

# The Rectify Concept

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The Rectify Concept was originally introduced by Leon Eskenazi in 2016. The goal of this article is to re-introduce this concept, provide interesting examples, and clarify when the concept is applicable.

## 1 Definition

To apply the Rectify concept, replace the first Circulate or Counter Rotate 1/4 in the call with a call of the other type. Specifically, Circulate is replaced with Counter Rotate 1/4 and vice versa, Split Circulate is replaced with Split Counter Rotate 1/4 and vice versa, and Diamond Circulate is replaced with Counter Rotate the Diamond 1/4 and vice versa. Only the first such occurrence in the call, of either type, is replaced.

The Circulate or Counter Rotate to be replaced must be an (All 8) Circulate or Counter Rotate, a Split/Box Circulate or Counter Rotate, or a Diamond Circulate or Counter Rotate the Diamond. Rectify does not apply to 1/2 Circulate or to other types of Circulates such as Cross Over Circulate, Trade Circulate, or Magic Column Circulate. Rectify does apply to Circulate 2 or Counter Rotate 1/2, in which case the first Circulate or Counter Rotate 1/4 is replaced, and the rest is done normally.

Rectify only applies to a Circulate or Counter Rotate if every dancer along the “path” of that Circulate or Counter Rotate is also doing a Circulate or Counter Rotate. Rectify is not intended to pick out individual roles such as the Centers’ part of Flip the Diamond (Diamond Circulate) or the Leads’ part of Scatter Scoot

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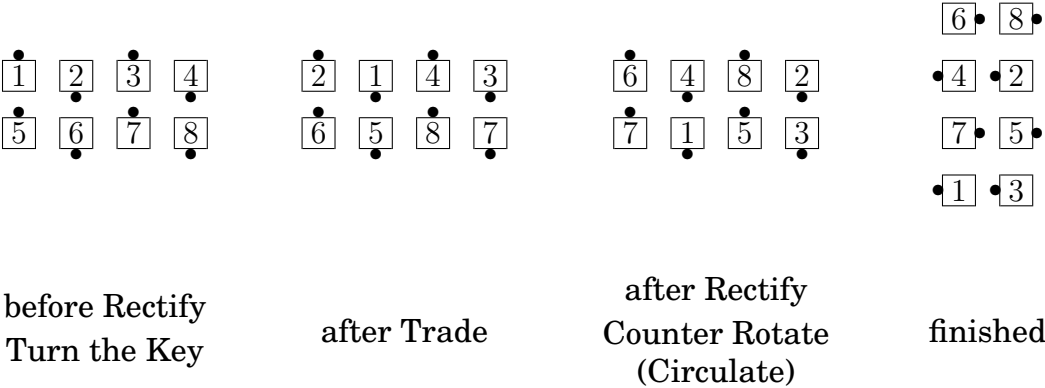
(All 8 Circulate). Rectify can apply to calls with separate Centers' and Ends' parts if either the Centers or the Ends are doing a Circulate or Counter Rotate in the center or around the outside.

Rectify only applies if the call or an underlying component of the call is literally defined using the words Circulate or Counter Rotate. Rectify does not apply to calls such as Lock It that are defined using terms such as Arm Turn and "move up", even if that movement feels like a type of Circulate or Counter Rotate. Rectify does apply to calls such as Scoot and Little that contain a component (in this case, Little) that is defined in terms of Circulate or Counter Rotate. If there is a difference between the formal definition of a call (or component) and a "cheat" that some dancers use, Rectify relies on the formal definition.

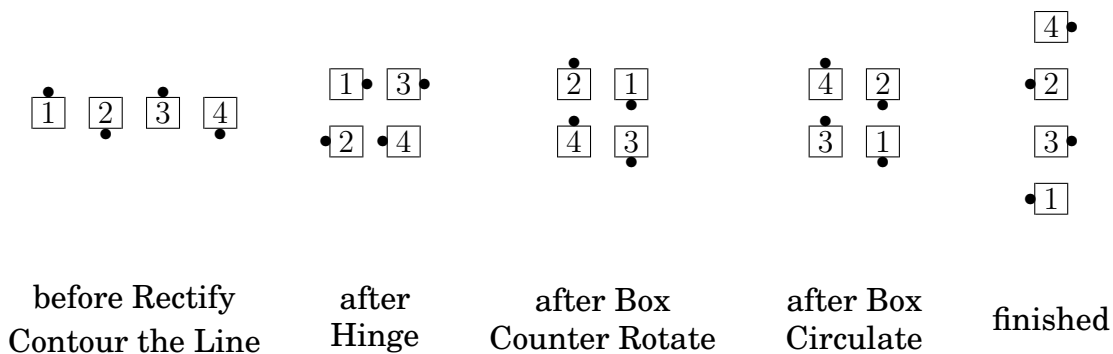
## 2 Examples

The most obvious examples are calls that start with Circulate, such as Motivate. If Rectify is applied to these calls, the result is the same as (for example) "Counter Motivate" or "Counter Rotate er's Motivate". However, as this modification is already widely used, we will focus on other examples here.

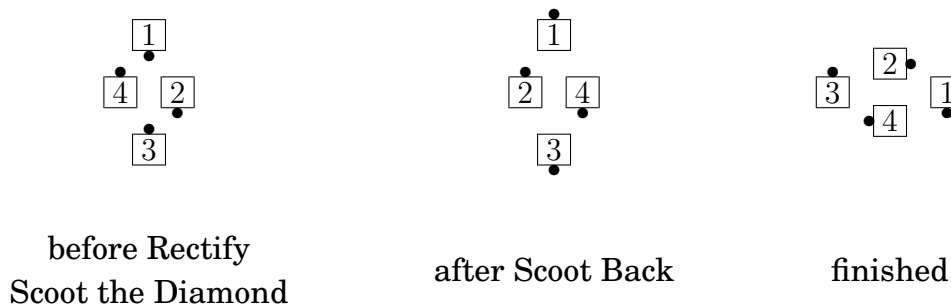
Let's consider Rectify Turn the Key. Here, the Counter Rotate is replaced with a Circulate:



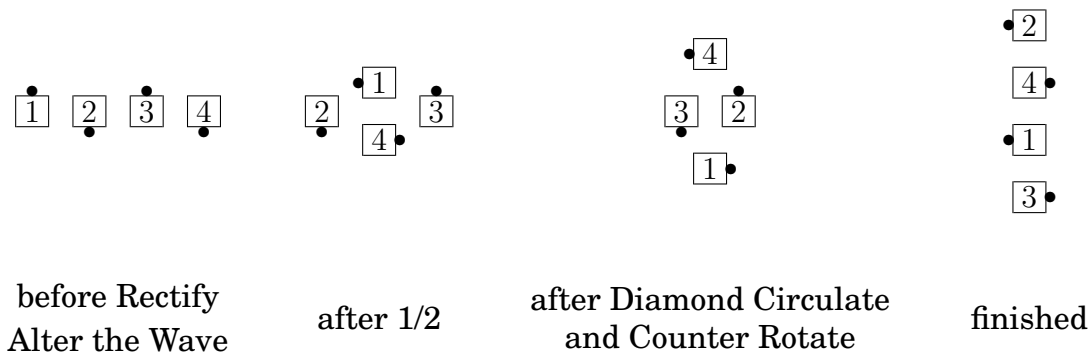
In the example below, the first Split/Box Circulate is replaced with a Split/Box Counter Rotate. Note that only the first such Circulate is replaced.



In the example below, Diamond Circulate is replaced with Counter Rotate the Diamond 1/4.



Below is an example where the call contains Counter Rotate the Diamond 1/2. Note that this is replaced with one Diamond Circulate and one Counter Rotate the Diamond 1/4.

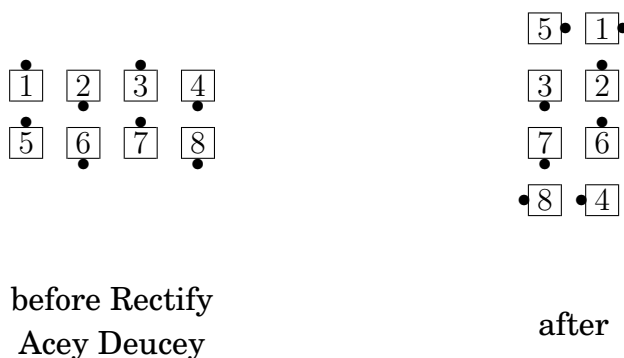


Rectify can apply to Column calls (with Columns of 6 or 8) as long as all dancers in the Column are doing a Circulate or Counter Rotate. For example, on Rectify Turn the Key from Columns, the Counter Rotate is replaced with a (Column) Circulate.

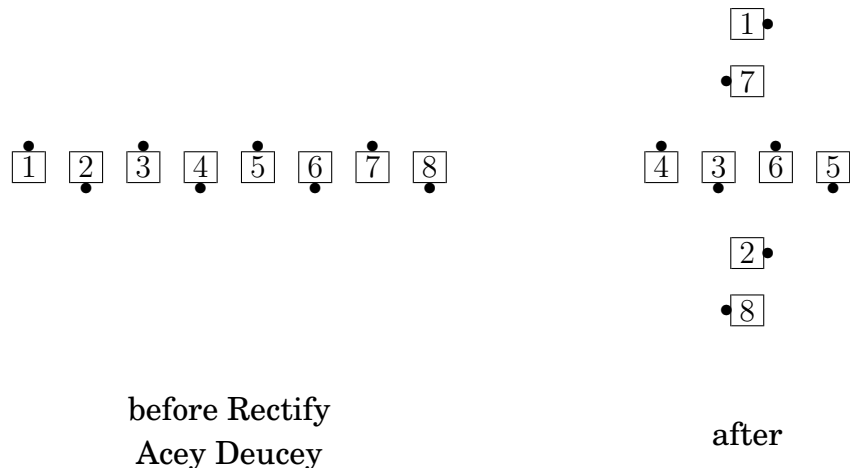
### 3 Centers/Ends Calls

As mentioned earlier, Rectify also applies to calls where the Centers or the Ends do a Circulate or Counter Rotate in the center or around the outside. In that case, Rectify automatically applies only to the group doing the Circulate or Counter Rotate. The other group does their part of the call normally.

For example, on Rectify Acey Deucey, the Ends replace their Circulate with Counter Rotate, and the Centers do the call normally because their part (Trade) is not a Circulate or Counter Rotate.



Rectify Acey Deucey can also be used from some formations where (normal) Acey Deucey cannot:



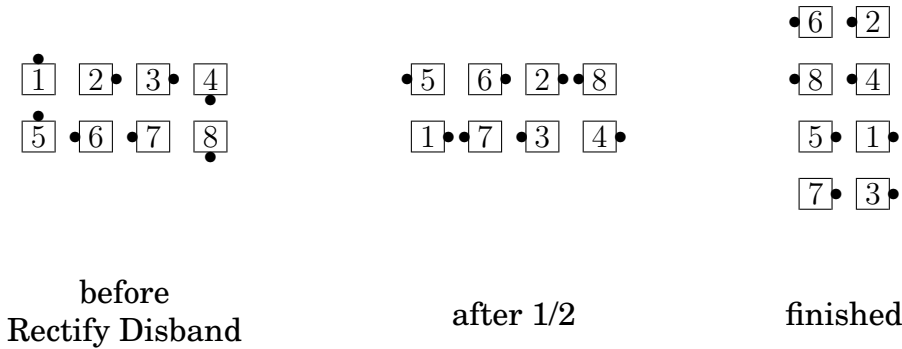
It is also possible to have the opposite situation, where the base call can be used, but the Rectify version cannot. For example, although Turn the Key can be used from a Tidal Wave, Rectify Turn the Key cannot, because Circulate is not defined from a Tidal Wave.

Another example involving Centers/Ends parts is Rectify Change Lanes. The original Outsides replace their Circulate and Cross Over Circulate with Counter Rotate

and Cross Over Circulate. The original Centers' part is not modified because it does not contain Circulate or Counter Rotate. Note that it is not necessary for the original Ends to remain Ends throughout the entire call. It is sufficient for them to have one Circulate around the outside.



If a call has the Centers doing a Counter Rotate or Circulate in the center, then the replacement call is also done in the center.



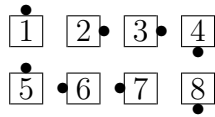
If there is any confusion or uncertainty about whether Rectify applies to the Centers or the Ends, the caller may specify, for example, “Centers Work Rectify”.

Calls that have the Center 6 or Outer 6 do a Circulate or Counter Rotate in the center or around the outside may also be used with Rectify. For example, on Rectify 6x2 Acey Deucey, the Outer 6 do a Counter Rotate instead of a Circulate.

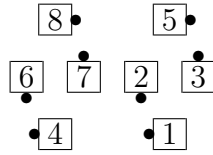
## 4 New Starting and Ending Formations

The use of Rectify frequently changes the starting and/or ending formations of a call in ways that can be interesting or surprising.

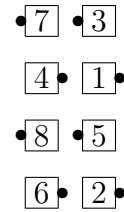
First, let's consider some calls that contain “Ends Circulate 2”. When Rectify is applied to these calls, they often start or finish in Tandem Diamonds.



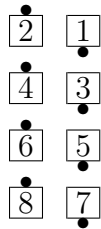
before Rectify  
The Gamut



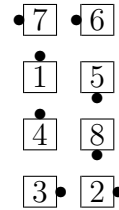
before  
Cut the Diamond



finished

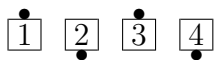


before Rectify  
Wind the Bobbin

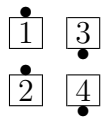


after

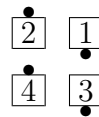
Calls that contain a Roll can produce surprising T-bone ending formations when used with Rectify. Below is one example.



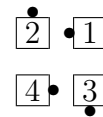
before Rectify  
Recycle



after 1/3

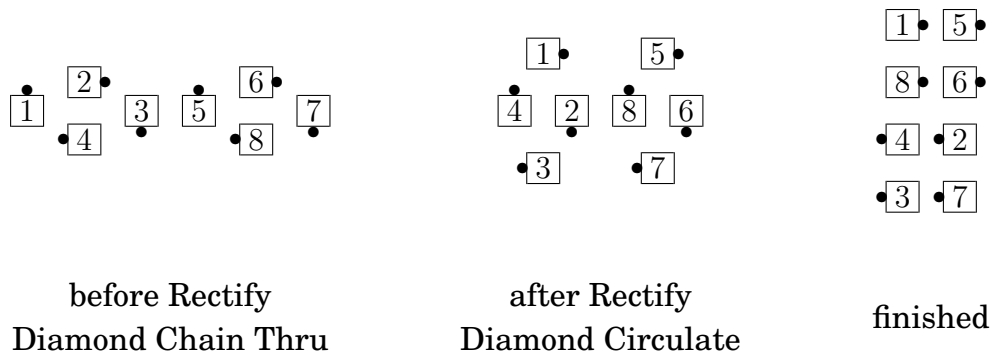


after Rectify  
Box Counter Rotate

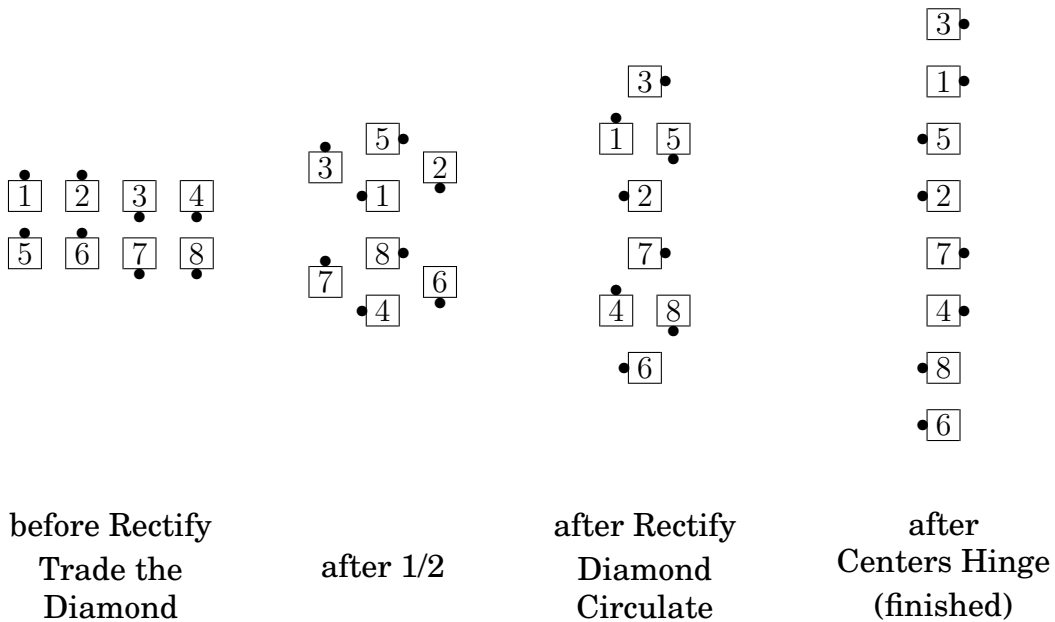


after Roll  
(finished)

Calls where Rectify modifies a Diamond Circulate can also have different starting or ending formations. Let's start with an easier one:

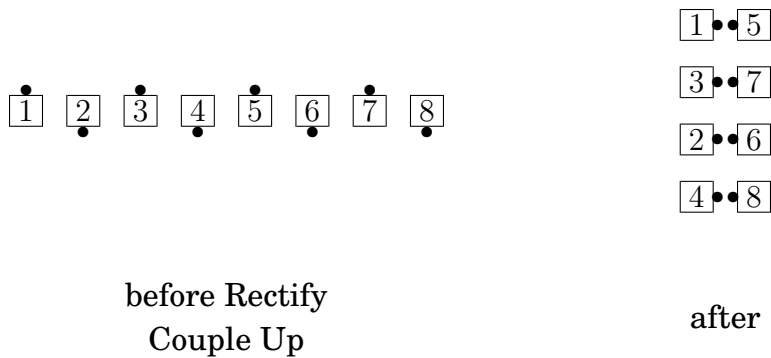


A more difficult example is Rectify Trade the Diamond. On this call, make sure to apply the Rectify to the Diamond Circulate and *not* to the Trade the Deucey. Rectify does not apply to Trade the Deucey because the definition of that call is “Centers Trade and Spread as the Ends Cross Over Circulate.” Rectify relies on the formal definition, not on any “cheats” some dancers might use for Trade the Deucey.

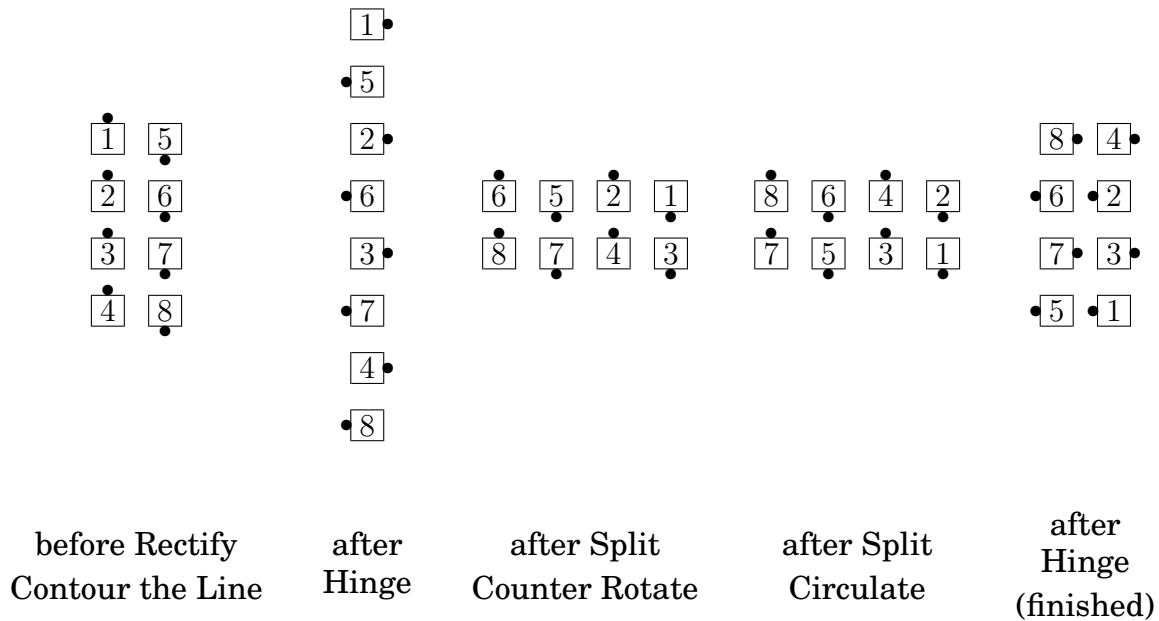


Finally, let's consider some additional starting formations for calls containing Split (or Box) Circulate. Any Split/Box Circulate can be replaced with any type of Split Counter Rotate.

Rectify Couple Up can also be called Split Counter Couple Up, and can be used from a Tidal formation:



Rectify Contour the Line may be a little more surprising:



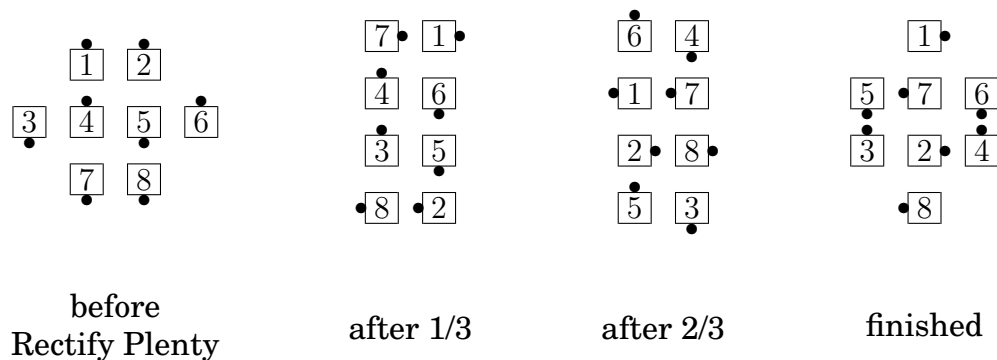
## 5 Clarifying the First Circulate or Counter Rotate

Rectify applies only to the first Circulate or Counter Rotate 1/4 that any dancer does. If some dancers have a Circulate or Counter Rotate 1/4 before others, then those dancers “use up” the Rectify for everyone. This is intended to follow the same general principle used in several other concepts (such as Generous and Stingy) that apply only to the first relevant occurrence.

As an example, consider the call “Rectify Plenty”. The first part of Plenty is Little, which contains a Counter Rotate for the Outsides. On Rectify Plenty, the Outsides

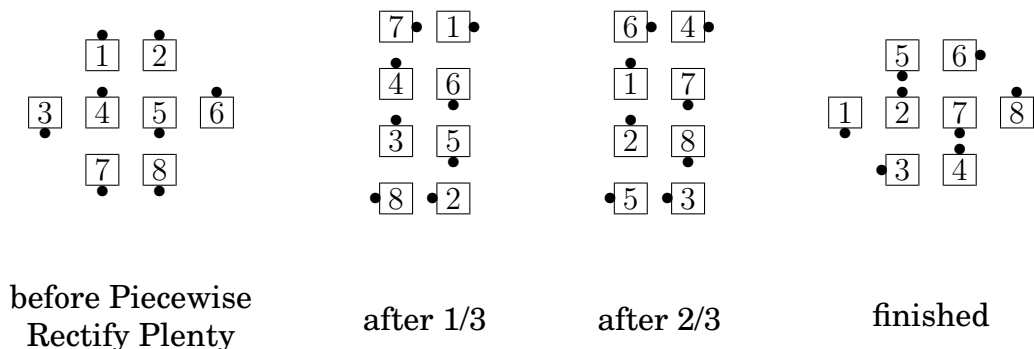


“use up” the Rectify when doing the Little, and the remainder of Plenty is not modified.



The caller can, of course, apply the Rectify to other parts of Plenty by using meta-concepts such as Secondly, Finally, or Piecewise, in which case the rules of Rectify are applied separately to individual parts.

- If the call is “Secondly Rectify, Plenty”, the Rectify modifies the Split Circulate 2. Replace the first Split Circulate with a Split Counter Rotate. Then do the second Split Circulate and the rest of the call normally.
- If the call is “Finally Rectify, Plenty”, the Outsides do a Circulate and Roll instead of Counter Rotate and Roll at the end.
- If the call is “Piecewise Rectify, Plenty”, all 3 parts of Plenty are modified separately.



Rectify can also be applied to calls without well-defined parts or with a different number of parts for Centers and Ends. In that case, the determination of which Circulate or Counter Rotate comes first is based on when each action would be started. For example, on the call Counterpoint with a Wave in the Center, Rectify

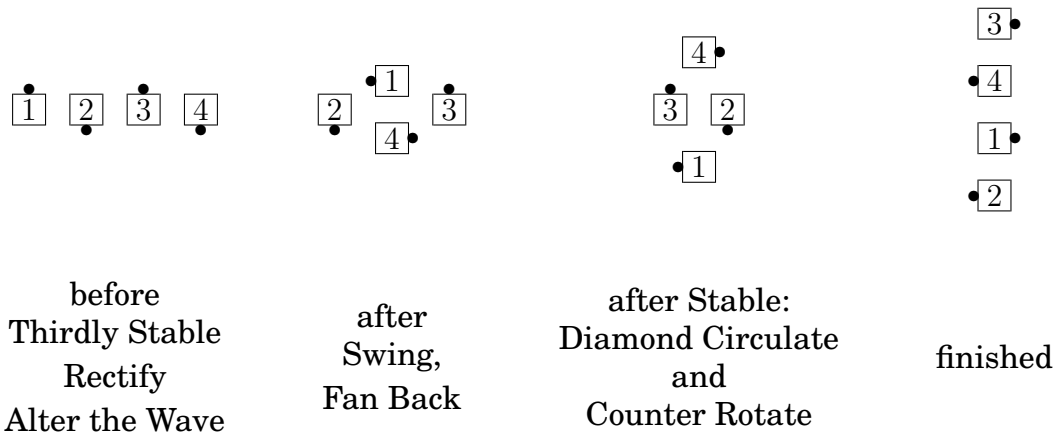
only applies to the Outsides because they start their Counter Rotate immediately, whereas the Centers' Box Counter Rotate (in Recycle) comes after doing another action (1/3 Recycle).

## 6 The Parts of Rectify Calls

If the base call being used with Rectify has well-defined parts, then by definition, the corresponding Rectify call always has the same number of parts. If a Circulate 2 or Counter Rotate 1/2 is replaced with a combination of two actions, then both actions are grouped together in the same original part. For example, the parts of Rectify Alter the Wave are:

- (1) Swing
- (2) Fan Back
- (3) Diamond Circulate, Counter Rotate the Diamond 1/4
- (4) Flip the Diamond

Let's consider an example where this principle matters, such as "Thirdly Stable, Rectify Alter the Wave". On this call, the Stable concept applies to the entire third part (Diamond Circulate, Counter Rotate the Diamond 1/4) as one unit. Be careful to treat the entire third part as one unit; do not try to do a Stable Diamond Circulate and then re-evaluate.



## 7 Calls to Avoid

As mentioned in the introduction, Rectify does not apply to calls such as Lock It that are defined in terms of an Arm Turn. Rectify also does not apply to Reflected, which is defined as a Tandem Arm Turn.

Rectify does not apply to turning a star or turning “gears”. Often, when this language appears in formal definitions, the formation is either a true Star (in which case Rectify would be irrelevant) or not clearly defined (in which case Rectify would be difficult to apply). There are a few calls (such as Plenty) that have historically been described as “turning a star” but are now formally defined in terms of Split/Box Circulates. Rectify does apply to these calls, and dancers are expected to be familiar with the current formal definition.

It is not necessary for a call used with Rectify to have well-defined parts. However, it is necessary for any required intermediate formations before or after the Circulate or Counter Rotate to be clear and well-defined. Rectify should not be used with calls where the definition includes phrases such as “in one smooth motion” or “this call cannot be fractionalized”. These phrases tend to indicate that the movements are blended together, and there may not be general agreement on any intermediate formations. For example, for the call Shakedown, the Callerlab C-1 Definitions currently specify: “As one continuous move, Quarter Right, Box Counter Rotate 1/4, and Roll. This call cannot be fractionalized.” Many dancers do this call as one smooth motion and do not consider it to contain a Counter Rotate. Rectify should not be used with this call or any other calls with similar wording.

## 8 Acknowledgments

I would like to thank Leon Eskenazi for the original introduction of this concept and several others for useful questions and suggestions. In particular, several participants in my first dance using this concept were quick to ask questions about additional examples and the treatment of parts. Coop Bellini and Masahiro Kurawasa were also helpful in discussing some details of the definition.