they are facing in, the Peel and Trail is changed to a “Touch; Lockit; Lockit”. If they are facing out, it is changed to a “U-Turn Back; Touch”. You can think of this as doing your own part of Peel and Trail, and taking right hands upon colliding, but be aware that the actual call Peel and Trail has no such provision.



before Bits and Pieces



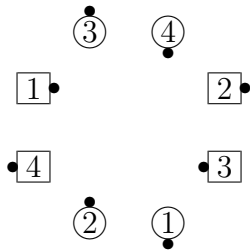
after

Brace Yourself

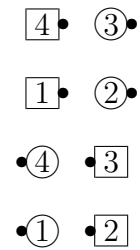
This is just the last half of a Brace Thru / Half Breed Thru: a normal couple does a Courtesy Turn, while a sashayed couple does a U-Turn Back.

<anyone> Break the Alamo

From an Alamo Ring: the designated people must be together in pairs. They identify a well-defined box, and Follow Thru and 1/2 Press Ahead. The others have the leader do a Loop 1 around the trailer. Then everyone connects to 2-faced lines.

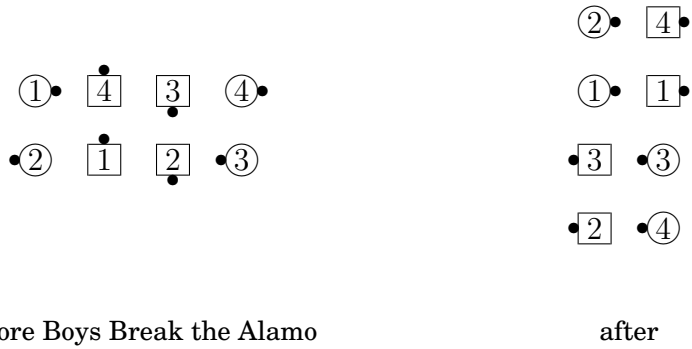


before Girls Break the Alamo



after

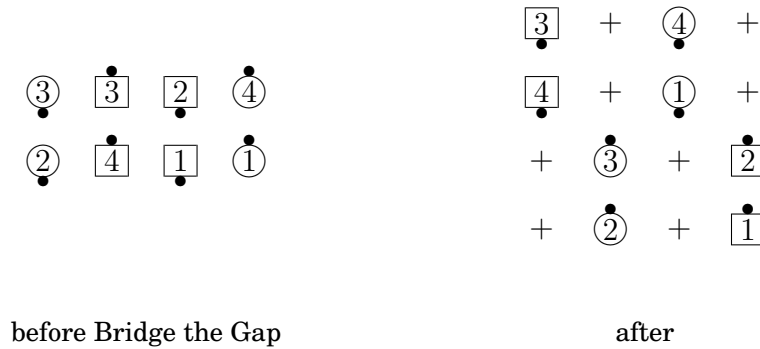
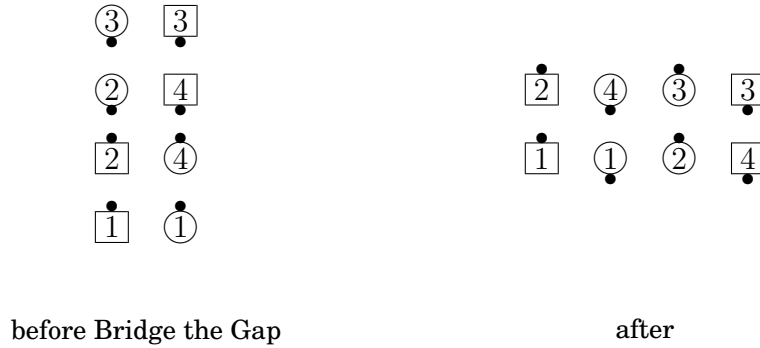
This is sometimes called from a T-boned 2x4, with the selected people in the center.

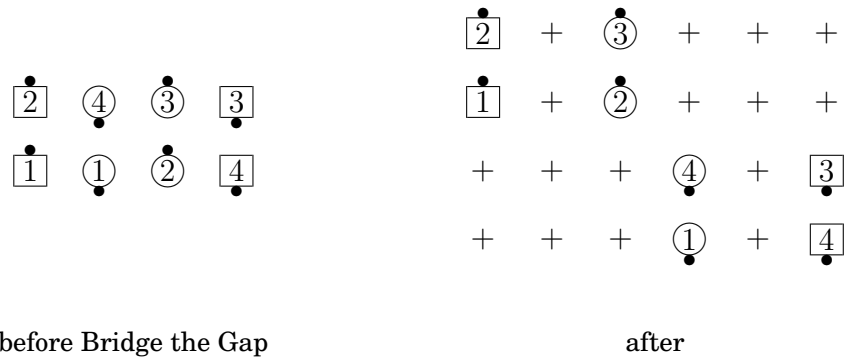


Bridge the Gap

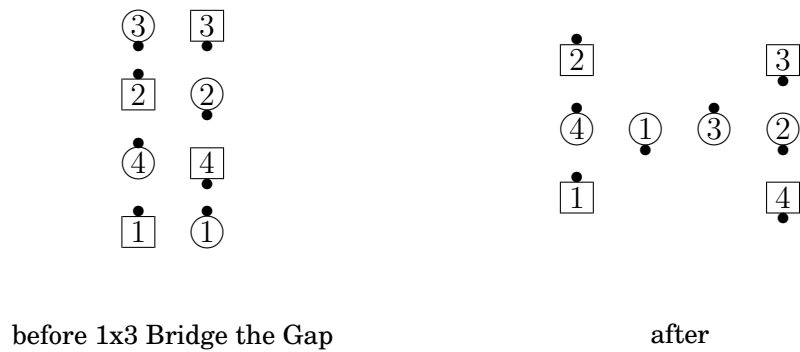
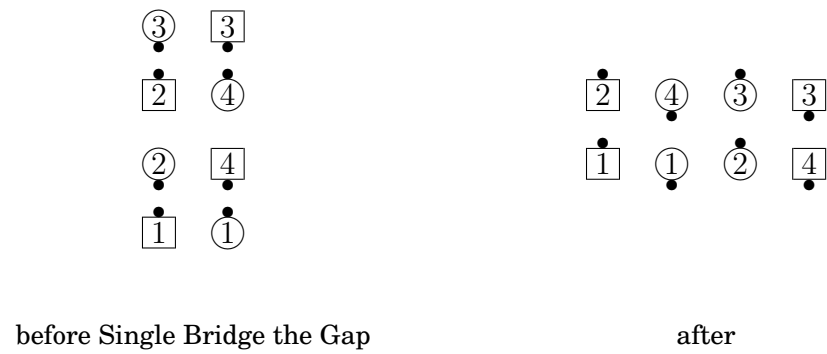
This call is a matrix (“space invader”) call. Beaus Press Left while the Belles Press Ahead and then Run/Trade/Flip Left. The belles will often find themselves trading with another person, but, if no one is there, they do a Phantom Run Left, or Left Loop 0.

The Beau/Belle identification occurs at the start of the call, based on whatever the matrix is.



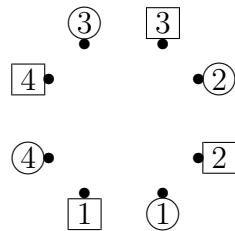


The basic use of Bridge the Gap is from a beginning double pass thru formation. The motion of the call from that starting formation has led to the use of modifiers such as Single and 3x3. Such modifiers would normally make no sense when applied to calls that are defined as completely general matrix calls. But they can be applied to Bridge the Gap based on using a Beginning Double Pass Thru formation.

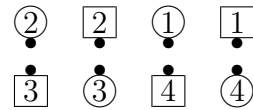


Bring Us Together

This call is usually used as a sequence starter. The designated couples move into the center, circle left (clockwise) 1/2, and slide out to the left ("Plus Two"). The other couples Single Rotate 1/4 and Phantom Follow Thru.

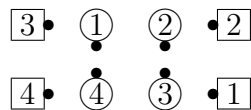


before Heads Bring
Us Together

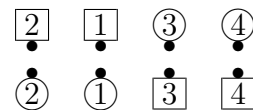


after

Of course this call is extended in a number of ways in challenge dancing. It can be done from a 2x4, equivalent to having had the the designated people already move into the center. In this case the designation of certain people is optional, but, if it is given, it must be the centers.

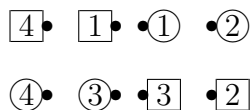


before Bring Us Together

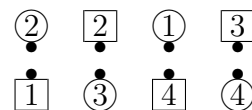


after

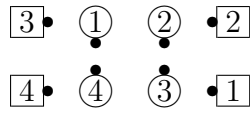
The circling distance can be modified.



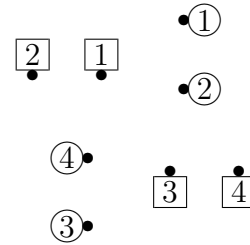
before 3/4 Circle
Bring Us Together



after

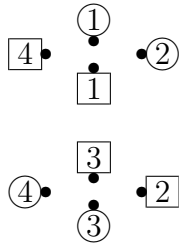


before Centers Work
Mirror 3/4 Circle
Bring Us Together

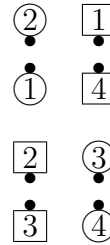


after

The call can be modified by such things as Single.



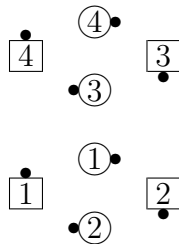
before Single
Bring Us Together



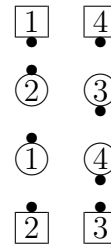
after

Buckle and <anything>

From any setup in which the ends are in line-like aspect, the end looking out Cross Folds, and the end looking in Circulates and Folds. The centers do the <anything> call.



before Buckle and 2/3 Recycle



after

“Buckle” is sometimes used by itself, directed to the ends.

A possibly useful cheat is Counter Rotate and Roll.

By [By] [By]

See [Right and Left By](#), page 115.

By Golly

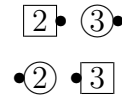
From facing couples following a call with a sweeping motion at the end. The leader of the sweeping motion does a Sweep 1/4 while the others Dodge and Any Shoulder Wheel Thru. Ends in a mini-wave box.



before Recycle By Golly



after Recycle

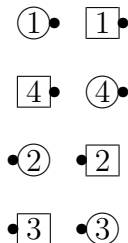


after By Golly

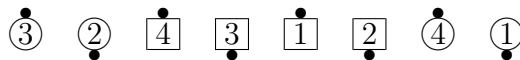
This can be danced as Veer in flow direction and Any Shoulder 1/2 Tag.

Cast a Net

From waves or 2-faced lines (usually): 1/2 Circulate. There should then be a center line and outer pairs perpendicular to that line. The very centers cast 3/4 and Spread (outward) past one person. The outer pairs Trade, and the inner one of them Spreads inward, past the people in the previous sentence, to become very centers. The remaining person Counter Rotates to become the very end. The result should be some kind of tidal line.



before Cast a Net



after

This call can be started in any setup from which a 1/2 Circulate leads to the required intermediate setup.

The initial 1/2 Circulate is a recognizable first part, and hence it is possible to do a Finish Cast a Net, which can lead to things like:



Cast an Anchor

See [An Anchor](#), page 25.

Catch It <N>

See the Expanded Supercalls ("It") section in Book 3.

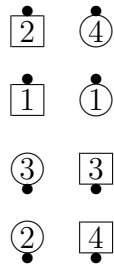
Centers Cut Out

From lines, the centers Cross Over Circulate (that's the "Cut Out") while the ends flip in. A common sound effect for this call is "ends flip in", which is useful, because the call often confuses people more than it ought to.

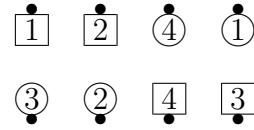
See [Ends Cut In](#), page 68.

Centers Out, or Put Centers Out

This is analogous to the Mainstream call Put Centers In.



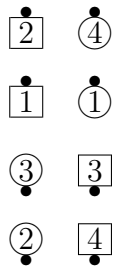
before Put Centers Out



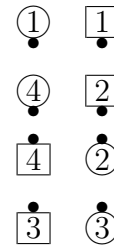
after

Centers Thru and Close the Gate, or Put Centers Thru and Close the Gate

Put Centers In, then Twist the Line.



before Centers Thru and Close the Gate



after

[Reverse] Change-O

Change-O, from columns (typically normal ones): #1 and #2 Circulate, #3 and #4 Cross Over Circulate.

Reverse Change-O, from columns (typically magic ones): #1 and #4 Circulate, #2 and #3 Cross Over Circulate.

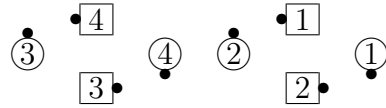
Perhaps a useful way to remember this and make sense of it is as follows: Think of a magic column as one in which the ends are “correct” and the centers are “wrong”. (Some people actually think this is true. Good challenge dancers know better. It is just an artifice for these calls.) Then Change-O means “Circulate while going into magic”. That is, cross over if you will finish in the middle. Reverse Change-O means “Circulate while coming out of magic”. Cross over if you started in the middle. Of course, if you can figure out what to do in time to do it in one smooth motion rather than two separate actions, so much the better.

Change the Apex

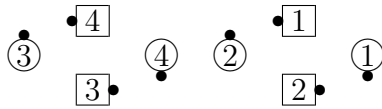
This is just Hinge By, restricted to triangles.



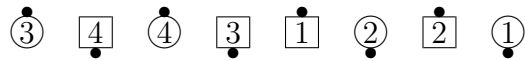
before Outside Triangles
Change the Apex
 $1/4 \times 3/4$



after



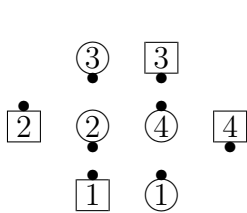
before Inside Triangles
Change the Apex
 $1/4 \times 1/2$



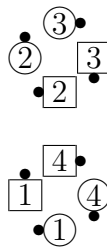
after

Change the Web

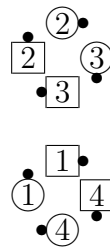
From a $1/4$ tag: the center wave does a Swing and the very centers Cast $3/4$ while the ends of the wave move forward. The outsides adjust to make two stars, in the same way stars are formed on Explode the Top. The stars turn $5/4$ (yes, $5/4$.) Then the people who find themselves in the very center Cast $3/4$ with each other, while the people behind them in the stars move forward to become ends of the center wave. The others adjust to become outsides of a $1/4$ tag.



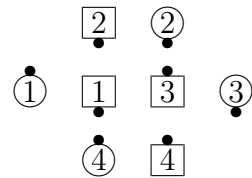
before Change
the Web



Swing, Cast $3/4$,
make stars



turn the stars



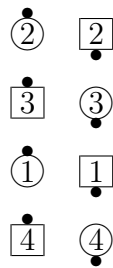
finished

Checkpoint It by It

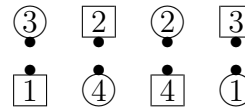
See the Expanded Supercalls ("It") concept in Book 3.

Cheerio

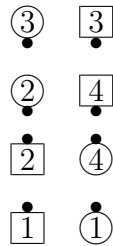
From general columns: Centers Squeeze Like a Couple Up; Ends do a Leads Run, and then they Press Ahead. If both Ends are Leads, they Trade before Pressing Ahead. If neither is a lead, they do *not* sashay. They simply Press Ahead as they are.



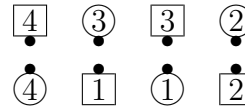
before Cheerio



after



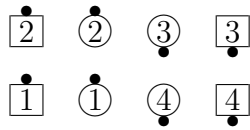
before Cheerio



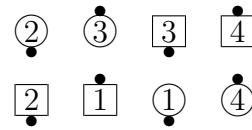
after

Chip Off

From lines with at least one pair of people forming a couple facing out: The couple facing out, or the couple on the right if both are facing out, Link Up. The other center does a Shove Off inward, taking the adjacent end.



before Chip Off



after

Circle to a 2-Faced Line

As couples Single Circle to a Wave. That is, Circle 1/2, then Veer Left.

Circle $\langle N/4 \rangle$ to a Wave

From facing couples: circle clockwise the indicated amount, With the Flow. This is just a generalization of the C2 call Circle to a Wave, which is seen to be Circle 1/4 to a Wave.

Circle the Tag $\langle N/4 \rangle$

This is a tagging call. Circle to a Wave. You are now at the 1/2 tag position. Proceed (or back up) as required.

Clean Sweep $\langle N/4 \rangle$

This has 4 parts. From facing couples, Sweep $\langle N/4 \rangle$ clockwise, Veer Left, Tag the Line, Leads Roll Right to a Wave. The sweep is always clockwise (unless the caller said "Reverse" or "Mirror".) If that isn't the same direction that a plain Sweep 1/4 would have obtained, the awkwardness is the caller's fault.



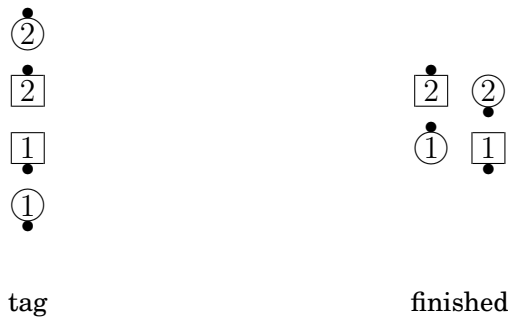
before Clean Sweep 1/4



sweep



veer

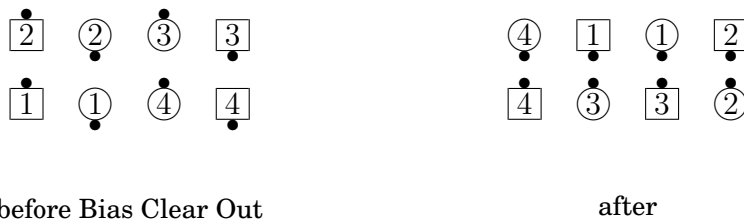


If the caller says “Reverse” or “Mirror”, all parts are reversed: Sweep counterclockwise, Veer Right, Left Tag the Line, leads Roll Left.

Clear Out, <anything> Clear Out

Clear Out is Circulate followed by centers Couple up while the ends “Like a Couple Up”. That is, the ends U-Turn Back if needed to face into their box of 4.

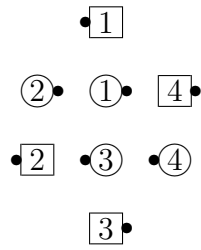
Since this starts with a Circulate, it is subject to the C2 “anything anything” rules. A circulate modifier may be given, as in “Bias Clear Out”, or a call may be given, as in “Percolater’s Clear Out”.



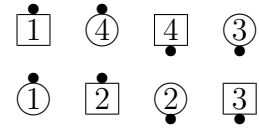
One also commonly hears Finish Clear Out. The ends must resist the temptation to go anywhere. They just U-Turn Back if necessary.

Clear the Centers for <anything>, Clear the Centers, Cross It for <anything>

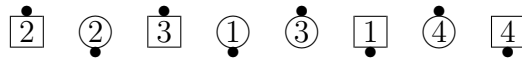
From a 1/4-tag-like formation: Centers Hinge, Box Circulate, and then Tandem Run outward. (This is typically around the nearest ends but the real people may be elsewhere.) The Ends move in and do the <anything>. If the “Cross” modifier has been given, the original centers Tandem Cross Run outward, around the far ends.



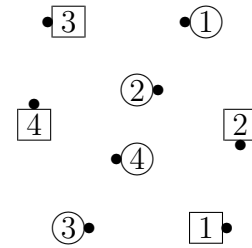
before Clear the Centers for a Bingo



after



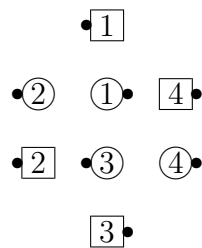
before Clear the Centers
for a Flip to a Diamond



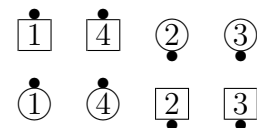
after

Clear the Way, Clear the Way, Cross It

From a 1/4-tag-like formation: centers do the same as on Clear the Centers. The ends Hinge twice, Vertical 1/2 Tag into the center, and Counter Rotate.



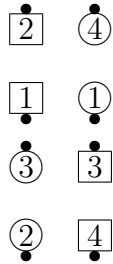
before Clear the Way



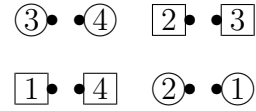
after

Clover Flow

From a Trade by: ends Cloverleaf and then Pass Thru when they get into the middle. Centers Pass Thru and then Cloverleaf.



before Clover Flow



after

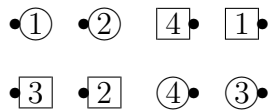
Cross Cloverleaf

Considering that Cross Clover and <anything> is on the A1 program, this has to be the world's most seriously orphaned call.

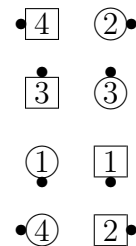
Everyone crosses.

[Cross] Clover the Horn

This starts like Cloverleaf (or Cross Cloverleaf) and ends like Round the Horn. The leads finish the Cloverleaf and Pass Thru with each other in the center. The trailers don't do the final 1/4 turn of the Cloverleaf—when they find themselves facing each other on the outside, they Pass Thru.



before Clover the Horn



after

Clover the Wave, <anything> the Wave

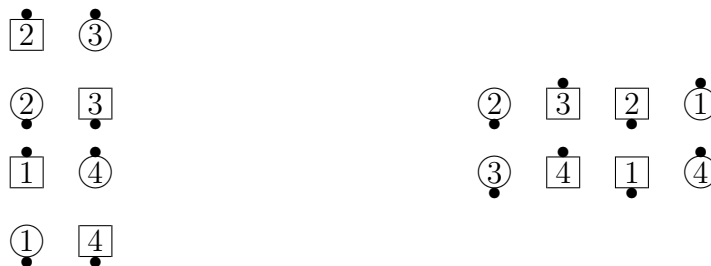
From waves: <anything> the Wave means Extend twice to a completed DPT, and then do the <anything>.

This family started as Peel the Wave and Trail the Wave, and expanded from there. Because the phrase “the Wave” is spoken at the end of the call, but affects the beginning, it has a rich history of humorous abuse. We do not endorse Revert the Cross Loop and Tag Chain Thru and Scatter Cross Reactivate to a Diamond Your Leader the Wave.

Cloverleaf Turn, Cloverleaf Turn Reaction, Cloverleaf Turn Reactivate, Cloverleaf Turn Nuclear Reaction

Cloverleaf Turn is like a Clover Flow, but each Pass Thru is replaced with a Turn Thru. In the case of things like Cloverleaf Turn Reaction, the final Turn Thru is done as a Turn Thru to a Wave, to set up the final part.

The calls Cloverleaf Turn Reaction, Cloverleaf Turn Reactivate, and Cloverleaf Turn Nuclear Reaction are analogous to Scoot Reaction. The final Turn Thru of the Cloverleaf Turn is replaced with a trade, and then the final call is done.



before Cloverleaf Turn Nuclear Reaction

after

Collapse

This is usually Collapse the Diamonds. Ends Detour while the centers Step and Fold.

One can also Collapse the Hourglass, or other setups.

On an Interlocked Collapse, the centers Step and Cross Fold.

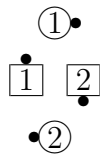
Complete the Tag

Extend, from any tagging position, all the way to a completed DPT.

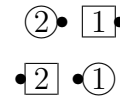
Connect the Diamond

From normal diamonds, this is equivalent to Drop In and then Counter Rotate. It also feels somewhat like Crossfire.

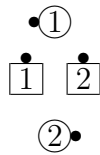
From diamonds: centers Hinge and Extend, while the points Fold or Cross Fold (usually Cross Fold) as necessary to go into the unoccupied spot.



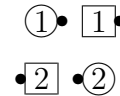
before Connect the Diamond



after



before Connect the Diamond



after

Continue to [Magic] [Cross] Invert

This continues an Invert the Column, from wherever the partial invert has finished, for one more quarter, or however many additional quarters the caller says. Recognizing a partially completed Invert the Column can be tricky. If you are in waves, the invert has gone 1/2, and the center of the wave looking out is the person who has the important part.



before Continue to Invert
another 1/4

after

Contour the Line

Hinge, Split Circulate, Split Circulate, Hinge.

This has 4 parts, and its division into parts is frequently exploited.

Convert the Triangle

From a wave or couple-based triangle, this can be quite tricky. The apex steps ahead, usually (but not always) to become the lead base of a tandem-based triangle. Any wave or couple-based person who is “infacing” (facing toward the apex) steps forward *behind* the original apex and turns to be tandem behind her. Any “outfacing” base person does 1/2 of a Run, usually to become the new apex.



before Convert the Triangle

after

Infacing base people always step behind the original apex, even if the triangle is facing:



before Convert the Triangle

after

If both base people are infacing, they both step behind the apex, maintaining their order. In this case the result is a column of 3.



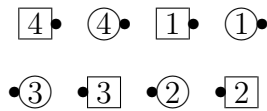
before Convert the Triangle



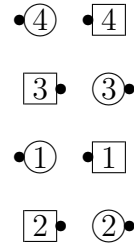
after

Cooperate

From columns: Circulate. Half Circulate. The columns of 6 then Invert the Column 2/3. The resultant center diamond Drop In.



before Cooperate



after

The celebrated cheat for this is Tandem Reach Out.

Since this starts with a Circulate, it is subject to the “<anything> Cooperate” construction, as in “Split Counter Cooperate” or “Triple Scooter’s Cooperate”.

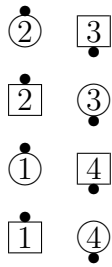
On Cooperate but <anything>, the <anything> replaces the centers’ Drop In.

Coordinate to a Diamond

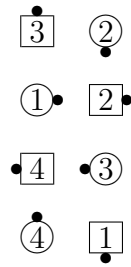
See [Reactivate to a Diamond](#), page 108.

Counteract

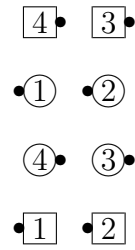
Normally from columns: ends Trade and Split Counter Rotate, while the centers Counter rotate and “anchor the (new) trailing center for a Trade”. That is, the new lead center does a Cross Run while hanging on to the trailing center. The effect of this is that the trailing center will do a U-Turn Back.



before Counteract

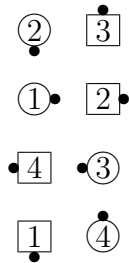


halfway

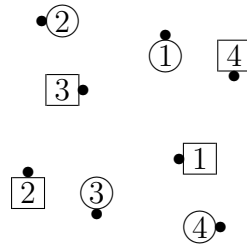


finished

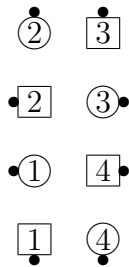
While this call has a simple feel to it in the normal situation, it is commonly used at C4 in ways that require knowledge of its precise definition.



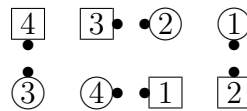
before Counteract



after



before Counteract



after

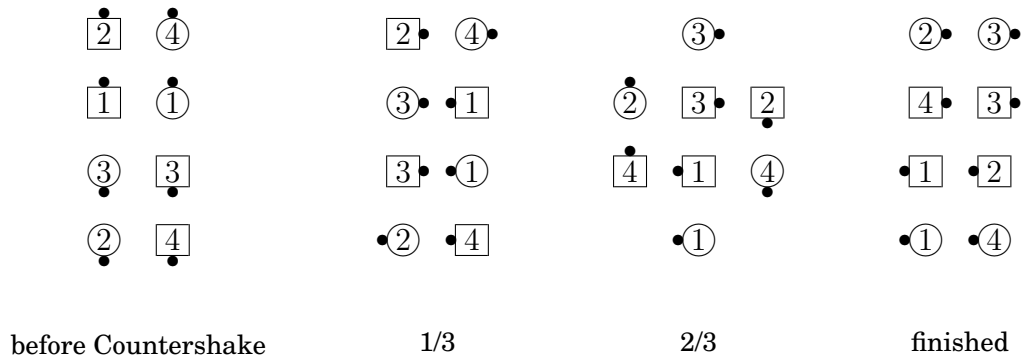
[Cross] Counterpoint

Centers Recycle (whatever kind of Recycle is appropriate) while the ends counter rotate. If the “Cross” modifier is given, the centers Cross Cycle.

Countershake

This call is difficult because the precise definition, with parts, is sometimes violated by some concepts, and replaced by something related to its “feel”.

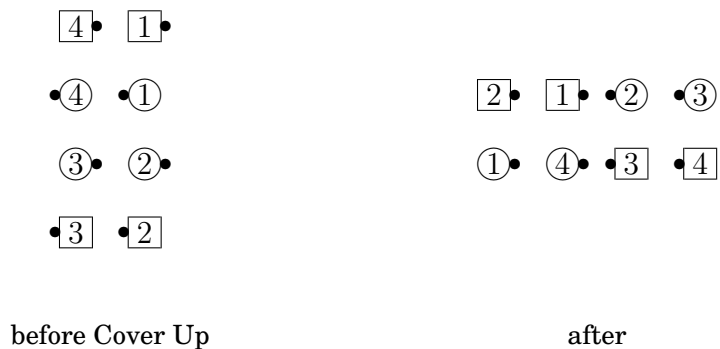
It is usually done from a completed DPT. Ends 1/4 right, Counter Rotate, and Twosome Drop In. Centers Shakedown, Veer Left, and As Couples Extend.



It has the feel of a Concentric Shakedown and solid box of 4 Touch. This is sometimes used in, for example, 3x3 Countershake from a 2x6 matrix completed DPT.

Cover Up

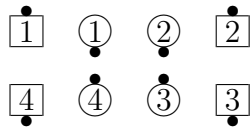
Circulate. Half Circulate. Centers Recycle while the ends natural Pass In.



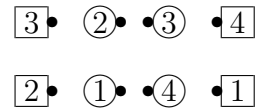
Since this starts with a Circulate, it is subject to the “<anything> Cover Up” construction, as in “Bias Cover Up” or “Remaker’s Cover Up”.

On Cover Up but <anything>, the <anything> replaces the centers’ Recycle.

When done from inverted lines, after the Circulate 1-1/2 the determination of who are the centers and who are the ends must be made carefully. The rule is that “the centers stay centers”—it is the same rule as for Tally Ho.



before Cover Up



after

Crackle

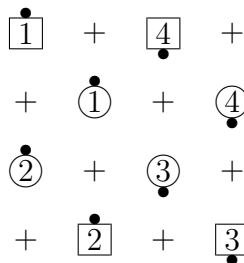
Typically from a Trade by: centers Touch (if necessary) and Lockit, while the ends Hinge.

See [Snap, Crackle, and Pop](#), page 139.

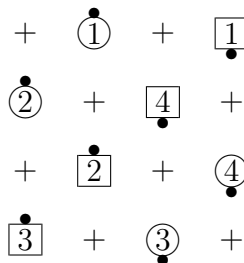
Create a Column

From any distorted column in a 4x4 matrix: If you are in the center phantom columns, do two normal Column Circulates. Otherwise, do two Butterfly or “O” Circulates, as appropriate.

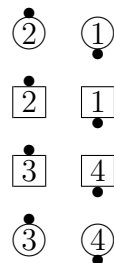
The common “cheat” way of thinking about this is: everyone does two Column Circulates while adjusting inward to make normal columns.



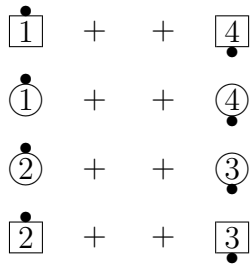
before Create a Column



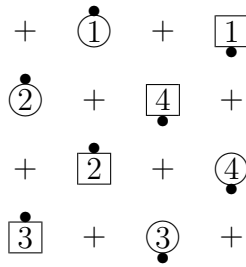
Halfway



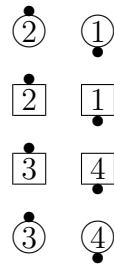
after



before Create a Column



Halfway



after

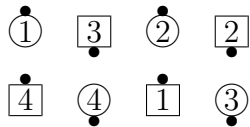
Create a Diamond

This is just Slant Touch and 1/2 Tag. It's always a right Touch.

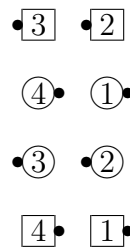
Criss Cross the Diamond

Criss Cross the Deucey; Centers Hinge; Diamond Circulate; and Centers Hinge.

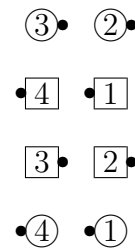
Compare this with Trade the Diamond.



before Criss Cross
the Diamond



after Criss Cross
the Deucey

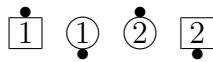


finished

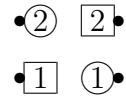
Cross and Divide

From any line of 4: The centers do 1/2 of a Cross Run to finish on one side of a couple facing out. The ends Quarter Out and get on the appropriate other side of the resulting couple.

The centers control this through their 1/2 Cross Run action. The ends must watch to see which side they are approached from. The call may be smooth:

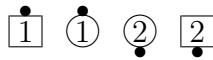


before Cross and Divide

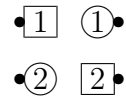


after

or not so smooth:



before Cross and Divide



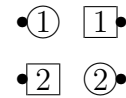
after

Cross Breed Thru

Slide Thru, and any trailers Pass Thru, passing left shoulders.



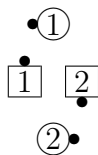
before Cross Breed Thru



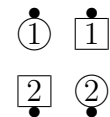
after

Cross Drop <direction>

From diamond spots. The centers come out to opposite hands, as if doing a Cross Extend. The points get out of the way appropriately and form a box.



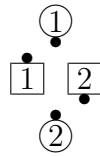
before Cross Drop Out



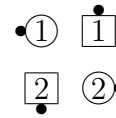
after

Note that “In” and “Out” are relative to the group of 4 dancers.

(Cross) Drop In/Out is controversial from a 1/4 Tag or 3/4 Tag, but (Cross) Drop Right/Left can be used from those setups.



before Cross Drop Right



after

Cross Follow Thru

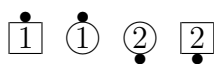
This is a Follow Thru with people extending to the opposite hand from the normal one. From a box, it is a Weave. From a 1/4 tag, it is a Cross Extend and Hinge.

Cross Horseshoe Turn

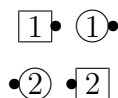
Outsides Cross Cloverleaf; centers Quarter In and Cross Trail Thru.

Cross Linear Cycle

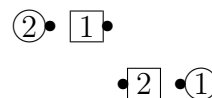
This is like a Linear Cycle, but the initial Hinge is a Once Removed Hinge.



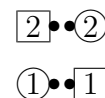
before Cross
Linear Cycle



Once Removed
Hinge

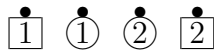


Fold

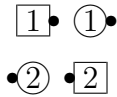


finished

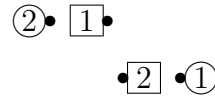
Under benign circumstances, this begins just like Cross Flip the Line, and is equivalent to Cross Flip the Line 1/2 and Couple Up, just as ordinary Linear Cycle is usually equivalent to Flip the Line 1/2 and Couple Up. However, Linear Cycle is not restricted to waves, and Cross Linear Cycle is not restricted to 2-faced lines. The initial Once Removed Hinge may be a Partner Hinge.



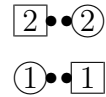
before Cross
Linear Cycle



Once Removed
Hinge



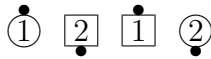
Fold



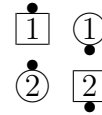
finished

Cross Sashay

Think “Slithery Crossfire”—the centers Slither instead of trading. From a wave, centers Slither and step ahead, while the ends Cross Fold.



before Cross Sashay



after

Cross the Ocean

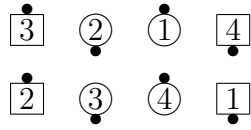
Vertical 1/2 Tag and Weave. The original intent of this call was something like Half Sashay blending into Pass the Ocean.

Cross the Top

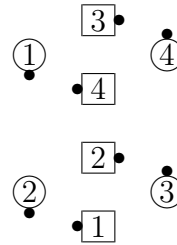
Spin the Top and Spread.

Cross to a Diamond, Hourglass etc.

Usually from lines: Centers Cross Over Circulate while the ends slide together and Hinge.



before Cross to a Diamond



after

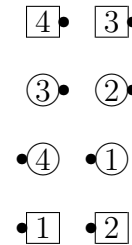
One can also Cross to an Interlocked Diamond, Hourglass, etc. See the discussion of <ATC> to a Diamond.

This call is often danced clumsily, probably because people are trying very hard to avoid confusing it with the next call in this document.

Sometimes this is tricky and requires a creative formulation of Cross Over Circulate:



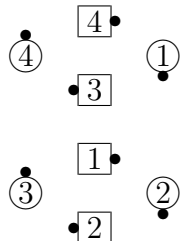
before Cross to a Diamond



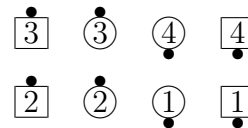
after

Cross to a Wave

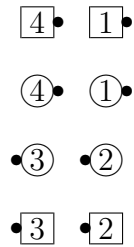
Usually from diamonds: Points Cross Over Circulate while the centers Hinge and slide apart.



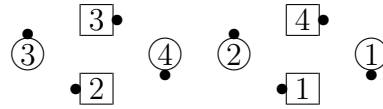
before Cross to a Wave



after



before Cross to a Wave



after

This call is often danced clumsily, probably because people are trying very hard to avoid confusing it with the previous call in this document.

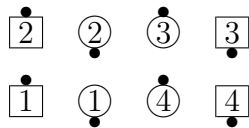
Cross Town Roll

This is a 4 dancer call, beginning in either a mini-wave box, or diamond spots. From a mini-wave box, everyone does a U-Turn Back (towards one another) and Cross Extend in a single smooth motion. From diamond spots, the centers do a U-Turn Back (towards one another) and Cross Extend in a single smooth motion to end adjacent to the original points. The points adjust to create a box.

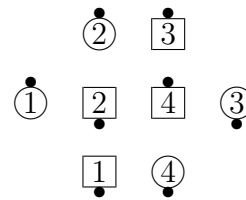
Other ways to think about the motion of Cross Town Roll:

The U-Turn Back and Cross Extend is the equivalent of a Trade by that hand and Extend, except dancers don't go around each other on the Trade. They push back from each other and do the "Trade" in front of each other rather than around each other. It feels like doing a Single Turn and Deal from a left-hand mini wave.

If you know the folk dance "Salty Dog Rag" the motion is the same.

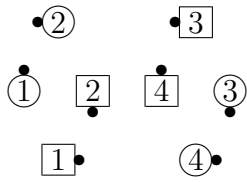


before Cross Town Roll

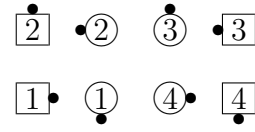


after

The "extend" can be T-boned. The handedness rule, dictated by the centers, still applies:



before Cross Town Roll



after

Cross Walk and Dodge

Like a Walk and Dodge, but the trailers cross over. Or, Stable Split Trade Circulate.

Curl Apart

From a 1x4: centers Trade while the ends Cross Fold. Then the centers flip away while the original ends Press Ahead into that space.

The “cheat” is Slip and Switch.

Curl Thru

This is a Crossfire without the final step ahead (extend). It therefore ends in a Z.

This call is uncommon.

Curlique

This is a gender-dependent call. It is sort of a Box the Gnat ending in a miniwave. For the boys it is essentially a Touch 1/4 with funny hand action. The girl goes under the raised arch, turning 3/4 to the left. The call is equivalent to Touch 1/4.

Curli Cross

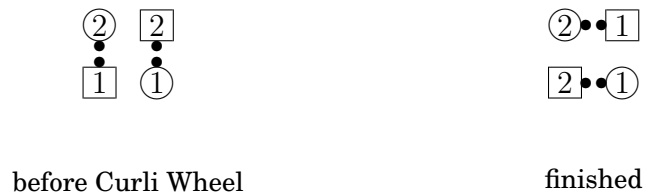
Curlique and Cross.

Curli Cross the Top

Curlique and Hinge the Top.

Curli Wheel

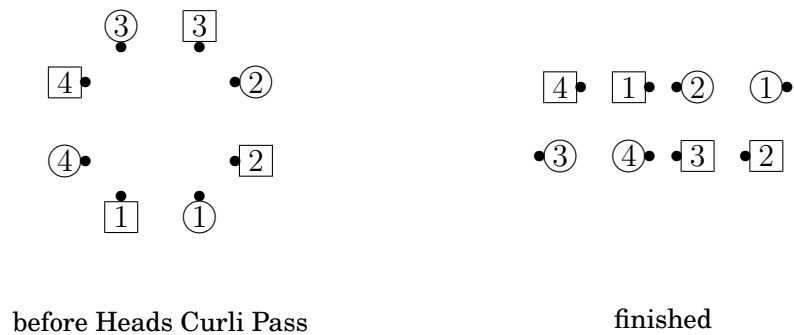
Curlique, then the new trailers walk forward to crossed (left) hands with each other, Trade, and step back. While the trailers are doing that, the leads Run right.



Curli Pass

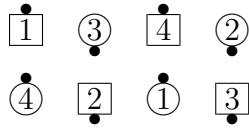
Curlique, then those facing, wherever they are, Pass Thru.

This is often used at the start of a sequence.

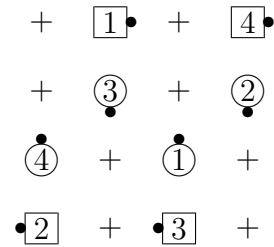


<anyone> Curve <direction>

This call is a Space Invader. It is like Press, but there is a 1/4 turn in the indicated direction. “Ahead” is of course not legal.



before Boys Curve Right

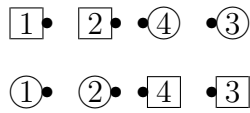


after

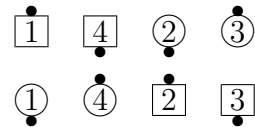
If the direction is “in” or “out”, it is relative to the whole formation.

Cut Across

From any kind of 2x4: Identify whether you are a leader or a trailer (in your box of 4). Then, working to concentric box spots, if you were a leader do a Partner Tag and then trade, and if you were a trailer do a trade and then Partner Tag. These actions are always done concentrically, no matter how awkward that might be. The “lines to lines” rule does not apply, however. Work to spots.



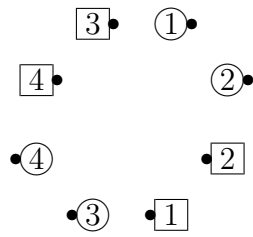
before Cut Across



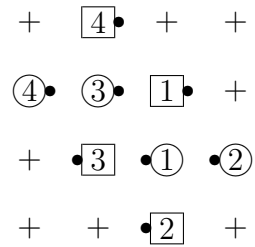
after

[Reverse] Cut the <formation>

In analogy with Cut the Diamond or Hourglass, in Cut the <formation> those who are far apart slide together and Trade, while the others <formation> Circulate.



before Cut the O



after

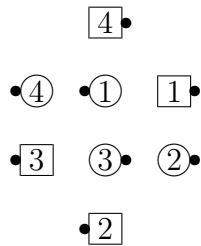
On Reverse Cut the <formation>, those who are close together Trade and slide apart, while the others <formation> Circulate.

Cycle and <anything>

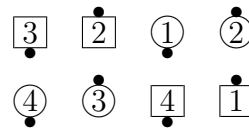
This is like Cycle and Wheel, with the <anything> replacing the Wheel and Deal. It is typically a Cycle and Turn and Deal.

[Cross] Cy-Kick

This is pronounced “psychic”. Centers 2/3 Recycle, while the ends do a Beaus Kickoff.



before Cy-Kick



after

On a Cross Cy-Kick, the centers do a 2/3 Cross Cycle.

Derby

See [Dixie Derby](#), page 63.

Detract <N>, Detract <anything>

This call is rather similar to Breaker. The ends Detour and then Hinge. The centers Box Counter Rotate and then 1/2 Box Circulate. Then those who meet Cast Off the indicated amount, or do the <anything> call, while the others “move up”.

The ends may begin either as ends of lines or ends of columns when they do the 1/2 Zoom of the Detour—the call is similar to Disband in this regard. Since they do a Detour followed by another Hinge, one can usually think of this as a 1/2 Zoom and Trade, that is, Strip. However, if the call is fractionalized, it is necessary to know the actual definition in terms of Detour and Hinge.

The centers’ part, like that of Breaker, can usually be thought of as “turn the star 1/4 and a little more, until some people line up with the ends”. However, if the call is fractionalized, it is necessary to know the actual definition in terms of Box Counter Rotate and 1/2 Box Circulate.



before Detract Flip Back

after

Deuces Wild

From lines: centers trade while the ends Zoom.

Diamond Inlet, Diamond Outlet

These are like Inlet and Outlet, but involve diamonds rather than 1/4 tags, through appropriate fudging of the turning motion.

On a Diamond Inlet, the outer active people (end looking out and adjacent center) do a 2/3 Recycle instead of a full Recycle. This may also be called Inlet to a Diamond.



before Diamond Inlet

after

On a Diamond Outlet, the outsides do a Split Circulate and Hinge.



before Diamond Outlet

after

Diamond Recycle

From a diamond: centers Hinge, all Wheel and Deal.

One can also do a “facing Recycle” version or a “Split Recycle” version—those coming in to the center Hinge with each other instead of a U-Turn Back.



before Diamond Recycle

after

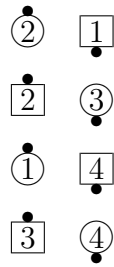
Divide

This call is directed to the ends, who must be in generalized columns. They 1/4 Out and do an Ends Bend. They are then typically directed to do some call. It is perhaps more simply viewed as an “O” circulate if facing in, or a Cast Back if facing out.

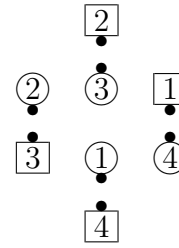
It’s really just an old name for what is now called “separate” at Mainstream.

Divvy Up

Centers Single Wheel, while the ends Divide so that they are facing each other.



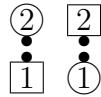
before Divvy Up



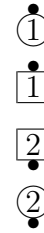
after

Dixie Chain

Belles step ahead, Right Pull By with each other, and Left Pull By with the others, who then Right Pull By with each other.

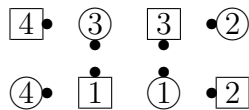


before Dixie Chain

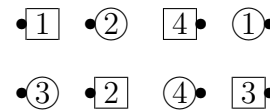


after

When done Single File, this is equivalent to a Double Pass Thru. The modifier “Single File” is often omitted in this case. It can also be done Split:



before Split Dixie Chain

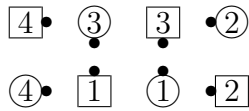


after

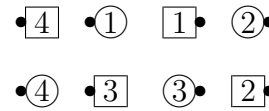
Dixie Daisy

This is like Dixie Chain, but the Left Pull By is replaced with a Left Turn Thru. Belles step ahead, Right Pull By with each other, Left Turn Thru with the others, and then Right Pull By with each

other.



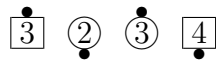
before Split Dixie Daisy



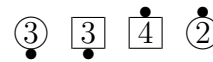
after

Dixie Derby, Derby

On a Derby, the centers Trade and Spread, while the ends Fold. Then those who Folded step forward into the space in the center.

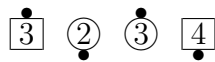


before Derby

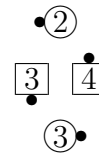


after

A useful cheat for this is Cross Roll. However, it is occasionally necessary to know the true definition:



before Yoyo Derby

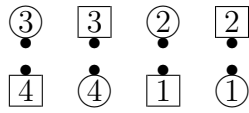


after

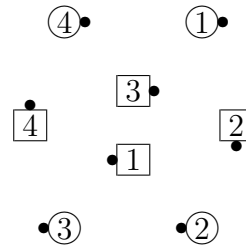
Dixie Derby is Dixie Style to a Wave followed by Derby.

Dixie Hourglass, Dixie Interlocked Diamond

These are the appropriate variations of Dixie Diamond. See the discussion of <ATC> to a Diamond.



before Dixie Hourglass



after

Dixie Spin

Dixie Style to a Wave, then Fan the Top. This has two parts. The full Dixie Style is the first part.

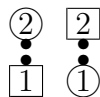
Dixie (fraction) Tag

This is a tagging call. It is similar to Vertical Tag, but it starts from facing couples, and it alternates hands in the same way that Dixie Style does.

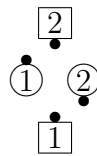
Dixie 1/4 Tag: From facing couples, the belles step ahead and Touch in the center.

Dixie 1/2 Tag; Dixie 1/4 Tag and then Cross Extend (to Left Hands).

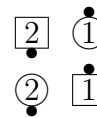
Dixie 3/4 Tag, Dixie Tag: Dixie 1/2 Tag and then (normal) Extend to the required position.



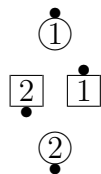
before Dixie Tag



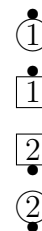
After Dixie 1/4 Tag



after Dixie 1/2 Tag



after Dixie 3/4 Tag



After Dixie Tag

Note that hand alternation ends after getting to the 1/2 Tag position. From there on, use a normal Extend.

Dixie Tag can be used with all the typical tagging call endings, such as “Dixie Tag Your Neighbor” (Dixie 1/2 Tag; Follow Your Neighbor).

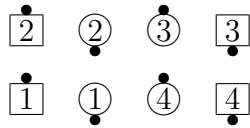
[Cross] Double Down

Normally from waves: The trailing end and adjacent person do two Split Circulates. The others do one All 8 Circulate.

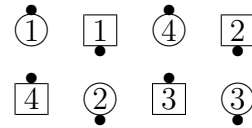
On a Cross Double Down, the All 8 Circulate is replaced with a Cross Over Circulate. The two Split Circulates are not changed.

In waves, it is common for the trailing end to hang on to the adjacent person, and drag them around for what looks more like a Counter Rotate 1/2. But you should remember that it is actually two Split Circulates.

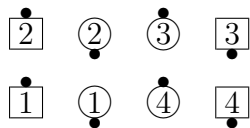
If done from columns, the “trailing end” is the #4 person. He and the person lateral to him do the two Split Circulates.



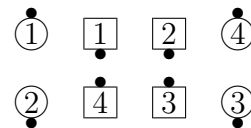
before Double Down



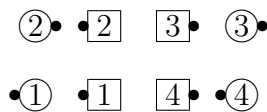
after



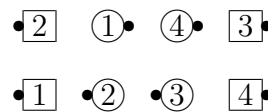
before Cross Double Down



after

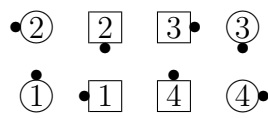


before Double Down

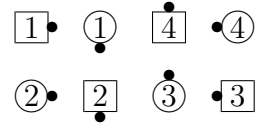


after

The people who do the two Split Circulates are the trailing end and the person laterally adjacent to him.



before Double Down



after

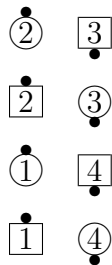
Double the Wave

Fan the Top, then the center 2 Trade. This is 2/3 of a Hot Foot Spin.

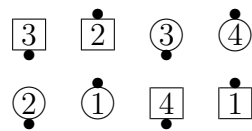
[Cross] [Criss Cross] Double Your Pleasure

This is sort of a gigantic Peel and Trail.

From columns: #1 Peels and Circulates to become the lead end of waves. The other 6 Extend and Trade. Then #1 of that group Peels to become the trailing end of waves, while the others Extend and Trade.

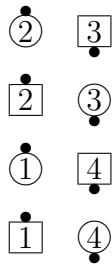


before Double Your Pleasure

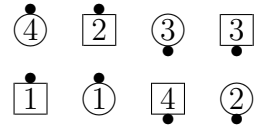


after

Cross Double Your Pleasure is sort of a gigantic Trail Off. The Peels are replaced by Trails.

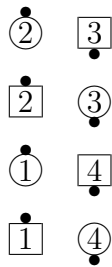


before Cross Double Your Pleasure

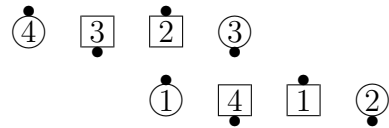


after

Criss Cross Double Your Pleasure is like Cross Double Your Pleasure, but each time people extend, they take the opposite hand. This usually results in collisions at the end.



before Criss Cross Double Your Pleasure



after

Dream

See <ATC> er's [Dream/Nightmare](#), page 20.

Easy Does It

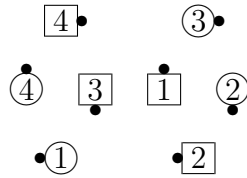
Usually from lines: Concentric Zing.

This call is easily confused with Ease Off. In fact, the end's part is so similar (Zing) that they often fail to "move up" as required by the Concentric rule. Also, the centers frequently fail to Zing, perhaps because it is awkward to do so in the center. Hence, the sound effect for this is "everybody does it", meaning that everyone, including the centers, does a Zing.

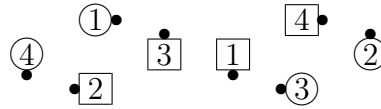
Ends Cut In

From lines, the ends Cross Over Circulate (that's the "Cut In") while the centers flip out. A common sound effect for this call is "centers flip out".

This can also be done from columns or diamonds. From diamonds, the result is point-to-point diamonds. The centers must not go past each other in the very center when they flip out. It's the same issue that arises in Reverse Flip the Diamond.



before Ends Cut In

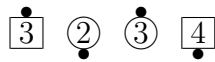


after

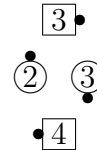
See [Centers Cut Out](#), page 35.

Erase

This is a 4-person call. Ends Isolate while the centers U-Turn Back toward each other.



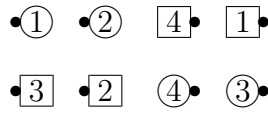
before Erase



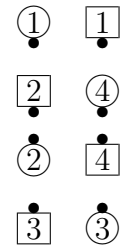
after

Explode the [Cross] Clover

Ends Cloverleaf (or Cross Cloverleaf), while the centers Trade and Roll.



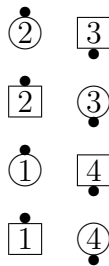
before Explode the Clover



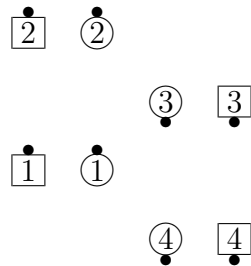
after

Explosion

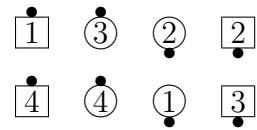
From columns: #3 step forward and Trade with other. #2 and #4 Press Out. From these distorted 2-faced lines, do a Couples Circulate, ending in normal 2-faced lines.



before Explosion



after Press Out



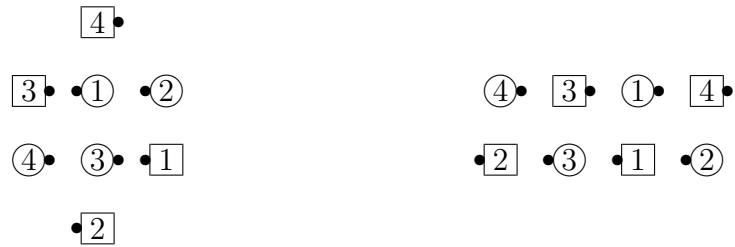
finished

Face the Music

This is used in unsymmetrical choreography. Face the caller. Of course one can also Pass the Music, Tag the Music, Shuttle the Music, Lines Walk the Music, etc.

Fall Into a Column

From a 1/4 tag: the center of the wave folds behind the end, and they move forward to become #1 and #2 of a column. The ends have someone walk and someone dodge, in the direction needed to get out of the way. From a right-handed 1/4 tag, the beau walks and the belle dodges.



before Fall Into a Column

after

Fan and Cross Thru

See [Fan Thru](#), page 71.

Fan Back

See [Spin Back](#), page 141.

Fan Chain and Circulate In

See [Spin Chain and Circulate In](#), page 142.

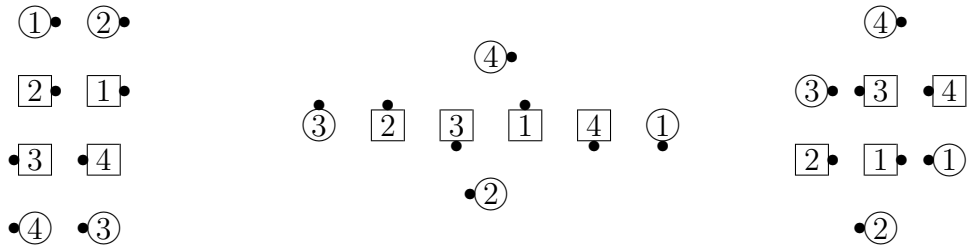
Fan Chain and Circulate the Gears

See [Spin Chain and Circulate the Gears](#), page 143.

Fan the Gate, Fan the Gating <anything>

These are similar to Fascinate and Fascinating <anything>, and the similarity actually seems to be helpful. Usually from 2-faced lines, centers Cast 3/4 and then the center 2 cast 3/4, while the ends Circulate 1-1/2. So far, it is like Fascinate, except that the center 2 went an extra 1/4.

Now the people who would do the Concentric Wheel and Deal do a Bend the Line instead. They do not apply the Concentric rule—they stay together. The others are finished.



before Fan the Gate

ends Circulate 1-1/2;
centers Cast 3/4

finished

On Fan the Gating <anything>, the <anything> replaces the Bend the Line. If they finish in a 2x2, they collectively work to the elongation that they would have on Fan the Gate, that is, the opposite of what the Concentric rule would indicate.



before Fan the Gating
Bounce the Boys

after

Fan Thru, Fan and Cross Thru

Fan Thru is Touch, Slip, and Step Thru. All done smoothly, of course.

Fan and Cross Thru is “Fan Thru Like a Cross Trail Thru”. That is, Half Sashay after the Step Thru.



before Fan and Cross Thru

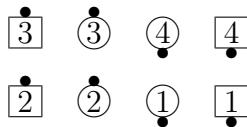
after

Ferris (anything)

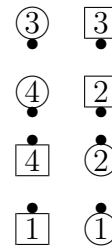
See the Ferris Concept in Book 2.

Ferris Trade and Wheel

This is a Ferris Wheel, but the original trailing centers, when they meet in the middle, Trade with each other before finishing.



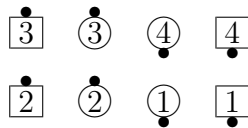
before Ferris Trade and Wheel



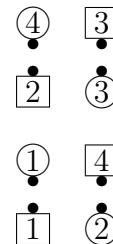
after

Fiddle Around

Straight Fire like a Couple Up. This call predates Straight Fire.



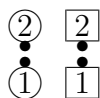
before Fiddle Around



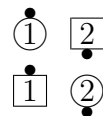
after

<anyone> Finish the Stack

This is the final “some people cross over and take right hands” part of Stack the Line.



before Girls Finish the Stack

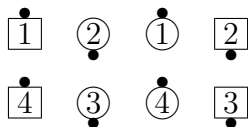


after

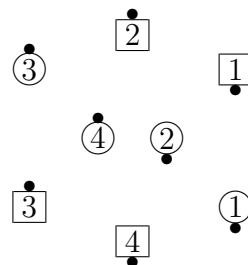
First Choice, First <anything>

From waves: leads Switch “With the Flow”, while the trailers extend and Lock the Hinge. On First <anything>, the <anything> replaces the Lock the Hinge.

The “With the Flow” after the Switch is the same action that is done during Keep Busy.



before First Reflected
Flip the Line 3/4



after

Flare the Star

From facing couples: all make a right-hand star, and turn it about 1/2, until the original beaus are on the other side. They leave the star by flipping away to the left and continuing to turn left until they can Courtesy Turn someone coming to them. After the original beaus have left the star, the others continue turning with each other until they are back on their original side, at which point they are Courtesy Turned.

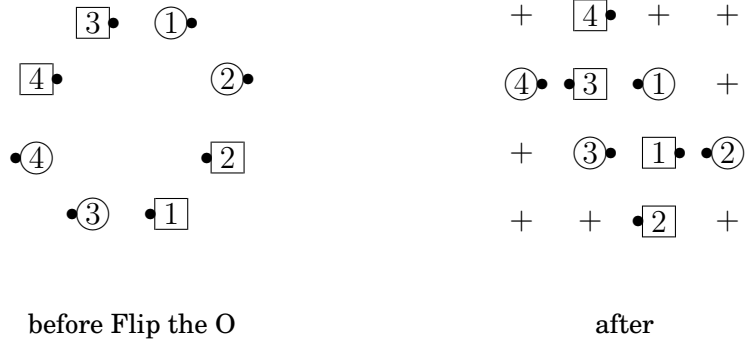
This is a zero for the belles, and exchanges the beaus with each other. This may be a useful check when doing the call with a lot of phantoms.

For those who require a more precise-for-challenge definition, here’s one from Scott Morton: 1/2 Reverse Swap Around, Counter Rotate the Diamond 1/4, Reverse Flip the Diamond, and Chain Down the Line.

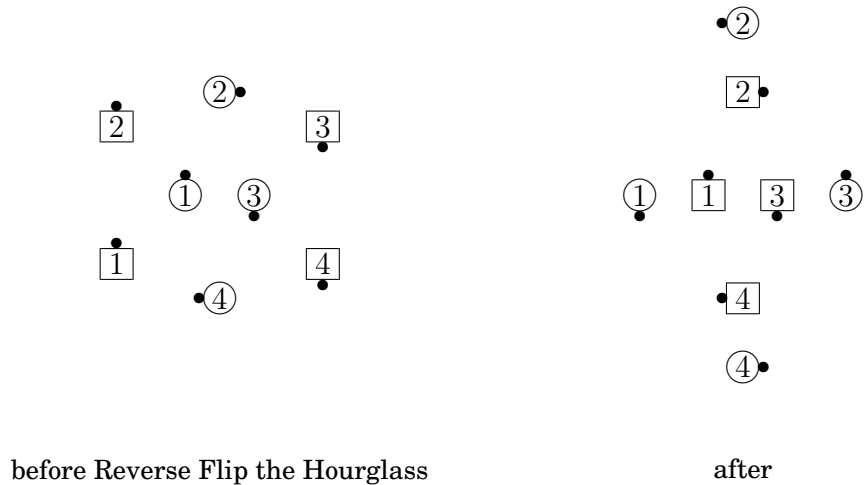
Those who like this definition often chant “All 4 Parts!”.

[Reverse] Flip the <formation>

In analogy with Flip the Diamond or Hourglass, in Flip the <formation> those who are far apart flip in, while the others <formation> Circulate.



On Reverse Flip the <formation>, those who are close together (often centers) flip away, while the others <formation> Circulate.



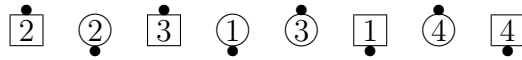
Remember that the centers of an Hourglass are the dancers in the Diamond.

Flowing <anything>

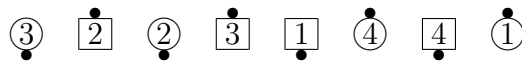
See the Flowing concept in Book 2.

Fly the Coop

Typically from a tidal line, though the call is quite versatile: center 2 grand cross run to the far end, and everyone trade. Then do those two things again. This call has four parts.



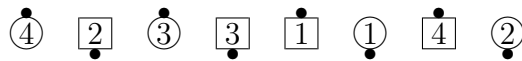
before Fly the Coop



after 1st part



after 2nd part

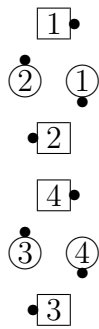


after 3rd part

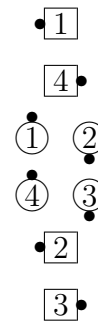


finished

More starting setups are permissible if the call is fractionalized.



before 1/2 Fly the Coop

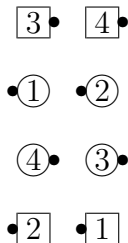


after

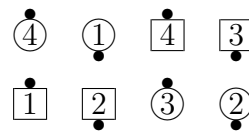
Follow and Cross, Follow and Criss Cross

The mnemonic for Follow and Cross is “Scoot Back; Eroo”. Actually, it’s a Scoot Back and Extend Eroo. Scoot Back, Extend, ends Quarter to Handhold and Circulate, and the centers Cast Off 3/4.

The mnemonic for Follow and Criss Cross is “Scoot Back; Cross Eroo”. Ignoring the fact that there is no such call as “Cross Eroo”, Scoot Back, Cross Extend, ends Quarter to original Handhold and Circulate, and the centers Cast Off 3/4. That is, the difference is that the new centers come to the opposite hand before casting



before Follow and Criss Cross



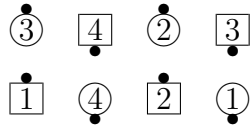
after

These calls have two parts. They originally had somewhat different definitions which were incompatible with the modern fractionalization, but no one cares.

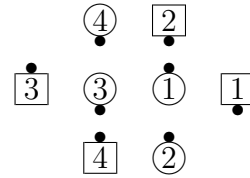
Follow the Yellow Brick Road, Follow the Yellow Bricking <anything>

Follow Your Neighbor, Spread, Slither, centers Follow Your Neighbor and Spread while the ends circulate 1-1/2, then the couple on the end of the line of 6 Concentric Wheel and Deal while the other outside person counter rotate to become the end of the center wave.

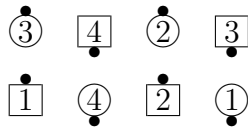
On Follow the Yellow Bricking <anything>, the <anything> replaces the Wheel and Deal. The Concentric rule applies to it, even if that is ugly.



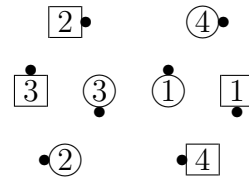
before Follow the Yellow Brick Road



after



before Follow the Yellow Bricking [1/2 Tag]

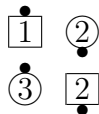


after

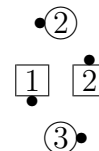
For a call based on a mere Plus call, this causes breakdowns surprisingly often. Think carefully about what you are doing.

[Cross] [Criss Cross] Follow to a Diamond

Cross Follow to a Diamond is like Follow to a Diamond, except that the trailers take opposite hands before Casting 3/4. On Criss Cross Follow to a Diamond the leaders additionally come to opposite hands when they meet in the center.



before Criss Cross Follow to a Diamond



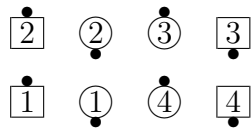
after

Follow to an Interlocked Diamond, Hourglass etc.

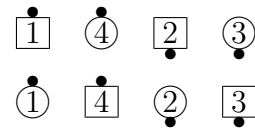
These are related to Follow to a Diamond. See the discussion of <ATC> to a Diamond.

Go First Class

Normally from waves: leads Switch, while the trailing end Circulates and the trailing centers Jay Walk with each other.



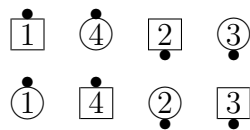
before Go First Class



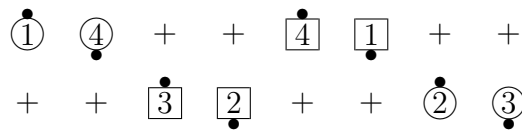
after

This bears a close similarity to Scatter Circulate, and it is useful to be aware of it. The trailers' part is the same. The leaders Switch for Go First Class and Cross Roll for Scatter Circulate. The usual setup for Go First Class is waves (going to 2-faced lines) and for Scatter Circulate it is 2-faced lines (going to waves.)

One needs to be careful when these are called from other than the usual formation, and resist the temptation simply to do the "obvious" thing. The correct result often involves collisions.

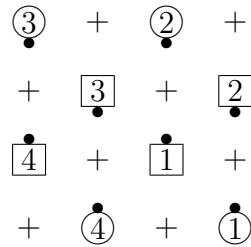


before Go First Class

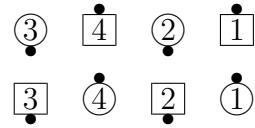


after

This can be used when some dancers are in columns. The #4 of the column is considered a "trailing end" and Circulates. The #3 of the column Jay Walks across the center.



before Split Phantom Columns
Go First Class



after

Grand Cross Roll

From a Tidal Line, Grand Working as Centers, Cross Roll.

This can be danced as: the center 6 Trade and Spread away from each other (as in Grand Mix), while the very ends Run. It is **not** actually a Trade (and is not eligible for Generous/Stingy type modifications.).



before Grand Cross Roll

after

Grand Run Wild

From a Tidal Line. Grand Working as Centers Cross Roll, twice. Remember to re-evaluate your position after the first one.



before Grand Run Wild

after first Grand Working as Centers Cross Roll



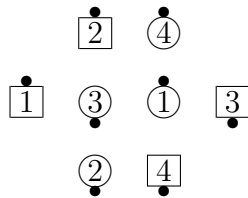
after Grand Run Wild

Gravitate

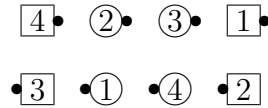
From 1/4 Tag spots.

Centers Hinge, Box Circulate, and Press Ahead to become #1 and #2 in a Column. The Ends Reverse Single Rotate and (Phantom) Split Counter Rotate to become #3 and #4 in a Column.

Ends in Columns.

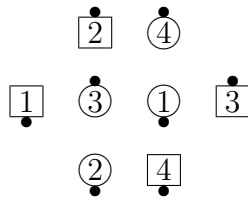


before Gravitate

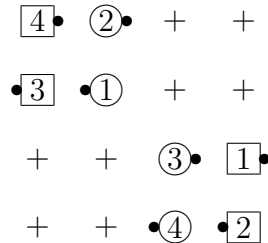


after

If the center wave is left-handed, a collision occurs, resulting in “clumps”.



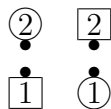
before Gravitate



after

Hammerlane

This is a facing couples Cross Cycle.



before Hammerlane



after

Hang a Right/Left

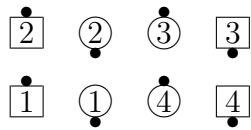
This is just “First Couple go Right/Left, next couple go likewise”.

From a completed DPT: As Couples and In Tandem Right/Left Roll to a Wave.

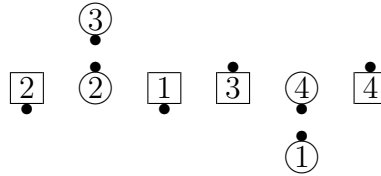
Hang Loose

From waves: the lead center does a cross run, while the others do a Peel and Trail in their groups of 3. The person who Peeled in the Peel and Trail then Trades with the adjacent person.

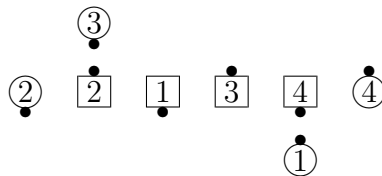
Now those who are facing Pass In. The others step forward, connect with each other, and Bend the Line. The result is facing lines.



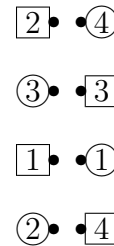
before Hang Loose



Cross Run,
Peel and Trail



Trade



finished

Here Comes the Diamond, Here Comes the Wave

See [In Roll To a Diamond](#), page 84, or [In Roll To a Wave](#), page 85.

Hinge and Trade

See [Single Hinge and Trade](#), page 137.

Hinge By $\langle M/4 \rangle \times \langle N/4 \rangle \times \dots$

This can be thought of as a sort of generalization of the Quarter Thru / Remake / Swing the Fractions calls, designed to get the maximum possible mileage out of them.

The call has as many parts as the fractions given. Each part is an Arm Turn by the given fraction, or, if necessary, a partner hinge followed by Arm Turns by the remaining amount.

It starts with everyone who can, or those designated by the caller. Subsequent turns are dictated by the requirement to alternate hands. That is, when you finish one part, you do the next with the person on the other side of you.

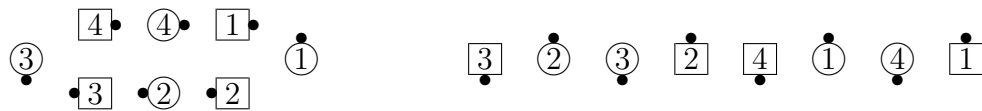
A given person may not be able to do certain parts, but each part must have some people in motion. Unlike calls like Swing the Fractions, there is no “right hand rule” other than the need to switch hands between parts.

The call is always “grand”. That is, it is done in the entire setup.



before Hinge By $1/4 \times 1/4$
 $\times 1/2 \times 3/4 \times 3/4$

after



before Hinge By $1/4 \times 1/2 \times 1/2$

after

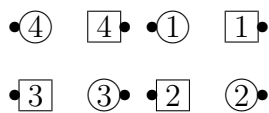
Hinge the Top, Hinge the Lock

Hinge and Fan the Top, or Hinge and Lockit.

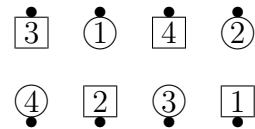
The words Hinge, Lock, and Top (meaning Hinge, Lockit, and Fan the Top) are sometimes put together in a variety of ways, as in “Lock the Hinge the Top the Hinge the Lock” or “Transfer the Column the Lock”.

Hit the Wall

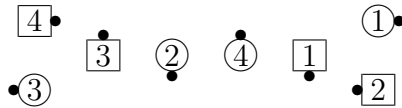
Commonly from a Trade by: centers Pass Out, ends Partner Tag.



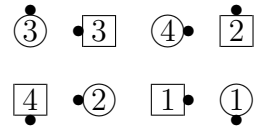
before Hit the Wall



after



before Hit the Wall



after

[Cross] <anyone> Hop

If the “Cross” modifier is given, the designated people cross over (as in Split Trade Circulate) while the others Dodge. Then everyone Hinges.

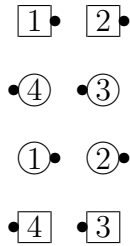
Hot Foot Spin

Fan the Top, center 2 Trade, and Spin the Top. This has 3 parts.

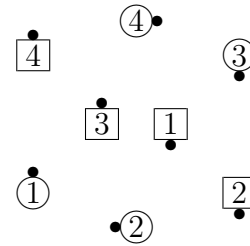
Hourglass Inlet, Hourglass Outlet

These are variants of Diamond Inlet and Outlet.

On an Hourglass Inlet, or Inlet to an Hourglass, the people coming in to the center do a Snake as they come in. See the discussion of <ATC> to a Diamond.

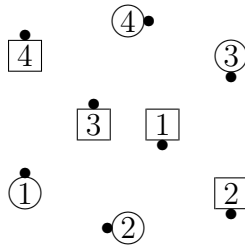


before Hourglass Inlet

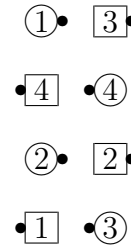


after

On an Hourglass Outlet, the center diamond does a Drop In and Hinge, fudging to the appropriate place, while the outsides do a Diamond Outlet.



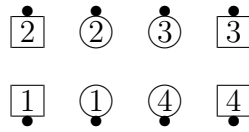
before Hourglass Outlet



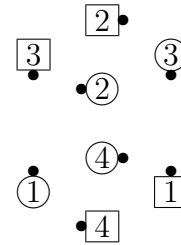
after

In Roll to a Diamond, Out Roll to a Diamond, Zoom Roll to a Diamond, Here Comes the Diamond, Sock it to the Diamond

Typically from lines: the In Roller, Judge, etc., and the person next to them, do their part of an In Roll Circulate, Here Comes the Judge, or whatever. They are now ends. The others slide into the center without turning, and then Hinge.



before Here Comes the Diamond

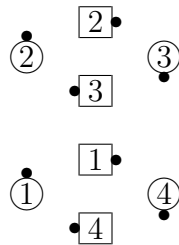


after

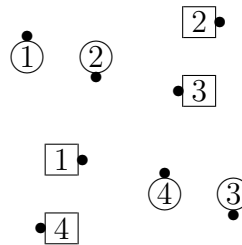
One can also do these calls to an hourglass or interlocked diamonds by doing the standard (Snake/Slither) adjustment.

In Roll to a Wave, Out Roll to a Wave, Zoom Roll to a Wave, Here Comes the Wave, Sock it to the Wave

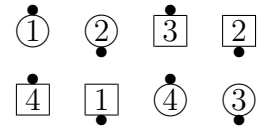
Typically from Diamonds: the Ends do their part of an In Roll Circulate, Here Comes the Judge, or whatever. The centers move towards the vacated position as a unit without turning, and then Hinge.



before In Roll to a Wave



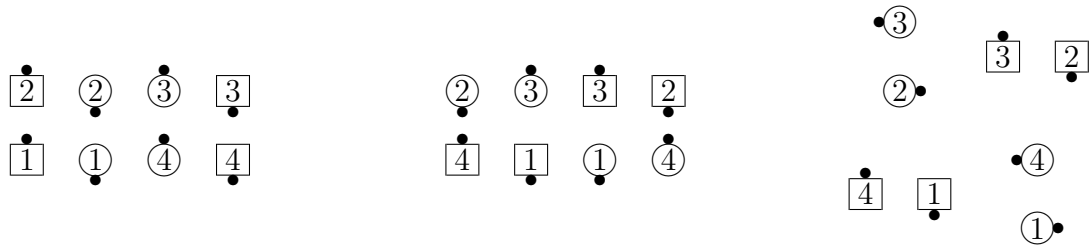
after ends In Roll and centers adjust



after

Interlocked In/Out Roll to a Wave can only be done from a Diamond formation and means the Centers back-to-back Slither and then do the call normally.

It is also legal to call Out Roll to a Wave from waves. The result is C1 Phantoms.



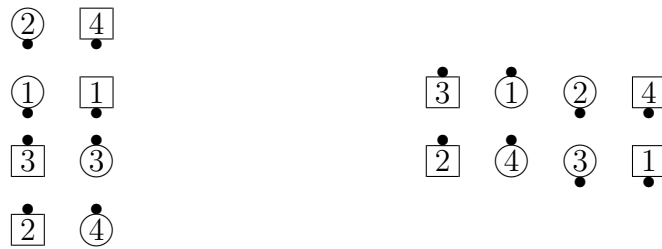
before Out Roll to a Wave

after Ends Outroll and Centers adjust

after

In Style

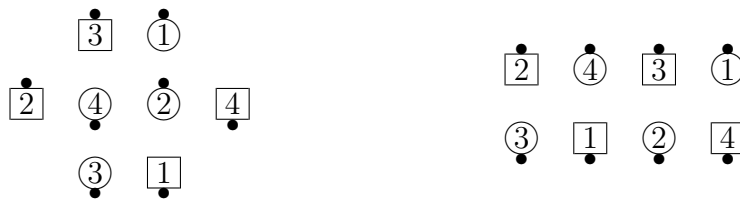
This is done from a formation, typically a starting double pass thru, in which the centers are facing or in a right-handed wave. If facing, the belle does a U-Turn Back to the right, while the beau steps up beside her. In that couple, adjust to become leads of lines, while the others (original outsides) veer or do whatever is necessary to get out of the way. It's typically a Veer Left.



before In Style

after

If the centers are in a wave, they effectively rear back before doing it, though in fact it is rather like a Short Cycle without the final Couples Hinge.



before In Style

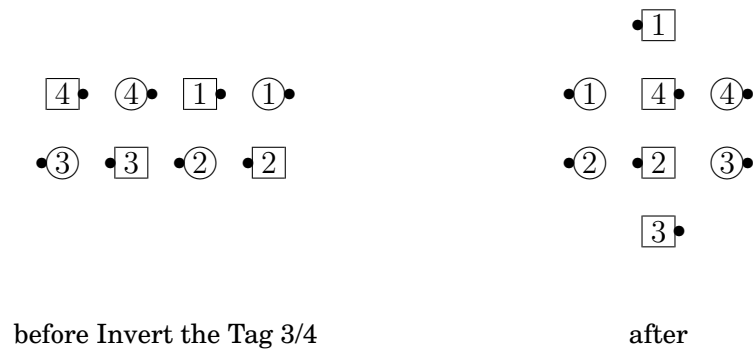
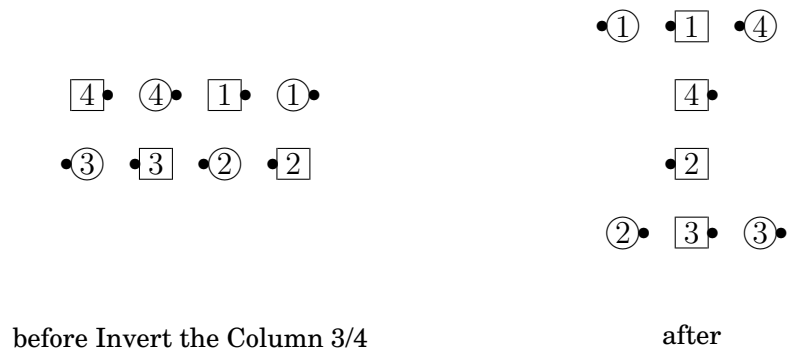
after

Invert the Tag

This is a tagging call. Invert the Column 1/2 and then Extend to the indicated tag position.

This is most commonly used with tagging call endings, such as “Invert Chain Thru Reaction”. In that example, Invert the Column 1/2, and then do a Scoot Chain thru Reaction.

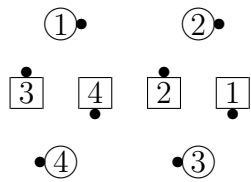
When used as a call directly, many dancers confuse this with Invert the Column, particularly since both calls usually contain fractions, and the fractions have similar meanings. Make sure you understand the difference between these two calls.



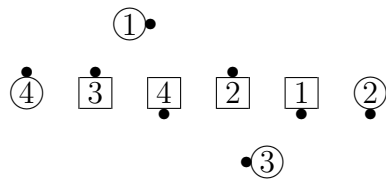
Isolate

This is not generally used as a call in its own right. It is used in the definition of other calls (Along, Stimulate), and callers may direct specific people to Isolate.

It is the ends' part of Lockit or Fan the Top.



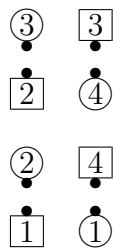
before Side Girls Isolate



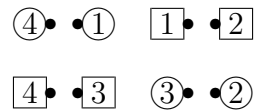
after

Jam Thru

From an 8 chain: all Pass Thru. Then the new centers Pass Thru, 1/4 In, and Pass Thru, while the ends Cross Cloverleaf.



before Jam Thru



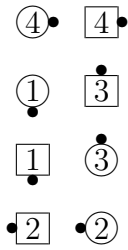
after

<anyone> Kick By <N>

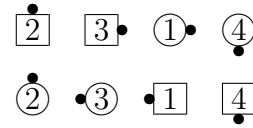
The designated people do a Kickoff around N people, that is, Run around them and Roll, and each of those people tags toward the vacated spot.

Kick the Habit

Ends Counter Rotate, while, in the center, the leads Kickoff. The determination of leads and trailers for the Kickoff is made relative to the center box



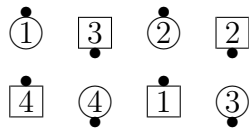
before Kick the Habit



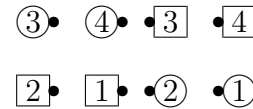
after

Lead the Class

From waves: Leads do a Follow Your Leader. Trailers Extend, Recycle, Plus 2, and face back into the center. Finishes in a DPT.



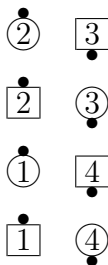
before Lead the Class



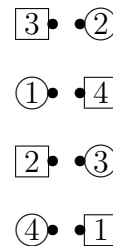
after

Lead the Way

Usually from columns: Ends Trade and Roll. Centers Peel Off and Bend the Line.



before Lead the Way



after

Left On

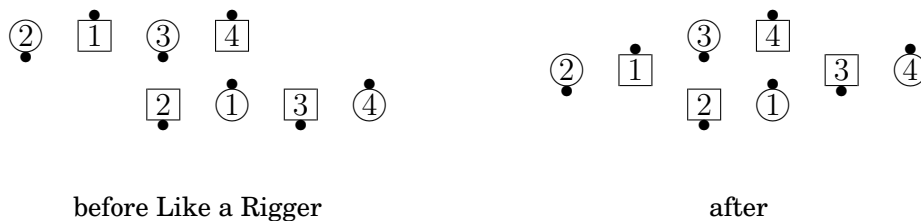
See [Right On](#), page 116.

Lift Off but <anything>

The <anything> replaces the final Couples Circulate.

Like a Rigger

Do the final adjustment of the “Rigger” concept. The outer people of a Parallelogram or offset setup center themselves.



Linear Action, Cross it

This is a Linear Action in which the center line does a Slither just prior to the Cast Off 3/4. That Cast Off is therefore typically “pushy”.

Linear Flow [,Cross It] [,Criss Cross It]

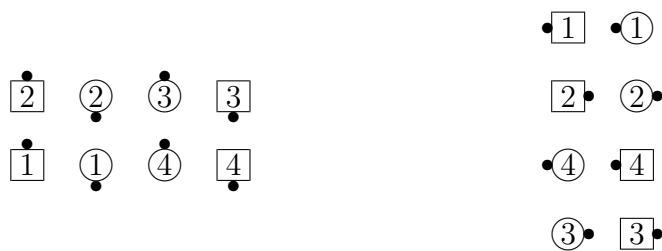
This is essentially a Flipper’s Flow, but it has the behavior of Linear Cycle if the starting setup isn’t waves. All Hinge. Leads Fold. Walk forward to the 1/2 tag position, using the Linear Cycle shoulder passing rule. Then:

Linear Flow: Tandem Trade

Linear Flow, Cross It: Tandem Cross Roll

Linear Flow, Criss Cross It: Centers Tandem Cross Run, taking a path around the Ends, while the Ends simultaneously Tandem Cross Run, taking a path inside the Centers.

Then, in all 3 cases, do a (normal, not Tandem) Slip.



before Linear Flow,
Criss Cross it

after

Linear Flow was originally defined as Linear Cycle With The Flow, and Slip.

Line to Line

From facing lines. Centers Turn Thru while the Ends Pass In. Clover And Pass Thru. Everyone Pass In. Ends in facing lines. This is a 3 part call.

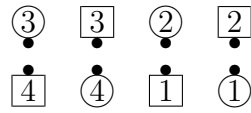
Line to Line But <Any Call>: Line to Line, replace the final Pass In with the <Any Call. >

Lines It Thru

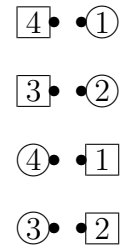
See the Expanded Supercalls ("It") concept in Book 3.

Lines Walk <direction>

This is typically Lines Walk In or Lines Walk Out, and is typically called from facing lines. The ends Pass Thru and step ahead, and then all face the indicated direction and adjust to lines. The centers must resist the temptation to Pass Thru with each other. On a Lines Walk In, the ends' part is a Pass Thru and Ends Bend.



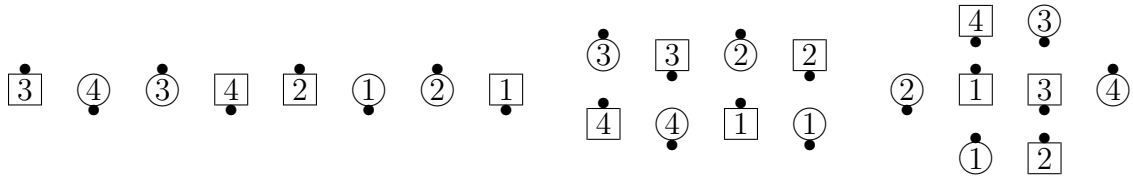
before Lines Walk In



after

[Cross] Lock 'em Up

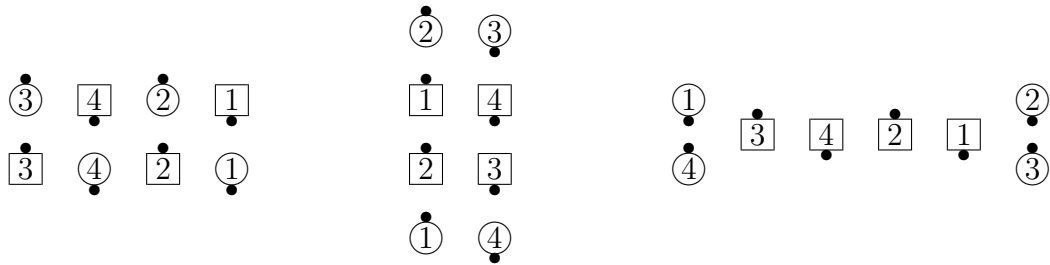
All Lock the Hinge (Lockit and Hinge). Then the centers Hinge the Lock while the ends Counter rotate and Roll. This has 4 parts.



before Lock 'em Up

after Lock the Hinge

finished



before Lock 'em Up

after Lock the Hinge

finished

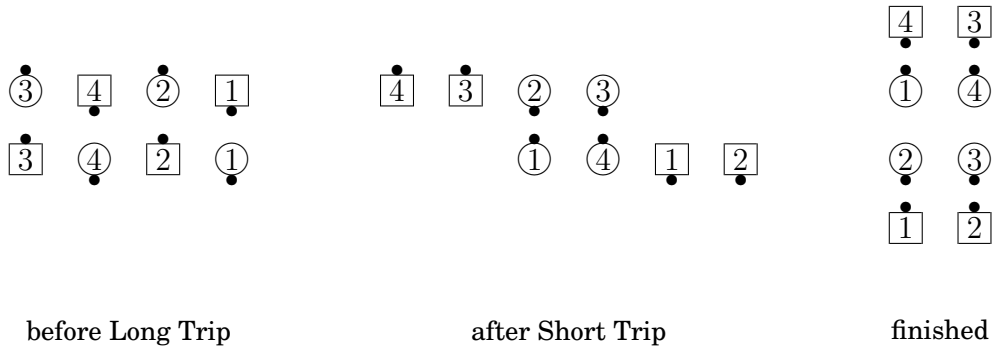
One may also hear “Cross Lock 'em Up”, “Fan 'em Up”, or “<anything> 'em Up”, in which the initial Lockit (and only that one) is replaced with Cross Lockit, Fan the Top, or whatever.

Lock 'em Up is now on the C3B list.

Long Trip

First, do a Short Trip, which see. The setup at this point is typically a parallelogram. Then the “centers” (that is, the center box) Pass Thru, while the “ends” (that is, the “wings”) Cross Fold.

Having the “wings” Cross Fold, essentially a natural Turn and Deal, is a variation that one sometimes hears in other contexts.



Looking Good

From a Wave or Line.

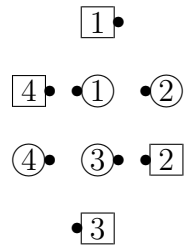
This is a 2 part call.

1. Explode.
2. Slide Thru.

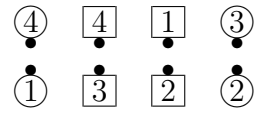
Ends in a Box.

[Cross] Make a Pass

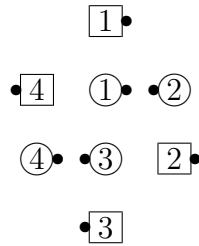
Usually from a 1/4 tag: those facing directly Pass Thru. Then the centers Cast Off 3/4 while the ends Trade and Roll.



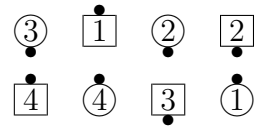
before Make a Pass



after

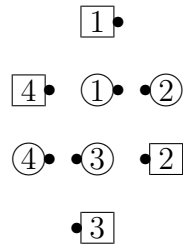


before Make a Pass

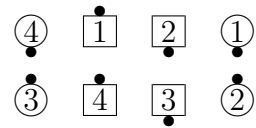


after

The “Cross” modifier has the same meaning as for Chain Reaction—the initial Pass Thru is diagonal.

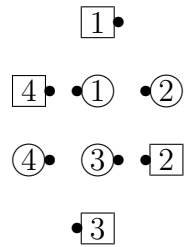


before Cross Make a Pass

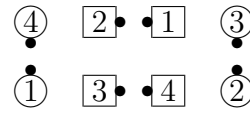


after

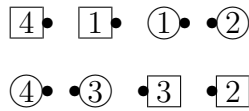
On [Cross] Make a Pass but <anything>, the call replaces the centers’ Cast Off 3/4.



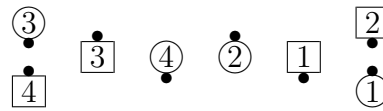
before Make a Pass
but Turn and Deal



after



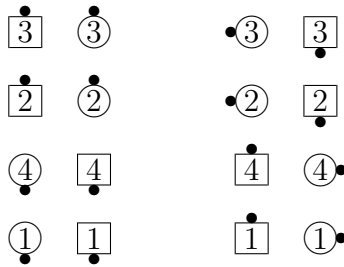
before Make a Pass
but Fan the Top



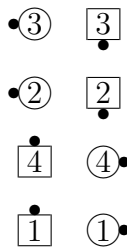
after

<anyone> Mark Time, Mark Time

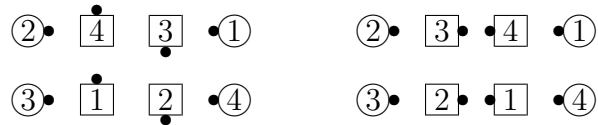
Typically from a completed DPT, the designated people Run. The others Partner Tag instead of sliding over. The designees then Column Circulate into a box in the center, and Trade and Roll. Those who tagged do a Wheel and Deal.



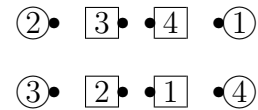
before beaus
Mark Time



Run, Tag



Wheel and Deal,
Circulate into center



finished

The designated people must have been #1 and #2 in the column. The others could have been facing either way. If the starting setup is columns, there is only one way to do the call, and this can be called simply Mark Time.

One can also do a Single Mark Time:



Mesh

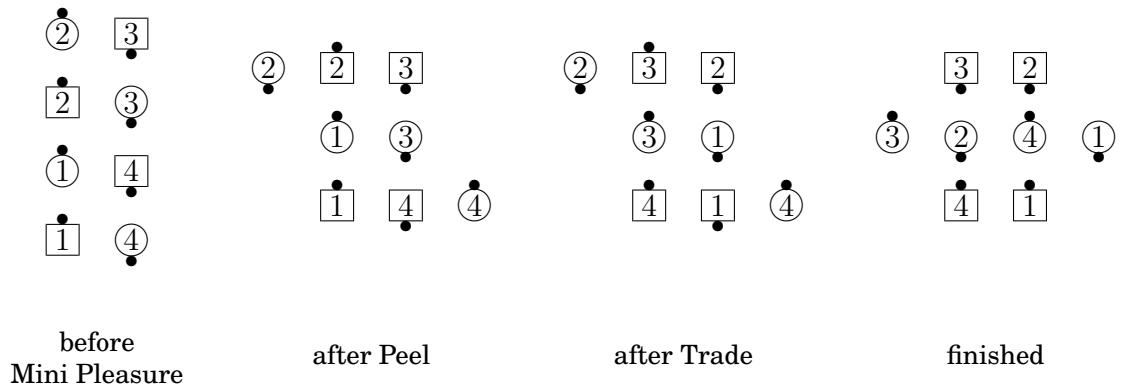
This is a 2-person call, typically done from a tandem. The trailer steps forward to the right side of the other person, with the usual breathing.



This can also be done from facing people, in which case it is simply a Left Touch.

[Cross] Mini Pleasure

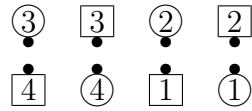
From columns: #1 Peel while the other 6 Extend and Trade (like Double Your Pleasure so far.) Then the center 2 spread apart, and the person who did the Peel does a Press In into that center space. The end looking out does a U-Turn Back.



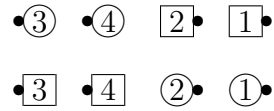
On a Cross Mini Pleasure, the #1 of the column does a Trail instead of a Peel.

Mix the Line

From facing lines, as one movement: As Couples Quarter Out, and put the original belle-side couple in front of the other couple. Everyone can Roll after this call.



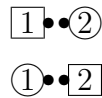
before Mix the Line



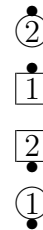
after

You could think of this as [Retreat the Line](#) (page 113) and [Shuffle the Deck](#) (page 135).

Single Mix the Line is a common variant of this call:



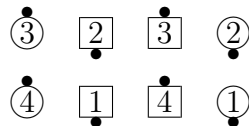
before Single Mix the Line



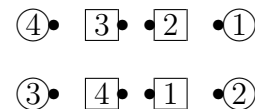
after

Nice and Easy

Typically from waves: centers Trade and Roll; ends Zing.



before Nice and Easy



after

Nicely

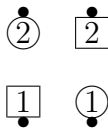
Hinge and Cross.

Nightmare

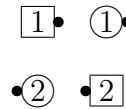
See <ATC> er's [Dream/Nightmare](#), page 20.

Nip and Tuck

This starts in back-to-back couples. Belles “3/4 Zoom”, while the beaus Run and Wheel Thru. “3/4 Zoom” is not actually a call. Think of it as a 3/4 Stable Zoom, or Shakedown, or Zing, if you prefer.



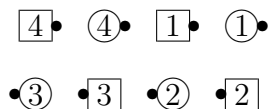
before Nip and Tuck



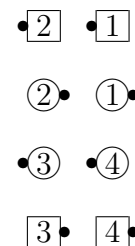
after

Open Ups <anything>

This is analogous to Trans <anything>. Open Up and Nothing, centers Cast Off 3/4, and then do the <anything>.



before Open Ups Nuclear Reaction



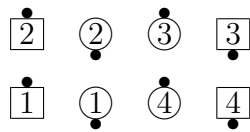
after

[Left] [Twin] Orbit Circulate

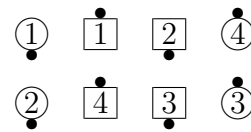
These are done from Parallel Waves and are similar to Trade Circulate.

On an Orbit Circulate, the right-most Leader of each Wave does a “big” Zoom away from the Center of the set to end in the position diagonally behind their starting position (equivalent to Trapezoid Zoom). The other 6 dancers do a Trade Circulate.

Dancers doing the Zoom action need to walk in a wider arc than usual so as to avoid running into the dancers doing the Trade Circulate. In the diagram below, picture the #3 girl Looping around the #3 boy’s original starting position, stepping forward, and then flipping into their final ending position.

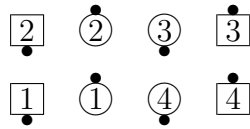


before Orbit Circulate

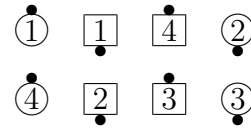


after

Note that the dancer doing the Zoom action is always the right-most Leader, regardless of whether the Waves are Right- or Left-Handed.

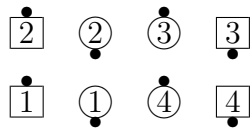


before Orbit Circulate

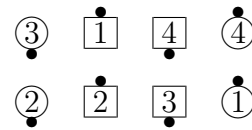


after

On a Left Orbit Circulate, the left-most Leader does the Zoom action.

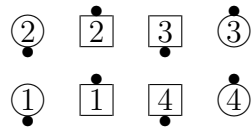


before Left Orbit Circulate

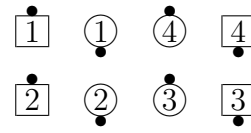


after

On a Twin Orbit Circulate, all the Leaders do the Zoom action, carefully.



before Twin Orbit Circulate



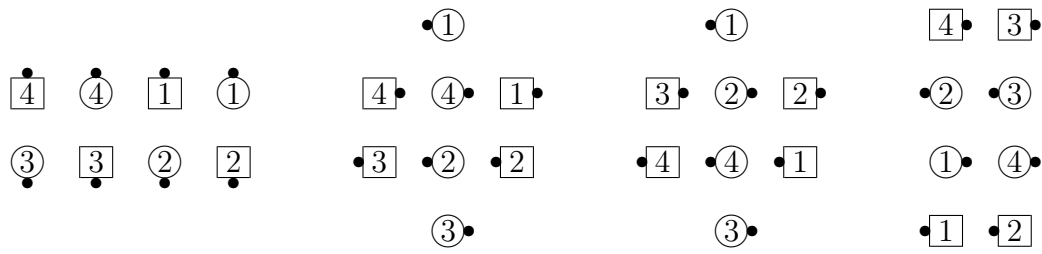
after

Out Roll to a Diamond, Out Roll to a Wave

See [In Roll To a Diamond](#), page 84, or [In Roll To a Wave](#), page 85.

Outpost

This starts in lines with at least one end looking out. Do 1/2 of an Out Roll Circulate if one end is looking out, or 1/2 of a Here Comes the Judge if both ends are looking out. Then the center 6 Trade. Then the center wave Ah So while the ends do 2 O Circulates.



before Outpost

1/3

2/3

finished

This call has 3 parts. The 2 O Circulates count as a single part.

Since the first part can be difficult, good teamwork is important. If you are a lead on the right end of the line (a “judge”), say so. If you are a lead on the left end of the line (a “socketer”), look at the other end of the line, make a decision, and make sure everyone knows what is happening.

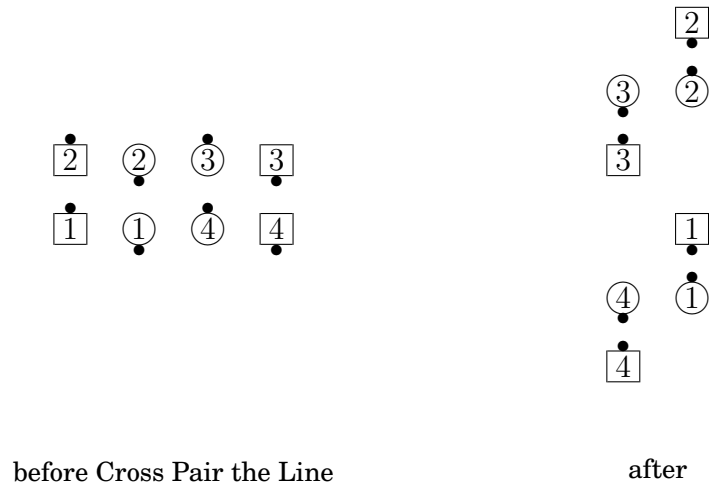
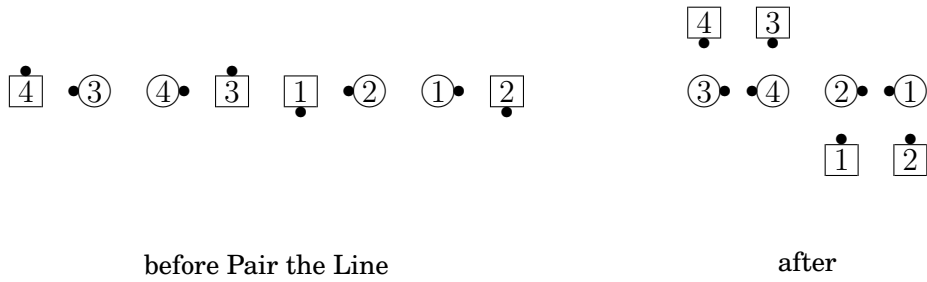
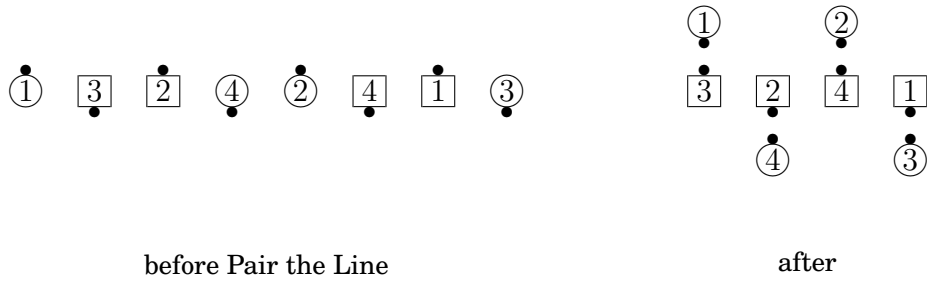
This call is often used to put people’s knowledge of “finish” and “like a” to the test. “Finish Outpost” is the last 2/3. “Like an Outpost” is the last 1/3.

[Cross] Pair the Line

Centers U-Turn Back while the ends Fold.

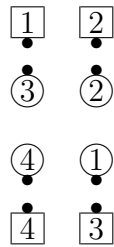
On a Cross Pair the Line, the centers Trade while ends Cross Fold.

The Fold makes this a semi-space-invader. Breathing takes place laterally (relative to the Fold), but not front-to-back.

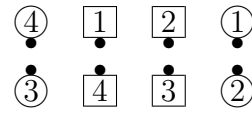


Pass and Roll the Axle

Do the first 3/4 of a Pass and Roll, and then do The Axle.



before Pass and Roll the Axle



after

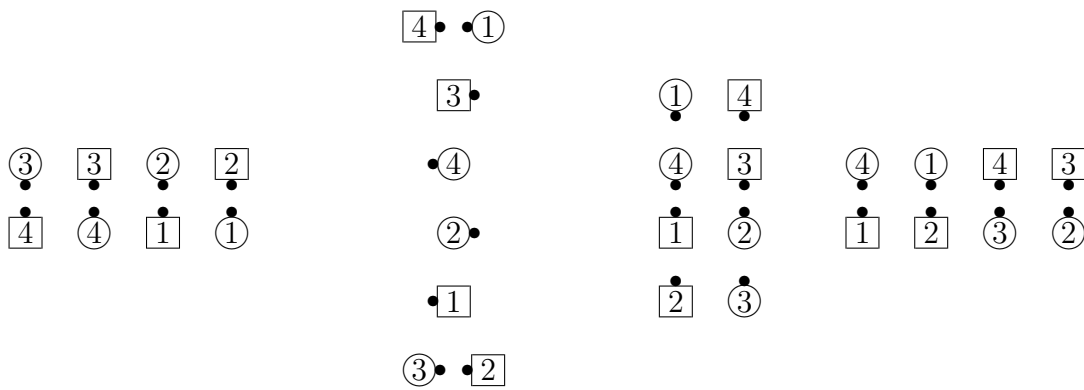
Pass and Roll the Yellow Brick Road

Pass and Roll the Yellow Bricking <anything>

Pass and Roll Your Neighbor, but turn the Follow Your Neighbor into a Follow the Yellow Brick Road or Follow the Yellow Bricking <anything>.

Pass the Top

From facing lines: Centers Spin the Top, Explode, and spread apart. The ends Pass Thru, Bend the Line, Pass In, and step forward into the space that has just been vacated.



before Pass the Top

Spin the Top
Pass Thru and Bend

Explode,
Pass In

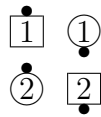
finished

Pass to the Outside

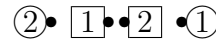
In analogy with Pass to the Center, Pass Thru and the new **centers** Trade.

Peel the Deal, Trail the Deal, etc.

Peel the Deal is just Loop and Tag Zero. Trail the Deal is just Cross Loop and Tag Zero.

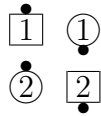


before Peel the Deal

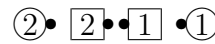


finished

On Peel and Trail the Deal, the leads do their part of Peel the Deal, while the trailers do their part of trail the deal. The traffic pattern on this is sometimes puzzling.



before Trail and Peel the Deal



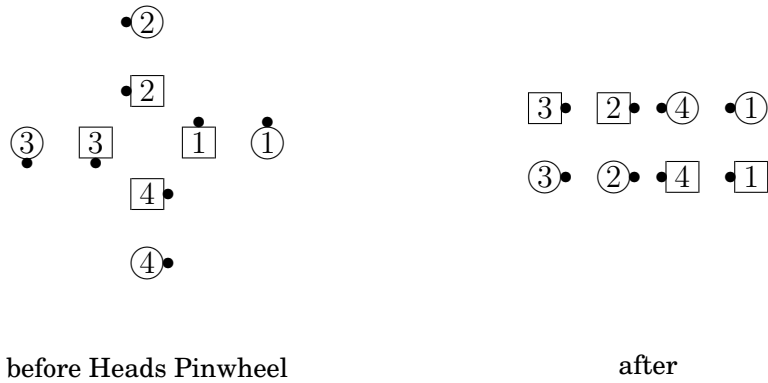
finished

Peel the Wave, Trail the Wave

See [Clover the Wave](#), page 43.

<anyone> PinWheel

This is typically done from a promenade. The designated couple does a Cast Off 3/4 to finish as the outsides of a starting DPT. The others Wheel and Deal to become the centers. As with all calls from a promenade, people need to be careful to adjust to a nice setup.



One can also do this from other formations, such as a tidal line. The designated people Cast Off 3/4 and finish on the outside, while the others Wheel and Deal. The non-designees need to remember that they are involved.

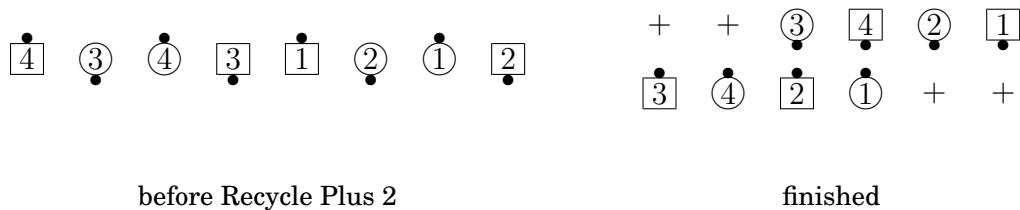
Pitch <direction>

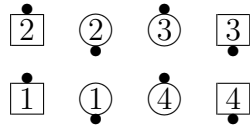
This is normally done from a tandem of two people, though facing people or back-to-back people can do it, with everyone doing their part. The leads do a “3/4 Zoom” to the right, like a Latch On or the belles part of Shakedown, while the trailers Circulate forward and face in the indicated direction. If no direction is given, they do not turn.

To make things more exciting, the caller can say “Left Pitch”, in which case the leads go to the left, but the trailers still turn in the unmodified stated direction, that is, the initial “left” applies only to the leads. “Left Pitch Left” is the mirror image of “Pitch Right”.

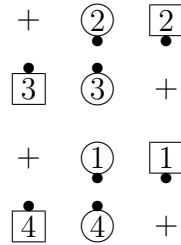
Plus <N>

After any call that has a natural veering or sweeping direction, everyone slides laterally in that direction that number of **half** matrix spots. Plus 2 has people sliding one position.





before Recycle Plus 1



finished

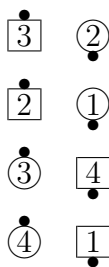
Pop

Explode the Wave. See [Snap, Crackle, and Pop](#), page 139.

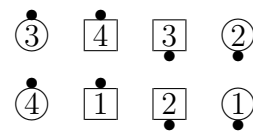
Press for Time

From columns: #3 and #4 Press Out, while #1 and #2 phantom Run and Circulate. (The latter part is somewhat similar to the start of Mark Time.)

The part for #1 and #2 is often confusing. There is a trick that most people use—It happens that everyone finishes next to the same person they started with. So the #3 and #4 dancers (who, it seems, have an easier part), give a slight tug with their hand to the person next to them, sort of as though they were doing a Shove Off.



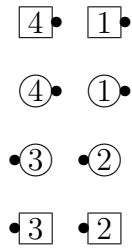
before Press for Time



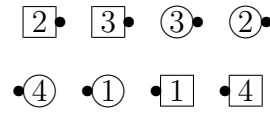
after

Presto

From 2-faced lines: centers Scoot Back and Press Ahead to become #1 and #2 of columns. Ends do a Tandem Cross Fold to become #3 and #4.



before Presto

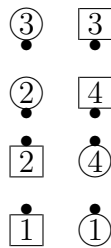


after

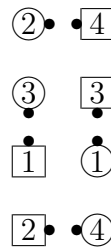
If done from waves, a collision occurs, resulting in “clumps”.

Push Off

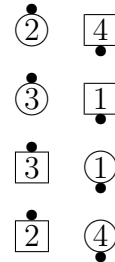
Zip Code 1. Then the new ends Touch 3/4 while the new centers Fan the Top and Hinge.



before Push Off

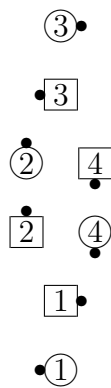


after Zip Code

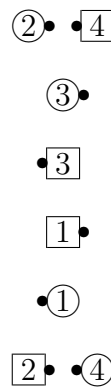


finished

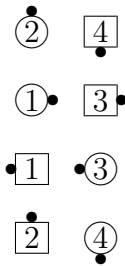
Because Fan The Top is flexible, Push Off is flexible.



before Push Off



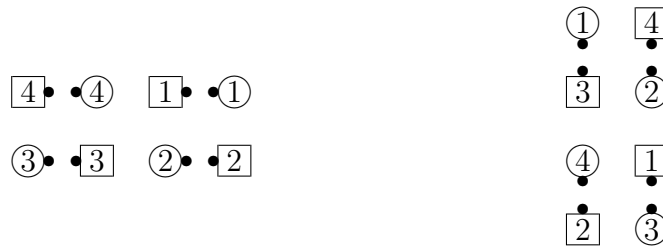
after Zip Code



finished

Push Open the Gate

From an 8 chain or inverted lines: Put Centers In if necessary. All Cast Off 3/4. Centers Pass Thru while the ends Bend and Slide Thru.



before Push Open the Gate

after

Quick Change

This is essentially an Acey Deucey and Face In. The precise definition is: Ends Circulate and Face in, while the centers Trade and Roll.

Quick Wrap

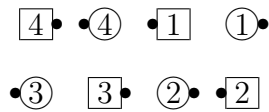
From columns: #1 and #2 Split Counter Rotate, while #3 and #4 Circulate into the center and then Reset 1/2 (new #2 roll outward to meet the new #3, and then they Hinge).



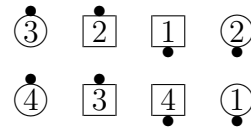
before Quick Wrap

after

If “magic” is used, the Circulate for #3 and #4 is magic, and the #1 and #2 do a “Magic Split Counter Rotate” (not a real call)—#1 Split Counter Rotates while #2 Magic Circulates and faces in.



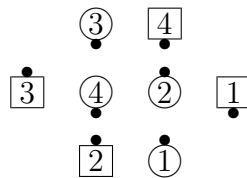
before Magic Quick Wrap



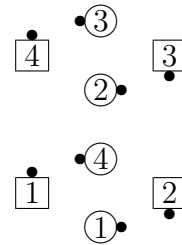
after

[Cross] Reactivate to a Diamond, Coordinate to a Diamond

On these calls, the people who Trade to become centers of the resulting lines do an extra Hinge. Usually this just turns a Cast 1/2 into a Cast 3/4, but it might be a Partner Hinge.



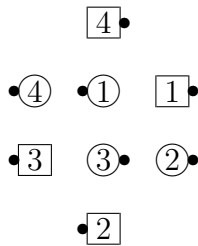
before Reactivate to a Diamond



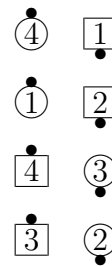
after

Reciprocate

Typically from a 3/4 tag or Trade By: centers Spin the Windmill while the ends Divide and Touch 3/4.



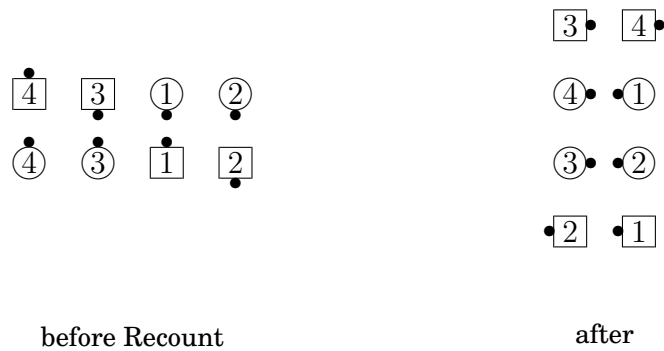
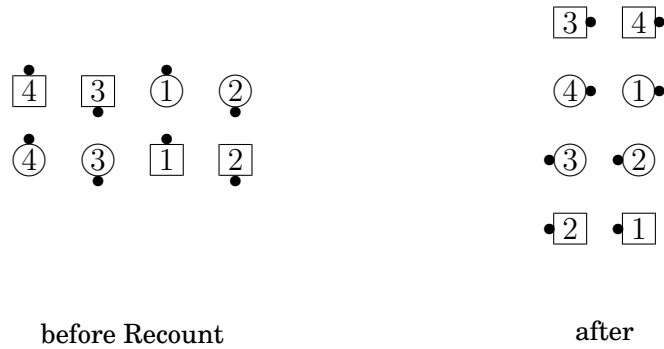
before Reciprocate



after

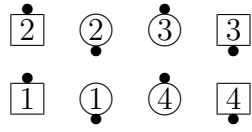
Recount

Usually from waves: the end looking out and the adjacent center do a 2/3 Recycle to become ends of the resulting lines. The others anchor the center for a cast 1/4 inward. Usually that cast will just be an Arm Turn.

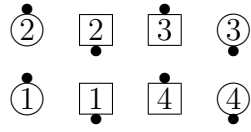


Relay the Diamond

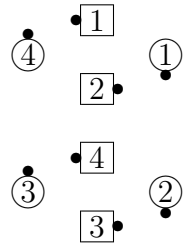
Swing 1/2. Centers Cast 3/4, Slip, and Swing, while the ends Circulate 2 positions. Now there are diamonds. Diamond Circulate, Then the centers Cast 3/4.



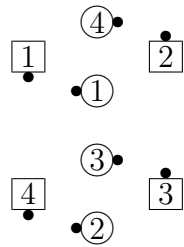
before Relay the Diamond



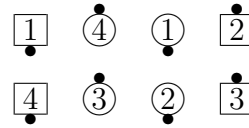
swing



cast 3, slip, swing
Circulate twice



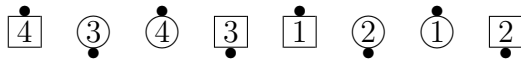
Diamond Circulate



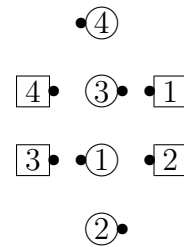
finished

Relay Your Pleasure

From a tidal wave: All Trade. Then the center 6 Cast 3/4 while the outer 2 isolate. The center 2 then spread apart. The people who Isolated press into the space that was created in the very center. The other people who are looking out U-Turn Back.



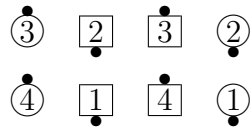
before Relay Your Pleasure



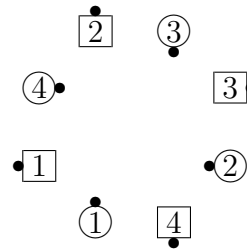
after

Remember the Alamo

From waves: Outer actives (end looking out and adjacent center), Ah So, while the others Split Counter Rotate. Result is an Alamo Ring.



before Remember the Alamo

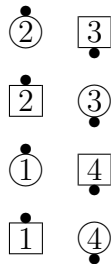


after

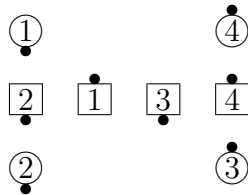
[Cross] Replace the Column

This could be defined in a geometrically accurate way as Invert the Column 1/2, then the ends Counter Rotate while the centers Reset 1/4 and 2/3 Recycle.

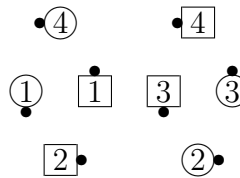
But a more useful definition starts with Invert the Column 3/4. Then, of the outer columns of 3, the first 2 continue Counter Rotate to become ends of lines, while the last one moves forward to be in a line with the very centers, and that line does a 2/3 Recycle.



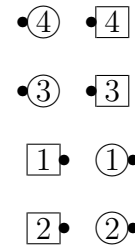
Start



Invert 3/4



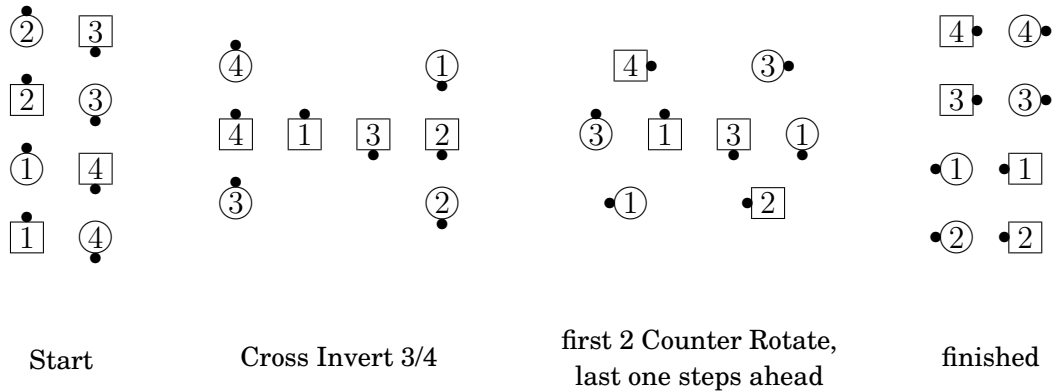
first 2 Counter Rotate,
last one steps ahead



finished

The person left behind on the Invert (the original #4) must wait patiently for the last of the 3 people walking past, before doing the 2/3 Recycle. Don't grab the wrong person.

On a Cross Replace the Column, use a Cross Invert 3/4 and a 2/3 Cross Cycle.



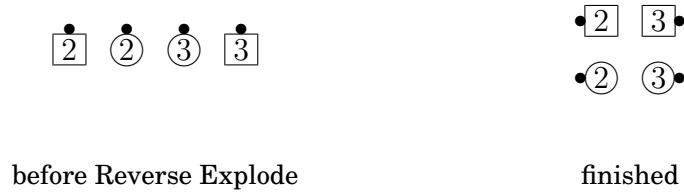
If “but <anything>” is used, that call replaces the 2/3 Recycle or 2/3 Cross Cycle.

Retreat the Line

This is a Bend the Line that goes the other way. As couples 1/4 out.

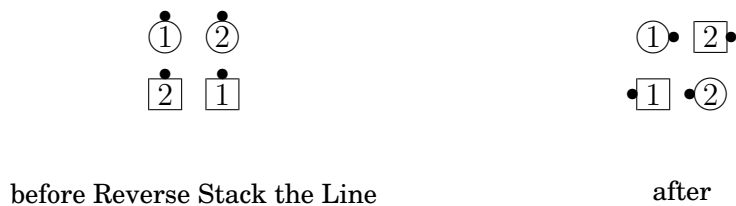
Reverse Explode

From a 1-faced or 2-faced line, the ends step forward, all face away from the original center of the line, and adjust to a box.



Reverse Stack the Line

Quarter In and the original **trailers** go across to right hands. Note that this is **not** the same as Mirror Stack the Line.



Reverse Stack the Line is an older call, which can be misleading to the dancers, as Reverse more often means Mirror. Today, most callers avoid this or use an alternative wording such as “Prefer the Trailers”.

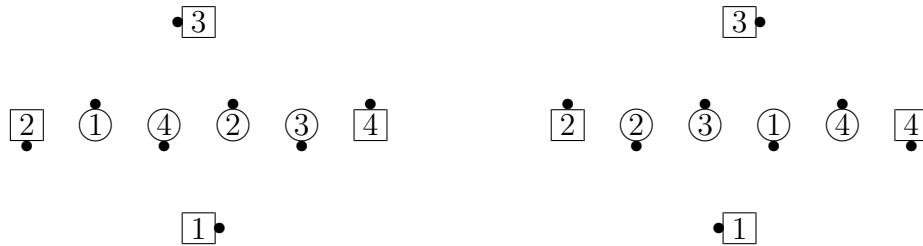
Reverse the Diamond

From Diamonds, or any formation in which the center 4 are in a wave: Centers Trade the Wave while the ends U-Turn Back.



before Reverse the Diamond

after



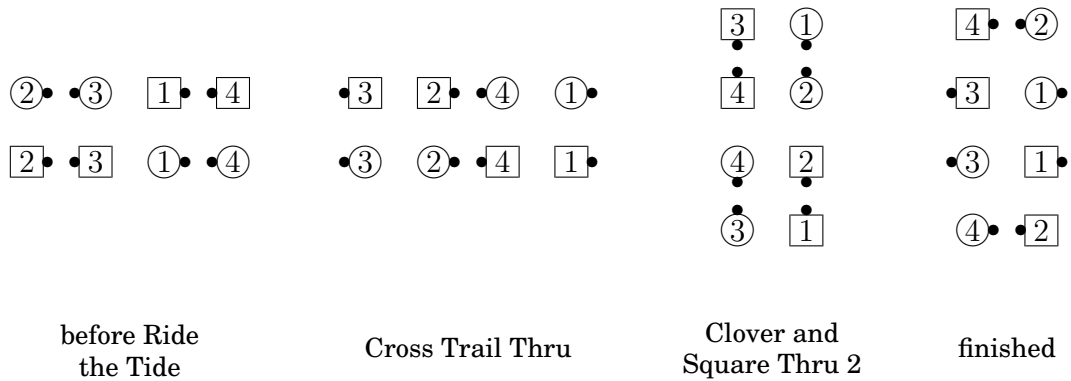
before Reverse the Diamond

after

Ride the Tide

From an 8 chain: all Cross Trail Thru. Clover and Square Thru 2. Slide Thru.

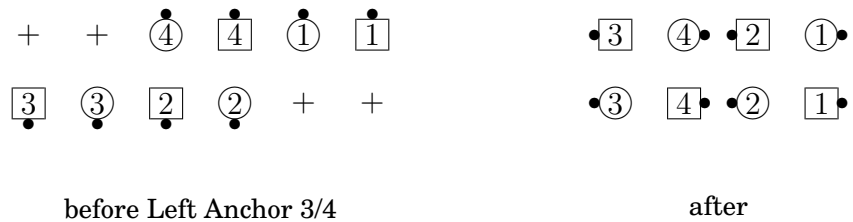
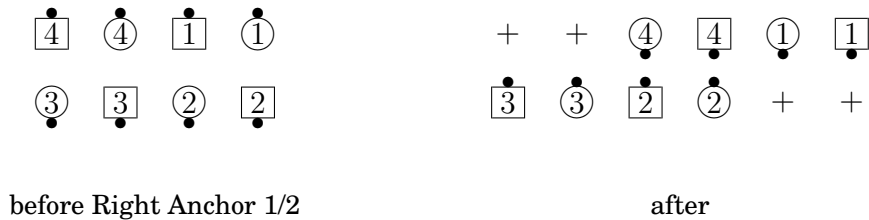
This has 3 parts.



For the original centers, the Cross Trail Thru and Cloverleaf feels a lot like the Pass Thru and Cross Cloverleaf of Jam Thru. But, if fractionalized (e.g. Finish Ride the Tide), you need to be careful.

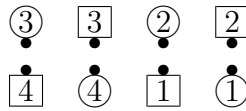
Right/Left Anchor <N/4>

This is a Space Invader. As a couple, turn the indicated fraction in the indicated direction. Do it in such a way that the person toward whom you are turning (belle for Right Anchor, beau for Left Anchor) stays on the same spot. The other person does all the walking.

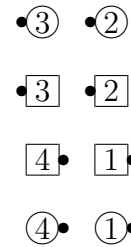


Right and Left By [By] [By]

Right and Left Thru and 1/4 More, then Slither. On Right and Left By By, follow that with a Slide. On Right and Left By By By, Follow that with another Slither.



before Right and Left By By By



after

One can do the “By” action after any call that ends with a Courtesy Turn.

Right and Left Roll

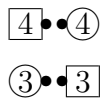
Right and Left Thru and Roll.

Right/Left On <N> (and <M/4>)

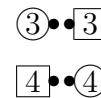
On Right On <N>, Square Thru, but on the <Nth> hand, Cast 3/4 and Roll.

Left On is the same except it uses a Left Square Thru.

When a fraction is used after the number, it means to Cast that amount instead of 3/4. It is the only known case of a phrase like “3 and a quarter” meaning something other than the number 3.25.



before Right On 3 and 1/4

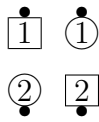


after

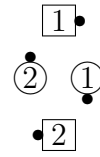
When Right On or Left On is used without the additional fraction, some dancers “cheat” the call by not taking the last hand at all, and instead simply finish facing each other. This is not recommended because sometimes callers add “and 1/4” or rely on the call to have a particular flow.

Right Roll The

Belles right faced U-Turn Back and Extend to become centers of a diamond. Beaus 1/2 run to become points of a diamond.



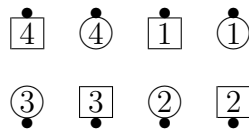
before Right Roll The



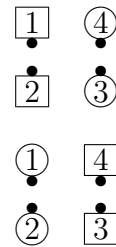
after

Rip Saw

From lines with the ends looking out: Ends Cross Fold, while the centers tag with each other and Cloverleaf to stand behind the original ends. The original ends are now in the center. They Pass Thru with each other, and all adjust to a 8 chain.



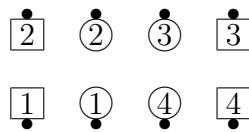
before Rip Saw



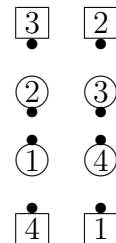
after

Rip the Line

Think “Pair and Cross Pair”—that is, Centers Pair the Line (U-Turn Back) while the ends Cross Pair the Line (Cross Fold).



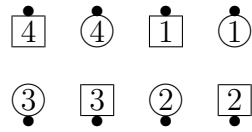
before Rip the Line



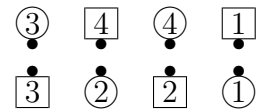
after

Roll Em

This is like Here Comes the Judge, but the Judge does a Zoom instead of a Circulate.



before Roll Em



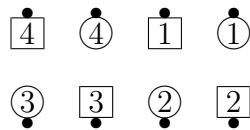
after

Rolling <anything>

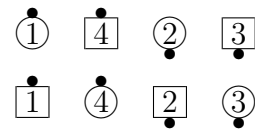
See the Rolling concept in Book 2.

Roll Out the Barrel

From back-to-back lines: the couple on the right does a Link Up and 2 Circulates. The couple on the left does a Tag the Line, Face In, and the trailers' part of Link Up.



before Roll Out the Barrel

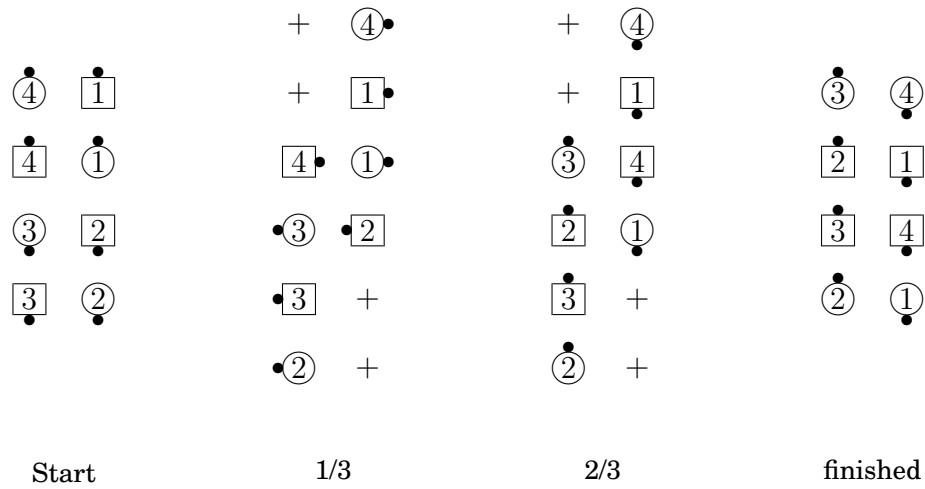


after

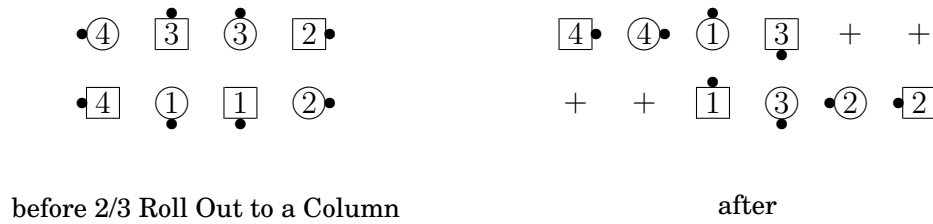
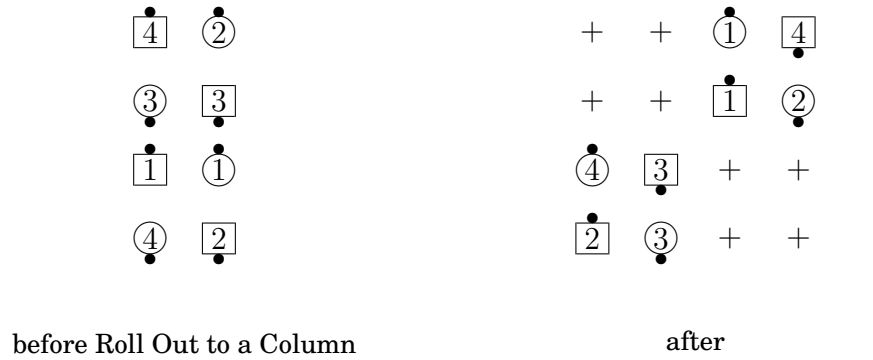
Confusing this with another call that has “barrel” in its name is fairly common.

Roll Out to a Column

Usually from a completed DPT: the end couple does a Right Anchor 1/4, Roll, and Press Ahead, The centers 1/4 Right, Counter Rotate, and Press Ahead.

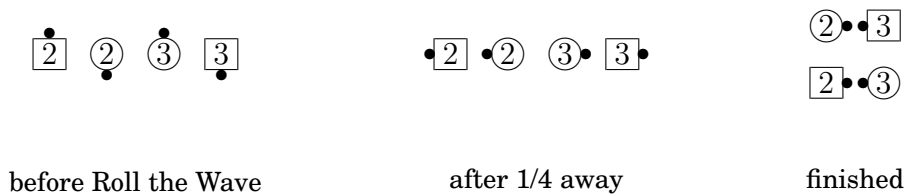


This has 3 parts. When fractionalized or called from a setup other than a completed DPT, the resulting setup might be irregular.

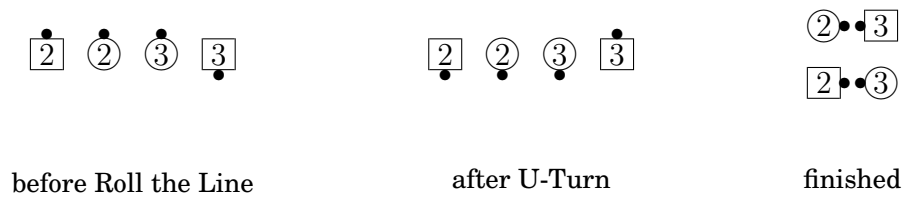


Roll the Wave

From a wave or line: Quarter away from the center of the line (“Lines Divide”), and individually “Peel” in flow direction, adjusting to couples.



It may be useful to think of Roll the Wave as: U-Turn Back away from the center of the line/wave, and then either Explode or Bend the Line, as applicable.

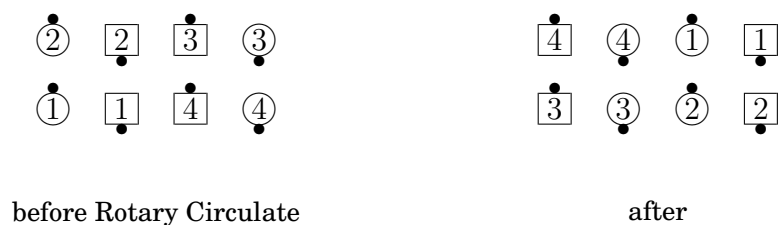


Rotary Circulate

From Parallel Waves.

Extend, Centers Hinge while Ends 1/4 to handhold, Circulate Twice, Centers Hinge while Ends 1/4 In, Extend.

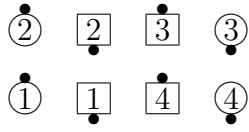
Ends in Parallel Waves.



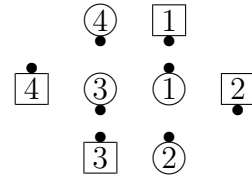
Note that dancers often execute this call as Follow Thru, Circulate Twice, Any Shoulder 1/2 Tag. This simplifies 3x3 and Single applications.

This call is a Circulate variant, and replaces the first Circulate in calls to which the “Anything” Concept (C2) applies. As a result, one can hear things like “Rotary Percolate”, which is Rotary Circulate and Finish Percolate (and not Rotary Spin and Finish Percolate).

It is also called “to a Wave”, as in Rotary Circulate Centers to a Wave.



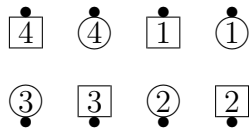
before Rotary Circulate
Centers to a Wave



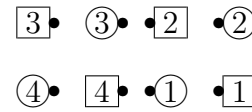
after

Round and Cross

This is a Round Off and everyone Half Sashay as the call completes. Everyone.



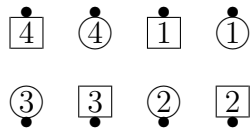
before Round and Cross



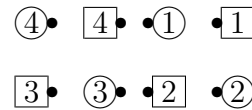
after

Round Off

From back-to-back lines: Quarter away from the center, and then Tandem U-Turn Back inward. This is done in one smooth motion. The ending feels a lot like a Cloverleaf.



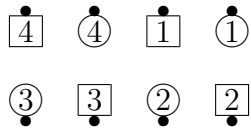
before Round Off



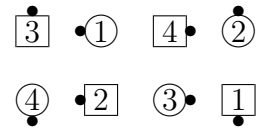
after

Round the Horn

This is like a Round Off, but those who finish in the center Pass Thru with each other. The others don't complete their turning motion (that is, do the call 1/2 Stable.) They will then be facing each other on the end. They Pass Thru with each other.



before Round the Horn



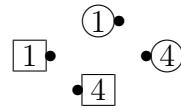
after

[Cross] Run Away

From any line: Centers Run (or Cross Run) and Roll. The others face each other across the vacated space, move forward, and Touch 1/2. The Touch 1/2 is always by the right. The call ends in a single 1/4 tag.



before Cross Run Away



after

<anyone> Run By <N>

The designated people Run around N people, each of whom slides toward the original runner.

<anyone> [Cross] Run the Top

This is just <anyone> Run, then Fan the Top. If, after the Run, you have facing couples, the Fan the Top must be of the facing couples type.

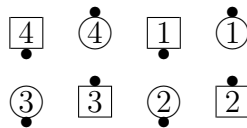
On a Cross Run the Top, start with a Cross Run. The Fan the Top is normal.



before Girls Run the Top



after



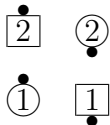
before Girls Run the Top



after

<anyone> Run the Wheel

From a Box. The designated people Run, and then do a Curve Right or Left, in the same direction in which they ran. The others Trade and Roll. The “Curve” is often described as a Wheel Thru or Left Wheel Thru, in the obvious direction.



before Leads Run the Wheel

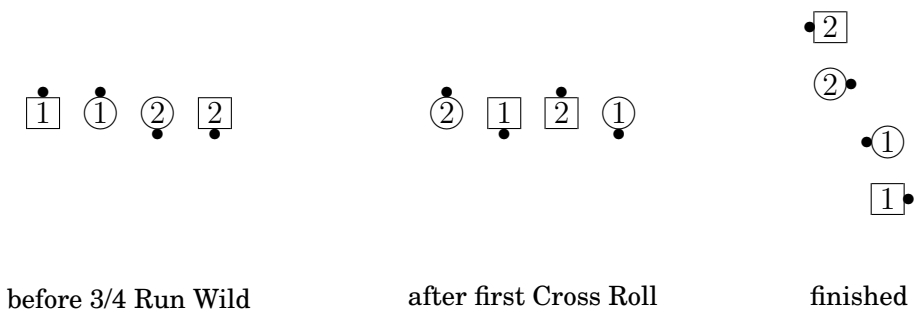


after

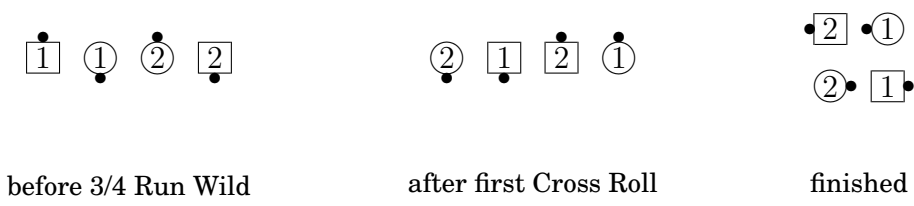
Run Wild

This is Cross Roll to a Wave (or Line), twice.

This call is sometimes fractionalized by quarters, which means that a Cross Roll is fractionalized by halves. When this happens, and the starting setup is a wave, the result is offset miniwaves. Remember that the definition of Cross Roll says that, when started in a wave, the original centers doing the Cross Run take the outside track. The original ends take the inside track. The halfway point is at the instant they are passing each other. The hand they take is determined by the shoulder they were passing. It is *not* a “collide and take right hands” situation.



From waves, there is no problem:



On a Grand Run Wild, do a Grand Cross Roll twice, re-evaluating after the first.

On a Grand Cross Roll, the center 6 Grand Cross Run (as in a Grand Mix) while the very ends Run.

Sashay Thru

Do-Sa-Do 3/4 and Slither.

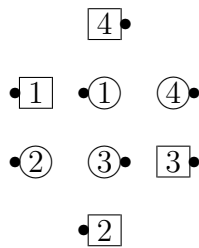


Scamper

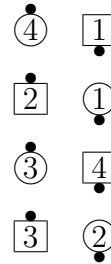
From a 3/4 Tag or Trade By formation.

This is a 2 part call.

1. The Ends Divide while the Centers Touch if necessary, and Hinge.
2. The Ends Touch 1/4 while the Centers Box Circulate.



before Scamper

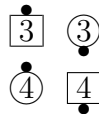


after

[Cross] [Criss Cross] Scoot Apart

This is somewhat like Reach Out.

From a box of 4: trailers step forward, Trade, and spread apart, while the leads Box Circulate 1-1/2



before Scoot Apart



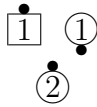
after

On a Cross Scoot Apart, the trailers cross to opposite hands before the Trade.

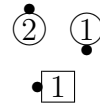
On a Criss Cross Scoot Apart, the trailers cross to opposite hands, and the leaders also cross to opposite hands after the Box Circulate 1-1/2.

Scout the Triangle

This is analogous to Scout the Diamond. From a wave-based triangle, do a 1/4-tag type of Scout Back (the base looking out just flips over to the other base position), the apex quarters to handhold, and all Triangle Circulate.



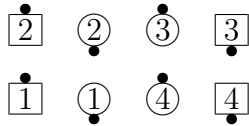
before Scout the Triangle



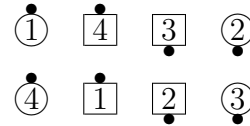
after

Set Back

All Trade, and then Lines Cross Back Thru.



before Set Back

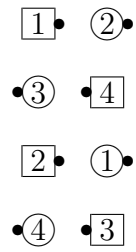


after

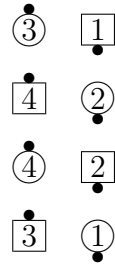
Because this sounds a lot like Settle Back (which seems to be a more common call), callers typically pronounce it very carefully. Dancers then help out by reciting the short definition.

Set Your Pace

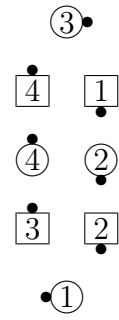
From columns: Circulate 1-1/2, the center 6 Grand Follow Thru, then all Concentric Cycle and Wheel. Since this starts with a Circulate, it is subject to the “<anything> Set Your Pace” construction.



before Split Counter
Set Your Pace



Split Counter Rotate



1/2 Circulate

③•

□4•

④•

•□1

□3•

•②

•□2

•①

①• ②• •□1 •□4

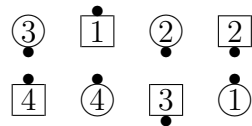
□2• □3• •④ •③

center 6 Grand Follow Thru

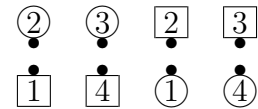
finished

Sets in Motion Plus 1 or 2

These are extensions of Sets in Motion in which additional people in the center column move out to the end. On a normal Sets in Motion, the first two people from the column become a couple—the first turns left and the second turns right. On Sets in Motion Plus 1, there must be a third person in the column. He turns left to stand between the other two in a line of 3. On Sets in Motion Plus 2, the third person turns left as before, and the fourth person turns right to stand between the second and third.



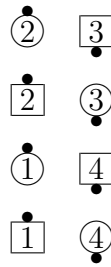
before Sets in Motion Plus 2



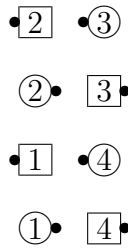
finished

Settle Back

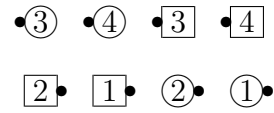
This is a versatile call. Reset 1/2, Then the centers Cross Back while the ends do 2 O Circulates.



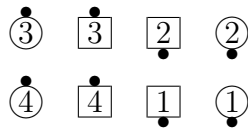
before Settle Back



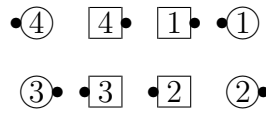
halfway



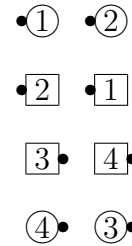
finished



before Settle Back



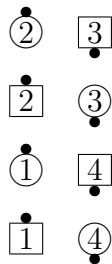
halfway



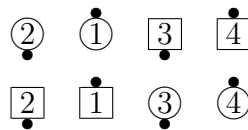
finished

This call has a confusing number of similarities with Set Back. Be careful.

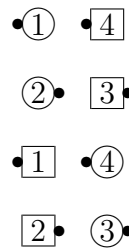
This call has 2 parts. The first part, Reset 1/2, also has parts. This makes Settle Back a favorite for nested part-analyzing concepts.



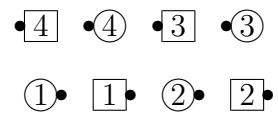
before
Initially Initially
Once Removed
Settle Back



after Once Removed
Reset 1/4



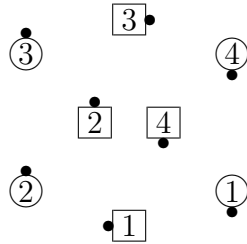
after Initially
Once Removed
Reset 1/2



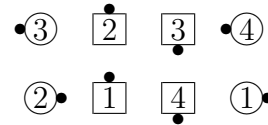
finished

Shadow Box <anything>, Shadow <formation> <anything>

From any setup in which the outsides are in tandem: the outsides do a 1/2 Zoom and Cast Off 3/4 while the centers do the <anything>. The outsides' part is the same as Cast a Shadow, but without the final Spread. The name of the center setup is used in the name of the call, as in "Shadow Wave", "Shadow Column", etc.



before Shadow Diamond Drop In

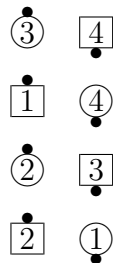


after

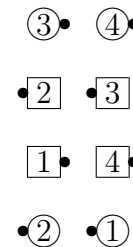
[Criss Cross] Shadow the Column

Cast a Shadow used to be considered legal from columns. It went from acceptable to controversial to illegal, and now lives on only under the name Shadow the Column. #1 and #3 do the 1/2 Zoom, Cast Off 3/4, and Spread. #2 does the Cloverleaf. #4 does the Extend (now Circulate 1-1/2), Hinge, and Extend.

On Criss Cross Shadow the Column, everyone's role is changed the way it is for Criss Cross the Shadow: #1 and #3 take opposite hands, and #4 crosses hands before the Hinge.



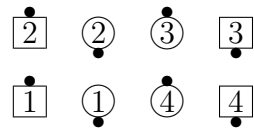
before Criss Cross Shadow the Column



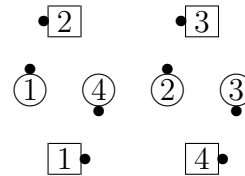
after

[Cross] [Criss Cross] Shadow to a Diamond

Ends Cast a Shadow. Centers effectively do a Peel and Trail with each other.



before Shadow to a Diamond

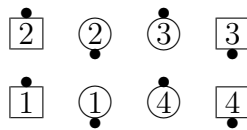


after

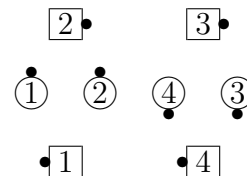
The centers' part also has a lot in common with Cast a Shadow. The center looking out avoids collisions the same way he would on a Cast a Shadow—he moves while the others are doing the Cast 3/4.

On Cross Shadow to a Diamond, the centers looking in extend to the opposite hand and Trade, rather like the action on Criss Cross the Shadow. The other 6 do the same thing as before.

On Criss Cross Shadow to a Diamond, in addition to the crossing action for the centers looking in, the ends Criss Cross the Shadow.



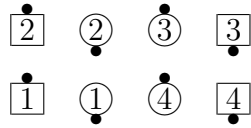
before Criss Cross Shadow to a Diamond



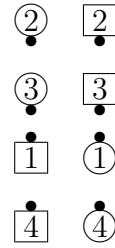
after

Ship Ahoy

From lines in which one end is facing out: the outer actives do a Recycle or Wheel and Deal as appropriate. The other center does a Shove Off inward, taking the adjacent end with them.



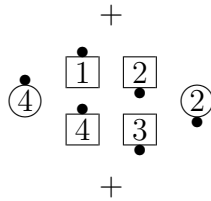
before Ship Ahoy



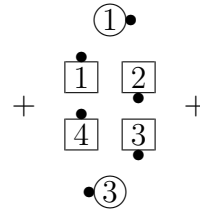
after

Short 6 / Tall 6 Formation / Circulate

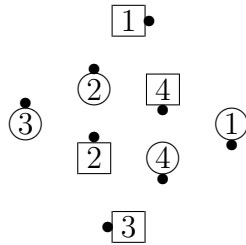
These designate 6 people in a Galaxy. The Short 6 are the people who would squeeze on a Squeeze the Galaxy. The Tall 6 are the Center 4 and the other 2 Points. These terms are often used as a substitute for Center 6 because Center 6 is ambiguous from a Galaxy.



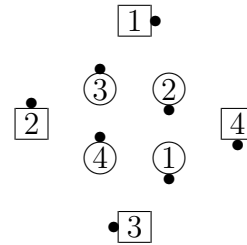
Short 6



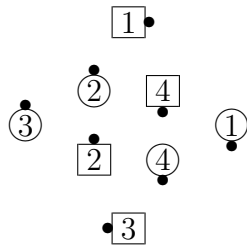
Tall 6



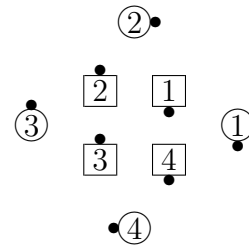
before Short 6
Circulate



after

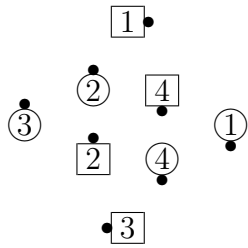


before Tall 6
Circulate

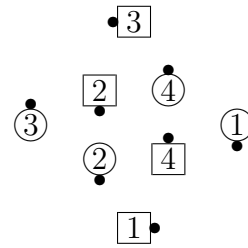


after

These terms simply designate the people. They do not direct the dancers to act as if in a column of 6. The caller can direct dancers in these setups to do other calls such as Exchange the Triangles.



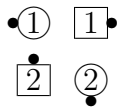
before Tall 6
Exchange the Triangles



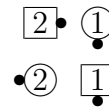
after

Short and Sweet

From any box of 4: leads do their part of Mini Chase while the trailers do their part of Short Cut.



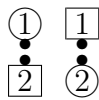
before Short and Sweet



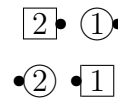
after

Short Cut

From facing couples: beaux (phantom) Touch 1/4 while the belles Partner Tag.



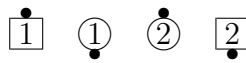
before Short Cut



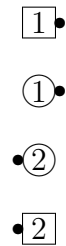
after

Short Cycle

From a line: centers U-Turn Back toward the nearest end and then Couples Hinge.



before Short Cycle

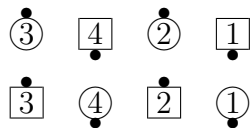


after

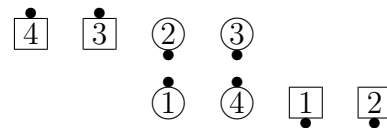
This call has a little bit of the “feel” of Recycle at Mainstream.

Short Trip

Usually from waves: the end looking out and the adjacent center Squeeze, while the others do their part of a Circulate.



before Short Trip



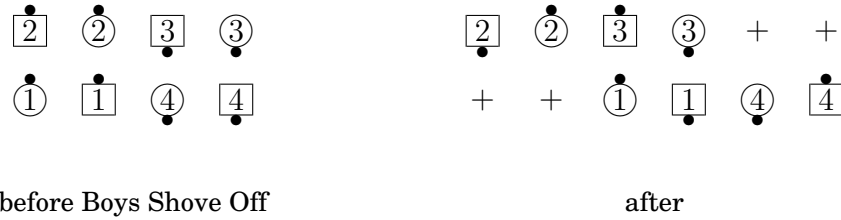
after

Figuring out who is to do which part, with the necessary speed, is quite difficult. If you are one of the squeezers, be prepared to help the other person.

Shove Off

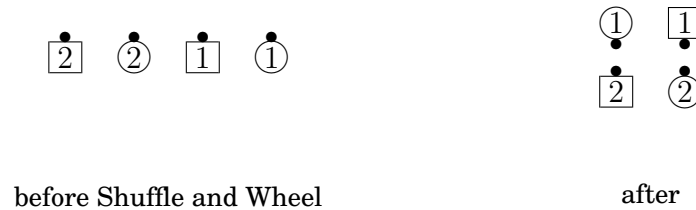
From a 2-dancer formation consisting of the designated person and their lateral partner: the designee does a run or flip away from their partner, while the partner moves toward the designee without changing facing direction.

This is a “space invader” call. The motion is absolute.



Shuffle and Wheel

This is like Shuffle the Deck, but the belle-side couple does a Wheel and Deal to face the beau-side couple.

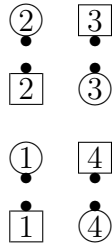


Shuffle the Deck

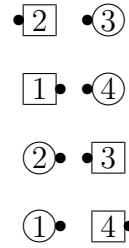
From a 1-faced line, the belle-side couple steps in front of the beau-side couple. This is an as-couples version of [Single Shuffle](#) (page 138), a call well known to people who are familiar with Vertical Tag.

Shuttle <direction>, Shuttle <anything>

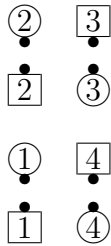
From an 8 chain: all Pass Thru. The centers Slide Thru while the ends Quarter in the given direction, or take the given call. If no direction is given, they do nothing.



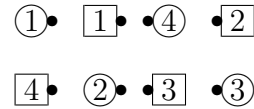
before Shuttle Left



after



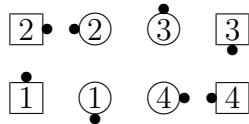
before Shuttle Sidetrack



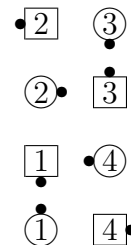
after

Siamese Breakdown

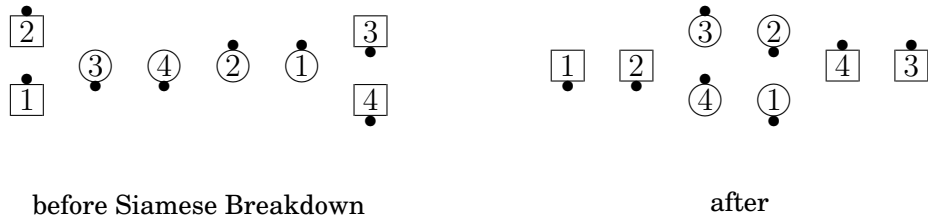
From any 2-person setup in which the two people are either adjacent laterally (couple or miniwave) or adjacent vertically (tandem, facing, or back-to-back): laterally adjacent people Single Wheel, while vertically adjacent people Single Turn to a Line.



before Siamese Breakdown



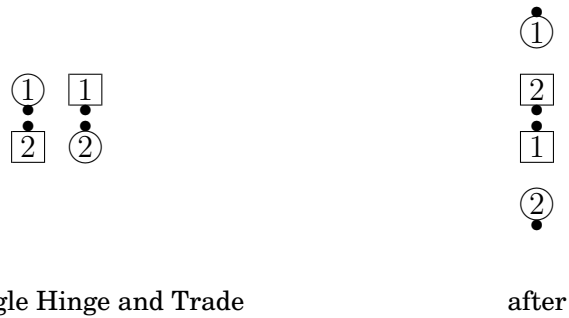
after



It is illegal to call this if the identification of pairs is ambiguous.

Single Hinge and Trade

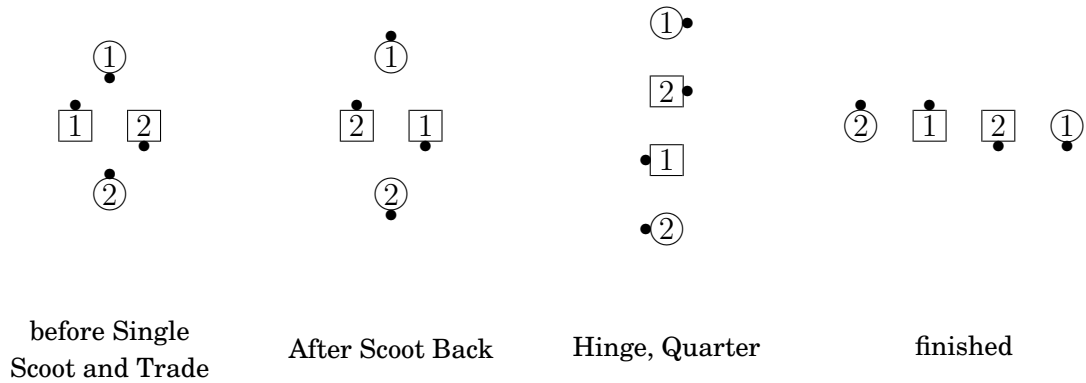
Single Hinge and Trade is the start of the centers' part of Sets in Motion. All Hinge, centers Trade, all Roll.



Hinge and Trade is the As Couples version of this. The Roll is also As Couples.

Single Scoot and Trade

From a 1/4 tag: Scoot Back, then the ends Quarter to Handhold while the centers Hinge, making a 2-faced line. Finally, Lockit.



One might think that the As Couples version of this would be known as Scoot and Trade, but this appears not to be the case.

Single Shuffle

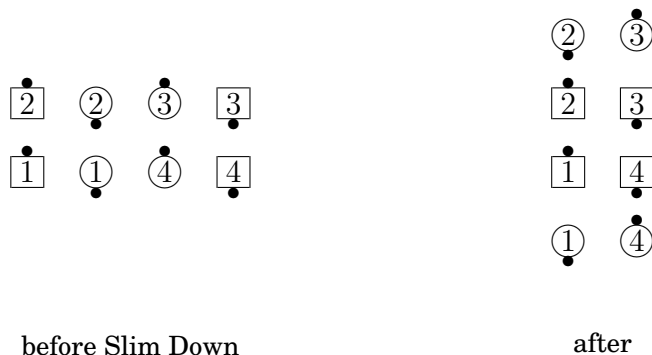
From a couple: The belle steps in front, creating a tandem. This is the start of Vertical Tag, for a couple facing in. It is also the start of calls like Dixie Style to a Wave, Dixie Chain, etc.

[Shuffle the Deck](#) (page 135) is the As Couples version of this.

Slim Down

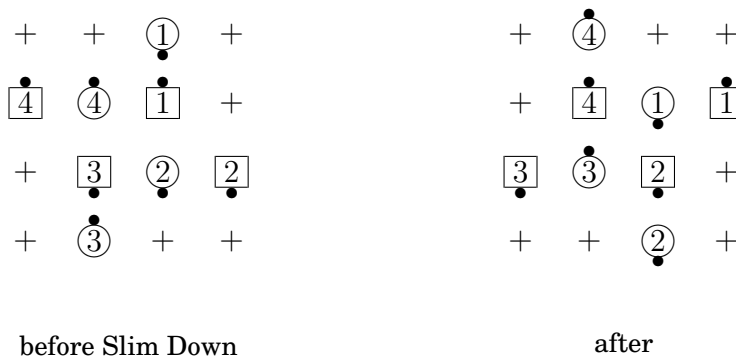
This takes any 2x4 into a 2x4 oriented the other way. Centers become ends and ends become centers, all by moving forward, back, or sideways, without turning.

The ends simply move into the center. The centers move out along the opposite axis. If your nearby end is coming in from your left or right, move forward or back, or vice-versa.



From back-to-back lines, this is the same as Step and Slide.

Slim down can be done in other formations, as long as each quadrant has one center and one end that are as if in a 2x4.



Snag Circulate

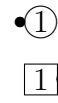
Ends do an All 8 Circulate, while the centers do 1/2 of a Circulate. This is a special case of the “Snag” concept (centers work 1/2), which is a special case of the “Snag the <anyone>” concept (designees work 1/2).

Snake

From a miniwave: Quarter In and step to a new miniwave of opposite handedness.



before Snake



after

Snap

Partner Tag. See Snap, Crackle, and Pop.

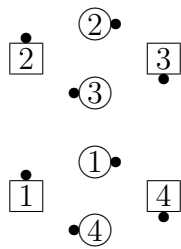
Snap, Crackle, and Pop

This combination was inspired by a promotional slogan for a breakfast cereal.

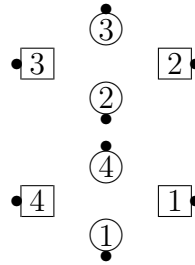
See those 3 calls. They are sometimes put together in other orders or other combinations for comic effect.

Snap the Diamond

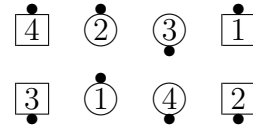
From Parallel diamonds: All do a Diamond Partner Tag. (Use the “Diamond” concept; work to spots; try to avoid injury.) Then the outsides Partner Tag again, while the centers Right Roll to a Wave.



before Snap the Diamond



after first Tag



finished

Snap the Tag <N/4>

This is a tagging call. First, all Partner Tag. Then the ends U-Turn Back, and then all Extend as many times as needed. The tagging is always right shoulder. From a right-handed wave this is the same as Flip the Line.

Note: When the “Reflect” modifier is used, the Reflect is applied after Snap the 1/2 Tag. Do not try to Reflect the Partner Tag.

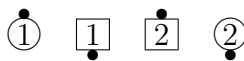
The caller must always say “Snap the Tag”. It is improper to say “Snap Your Neighbor” (proper usage is Snap the Tag Your Neighbor) or “Snap Back” (proper usage is Snap the Tag Back). Those shorter names are no longer used but previously implied a different action.

Sock it to the Diamond, Sock it to the Wave

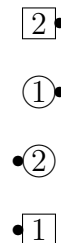
See [In Roll To a Diamond](#), page 84, or [In Roll To a Wave](#), page 85.

Soft Touch, Soft <anything>

From a line or diamond: centers Hinge and flip away. The others Quarter In, step ahead, and Touch.

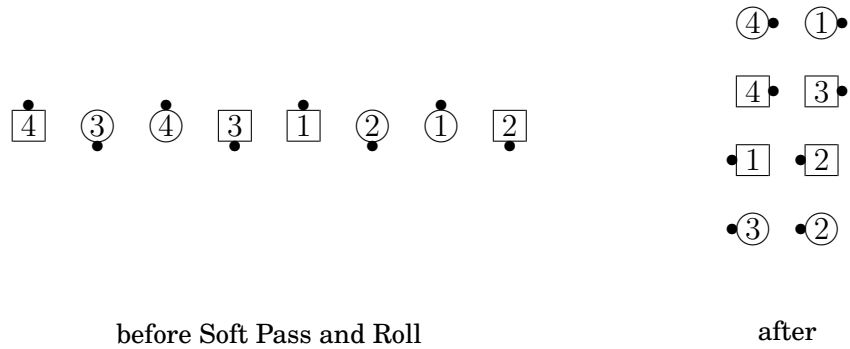
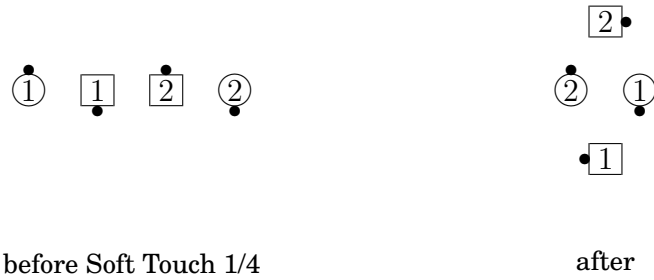


before Soft Touch



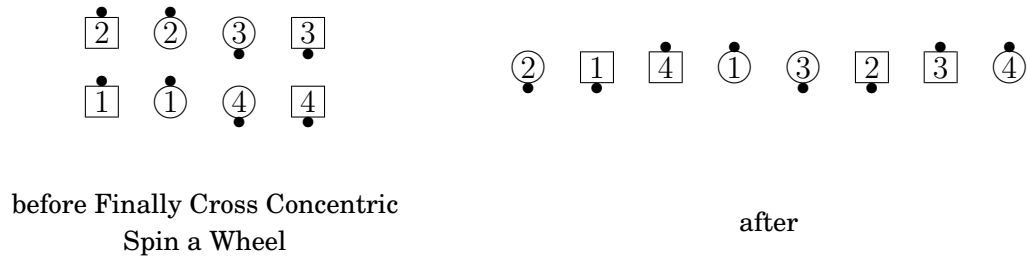
after

For Soft <anything>, the <anything> replaces the Touch.



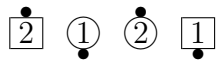
Spin a Wheel

Couples Hinge; Triple Trade; Couples Hinge. The three parts of this call are frequently exploited with interrupts or part-analyzing meta-concepts.

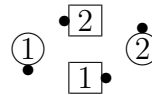


Spin Back, Fan Back

On a Spin Back, all Trade (or Touch 1/2). Then the centers cast 3/4 while the ends U-Turn Back.

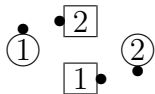


before Spin Back

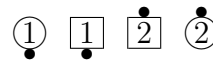


after

Fan Back omits the first Trade, of course.

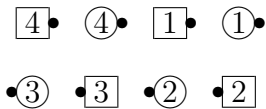


before Fan Back

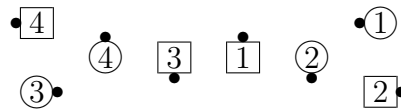


after

These are normally 4-person calls, so that, when done from a tidal wave, “centers” means the centers of each side. But beware—when necessary, they might not really be 4-person calls.



before Fan Back

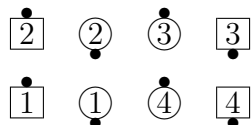


after

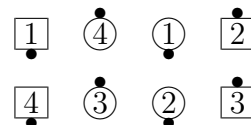
Spin Chain and Circulate In, Fan Chain and Circulate In

From Parallel Waves.

All Arm Turn 1/2. Then Centers Cast Off 3/4, Very Centers Trade, Centers Cast Off 3/4 and Spread while the Ends Circulate Twice and Spread.



before Spin Chain and Circulate In

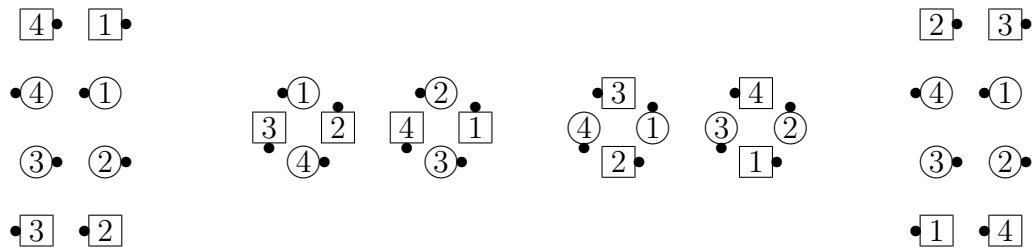


after

Fan Chain and Circulate In omits the first Arm Turn 1/2.

Spin Chain and Circulate the Gears, Fan Chain and Circulate the Gears

This is similar to Spin Chain the Gears, but in each of the instances in which the ends turn around, they follow it with a Circulate.



before Spin Chain
and Circulate
the Gears

Trade, centers 3/4,
center 2 Trade,
ends UTB and Circ

turn the stars

ends UTB and
Circ,
center 2 Trade,
centers 3/4

Fan Chain and Circulate the Gears omits the first Trade, of course.

Spin Chain the Star

This is a 2-3-2-3 Quarter the Deucey, if that's helpful. All Trade. Centers Cast 3/4. The end looking out Circulates, while the end looking in steps forward into a star. The center star turns 1/2. This is sort of like the center 2 trading on Spin Chain Thru, but there are two other people "riding the star". Then those who meet Cast 3/4 while those who rode the star move forward to the end of the line.



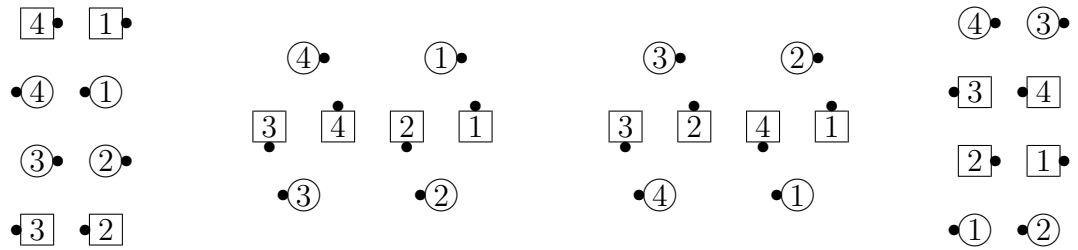
before Spin Chain the Star

after

Spin Tag the Deucey [<direction>]

From waves: Centers and adjacent ends Trade. Centers Cast 3/4. Center 2 Trade while the ends tag with each other through the gap that is created. After tagging, the ends 1/4 in the indicated

direction and Circulate one position, while the centers Cast 3/4. If no explicit direction is given, the default is right.



before Spin Tag
the Deucey

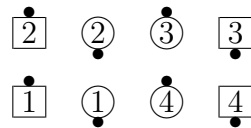
Trade, centers Cast 3

center 2 Trade,
ends Tag and Face Right

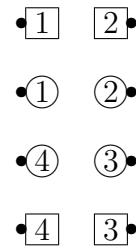
finished

Splash <direction>, Splash <anything>

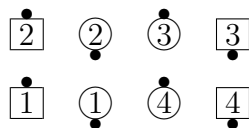
From lines: Outer actives (end looking out and adjacent center), whether they are a miniwave or a couple, Explode the wave or line. Inner actives Vertical Tag and take the direction or call.



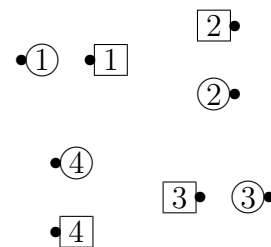
before Splash Out



after



before Splash [Single Shake and Rattle]

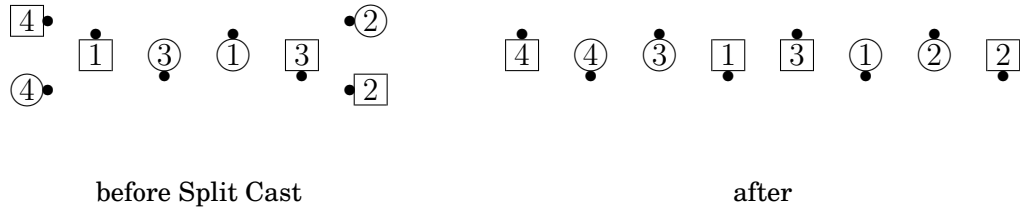


after

Split Cast (<N/4>)

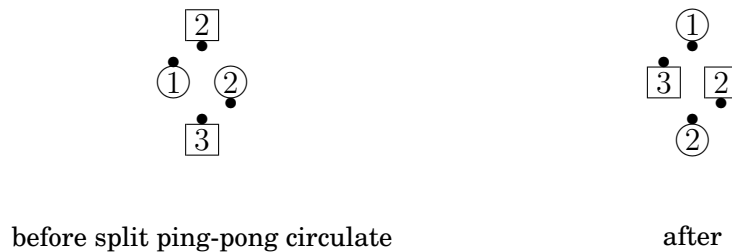
Usually from a “Heads Touch” setup: centers Cast Off 1/2, while the ends Hinge and then Trade. The centers’ Cast Off might be pushy. The ends’ action is not.

If a fraction is given, everyone casts by that amount after the initial ends Hinge. Hence Split Cast without a fraction is equivalent to Split Cast 1/2.



Split Ping-Pong Circulate

This is the 4-person version of Ping-Pong Circulate. The people going to the outside just U-Turn Back.

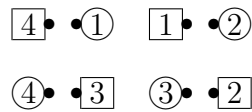


Split the Difference

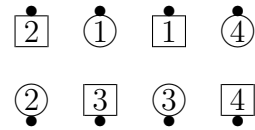
Split Circulate, the Difference. This has 4 parts.

Square Out

From an 8 chain: centers Square Thru 4 while the ends 8 Chain 2 and Square Thru 2.



before Square Out



after

It may be helpful to think “Second hand grand.”

Square the Barge (<N/4>)

Square Thru 4; Trade By. If a number is given, it dictates the number of hands in the Square Thru.

See [Barge Thru](#), page 26.

Square The Bases Plus 2

This is a Square the Bases, but the Split Square Thru 2 is changed to a Split Square Thru 4.

Square Turn Thru <N>

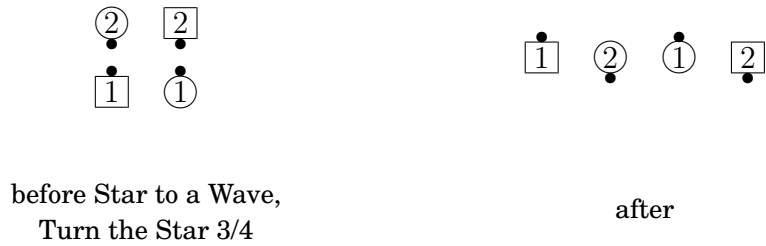
Square Thru, but on the last hand do a Natural Turn Thru instead of a Natural Pull By.

Stack the Wheel

As couples Hinge, individually Roll.

Star to a Wave

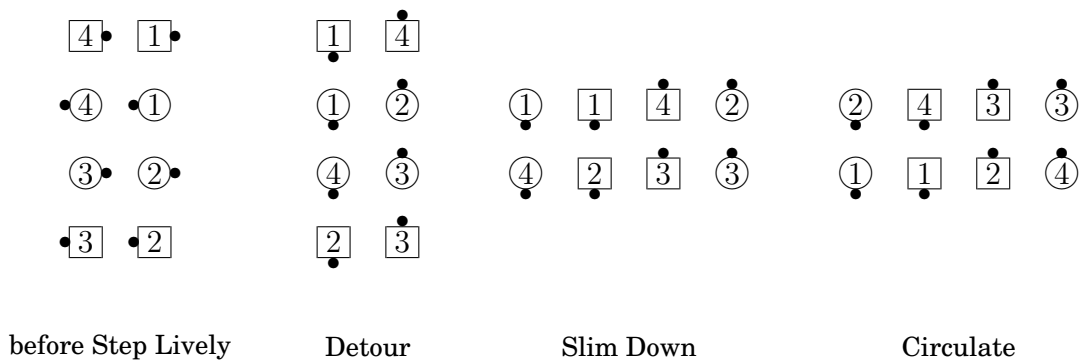
From facing couples: Make a right-handed diamond by having the beaux step forward to each other, while the belles 1/2 flip left. (This could be precisely defined as 1/2 Reverse Swap Around.) Counter Rotate the diamond 1/2, or whatever “star turn” amount is indicated. Flip the Diamond.



This call is very similar to Tag the Star. It is Tag the Star 1/2 followed by Hinge.

Step Lively

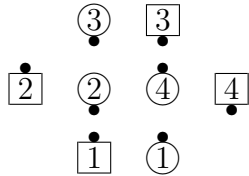
Detour, Slim Down, and Circulate. This has 3 parts.



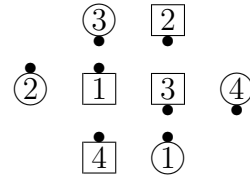
The original definition of this call was quite different, and in fact long predated Slim Down. The recognition that it was equivalent to the 3-call series given above, and the adoption of that as its definition, was more recent. The original definition only worked from waves, and was not fraction-izable. Purists may consider the reformulation improper. It is nevertheless widely accepted.

[Cross] Straight Away [but <anything>]

From a 1/4 tag or 1/4 line: the end of the center line Extends to the nearest outside and does a Release Recycle with that person. The very center flips out. The outside person not participating in the Recycle presses ahead to the very center.



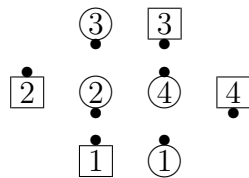
before Straight Away



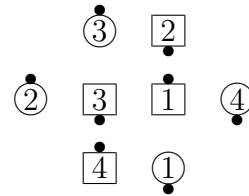
after

If the “Cross” modifier is given, the person doing the press ahead instead Jay Walks to the opposite center spot.

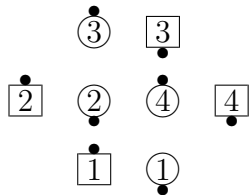
If a modifier call is given, it replaces the Recycle. Phantoms are still removed to the extent possible.



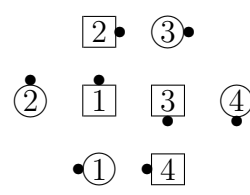
before Cross Straight Away
but [Ah So]



after



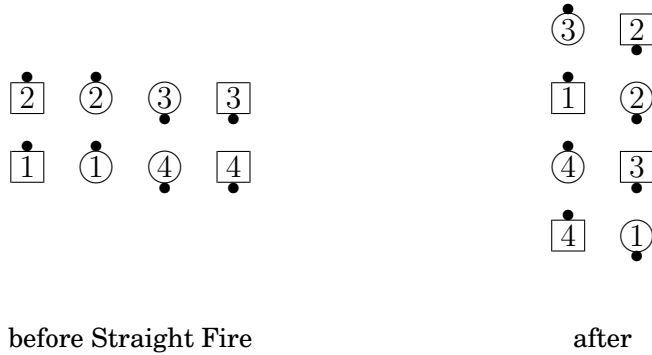
before Straight Away
but [1/2 Tag]



after

Straight Fire

From 2-faced lines: ends looking in Cross Over Circulate, while the others Crossfire.



This is the call that gave rise to the “Straight” concept. It is simply a Straight Crossfire. Another common member of the family is “Straight Connect” which is Straight Connect the Diamond.

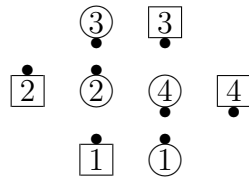
Strike Out

Centers Hinge, then all Collapse.

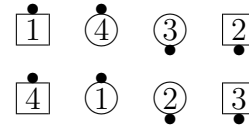


Stroll and Cycle

From a 1/4 line: center 2 trade, while the end of the center line Extends to the nearest outside and does a Release Recycle with that person. They then Veer or do a “Plus 2” to become a trailing couple in lines. The other outside people step forward beside the center 2 who have traded, and they step ahead to become a lead couple in lines.



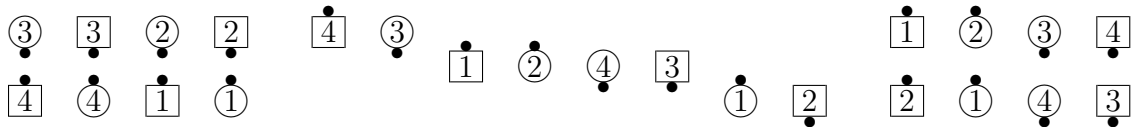
before Stroll and Cycle



after

Stroll Down the Lane

From facing lines: The end on the left presses out to meet the other end, then they Recycle and Veer Left. The centers Hammerlane and step forward.



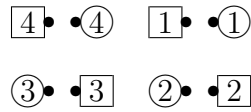
before Stroll
Down the Lane

Press Out
Hammerlane

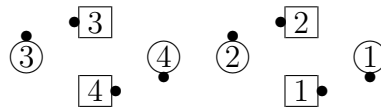
after

[Reverse] [Cross] Swap the Windmill

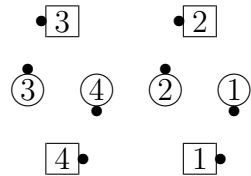
Carefully do 1/2 of a Swap Around or Reverse Swap Around. If the “Cross” modifier has been given, those who come in to the center take opposite hands. The setup should now be two stars of some kind. Adjust those stars if necessary so that there is a wave down the middle. In the wave, Swing, Slip, and Cast Off 3/4. The others, while staying out of the way of the people in the wave, Circulate twice around the outside.



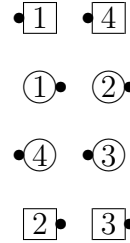
before Reverse Cross
Swap the Windmill



1/2 Reverse Swap around
with crossed hands



adjust stars



finished

It may help to be aware that the call starts a lot like Swap the Top, with the “Reverse” and “Cross” modifiers having the same meaning.

Substitute

This is an orphaned call from lower levels. It is just a Dive Thru, independent of facing directions, and without the Trade on the outside. The centers make an arch and move to the outside, while the ends duck under the arch and move to the center. The starting setup is typically a DPT, so the centers back out over the ends.

Swat the Flea

Mirror Box the Gnat. The girl still goes under.

Sweeping <anything>

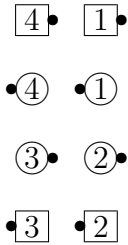
See the Sweeping concept in book 2.

Swing About

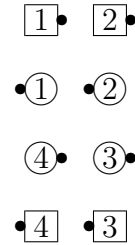
Swing, Slip, About.

Swing Chain Calls

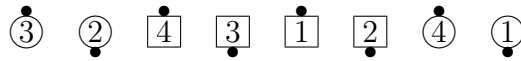
This general idea follows the relationship between Spin Chain Thru and Swing Chain Thru. A call that starts with the phrase “Swing Chain” is like the equivalent “Spin Chain” call, except that all 3/4 Casts and Star Turns are changed to 1/4. Trades and Star Turns of 1/2 are not affected.



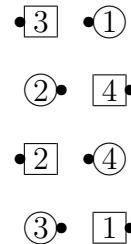
before Swing Chain the Gears



after



before Swing Chain the Line

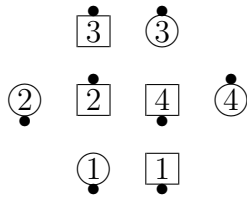


after

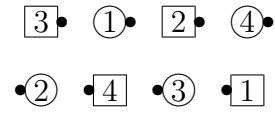
Other examples are Swing Chain the Star, Swing Chain and Circulate the Gears, and Swing Chain and Circulate In.

Swing to a Column

From a generalized 1/4 tag (usually a right-handed 3/4 tag): centers Trade and Roll and then walk forward, passing right shoulders, to become #1 and #2 of a column. Ends Divide, Touch, and do a sort of Flip the Line 1/2 to become #3 and #4 of that column. All passes are right shoulder, even if the starting formation makes that awkward.



before Swing to a Column



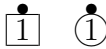
after

Switcheroo

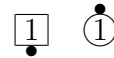
Switch to a Diamond, Eroo. That is, the centers Cast Off 3/4 while the ends Circulate.

<anyone> [Cross] Swivel

From a couple: The designated person Fold. The two people then left or right Single Circle to a Wave, in the direction dictated by the flow from the Fold.



before Belles Swivel

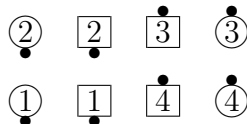


after

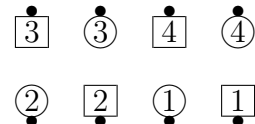
On a Cross Swivel, start with a Cross Fold.

Tag Circulate

Trailers Circulate. Leads Tag the Line and face right. It's always right.



before Tag Circulate



after

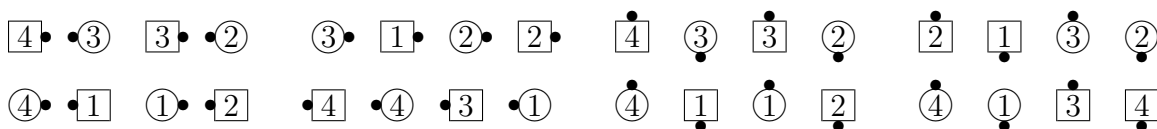
Because this is a Circulate variant, it can be used in the “anything anything” construction, as in Tag Percolate. This can lead to confusion. Phrases like “Tag Percolate” sound more like tagging

variants than Circulate variants, so dancers often start doing the wrong thing before figuring out what is really wanted.

Tag the Star <N/4>

This is a tagging call.

From facing couples: Make a right-handed diamond by having the beaux step forward to each other, while the belles 1/2 flip left. (This could be precisely defined as 1/2 Reverse Swap Around.) Counter Rotate the diamond 1/2, or whatever “star turn” amount is indicated. Drop In gives the 1/2 tag position. Proceed (or back up) as required.



before Reflected Tag
the Star Reaction

Tag the Star 1/2

Reflect

finished

Tap the <anyone>

From facing couples: all Pass Thru, designated people U-Turn Back, all Box Counter Rotate, and Roll. This has 4 parts. If it makes a difference, people re-evaluate whether they are designated just before the U-Turn Back. (Of course, the caller could say something like “Tap the original centers”.)



before Thirdly Once Removed
Tap the Girls

after

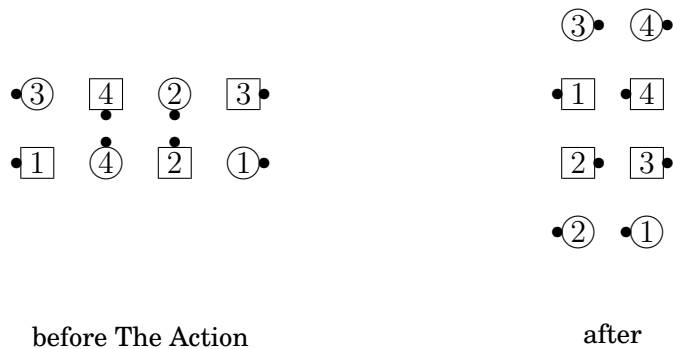
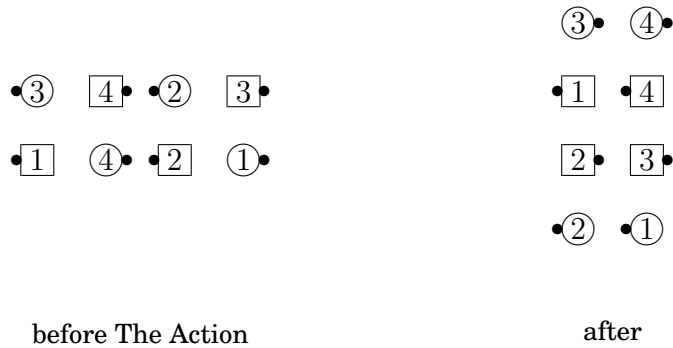
The Action

This is sort of the last half of Chain Reaction.

Typically from a Trade by: ends Hinge and then Trade, while the centers make a right-hand star by doing a 1/2 Reverse Swap Around, and turn the star 1/4. Then finish like a Chain Reaction—center line Cast off 3/4 while the others “move up”.

The ends’ part is exactly the same as Linear Action.

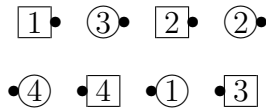
The centers’ part starts like Star to a Wave or Tag the Star, except that the star turns only 1/4, and it isn’t important who the points and centers are.



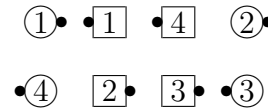
The Difference, Split the Difference, <anything> the Difference

The Difference is Cast Off 3/4, Slip, Cast Off 3/4. This has 3 parts. It is often used as a suffix, as in Mix The Difference. Such things have 4 parts. Fractionalization is very commonly used.

Split The Difference is Split Circulate The Difference. Split Trade The Difference is Split Trade Circulate The Difference.



before Oddly Once Removed
Split the Difference



after

The Plank

See [Walk the Plank](#), page 171.

Tickle

Hinge, then Split Counter Rotate.

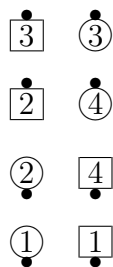
From waves, this is the same as Ah So, but don't get too dependent on that fact.

[Cross] <anyone> Tie

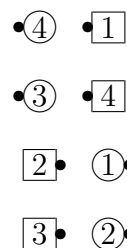
Often from a completed DPT: all Peel Off. Then the original designees Couples Circulate and Bend the Line, while the others Bend the Line and Couples Circulate.

This is typically Beau Tie or Belle Tie, though any designator can be used, as long as the Bend the Line and Circulate decisions are consistent in each couple.

This is a hard call! You must take note of whether you will be designated for the Circulate and Bend before doing the Peel Off, since beaus and belles will change.



before Beau Tie



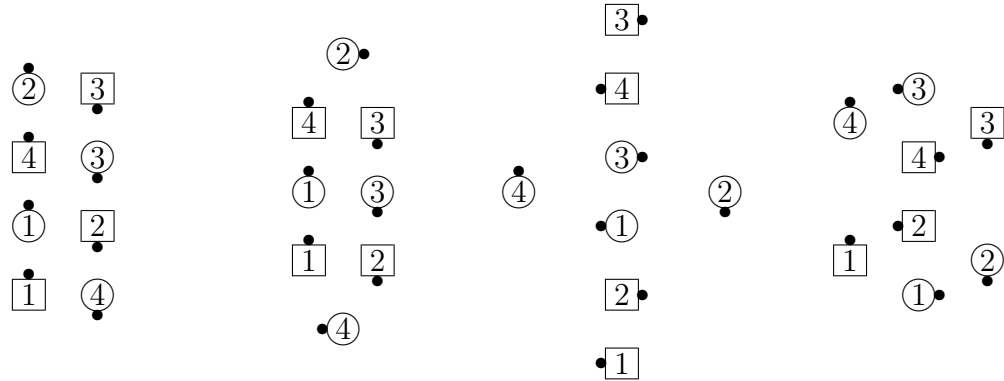
after

On a Cross <anyone> Tie, start with a Trail Off.

Touch and Go <M/4> x <N/4>, and variations

From columns: all 1/2 Circulate. The outer 2 Isolate and Circulate, while the other 6 Cast the first fraction. (That fraction must be odd.) The 4 who meet Cast the second fraction while the other 2 Isolate.

Stimulate the Column is Circulate and then Touch and Go 1/4 x 3/4.



before Touch and Go
3/4 x 1/2

half Circulate

first fraction

finished

The fractions might be replaced with calls, as in Touch and Go Shazam x 2/3 Recycle.

Touch of Class

This is called either “Touch of Class” or “With a Touch of Class”.

From waves: leads Switch (rather like another call that ends in “class”) and Circulate. Trailers extend, Recycle, Plus 2.

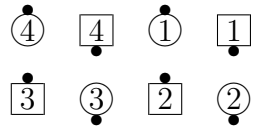


before Touch of Class

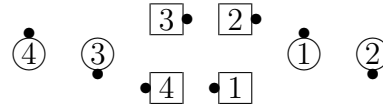
after

Touch Tone <M/4> x <N/4>

From waves: trailers Extend and Cast the first fraction with each other. Leads Extend, Cast Back, meet each other with right hands, and Cast the second fraction.

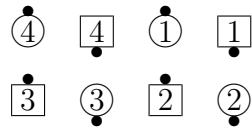


before Touch Tone 1/4 x 1/2

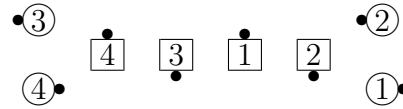


after

A call may be used in place of a fraction.



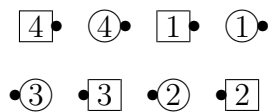
before Touch Tone 1/2 x Shazam



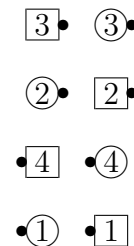
after

Track and Trade, Track and <anything>

Typically from right hand columns: the first two people Track 2, while the others move in and do the given call.



before Track and Trade



after

[Cross] Trade Your Neighbor [<direction>]

From waves: Trailers Follow Your Neighbor (or Cross Your Neighbor). The leads step ahead, Quarter in the indicated direction, and Circulate one position.



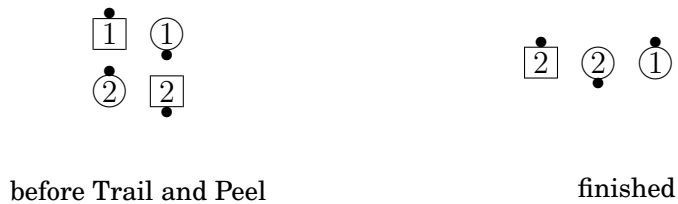
If no direction is given, turn in the direction of the original wave hand.

Trade Counter Rotate

From waves or lines. Counter Rotate and Spread.

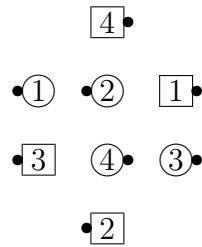
Trail and Peel

This forms the logical completion of the Peel Off / Trail Off / Peel and Trail family. Leads Trail Off, while the trailers Peel Off.

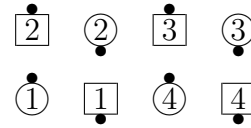


Trail Chain Thru

This is just a Peel Chain Thru, but the outsides do a Cross Cast Back instead of a Cast Back.



before Trail Chain Thru

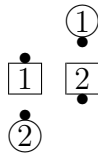


after

The timing is rather awkward, so the original center 2 need to wait before doing the Fan the Top.

Trail The Top, Trail <anything>

This is like a Peel the Top, but the leads Trail Off and Isolate instead of Peel Off and Isolate. Like Peel the Top, this can be done from Z's.



before Trail the Top



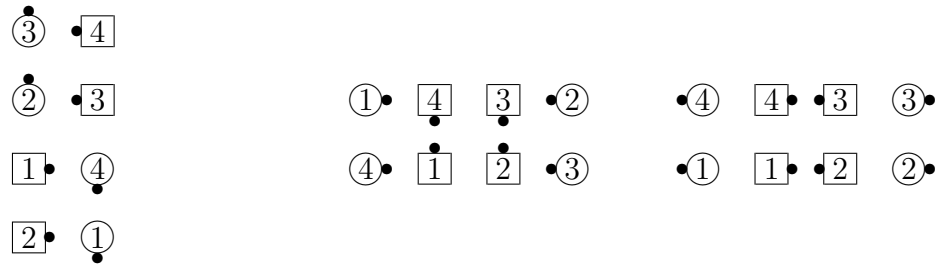
finished

If one hears "Trail" in other contexts, it means replace a Peel Off action with a Trail Off action, as in Trail Chain Thru or Trail the Bobbin (another name for Cross Wind the Bobbin.)

Transaction, Transactivate, Trans <anything>

On a Trans <anything>, Transfer and centers Cast Off 3/4, followed by <anything>.

It is common for the <anything> to involve all 8 people, as in Trans Nuclear Reaction.



before Trans Split Square Thru

after Trans

finished

Trans Chain Reaction is called Transaction. Trans Reactivate is called Transactivate.

Trim the Web

From an “I” or “Heads Move In” type of setup: centers Trade (or Touch 1/2). The very centers are now finished. The other centers form a 3-person star with the outsides, helping the outsides decide which hand to put in to make the star consistent. That star turns 2/3. After the star turns, the two people on the outside of the star adjust to be a couple facing in.



before Trim the Web

Trade, adjust

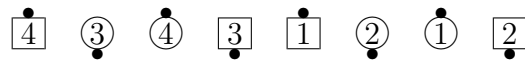


turn 2/3

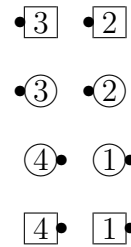
finished

Triple Cast

Typically from a tidal wave: center 6 Cast Off 3/4, while the outer 2 U-Turn Back away from the center, and Isolate. The very center 2 then “move up.”



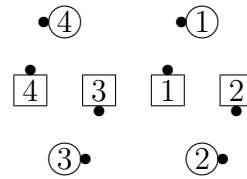
before Triple Cast



after



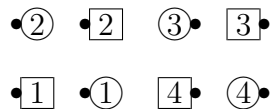
before Triple Cast



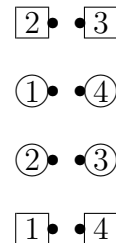
after

Triple Turn, Triple Wheel

Triple Turn is Turn to a Line, Turn and Deal, and Turn to a Line.



before Triple Turn

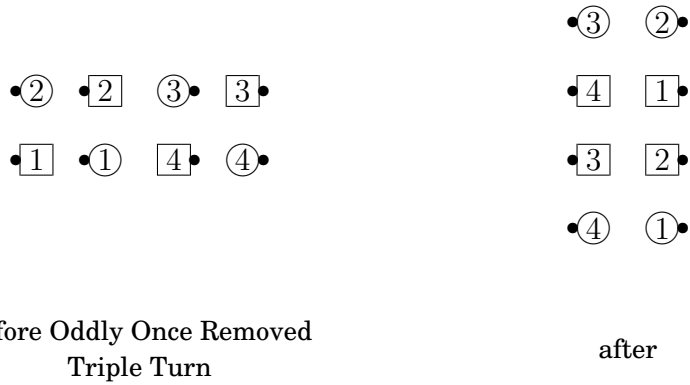


after

Hint: After the first two parts, everyone should be switched with the person in front or back.

Triple Wheel is Wheel to a Line, Wheel and Deal, and Wheel to a Line. The hint given above might not apply to this call in all cases.

These calls have 3 parts.



Trixie, Trixie Spin

Trixie is done from a box of 4: leads Quarter In and Trailers Quarter Out.

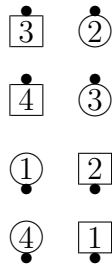


This is surprisingly hard, but there is a useful trick. Just as Zig Zag is often described as “throw your right hand in” (that is, turn 1/4 so that your right hand is toward your “tandem partner”), Trixie can be described as “throw your inside hand in”. Whichever hand you have joined with your lateral partner, turn 1/4 to join that hand with your original tandem partner, who becomes your new lateral partner.

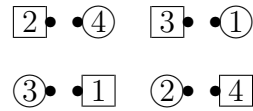
Trixie Spin has 3 parts: Trixie, Cast Off 3/4, and Centers Cross Run.

Tunnel <direction>, Tunnel <anything>, Tunnel Thru

From general columns: centers Partner Tag, step ahead, and Trade with each other. Ends Vertical 1/2 Tag into the center, and Quarter in the specified direction. The directions “in” and “out” are relative to the center.

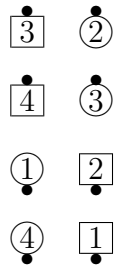


before Tunnel Out

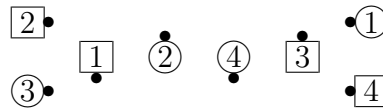


after

On Tunnel <anything>, the original ends do the <anything> after their Vertical 1/2 Tag into the center

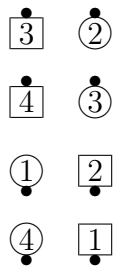


before Tunnel Reach Out

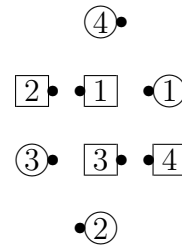


after

On Tunnel Thru, the Vertical Tag is all the way through, and may be followed by a direction in the usual way.



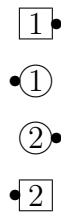
before Tunnel Thru Zig-Zag



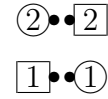
after

Turn and Left Thru

Turn Thru and Courtesy Turn.



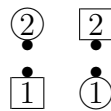
before Turn and Left Thru



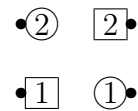
after

Turn and Q, Split Turn and Q

From facing couples: Turn Thru, Quarter In, and Left Turn Thru.



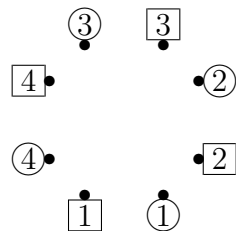
before Turn and Q



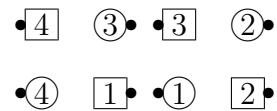
after

Note that this is a 3 part call.

On a Split Turn and Q, those facing Turn Thru, then face the others and Left Turn Thru.



before Heads Split Turn and Q



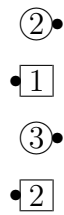
after

Turn and Weave

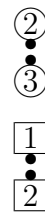
This is a 4-person call. The “Turn” is a Trade or Touch 1/2. The rules for this, and the rules for the Weave, are complex.



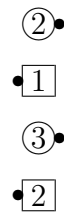
before Turn
and Weave



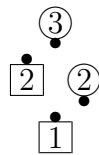
after



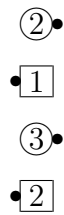
before Turn
and Weave



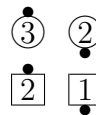
after



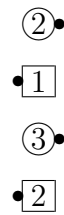
before Turn
and Weave



after



before Turn
and Weave



after

I recommend thinking of this in terms of 4 actions—“Touch, Trade, Extend, and Weave”.

Touch if necessary until at least some people are in a miniwave.

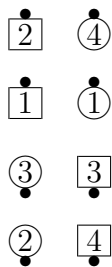
Those in the miniwave(s) trade.

Extend if necessary until *everyone* is in miniwaves.

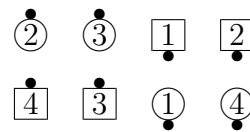
Weave.

Turn Away

Typically from a completed DPT: belles Peel Off and Circulate. Beaus Trail Off.

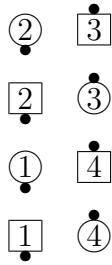


before Turn Away

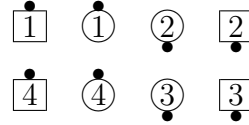


after

From other setups, follow the definition.



before Turn Away



after

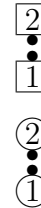
Turn By

From applicable formations (often a Single Trade By formation).

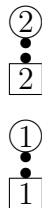
Those facing Pass Thru as the others do a right-faced U-Turn Back.



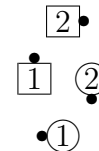
before Turn By



after



before Turn By 1-1/2



after

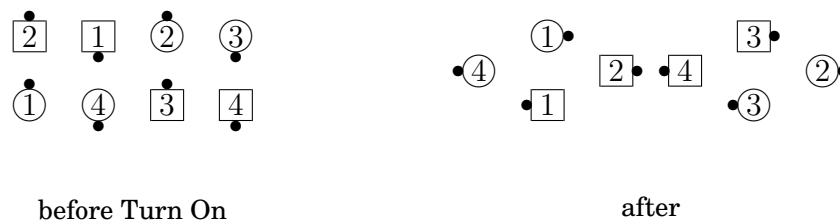
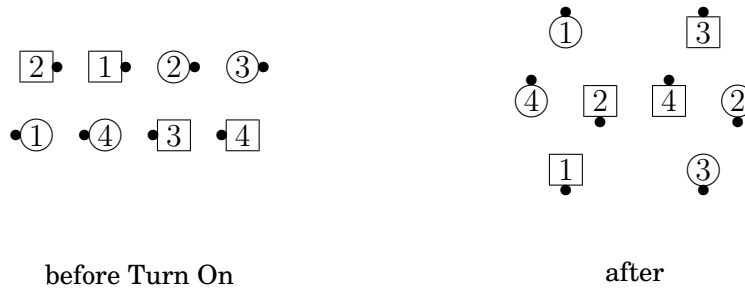
Common usage today is to treat this call as a 4-dancer call done from 1x4 columns. From a Tidal Column with the very centers facing each other, those two would do a U-Turn Back, staying on their

own side and not working with the other group of 4. Callers wanting the Center 2 to Pass Thru may call “Grand Working as Centers Turn By” or less ideally “Grand Turn By.”

Historically, Turn By has been used from some additional setups with the same general rule but without the requirement of working in 1x4 columns. Callers using this alternate interpretation might call Turn By from (for example) a T-bone 2x4 with the Centers in Facing Lines and the Ends in a Trade By setup. This type of example is not commonly used today. Several other aspects of Turn By are controversial, including whether or not those who are in a Right-Hand Mini-Wave can “rear back” to do the Pass Thru (for example, from a 3/4 Tag), and whether or not this call can be used from Magic Columns.

Turn On

Split Counter Rotate; Extend.



Turnover

Cast Off 3/4 and Slither. This is where Checkover gets its name.

Turntable

Centers 1/4 right and do 2 Once Removed Circulates. The ends move in (forward, backward, or sideways) and Single Rotate 1/2. Note that it's 1/2. Note also that 2 Once Removed Circulates will always take the centers out to the outside, no matter what their facing directions.

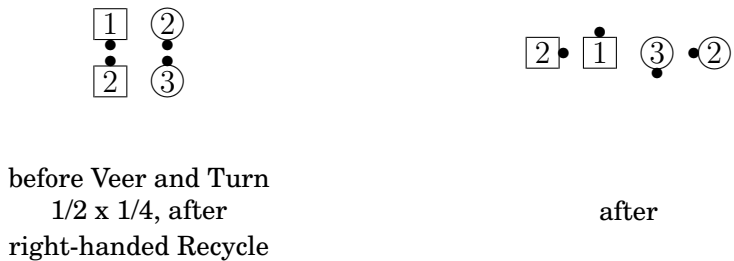


On the call “Centers go as you are, Turntable”, the initial 1/4 right is omitted.

Veer and Turn <M/4> x <N/4>

This must be preceded by a call that sets up a natural veering direction. There is no default direction.

Veer Left or Right in the appropriate direction. Then the Centers Cast Off by the first fraction, while the ends turn the second number of quarters, starting with a turn inward.



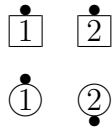
Veering <anything>

See the Veering concept in Book 2.

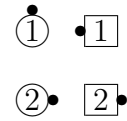
Vertical Turn and Deal

Vertical 1/2 Tag, then those who turned do a “delayed Roll”, the same as on plain Turn and Deal.

It is common for some people to be able to Roll while others cannot.



before Vertical Turn and Deal

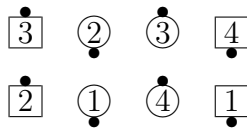


after

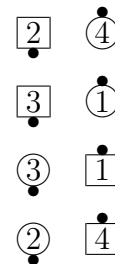
Walk Out to a Column

From waves: Those looking out do a Once Removed Single Wheel with each other and step forward to become the centers of the resulting column. The trailing centers walk straight ahead to become #1 of the column. The trailing end walks forward and folds to become #4.

The trailers' part can be thought of as an All 8 Circulate and a Step and Fold.



before Walk Out to a Column



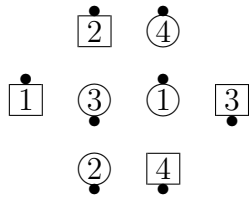
after

The Single Wheel is always a couple type Single Wheel. The people doing it typically get each other's attention and tap hands before doing it.

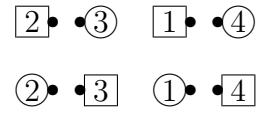
Walk the [Cross] Clover

Often from a Trade by: outsides Cloverleaf while the centers Touch 1/4 and then Walk and Dodge. On Walk the Cross Clover, the outsides Cross Cloverleaf.

If the centers are already in a wave, they simply Hinge and Walk and Dodge.



before Walk the Clover

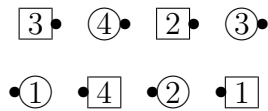


after

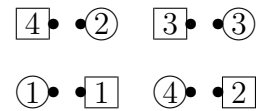
If the setup is Parallel waves, all Extend and then proceed as above.

Walk the Plank, <anything> the Plank

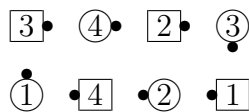
The Plank is Walk and Dodge in the center while the end looking out runs around the other end. It is commonly used as a suffix. The “Walk” in “Walk the Plank” is a Circulate, usually a column Circulate.



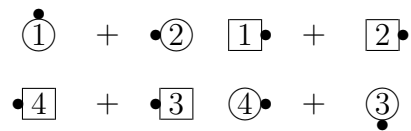
before Walk the Plank



after



before Finally Split Phantom
Boxes Walk the Plank



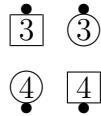
after

Wheel Fan and Cross Thru

Wheel Fan Thru, and then Half Sashay.

Wheel to a Diamond / Interlocked Diamond, Hourglass

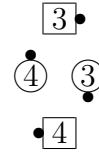
From Couples Back-to-Back or one couple following the other . Part 1: Leads Wheel Around. Part 2: as one movement, Left Cast Off 1/4 and Centers Hinge.



Before Wheel to a Diamond



After the first part



Complete

To do Wheel to an Interlocked Diamond, add Very Centers Slither to the second part. To do Wheel to an Hourglass, add Very Centers Snake as one flowing motion.

Wheel and Spread

From a line with dancers as couples. Wheel and Deal and Spread. Ends in a line.

Wheel to a Line

As couples Single Turn to a Line. That is, any lead couple goes right and any trailing couple goes left.

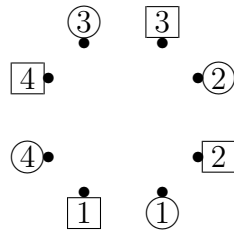
[Cross] [Criss Cross] Wind the Bobbin

On a Cross Wind the Bobbin, the leaders of each box Trail Off instead of Peeling Off before doing their two Circulates. Even though it's awkward in the center. This is sometimes called Trail the Bobbin.

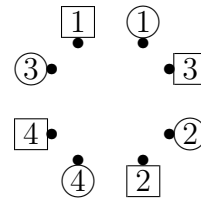
On a Criss Cross Wind the Bobbin, in addition to the above, the trailers take opposite hands before their Cast Off 3/4.

Who's On First

This is used to begin an unsymmetrical sequence. From a squared set, the designated couple walks straight across to the opposite position and does a U-Turn Back. That opposite couple slides apart from each other, and each person goes into the next position in the squared set, all the way around to the spots vacated by the original designated couple.



before Who's on First,
#1 Couple Go

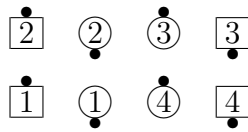


finished

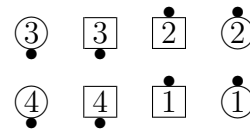
This call is usually delivered as shown above, but might just have a base number indicated, as in “Who's On Second”.

Wipe Out

From waves or 2-faced lines: Ends do their part of Ends Run and Slip. Centers Scoot Back and Spread in one motion to avoid colliding with the ends who are running into the center.



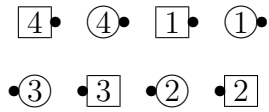
before Wipe Out



after

With Finesse

From columns or magic columns: Ends Cast Off 3/4 and Spread to become ends of each half of the resulting tidal wave. The centers do a Zing, slightly wider than usual to keep out of the way of the others. They then step into the space, taking their “cold hand” with each other—the hand other than the one they had at the start of the call.

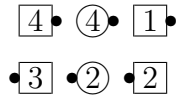


before With Finesse

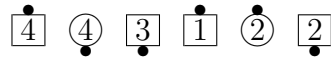


after

when done from a column of 6, the ends Cast Off 3/4 and Spread as before. The centers roll outward and **back** and step into the space.



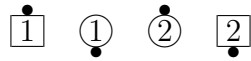
before With Finesse



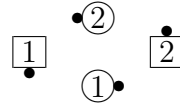
after

You All

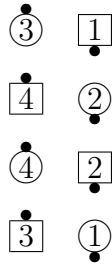
Centers Hinge while the ends U-Turn Back.



before You All



after



before You All



after

This is supposed to be a 4-person call (notwithstanding the immediately preceding diagram), so, when done from a tidal wave, the “centers” are the centers of each side.

<anyone> **Zing** <N>

The designated people 3/4 Stable Zoom back behind N people, each of whom moves ahead and Quarters In.

Zip the Top

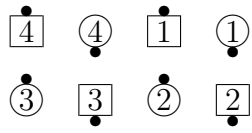
Lockit and the centers U-Turn Back toward each other.

<anyone> **Zoom** <N>

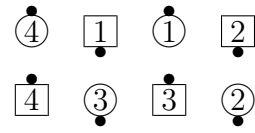
The designated people Zoom back behind N people, each of whom moves ahead.

Zoom Roll Circulate

This is like Out Roll Circulate, but the Out Roller Zooms back.



before Zoom Roll Circulate



after

Zoom Roll to a Diamond, Zoom Roll to a Wave

See [In Roll To a Diamond](#), page 84, or [In Roll To a Wave](#), page 85.

History of Document Changes

| Date | Change |
|-------------|---|
| 16 Oct 2008 | Improve Set Your Pace . |
| 05 Sep 2013 | Add <ATC> the Class and Shove Off , mark Grand Spin/Fan the Top , Away , Dixie Hourglass , and Dixie Interlocked Diamond obsolete, clarify Split Cast and Quick Change , use the name Brace Thru . |
| 23 Mar 2014 | Fix <ATC> and Trade , Curli Wheel , Divvy Up and Spin Back , clarify Cloverleaf Turn |
| 30 Apr 2014 | Create change log. |
| 3 May 2014 | Clarify Wipe Out . |
| 11 May 2014 | Add In Style , note that Lock 'em Up is now C3B. |
| 12 May 2014 | Clarify Reciprocate . |
| 18 May 2014 | Add obsolete call Hinge and Circulate . |
| 28 May 2014 | Expand on Roll the Line / Wave . |
| 30 May 2014 | Add table of contents. |
| 31 May 2014 | Add obsolete call Swing Across . |
| 1 Jun 2014 | Put in a few internal hyperlinks. |
| 4 Jul 2014 | Many more hyperlinks. |
| 9 Aug 2014 | Improve hyperlinks among Mix the Line , Shuffle the Deck , and Single Shuffle . |
| 31 Aug 2014 | Explain Revert/Reflect , add Rotary Circulate and Pitch , fix Convert the Triangle . |
| 5 Jun 2016 | Cut out wasteful whitespace. |
| 3 Mar 2022 | Add Fly the Coop , Catch It , Lines It Thru , and Checkpoint It by It . |
| 3 Apr 2022 | Change Touch Tone to have original leads use the right hand in all cases. |
| 11 Sep 2022 | Spelling error. |
| 5 June 2023 | Added Dixie Tag . Added new picture for Fly the Coop . Revised definition for Explosion to clarify role of #3 in the column. Revised definition of Split Mark Time to name it Single Mark Time. |
| 7 June 2023 | Edited introduction to refer to online C4 List. Removed (commented out) some calls now defined at lower levels: (anyone) Cross, 1/4 More, Change Lanes. Removed (commented out) some calls no longer in use, such as: Area Code, Away, Hinge and Circulate, ERA/MCP. Labeled the following call obsolete: Explode the Clover. Labeled the following calls not obsolete: Dixie Hourglass/Interlocked Diamond. |
| 3 Jul 2023 | Removed (commented out) some calls no longer in use, such as: And Anything, Cast Away, Hoop De Do, Mayday, Reverse Stack the Line, Snap Back, Turn and Flip. Set to Obsolete some calls that are very rarely used, such as: Centers Thru and Close the Gate, Change the Apex, Clear the Way, Curli Family, Explode the Clover, Set Your Pace, Swat the Flea. Added missing calls: ATC Motion, By Golly, Line to Line, Trade Counter Rotate, Wheel and Spread, Rolling Ripple. |

| Date | Change |
|-------------|--|
| 3 Jul 2023 | <p>Updated some definitions: revised direction on Trade Your Neighbor, emphasized 1 and 2 on Track and Trade, Advance to a Column to accommodate Single, Criss Cross Flow to correct shoulder pass, Wheel to a Diamond to agree with other sources and added diagrams, Bridge the Gap to remove confusing reference to Fan Thru, Cheerio to remove Partner Tag, Clear the Centers to add precision, Run the Wheel to remove space invader discussion, Grand Cross Roll and Grand Run Wild to leverage Grand Working, In/Out/Zoom Roll to a Wave to add Interlocked, clarify and add diagrams.</p> <p>Repaired references: broken link to Linear Flow in ATC Flow, made all IT calls references to Book 3; made Rolling/Flowing/Veering/Sweeping reference Book 2. Added diagrams: Wheel to a Diamond, Turn On, Grand Run Wild, In/Out/Zoom Roll to a Wave, Create a Column. Removed from Book 1: Scatter (in concepts), Step and Anything, Stroll and Anything (defunct), Triple Play Anything (C3A), ATC the Class (defunct), Grand Switch.</p> |
| 12 Jul 2023 | <p>Set to Obsolete currently unused It expanded supercalls concept entries for Catch, Lines Thru, and Checkpoint Added Single Mix the Line Added example of Reverse Flip the Hourglass to (Reverse) Cut/Flip Anything</p> |
| 13 Jul 2023 | <p>Modified Wipe Out to remove "cheat" definition and ensure no one collides. Re-defined Right Roll The to remove reference to obsolete call and clarify end-state centers and ends. Removed gender-specific language from Ship Ahoy and Shove off. Updated Snap the Tag to clarify correct action on Reflected. Updated Touch Tone to leads always meet with right. Removed lower level calls: Track N, Pass and Roll your Cross/Criss Cross Neighbor, Interlocked Scoot Chain Thru. Updated Turn and Q to indicate that it is a 3 part call. Updated Walk out to a Column to clarify the leads part.</p> |
| 17 Nov 2023 | <p>Added pictures to: ATC Motion, By Golly, Cross Drop. Adjusted picture to be 4 dancers for Reverse Explode (per dancer request). Removed Magic entries (moved to Book 2). Added Reverse Stack the Line (Vic called at Berkshires 2023). Updated verbiage to indicate alternative wording. Added a picture. Changed "Random Once Removed" to "Oddly Once Removed" in both Triple Turn and the Difference definitions. Completely revamped the definition of Cross Town Roll. Updated the definition of But to match Callerlab.</p> |
| 21 Nov 2023 | <p>Updated Grand Cross Roll to be more clear about the cheat vs. the definition. Removed Cross Cycle (it is C3). Removed "But" from the title of Make a Pass and Replace the Column as these calls follow the standard But convention. Updated 1/4, 3/4 Cross, added pictures.</p> |
| 28 Nov 2023 | <p>(This update by Sue Curtis.)</p> <p>Added new section on Tagging Call Combinations, replacing an older section entitled "New Taggers". Removed references to "the usual revert/reflect stuff". Moved definition of "Invert the Tag" into the calls section. Removed entries for <ATC> Back (this is C1) and <ATC> Your Cross/Criss Cross Neighbor (this is C2).</p> <p>Added new section on "Concise Modifiers", which includes a new section on using meta-concepts with Add, Use, or Omit and the previous section on "But".</p> <p>Reorganized previous chapters on Formations and Terminology and Preliminaries into one chapter with focused sections. Added Zipper, Bone/I, and Short 6/Tall 6 to the section on Formations. Added Head/Side Liners and Head/Side Corners to the section on Designators.</p> <p>Moved History of Document Changes to the end of the document, and put some introductory paragraphs and the copyright statement on the first page instead.</p> <p>Added missing "step forward" in Cross N Steps at a Time.</p> <p>Changed wording in Orbit Circulate and added an additional diagram.</p> <p>Changed wording in Right/Left On and shortened title.</p> |

| Date | Change |
|------------|---|
| 9 Jan 2024 | Added Short/Tall 6 circulate and Looking Good (Obsolete). Updated the following definitions: Scamper, 1/4 / 3/4 Cross, Turn By, 1/4 the Alter, I-J-K 1/4 the Alter, Rotary Circulate, Spin Chain and Circulate In, n/4 Chain and Circulate In, Gravitare. Changed Swing Chain to include generalized calls, updated diagrams. |