

C4 Calls

Original by Bill Ackerman

Last Updated by Lynette Bellini 13 July 2023

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 Clover-leaf 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 July 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, Explose 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 July 2023	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. 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.
12 July 2023	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
13 July 2023	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 corect 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.

Copyright © 2023, Lynette Bellini. Copyright © 2023, Susan R. Curtis. Copyright © 2004, 2005, 2008, 2012, 2013, 2014, 2022, William B. Ackerman. Permission is granted to make and redistribute non-commercial verbatim copies of this document.

Table of Contents

1 Formations and Terminology	2	[Cross] [Criss Cross] <N> Steps at a Time	13
Clumps	2	1/4 Wheel to a Diamond etc., 3/4 Wheel to a Diamond etc.	13
Traps	2	<anyone> Advance to a Column	14
1/4 Box	3	<anyone> Bypass	14
Spindle or Sausage	3	<Anyone> Rolling Ripple N by N (By N)	15
Bat or Rigger	3	<ATC> and Spin <direction>, <ATC> and Spin <anything>	15
Space Invader	3	<ATC> Back	16
Breathing	3	<ATC> er's Dream/Nightmare	16
Inner Active, Outer Active	3	3/4 <ATC> and Trade	17
2 Preliminaries	4	<ATC> Back and Dodge, <ATC> and Dodge	17
Natural	4	<ATC> er's Flow [,Cross It] [,Criss Cross It]	18
Cross Over Circulate	4	<ATC> er's Motion	19
Quarter To Handhold	5	<ATC> Eroo	19
Revert and Reflect	5	<ATC> to a Diamond / Interlocked Diamond, Hourglass, Z	19
3 New Taggers	6	<ATC> Your [Cross] [Criss Cross] Neighbor	20
Double Pass	6	<ATC> the Yellow Brick Road, <ATC> the Yellow Bricking <anything>	20
Track	6	<anything> the Action	21
Invert	7	<anything> the Boat	21
Pass and Roll	8	<anything> the Key	21
Extend	8	<anything> the Lock, <anything> the Top, <anything> the Hinge	21
Jay Walk	8	<anything> the Wave	22
4 The "but" Convention	10	About	22
5 The Calls	11	All 8 Cross Cycle	22
<N/4> the Alter	11	All 8 Cycle and Wheel, All 8 Cycle and Turn and Deal	22
<I-J-K> Quarter the Alter	11	Alter the Diamond	22
<N/4> the Alter and Circulate	11	An Anchor, <anything> An Anchor, An Anchor but <anything>	22
<I-J-K> Quarter the Alter and Circulate	12	Anchor <N/4>	23
<N/4> Chain and Circulate In	12	Bail Out	23
1/4 Cross, 3/4 Cross	12		
<I-J-K-L> Change the Web	12		
<I-J-K-L> Quarter the Deucey	13		
<I-J-K-L> Relay the Top	13		

Barge the Action	23	Cross Cloverleaf	39
Barge Thru	24	[Cross] Clover the Horn	39
Barrel of Fun	24	Clover the Wave, <anything> the Wave	40
Beau Tie, Belle Tie	24	Cloverleaf Turn, Cloverleaf Turn Re- action, Cloverleaf Turn Reactivate, Cloverleaf Turn Nuclear Reaction .	40
Beep Beep	24	Collapse	40
Bias Trade Circulate	24	Complete the Tag	41
Bits and Pieces	25	Connect the Diamond	41
Brace Yourself	26	Continue to [Magic] [Cross] Invert	41
<anyone> Break the Alamo	26	Contour the Line	42
Bridge the Gap	27	Convert the Triangle	42
Bring Us Together	29	Cooperate	43
Buckle and <anything>	30	Coordinate to a Diamond	43
By [By] [By]	31	Counteract	43
By Golly	31	[Cross] Counterpoint	44
Cast a Net	31	Countershake	45
Cast an Anchor	32	Cover Up	45
<i>Catch It <N></i>	32	Crackle	46
Centers Cut Out	32	Create a Column	46
Centers Out, or Put Centers Out .	32	Create a Diamond	47
<i>Centers Thru and Close the Gate, or Put Centers Thru and Close the Gate</i>	33	Criss Cross the Diamond	47
[Reverse] Change-O	33	Cross and Divide	47
<i>Change the Apex</i>	34	Cross Breed Thru	48
Change the Web	34	Cross Cycle	48
<i>Checkpoint It by It</i>	35	Cross Drop <direction>	49
Cheerio	35	Cross Follow Thru	49
Chip Off	35	Cross Horseshoe Turn	49
Circle to a 2-Faced Line	36	Cross Linear Cycle	49
Circle <N/4> to a Wave	36	Cross Sashay	50
Circle the Tag <N/4>	36	Cross the Ocean	50
Clean Sweep <N/4>	36	Cross the Top	51
Clear Out, <anything> Clear Out	37	Cross to a Diamond, Hourglass etc.	51
Clear the Centers for <anything>, Clear the Centers, Cross It for <any- thing>	37	Cross to a Wave	51
<i>Clear the Way, Clear the Way, Cross It</i>	38	Cross Town Roll	52
Clover Flow	39	Cross Walk and Dodge	53
		Curl Apart	53

Curl Thru	53	Fan Back	67
<i>Curlique</i>	53	Fan Chain and Circulate In	67
<i>Curli Cross</i>	53	Fan Chain and Circulate the Gears	67
<i>Curli Cross the Top</i>	54	Fan the Gate, Fan the Gating <anything>	67
<i>Curli Wheel</i>	54	Fan Thru, Fan and Cross Thru	68
<i>Curli Pass</i>	54	<i>Ferris (anything)</i>	69
<anyone> Curve <direction>	54	Ferris Trade and Wheel	69
Cut Across	55	<i>Fiddle Around</i>	69
[Reverse] Cut the <formation>	55	<anyone> Finish the Stack	69
Cycle and <anything>	56	First Choice, First <anything>	70
[Cross] Cy-Kick	56	Flare the Star	70
Derby	56	[Reverse] Flip the <formation>	71
Detract <N>, Detract <anything>	57	Flowing <anything>	71
Deuces Wild	57	Fly the Coop	72
Diamond Inlet, Diamond Outlet	57	Follow and Cross, Follow and Criss Cross	73
Diamond Recycle	58	Follow the Yellow Brick Road, Follow the Yellow Bricking <anything>	73
Divide	58	[Cross] [Criss Cross] Follow to a Diamond	74
Divvy Up	58	Follow to an Interlocked Diamond, Hourglass etc.	75
Dixie Chain	59	Go First Class	75
Dixie Daisy	59	Grand Cross Roll	76
Dixie Derby, Derby	60	Grand Run Wild	76
Dixie Hourglass, Dixie Interlocked Diamond	60	Gravitate	77
Dixie Spin	61	Hammerlane	77
Dixie (fraction) Tag	61	Hang a Right/Left	78
[Cross] Double Down	62	Hang Loose	78
Double the Wave	63	Here Comes the Diamond, Here Comes the Wave	78
[Cross] [Criss Cross] Double Your Pleasure	63	Hinge and Trade	79
Dream	64	Hinge By <M/4> x <N/4> x	79
Easy Does It	64	Hinge the Top, Hinge the Lock	80
Ends Cut In	65	Hit the Wall	80
Erase	65	[Cross] <anyone> Hop	80
<i>Explode the [Cross] Clover</i>	65	Hot Foot Spin	80
Explosion	66	Hourglass Inlet, Hourglass Outlet	81
Face the Music	66		
Fall Into a Column	66		
Fan and Cross Thru	67		

In Roll to a Diamond, Out Roll to a Diamond, Zoom Roll to a Diamond, Here Comes the Diamond, Sock it to the Diamond	81	Out Roll to a Diamond, Out Roll to a Wave	96
In Roll to a Wave, Out Roll to a Wave, Zoom Roll to a Wave, Here Comes the Wave, Sock it to the Wave	82	Outpost	96
In Style	83	[Cross] Pair the Line	97
Isolate	84	Pass and Roll the Axle	98
Jam Thru	84	Pass and Roll the Yellow Brick Road	98
<anyone> Kick By <N>	84	Pass and Roll the Yellow Bricking <anything>	98
Kick the Habit	85	Pass the Top	99
Lead the Class	85	<i>Pass to the Outside</i>	99
Lead the Way	85	Peel the Deal, Trail the Deal, etc.	99
Left On	86	Peel the Wave, Trail the Wave	100
Lift Off but <anything>	86	<anyone> PinWheel	100
Like a Rigger	86	Pitch <direction>	100
Linear Action but Cross it	86	Plus <N>	101
Linear Flow [,Cross It] [,Criss Cross It]	87	Pop	101
Line to Line	87	Press for Time	101
<i>Lines It Thru</i>	87	Presto	102
<i>Lines Walk <direction></i>	88	Push Off	102
[Cross] Lock 'em Up	88	Push Open the Gate	103
Long Trip	89	Quick Change	104
Magic In Roll Circulate, Out Roll Circulate, Zoom Roll Circulate, Here Comes the Judge, Sock it to Me	89	Quick Wrap	104
[Cross] Make a Pass, [Cross] Make a Pass but <anything>	90	[Cross] Reactivate to a Diamond, Coordinate to a Diamond	104
<anyone> Mark Time, Mark Time	91	Reciprocate	105
Mesh	92	Recount	105
[Cross] Mini Pleasure	93	Relay the Diamond	106
Mix the Line	93	Relay Your Pleasure	107
Nice and Easy	94	Remember the Alamo	107
Nicely	94	[Cross] Replace the Column [but <anything>]	108
Nightmare	94	Retreat the Line	109
Nip and Tuck	94	Reverse Explode	109
Open Ups <anything>	95	Reverse the Diamond	109
[Left] [Twin] Orbit Circulate	95	Ride the Tide	110
		Right/Left Anchor <N/4>	111
		Right and Left By [By] [By]	111
		Right and Left Roll	112

Right On <N>, Left On <N>, Right/Left On <N> and <M/4>	112	Shuffle and Wheel	128
Right Roll The	112	Shuffle the Deck	128
Rip Saw	112	Shuttle <direction>, Shuttle <anything>	128
Rip the Line	113	Siamese Breakdown	129
Roll Em	113	Single Hinge and Trade	130
Rolling <anything>	114	Single Scoot and Trade	130
Roll Out the Barrel	114	Single Shuffle	130
Roll Out to a Column	114	Slim Down	131
Roll the Wave	115	Snag Circulate	131
Rotary Circulate	116	Snake	132
Round and Cross	116	Snap	132
Round Off	116	Snap, Crackle, and Pop	132
Round the Horn	117	Snap the Diamond	132
[Cross] Run Away	117	Snap the Tag <N/4>	133
<anyone> Run By <N>	117	Sock it to the Diamond, Sock it to the Wave	133
<anyone> [Cross] Run the Top	117	Soft Touch, Soft <anything>	133
<anyone> Run the Wheel	118	Spin a Wheel	134
Run Wild	118	Spin Back, Fan Back	134
Sashay Thru	119	Spin Chain and Circulate In, Fan Chain and Circulate In	135
Scamper	120	Spin Chain and Circulate the Gears, Fan Chain and Circulate the Gears	135
[Cross] [Criss Cross] Scoot Apart	120	Spin Chain the Star	136
Scoot the Triangle	120	Spin Tag the Deucey [<direction>]	136
Set Back	121	Splash <direction>, Splash <anything>	137
<i>Set Your Pace</i>	121	Split Cast, Split Cast <N/4>	138
Sets in Motion Plus 1 or 2	122	<i>Split Ping-Pong Circulate</i>	138
Settle Back	122	Split the Difference	138
Shadow Box <anything>, Shadow <formation> <anything>	124	Square Out	138
[Criss Cross] Shadow the Column	124	Square the Barge, Square the Barge <N/4>	139
[Cross] [Criss Cross] Shadow to a Diamond	125	Square the Barge the Action, Square the Barge <N/4> the Action	139
Ship Ahoy	125	Square The Bases Plus 2	139
Short and Sweet	126	Square Turn Thru <N>	139
Short Cut	126	Stack the Wheel	139
Short Cycle	126		
Short Trip	127		
Shove Off	127		

Star to a Wave	140	Transaction, Transactivate, Trans <anything>	153
Step Lively	140	Trim the Web	154
[Cross] Straight Away [but <any- thing>]	141	Triple Cast	154
Straight Fire	142	Triple Turn, Triple Wheel	155
Strike Out	142	Trixie, Trixie Spin	156
Stroll and Cycle	143	Tunnel <direction>, Tunnel <any- thing>, Tunnel Thru	156
Stroll Down the Lane	143	Turn and Left Thru	157
<i>[Reverse] [Cross] Swap the Windmill</i>	143	Turn and Q, Split Turn and Q	158
Substitute	144	Turn and Weave	158
<i>Swat the Flea</i>	144	Turn Away	159
Sweeping <anything>	144	Turn By	160
Swing About	144	Turn On	161
Swing Chain Thru, etc.	145	Turnover	161
Swing to a Column	145	Turntable	161
Switcheroo	145	Veer and Turn <M/4> x <N/4>	162
<anyone> [Cross] Swivel	146	Veering <anything>	162
Tag Circulate	146	Vertical Turn and Deal	162
Tag the Star <N/4>	146	Walk Out to a Column	163
Tap the <anyone>	147	Walk the [Cross] Clover	163
The Action	147	Walk the Plank, <anything> the Plank	164
The Difference, Split the Difference, <anything> the Difference	148	Wheel Fan and Cross Thru	164
The Plank	149	Wheel to a Diamond / Interlocked Diamond, Hourglass	165
Tickle	149	Wheel and Spread	165
[Cross] <anyone> Tie	149	Wheel to a Line	165
Touch and Go <M/4> x <N/4>, Touch and Go <M/4> x <anything>, etc.	149	[Cross] [Criss Cross] Wind the Bob- bin	165
Touch of Class	150	Who's On First	166
Touch Tone <M/4> x <N/4>	150	Wipe Out	166
Track and Trade, Track and <any- thing>	151	With Finesse	166
[Cross] Trade Your Neighbor [<di- rection>]	151	You All	167
<i>Trade Counter Rotate</i>	152	<anyone> Zing <N>	168
Trail and Peel	152	Zip the Top	168
Trail Chain Thru	152	<anyone> Zoom <N>	168
Trail The Top, Trail <anything>	153	Zoom Roll Circulate	168
		Zoom Roll to a Diamond, Zoom Roll to a Wave	169

This is the first of three books about C4. The first covers calls, the second covers concepts, and the third covers miscellaneous “notions”.

It is not my intention to be definitive or encyclopedic about just what is 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).

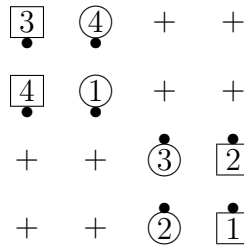
These books contain many examples. They are sometimes intentionally very difficult. For example, in the descriptions of concepts, the example calls are sometimes very complex, for the purpose of showing that the working of the concept is independent of the complexity of the underlying call. In any case, the examples are intended as manual or mental checker-pushing exercises. Don’t bother checking them by computer—they work.

Chapter 1

Formations and Terminology

Clumps

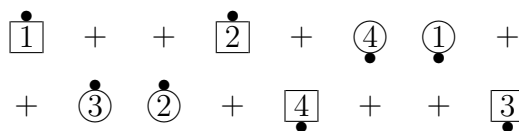
This is a commonly-used term to denote a 4x4 matrix occupied as 2x2 boxes in the corners. Facing directions are irrelevant.



clumps

Traps

This is short for “trapezoids” and denotes a 2x8 matrix in which each 2x4 has the live people in a trapezoid. Facing directions are irrelevant.



traps

1/4 Box

This is analogous to a 1/4 tag or 1/4 line. It is the “Heads Touch 1/4” setup. A 3/4 box is the same thing with the outsides facing out as a couple.

Spindle or Sausage

These are names for the setup obtained by doing a 1/2 Circulate from columns. Facing directions are irrelevant.

Bat or Rigger

These are names for the setup obtained by having the ends Hinge from columns. Facing directions are irrelevant. It is the usual setup for the Rigger concept.

Space Invader

This is a call that does not involve any “breathing” or adjusting of one’s final position based on the formation. Everyone’s motion is described in absolute terms. The fundamental example of such a call is Press.

Breathing

This is the act of moving multiple resultant formations toward or away from each other so that they will abut properly at the end of the call. While much has been written about esoteric and theoretical aspects of this, it is really very simple. It is the thing that Mainstream dancers know how to do after a Spin the Top.

Inner Active, Outer Active

This is a designation used in this book, and occasionally in Challenge dancing at large, to designate specific people in waves. The inner actives are the end of the wave looking in and her partner. The outer actives are the end of the wave looking out and her partner. These terms derive from a rather obscure and obsolete concept.

Chapter 2

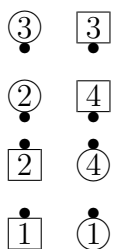
Preliminaries

Natural

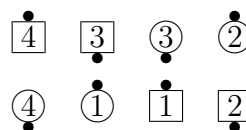
Natural is used in this book to mean “any shoulder” or “any hand”. From a left-handed miniwave, a Natural Step Thru, Pass Thru, or Turn Thru is a Left Step Thru, Pass Thru, or Turn Thru. From a left-handed 2-faced line, a Natural 1/2 Tag is a Left 1/2 Tag. Hence, a Couples Twosome Hinge could be thought of as a Natural 1/2 Tag.

Cross Over Circulate

Definitions that involve Cross Over Circulate sometimes require one to do it from columns. This is a Circulate and cross into the other column. It arises in such things as [Reverse] Change-O, Trade the Deucey from a starting DPT, or Change Lanes from a 3/4 box.



before Trade the Deucey



after

If the #1 person in a column is asked to Cross Over Circulate, the action is a normal Circulate and then cross over, which is just a U-Turn Back. Some people consider this less than totally esthetic, but it does get used in some definitions.

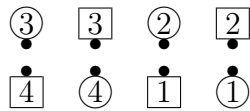
Quarter To Handhold

This term is typically used in a 3/4 tag, after an extend. It means 1/4 in the direction of the miniwave from which you extended. (Replacing the extend with 1/2 Box Circulate would get the same effect.)

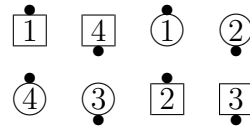
Revert and Reflect

These are terms used with compound tagging calls, as in “Reflected Loop and Tag Chain Thru Reaction”. They are described in Book 2: <http://www.challengedance.org/sd/book2.pdf>.

Briefly, these actions are performed when the tagging call reaches the half-tag point. For Revert, all Cast 3/4. For Reflect, all Counter Rotate 1/4, in the tagging formation (typically a 2x2 box). Then continue with the tagging suffix.



before Reflected Circle the Tag
Chain Thru Reaction



after

Chapter 3

New Taggers

A number of new taggers appear at high challenge, that are really nothing but new interpretations of existing calls. They are often so simple that they are not actually used explicitly as calls, but are used as ways of using the simple action with more complex tagging endings.

Remember that whenever any tagger is used in any kind of Reaction/Reactivate/Nuclear Reaction context, it is always an <ATC> **back** Reaction. There is always a trade in the middle. A caller might say “Track Reaction”, but it always means “Track Back Reaction”.

Double Pass

This is incredibly simple. It takes the Mainstream call Double Pass Thru and makes a tagger out of it. From a starting DPT, you are at the 0-tag position. One would not say Double Pass the Tag 3/4, but might use it in calls like Reflected Double Pass Chain Thru Reactivate.

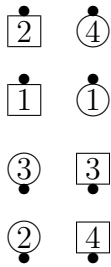


before Double Pass Your
Criss Cross Neighbor

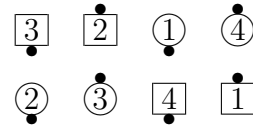
after

Track

This is equally obvious.



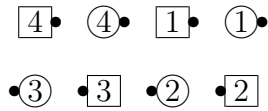
before Revert Track and Scatter Nuclear Reaction



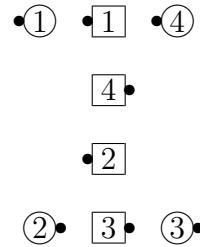
after

Invert

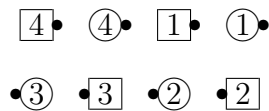
Invert the Column 1/2, and you are at the 1/2 tag position. This can be quite confusing, because Invert the Column and Invert the Tag both take fractions, and those fractions have very similar meanings.



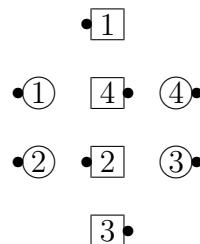
before Invert the Column 3/4



after



before Invert the Tag 3/4



after

Of course, the phrase “Invert the Tag” is almost never used, because these special taggers are generally used only with interesting endings. So “Invert 3/4” means “Invert the Column 3/4”, while

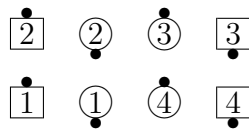
“Invert Chain Thru” and “Invert Your Leader” refer to the tagger.

Pass and Roll

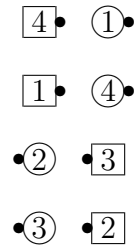
Think about Pass and Roll Your Neighbor. This is most commonly used in the form Pass and Roll Your Cross Neighbor or Pass and Roll Your Criss Cross Neighbor.

Extend

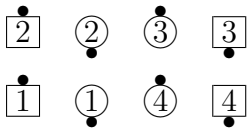
Some tagging endings naturally start from a 3/4 tag, and could start with an extend from waves.



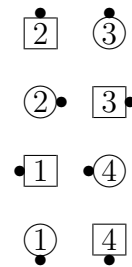
before Extender's Delight



after



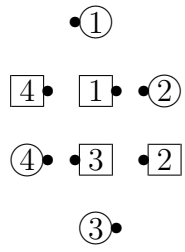
before Extend and Spin



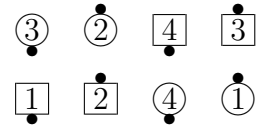
after

Jay Walk

The same is true of Jay Walk.



before Jay Walker's Dilemma



after

Chapter 4

The “but” Convention

There are many calls that can be modified by “but <anything>” without further explanation. (Calls can also be modified with an explicit specification of what part is replaced, as in “Stampede but replace Trade the Wave with Cut the Diamond”. Those are simple—just do what the caller says.)

For a number of these calls, one has to memorize, on a case-by-case basis, what to do. For example, on Lift Off but <anything>, the final Couples Circulate is replaced. On Line to Line but <anything> or Chisel Thru but <anything>, the final Pass In is replaced.

However, a large number of calls that take “but” modifiers follow this simple convention: the last thing that is done in the center is the thing that is replaced. Well-known examples of this are Chain Reaction, Tally Ho, and Cover Up. Less well-known examples are Link Up, Load the Boat, Square the Bases, Walk the Clover, and Make a Pass. On Percolate but <anything>, the final Hinge and Cross is replaced.

Chapter 5

The Calls

<N/4> the Alter

This is sort of like Alter the Wave, 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. Counter Rotate the diamond (“Turn the star”) by the indicated amount. Flip the Diamond.

This has 4 parts, a fact which is exploited frequently.

<I-J-K> Quarter the Alter

There are 3 different places where fractions can be used in Quarter the Alter. The fractions can be given individually.

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

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

<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

This is closely related to Spin Chain and Circulate In. In fact, 3/4 Chain and Circulate In is the same as Fan Chain and Circulate In.

Ends: Circulate and then Cross Over Circulate.

Centers: Cast the indicated fraction, which should leave them in a line. The center 2 then trade, then cast off 3/4 (always), and Spread to let the others come into the center on their Cross Over Circulate.

The starting setup is typically lines if the fraction is odd, and diamonds if it is even.

The two groups of people should finish at about the same time, so ideally things should go smoothly. But just in case, it is wise for then ends to think in terms of two circulates, figure out who is going to be spreading outward, and then spread inward in a way that neither knocks them down nor confuses them.

When done from T-bones, the same considerations apply as for Change Lanes.

Because dancers often start doing a trade as soon as they hear “Spin Chain”, and because this sounds similar, an extremely common mistake is to start this with a trade. Good dancers go out of their way to be careful about this. The sound effect is “It starts in the center”.

1/4 Cross, 3/4 Cross

This is 2/3 of a <N/4> Mix. Arm Turn the indicated fraction, and the centers Cross Run. This is a right-hand call.

<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”.

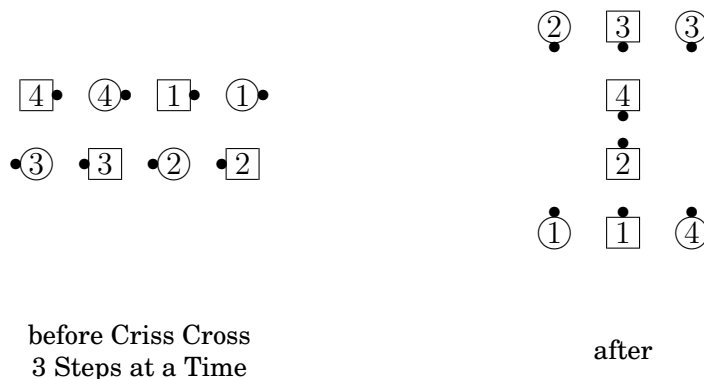
<I-J-K-L> Relay the Top

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”.

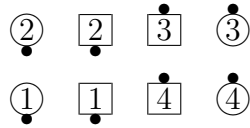
[Cross] [Criss Cross] <N> Steps at a Time

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, and then Bend the Line, while the others move forward, Trade, and Roll. In Criss Cross <N> Steps at a Time, in addition the first <N> people Trailing Off, the others cross as they come in to the middle, Trade with their opposite hand, and Roll.

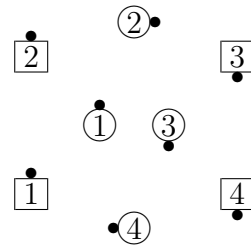


1/4 Wheel to a Diamond etc., 3/4 Wheel to a Diamond etc.

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



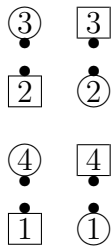
before 1/4 Wheel to an Hourglass



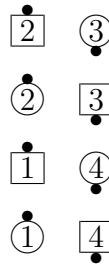
after

<anyone> Advance to a Column

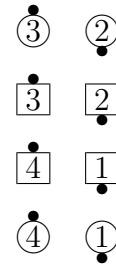
This starts with <Anyone> Walk while the others Dodge. The setup should now be a column. Dancers 1 and 2 in the column Tandem Run while 3 and 4 Column Circulate, Trade, and Column Circulate.



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.

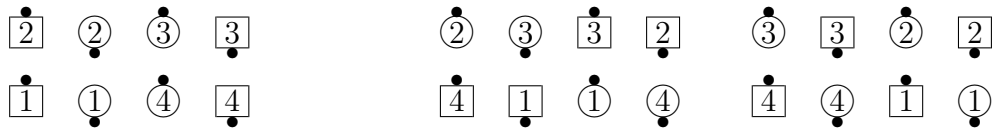
This can also be danced as the Walk and Dodge, all 8 Circulate, centers Trade, all 8 Circulate. However this doesn’t work with the commonly called 3x3 and Single versions of this call.

<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>

This is a general tagging ending, subject to all the usual [revert/reflect stuff](#), page 5.

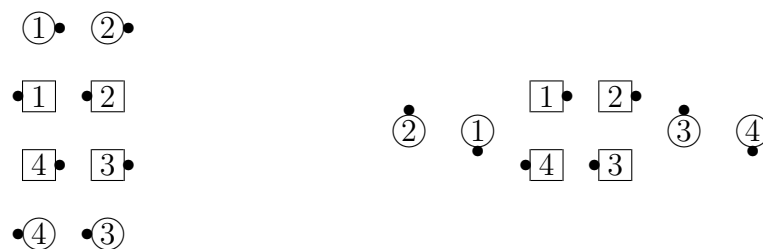
Tag to the 3/4 position. Centers cast off 3/4, while the ends quarter in the indicated direction. If no direction is given, the ends do not turn.



before Flip and
Spin Left

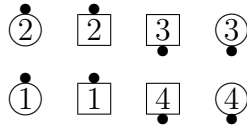
after

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

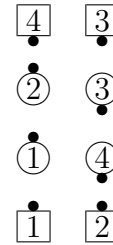


before Flip and
Spin [Rally]

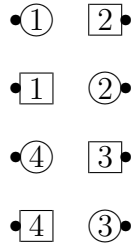
after



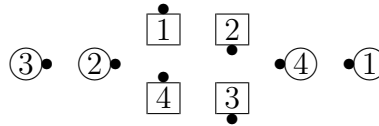
before Tag and Spin [Concentric Shakedown]



after



before Vertical Tag and Spin [Single Wheel]



after

<ATC> Back

This is the same as the C1 call “<ATC> Back to a Wave”. Sometimes callers say “to a Wave”, and sometimes they don’t.

This is a general tagging ending, subject to all the usual [revert/reflect stuff](#), page 5.

Tag to the 1/2 position. Scoot Back.

<ATC> er’s Dream/Nightmare

These are general tagging endings, subject to all the usual [revert/reflect stuff](#), page 5. They are rather like <ATC> er’s Delight/Dilemma.

Tag to the 3/4 position. 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.

3/4 <ATC> and Trade

This is a general tagging ending, subject to all the usual [revert/reflect stuff](#), page 5.

Tag to the 3/4 position. 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> Back and Dodge, <ATC> and Dodge

This is a general tagging ending, subject to all the usual [revert/reflect stuff](#), page 5.

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

These are general tagging endings, subject to all the usual [revert/reflect stuff](#), page 5.

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

<ATC> er’s Flow: Tandem Trade

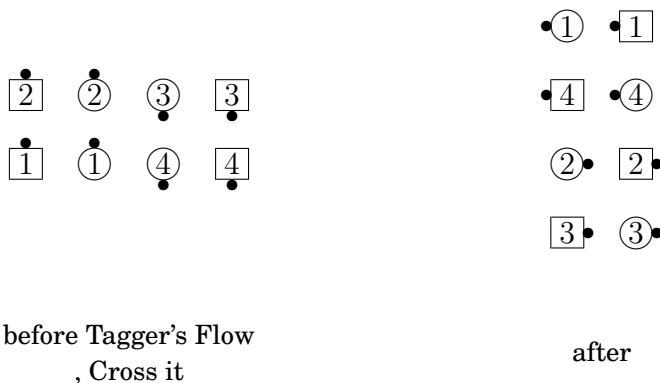
<ATC> er’s Flow, Cross It: Tandem Cross Roll

<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 87).

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”.



<ATC> er's Motion

This is a general tagging call ending, subject to all the usual [revert/reflect stuff](#), page 5.

Tag to the full tag position and Mirror Single Turn to a Line. Think of it as doing the last part of the Centers' part of Sets In Motion.

<ATC> Eroo

This is a general tagging ending, subject to all the usual [revert/reflect stuff](#), page 5.

Tag to the 3/4 position. 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

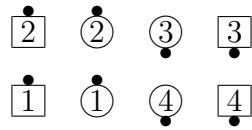
These are general tagging endings, subject to all the usual [revert/reflect stuff](#), page 5.

Tag to the 3/4 position. Ends quarter to 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.

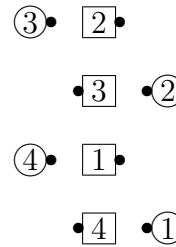


before Tag to an Hourglass

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> Your [Cross] [Criss Cross] Neighbor

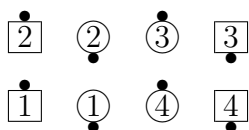
These are general tagging endings, subject to all the usual [revert/reflect stuff](#), page 5.

These are just the Cross and Criss Cross variants of “<ATC> Your Neighbor.” Unlike some of the other tagging endings, there is no linguistic ambiguity here—the “Cross” or “Criss Cross” is placed after the tagging call. For example, “Cross Flip Your Cross Neighbor.”

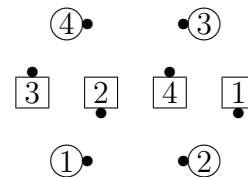
<ATC> the Yellow Brick Road, <ATC> the Yellow Bricking <anything>

These are general tagging endings, subject to all the usual [revert/reflect stuff](#), page 5.

These are the <ATC> versions of “Follow the Yellow Brick Road”: Tag to the 1/2 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 Concentric Wheel and Deal while the other outside person counter rotate to become the end of the center wave.



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



after

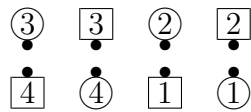
Calls such as the example above tax one's memory. Be prepared to help your fellow dancers if they forget the <anything> call.

<anything> the Action

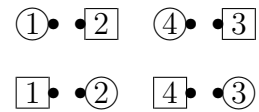
Do <anything>, followed by The Action.

<anything> the Boat

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



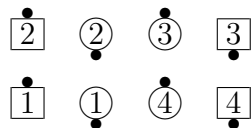
before Cross and Turn the Boat



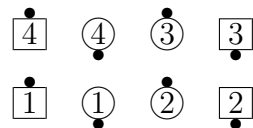
after

<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 80.

<anything> the Wave

See [Clover the Wave](#), page 40.

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.

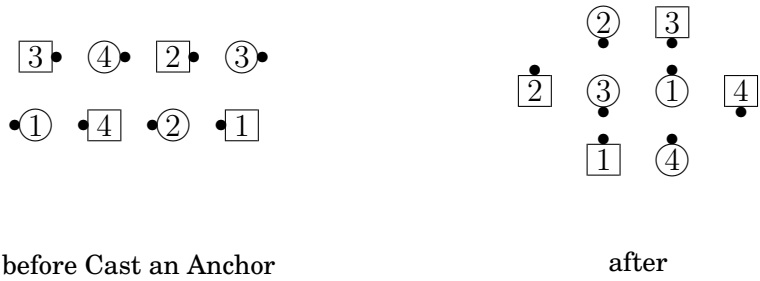
An Anchor, <anything> An Anchor, An Anchor but <anything>

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.

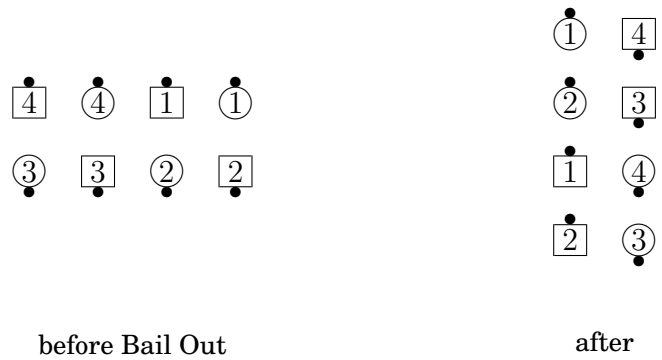


Anchor <N/4>

See [Right/Left Anchor](#), page 111. 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.

See [Square the Barge the Action](#), page 139.

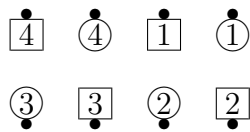
Barge Thru

Square Thru 2; Trade By.

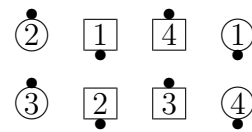
See [Square the Barge](#), page 139.

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 149.

Beep Beep

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

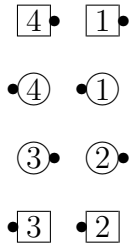
Bias Trade Circulate

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

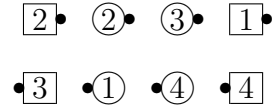
Bits and Pieces

Centers: Peel and Trail, then Ah So.

Ends: 2 “O” Circulates, then Trade.



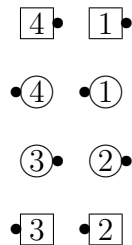
before Bits and Pieces



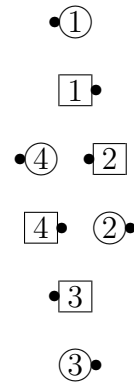
after

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.

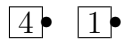


before Initially Central
Bits and Pieces



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



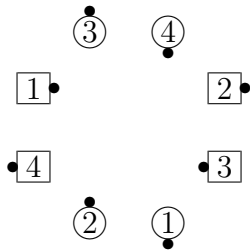
after

Brace Yourself

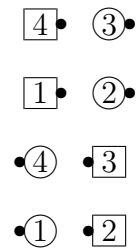
This is just the last half of a Brace Thru / Half Breed Thru: a normal couple does a Courtesy Turn, while a sashayed couple does a U-Turn Back.

<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.

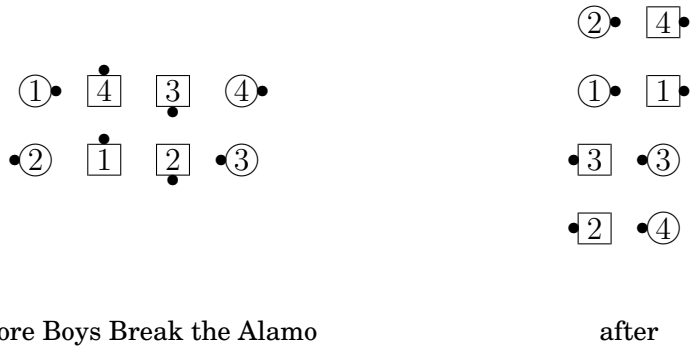


before Girls Break the Alamo



after

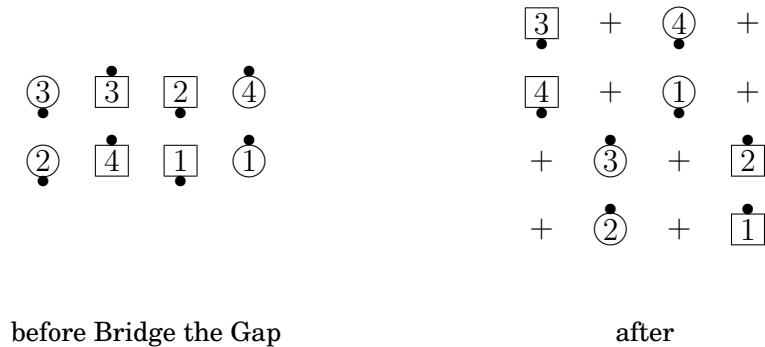
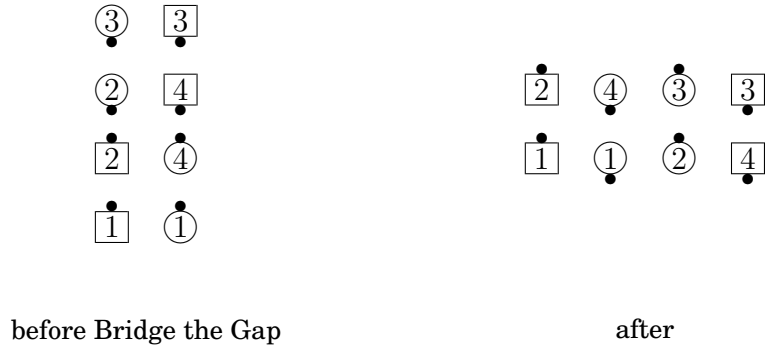
This is sometimes called from a T-boned 2x4, with the selected people in the center.

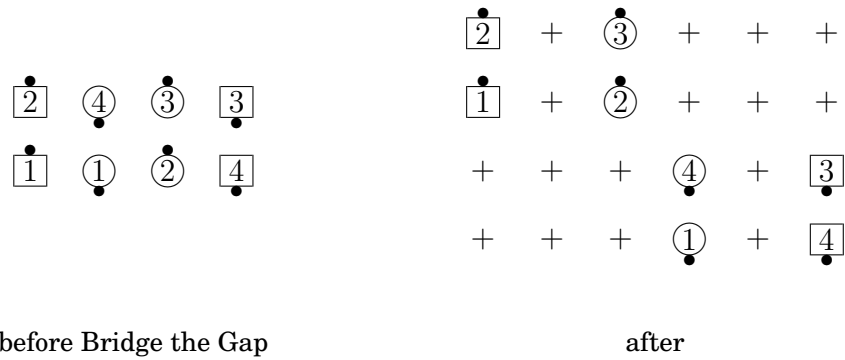


Bridge the Gap

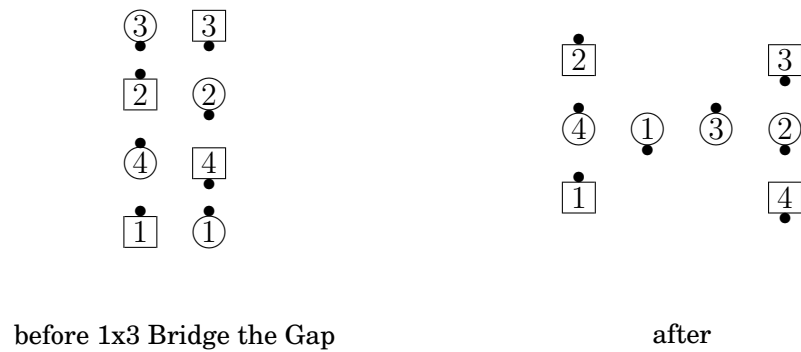
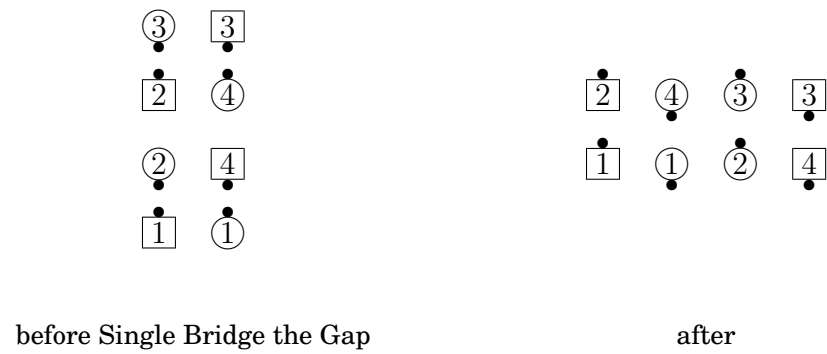
This call is a matrix (“space invader”) call. Beaus Press Left while the Belles Press Ahead and then Run/Trade/Flip Left. The belles will often find themselves trading with another person, but, if no one is there, they do a Phantom Run Left, or Left Loop 0.

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



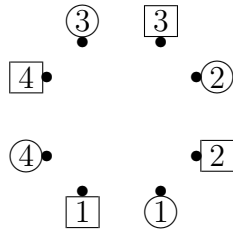


The basic use of Bridge the Gap is from a beginning double pass thru formation. The motion of the call from that starting formation has led to the use of modifiers such as Single and 3x3. Such modifiers would normally make no sense when applied to calls that are defined as completely general matrix calls.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

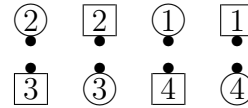


Bring Us Together

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.

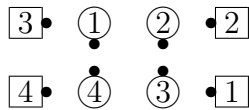


before Heads Bring
Us Together

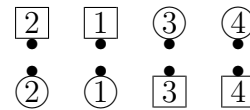


after

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.

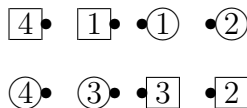


before Bring Us Together

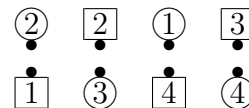


after

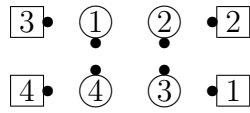
The circling distance can be modified.



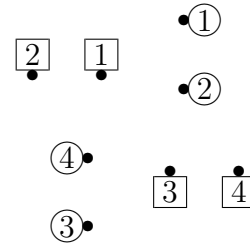
before 3/4 Circle
Bring Us Together



after

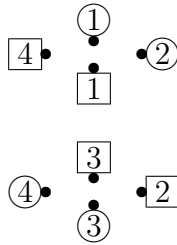


before Centers Work
Mirror 3/4 Circle
Bring Us Together

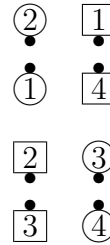


after

The call can be modified by such things as Single.



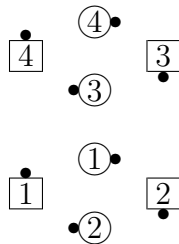
before Single
Bring Us Together



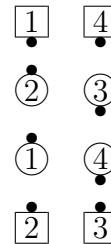
after

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 111.

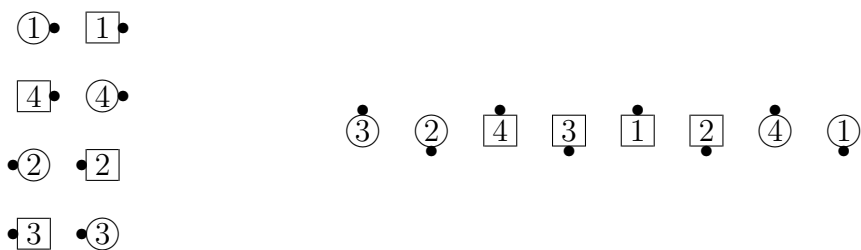
By Golly

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.

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.

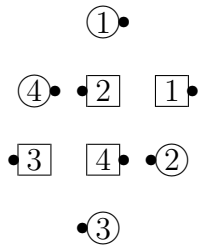


before Cast a Net

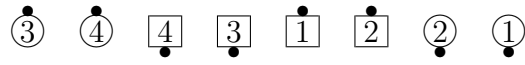
after

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:



before Yoyo Finish
Cast a Net



after

Cast an Anchor

See [An Anchor](#), page 22.

Catch It <N>

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

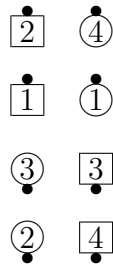
Centers Cut Out

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.

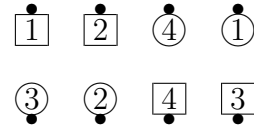
See [Ends Cut In](#), page 65.

Centers Out, or Put Centers Out

This is analogous to the Mainstream call Put Centers In.



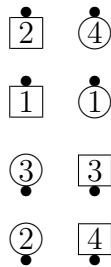
before Put Centers Out



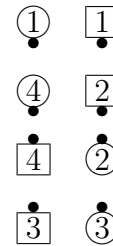
after

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.

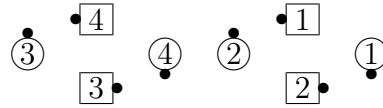
Perhaps a useful way to remember this and make sense of it is as follows: Think of a magic column as one in which the ends are “correct” and the centers are “wrong”. (Some people actually think this is true. Good challenge dancers know better. It is just an artifice for these calls.) Then Change-O means “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

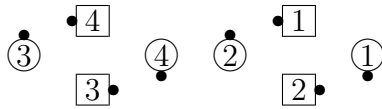
This is just Hinge By, restricted to triangles.



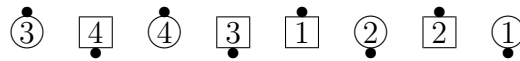
before Outside Triangles
Change the Apex
 $1/4 \times 3/4$



after



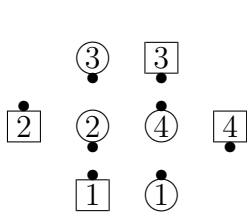
before Inside Triangles
Change the Apex
 $1/4 \times 1/2$



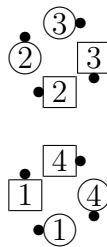
after

Change the Web

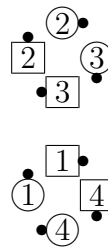
From a $1/4$ tag: the center wave does a Swing and the very centers Cast $3/4$ while the ends of the wave move forward. The outsides adjust to make two stars, in the same way stars are formed on Explode the Top. The stars turn $5/4$ (yes, $5/4$.) Then the people who find themselves in the very center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



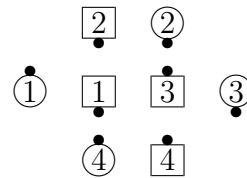
before Change
the Web



Swing, Cast $3/4$,
make stars



turn the stars



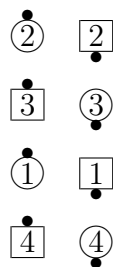
finished

Checkpoint It by It

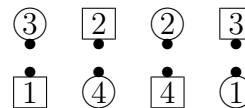
See the Expanded Supercalls ("It") concept in Book 3.

Cheerio

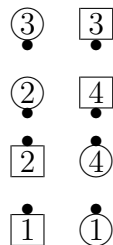
From general columns: Centers Squeeze Like a Couple Up; Ends do a Leads Run, and then they Press Ahead. If both Ends are Leads, they Trade before Pressing Ahead. If neither is a lead, they do *not* sashay. They simply Press Ahead as they are.



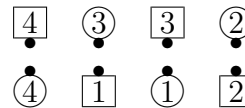
before Cheerio



after



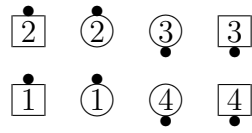
before Cheerio



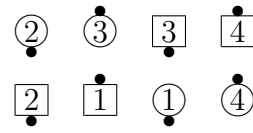
after

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 <N/4> 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 <N/4>

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

Clean Sweep <N/4>

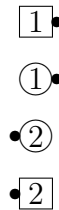
This has 4 parts. From facing couples, Sweep <N/4> clockwise, Veer Left, Tag the Line, Leads Roll Right to a Wave. The sweep is always clockwise (unless the caller said "Reverse" or "Mirror".) If that isn't the same direction that a plain Sweep 1/4 would have obtained, the awkwardness is the caller's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

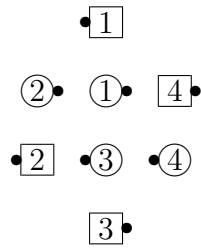
Since this starts with a Circulate, it is subject to the C2 “anything anything” rules. A circulate modifier may be given, as in “Bias Clear Out”, or a call may be given, as in “Percolater’s Clear Out”.



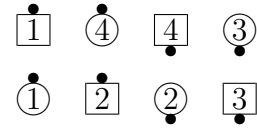
One also commonly hears Finish Clear Out. The ends must resist the temptation to go anywhere. They just U-Turn Back if necessary.

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

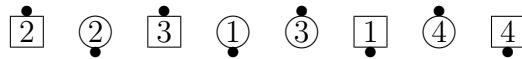
From a 1/4-tag-like formation: Centers Hinge, Box Circulate, and then Tandem Run outward. (This is typically around the nearest ends but the real people may be elsewhere.) The Ends move in and do the <anything>. If the “Cross” modifier has been given, the original centers Tandem Cross Run outward, around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



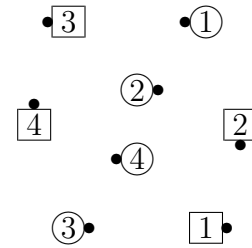
before Clear the Centers for a Bingo



after



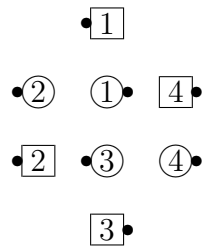
before Clear the Centers
for a Flip to a Diamond



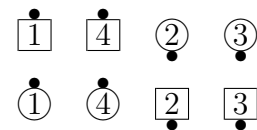
after

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.



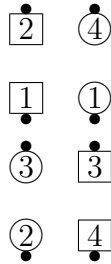
before Clear the Way



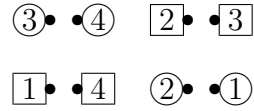
after

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

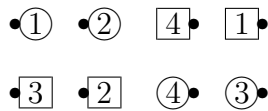
Cross Cloverleaf

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

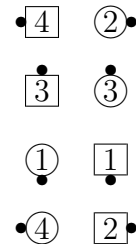
Everyone crosses.

[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

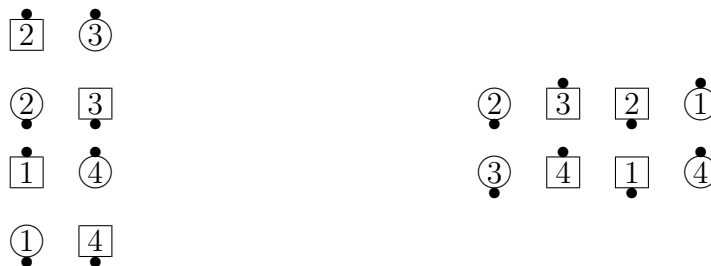
From waves: <anything> the Wave means Extend twice to a completed DPT, and then do the <anything>.

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.

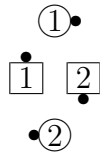
Complete the Tag

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

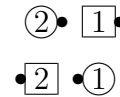
Connect the Diamond

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

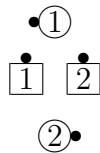
From diamonds: centers Hinge and Extend, while the points Fold or Cross Fold (usually Cross Fold) as necessary to go into the unoccupied spot.



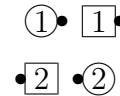
before Connect the Diamond



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

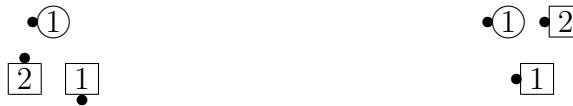
From a wave or couple-based triangle, this can be quite tricky. The apex steps ahead, usually (but not always) to become the lead base of a tandem-based triangle. Any wave or couple-based person who is “infacing” (facing toward the apex) steps forward *behind* the original apex and turns to be tandem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



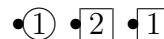
before Convert the Triangle

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.



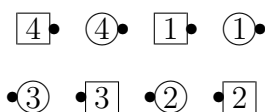
before Convert the Triangle



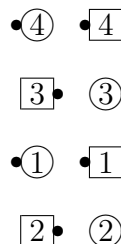
after

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”.

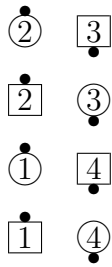
On Cooperate but <anything>, the <anything> replaces the centers’ Drop In.

Coordinate to a Diamond

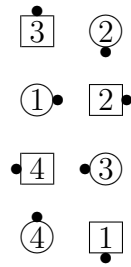
See [Reactivate to a Diamond](#), page 104.

Counteract

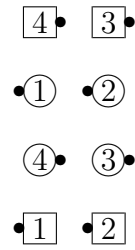
Normally from columns: ends Trade and Split Counter Rotate, while the centers Counter rotate and “anchor the (new) trailing center for a Trade”. That is, the new lead center does a Cross Run while hanging on to the trailing center. The effect of this is that the trailing center will do a U-Turn Back.



before Counteract

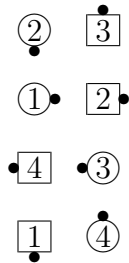


halfway

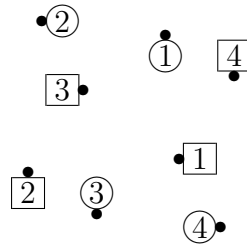


finished

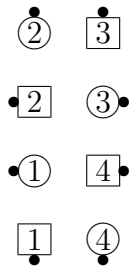
While this call has a simple feel to it in the normal situation, it is commonly used at C4 in ways that require knowledge of its precise definition.



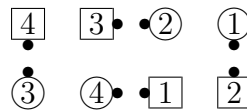
before Counteract



after



before Counteract



after

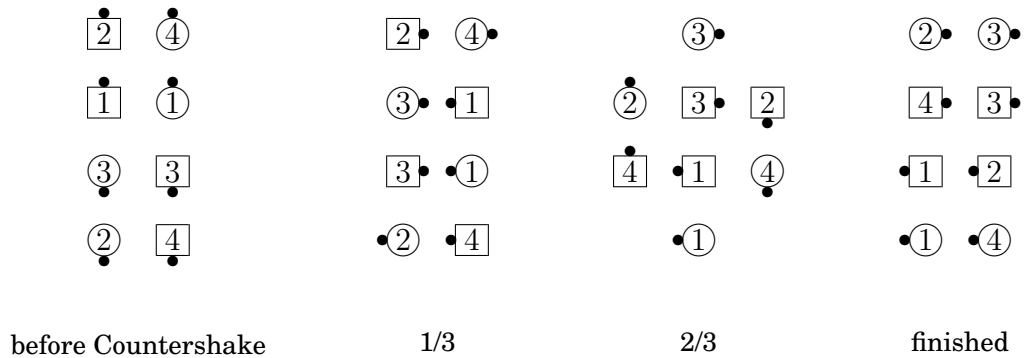
[Cross] Counterpoint

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”.

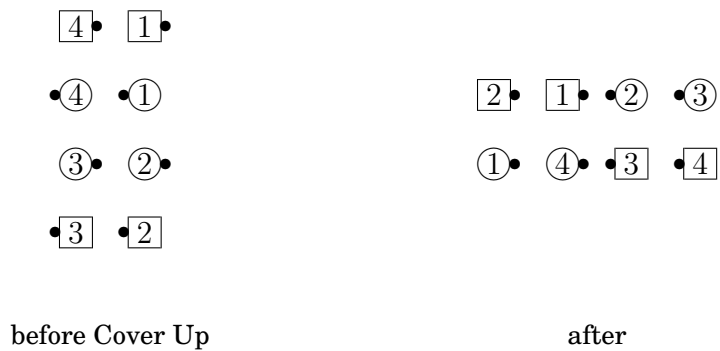
It is usually done from a completed DPT. Ends 1/4 right, Counter Rotate, and Twosome Drop In. Centers Shakedown, Veer Left, and As Couples Extend.



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

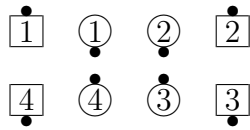
Circulate. Half Circulate. Centers Recycle while the ends natural Pass In.



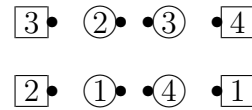
Since this starts with a Circulate, it is subject to the “<anything> Cover Up” construction, as in “Bias Cover Up” or “Remaker’s Cover Up”.

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

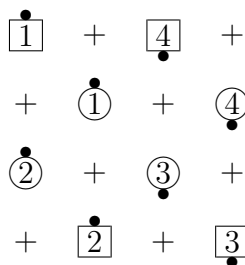
Typically from a Trade by: centers Touch (if necessary) and Lockit, while the ends Hinge.

See [Snap, Crackle, and Pop](#), page 132.

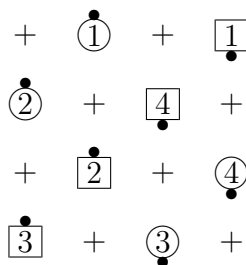
Create a Column

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.

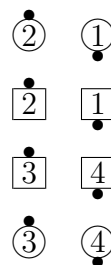
The common “cheat” way of thinking about this is: everyone does two Column Circulates while adjusting inward to make normal columns.



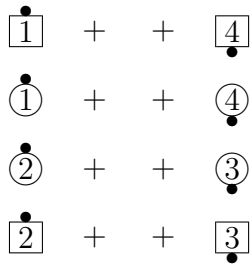
before Create a Column



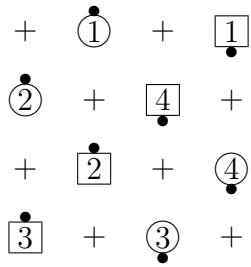
Halfway



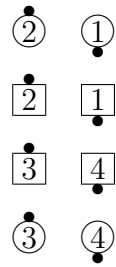
after



before Create a Column



Halfway



after

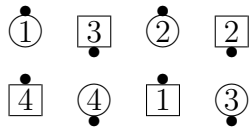
Create a Diamond

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

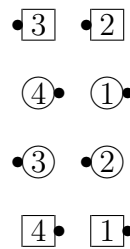
Criss Cross the Diamond

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

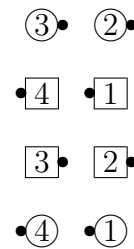
Compare this with Trade the Diamond.



before Criss Cross
the Diamond



after Criss Cross
the Deucey

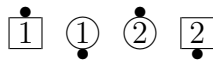


finished

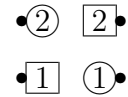
Cross and Divide

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:

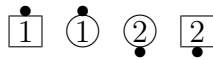


before Cross and Divide

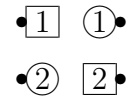


after

or not so smooth:



before Cross and Divide



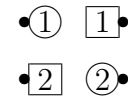
after

Cross Breed Thru

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



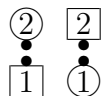
before Cross Breed Thru



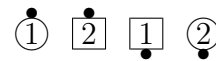
after

Cross Cycle

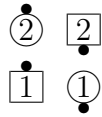
In addition to the “Cross” version of the ordinary wave Recycle, there are cross versions of facing Recycle and Split Recycle. These are equivalent to doing the Recycle followed by a Slither. But the facing couples version is best done by having the beaus step into the center and Trade by the right. It is the same as Hammerlane.



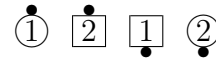
before Cross Cycle



after



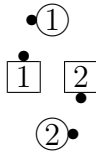
before Cross Cycle



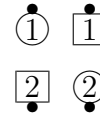
after

Cross Drop <direction>

On a Cross Drop, the centers come out to opposite hands, as if doing a Cross Extend. The points, as usual, have to get out of the way appropriately.



before Cross Drop Out



after

Cross Follow Thru

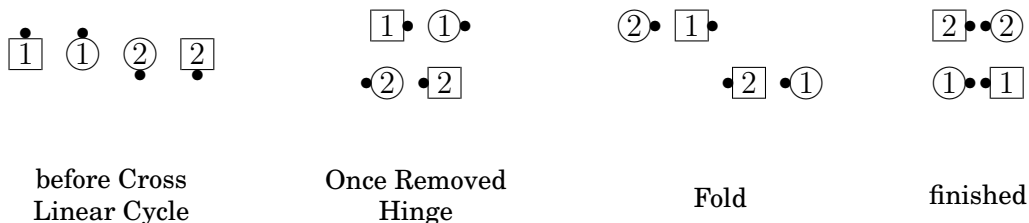
This is a Follow Thru with people extending to the opposite hand from the normal one. From a box, it is a Weave. From a 1/4 tag, it is a Cross Extend and Hinge.

Cross Horseshoe Turn

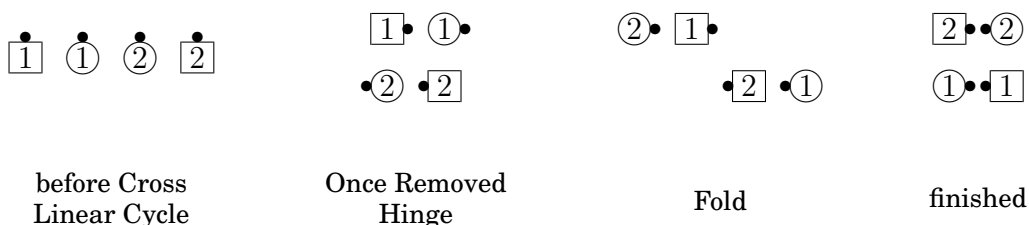
Outsides Cross Cloverleaf; centers Quarter In and Cross Trail Thru.

Cross Linear Cycle

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

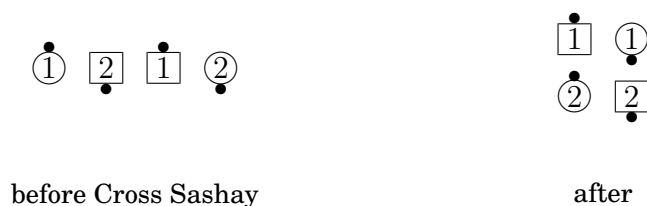


Under benign circumstances, this begins just like Cross Flip the Line, and is equivalent to Cross Flip the Line 1/2 and Couple Up, just as ordinary Linear Cycle is usually equivalent to Flip the Line 1/2 and Couple Up. However, Linear Cycle is not restricted to waves, and Cross Linear Cycle is not restricted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



Cross Sashay

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



Cross the Ocean

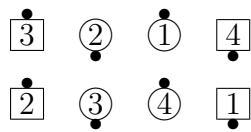
Vertical 1/2 Tag and Weave. The original intent of this call was something like Half Sashay blending into Pass the Ocean.

Cross the Top

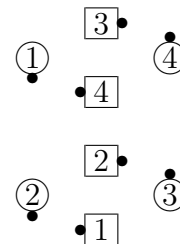
Spin the Top and Spread.

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

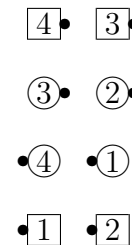
One can also Cross to an Interlocked Diamond, Hourglass, etc. See the discussion of <ATC> to a Diamond.

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

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



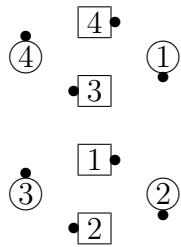
before Cross to a Diamond



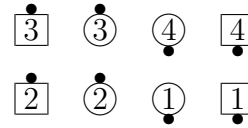
after

Cross to a Wave

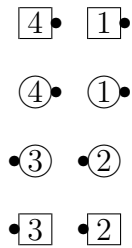
Usually from diamonds: Points Cross Over Circulate while the centers Hinge and slide apart.



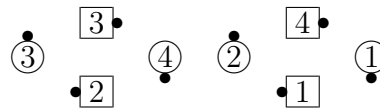
before Cross to a Wave



after



before Cross to a Wave

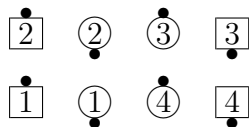


after

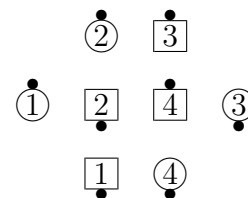
This call is often danced clumsily, probably because people are trying very hard to avoid confusing it with the previous call in this book.

Cross Town Roll

This is an old traditional call that has some of the feel of part of the folk dance “Salty Dog Rag”. The precise-for-challenge definition could be described as: Those who have handholds do the equivalent of a Trade by that hand and extend, except that they 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.

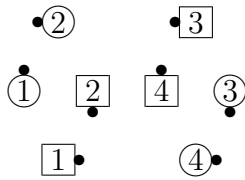


before Cross Town Roll

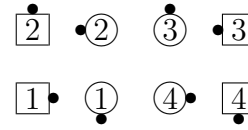


after

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 universally used “cheat” is Slip and Switch.

This is often confused with Curl Thru. Neither call is very common.

Curl Thru

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

This call is very uncommon. It is often confused with Curl Apart.

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

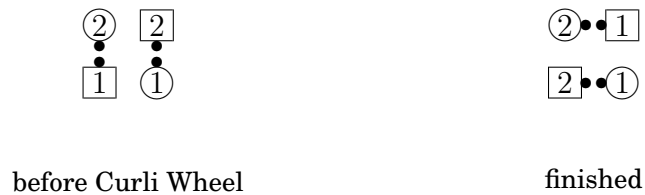
Curlique and Cross.

Curli Cross the Top

Curlique and Hinge the Top.

Curli Wheel

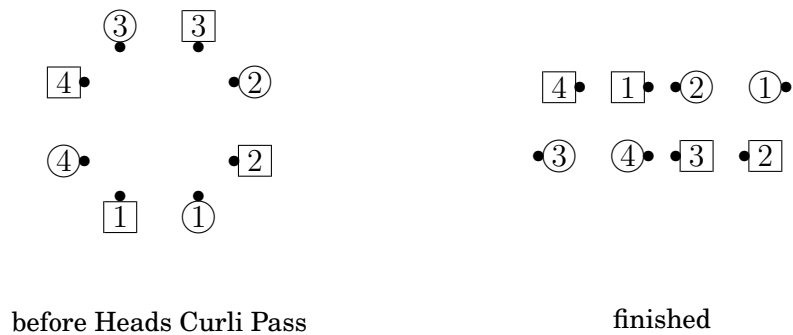
Curlique, then the new trailers walk forward to crossed (left) hands with each other, Trade, and step back. While the trailers are doing that, the leads Run right.



Curli Pass

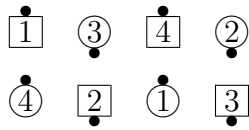
Curlique, then those facing, wherever they are, Pass Thru.

This is often used at the start of a sequence.

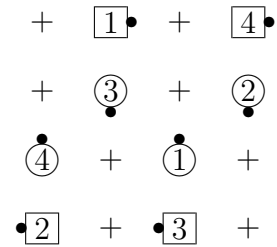


<anyone> Curve <direction>

This 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

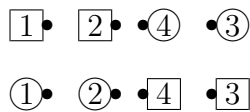


after

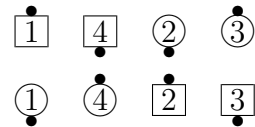
If the direction is “in” or “out”, it is relative to the whole formation.

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.



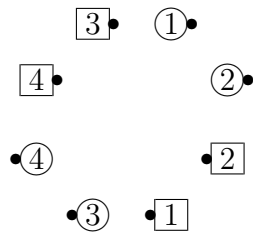
before Cut Across



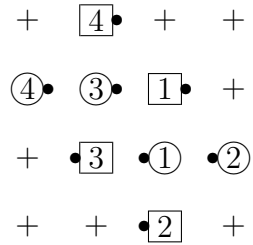
after

[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

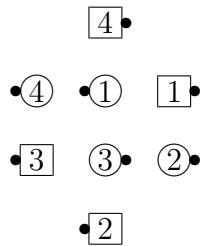
On Reverse Cut the <formation>, those who are close together Trade and slide apart, while the others <formation> Circulate.

Cycle and <anything>

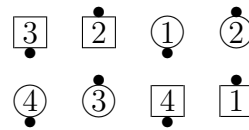
This is like Cycle and Wheel, with the <anything> replacing the Wheel and Deal. It is typically a Cycle and Turn and Deal.

[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 60.

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.

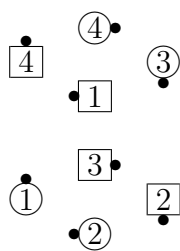
On a Diamond Inlet, the outer active people (end looking out and adjacent center) do a 2/3 Recycle instead of a full Recycle. This may also be called Inlet to a Diamond.



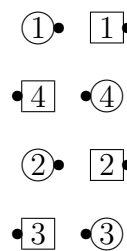
before Diamond Inlet

after

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



before Diamond Outlet

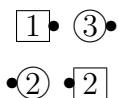


after

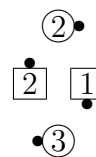
Diamond Recycle

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

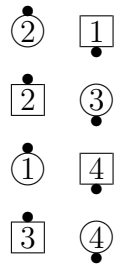
Divide

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.

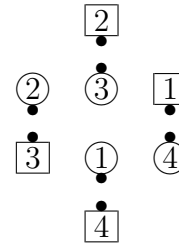
It’s really just an old name for what is now called “separate” at Mainstream.

Divvy Up

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



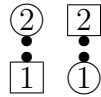
before Divvy Up



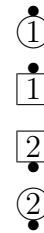
after

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.

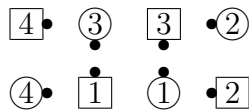


before Dixie Chain

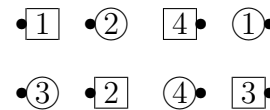


after

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

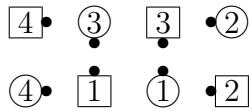


after

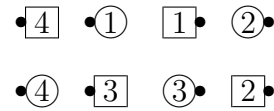
Dixie Daisy

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.



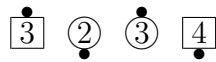
before Split Dixie Daisy



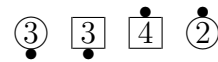
after

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.

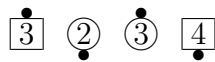


before Derby

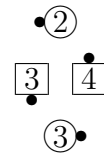


after

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



before Yoyo Derby

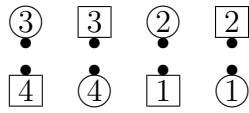


after

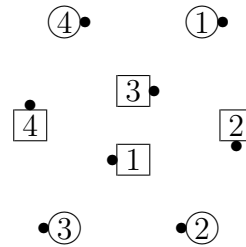
Dixie Derby is Dixie Style to a Wave followed by Derby.

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.

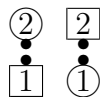
Dixie (fraction) Tag

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

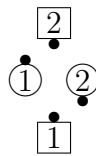
Dixie 1/4 Tag: From facing couples, the belles step ahead and Touch in the center.

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

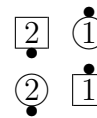
Dixie 3/4 Tag, Dixie Tag: Dixie 1/2 Tag and then (normal) Extend to the required position.



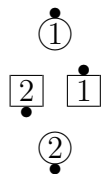
before Dixie Tag



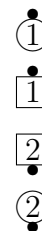
After Dixie 1/4 Tag



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 extensions, such as “Dixie Tag Your Neighbor” (Dixie 1/2 Tag; Follow Your Neighbor).

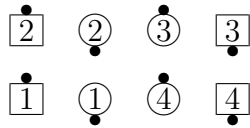
[Cross] Double Down

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

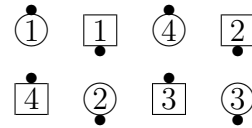
On a Cross Double Down, the All 8 Circulate is replaced with a Cross Over Circulate. The two Split Circulates are not changed.

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.

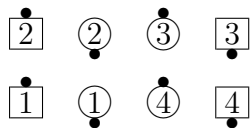
If done from columns, the “trailing end” is the #4 person. He and the person lateral to him do the two Split Circulates.



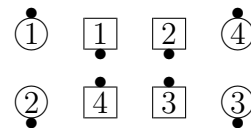
before Double Down



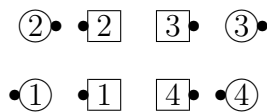
after



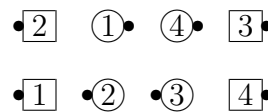
before Cross Double Down



after

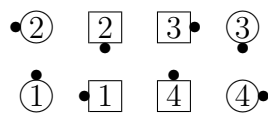


before Double Down

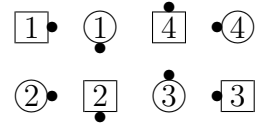


after

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



before Double Down



after

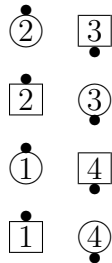
Double the Wave

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

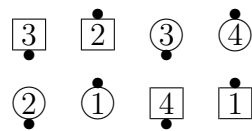
[Cross] [Criss Cross] Double Your Pleasure

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.

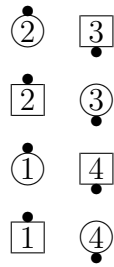


before Double Your Pleasure

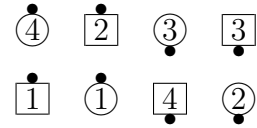


after

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

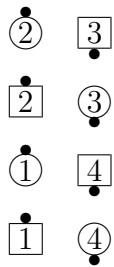


before Cross Double Your Pleasure

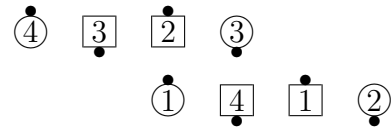


after

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 16.

Easy Does It

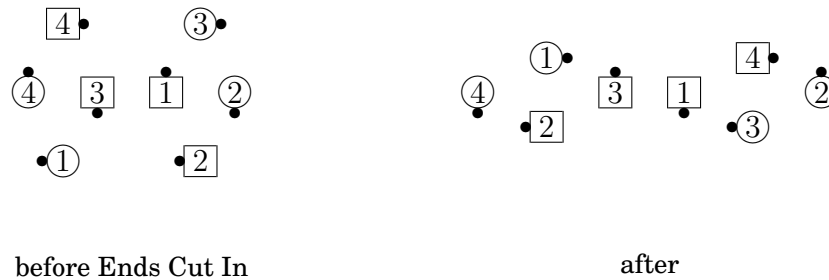
Usually from lines: Concentric Zing.

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".

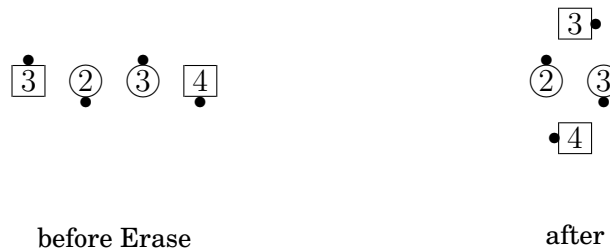
This can also be done from columns or diamonds. From diamonds, the result is point-to-point diamonds. The centers must not go past each other in the very center when they flip out. It's the same issue that arises in Reverse Flip the Diamond.



See [Centers Cut Out](#), page 32.

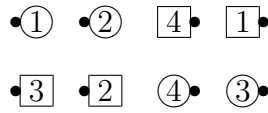
Erase

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

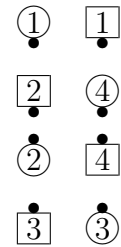


Explode the [Cross] Clover

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



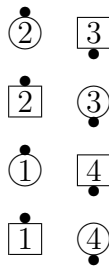
before Explode the Clover



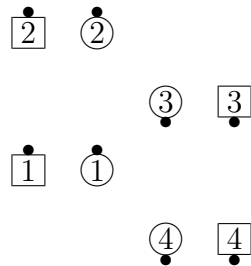
after

Explosion

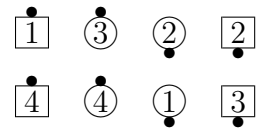
From columns: #3 step forward and Trade with other. #2 and #4 Press Out. From these distorted 2-faced lines, do a Couples Circulate, ending in normal 2-faced lines.



before Explosion



after Press Out



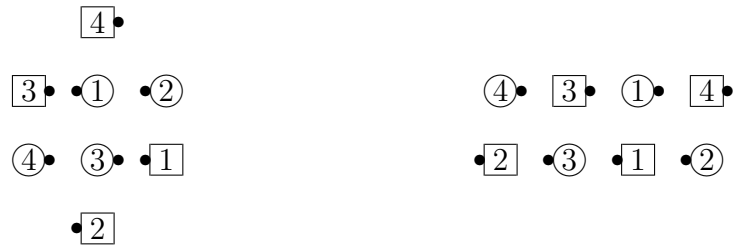
finished

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 68.

Fan Back

See [Spin Back](#), page 134.

Fan Chain and Circulate In

See [Spin Chain and Circulate In](#), page 135.

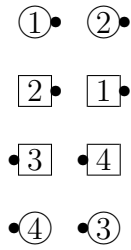
Fan Chain and Circulate the Gears

See [Spin Chain and Circulate the Gears](#), page 135.

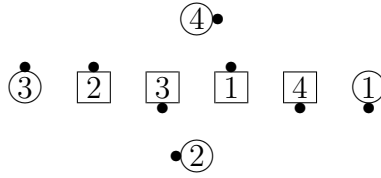
Fan the Gate, Fan the Gating <anything>

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.

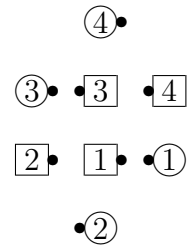
Now the people who would do the Concentric Wheel and Deal do a Bend the Line instead. They do not apply the Concentric rule—they stay together. The others are finished.



before Fan the Gate

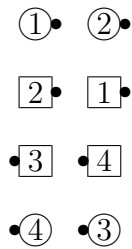


ends Circulate 1-1/2;
centers Cast 3/4

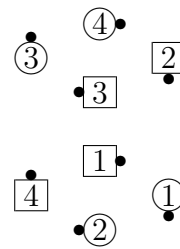


finished

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

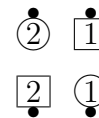
Fan Thru, Fan and Cross Thru

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



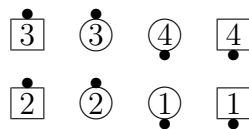
after

Ferris (anything)

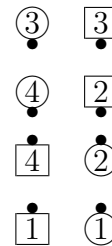
See the Ferris Concept in Book 2.

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.



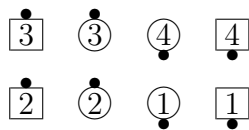
before Ferris Trade and Wheel



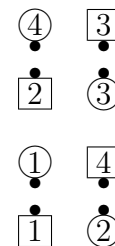
after

Fiddle Around

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



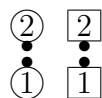
before Fiddle Around



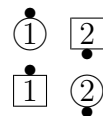
after

<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

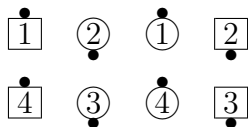


after

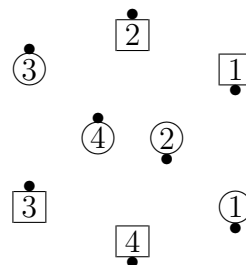
First Choice, First <anything>

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.

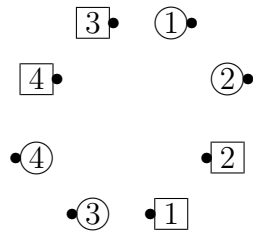
This is a zero for the belles, and exchanges the beaus with each other. This may be a useful check when doing the call with a lot of phantoms.

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.

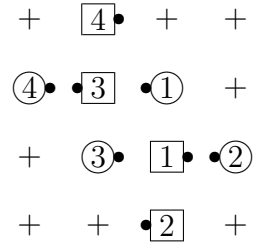
Those who like this definition often chant “All 4 Parts!”.

[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.

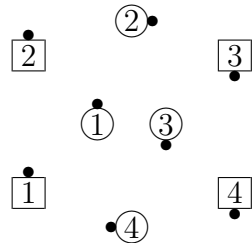


before Flip the O

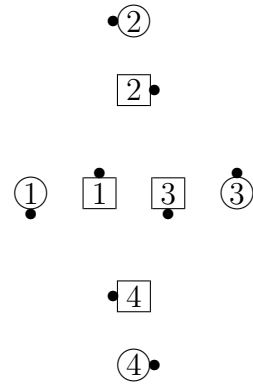


after

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



before Reverse Flip the Hourglass



after

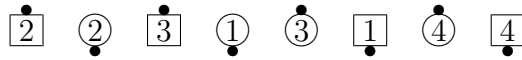
Remember that the centers of an Hourglass are the dancers in the Diamond.

Flowing <anything>

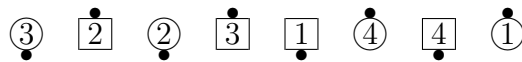
See the Flowing concept in Book 2.

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

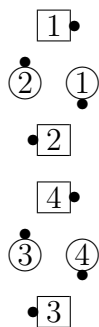


after 3rd part

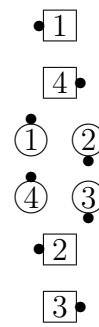


finished

More starting setups are permissible if the call is fractionalized.



before 1/2 Fly the Coop

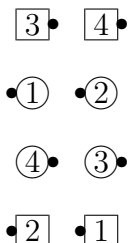


after

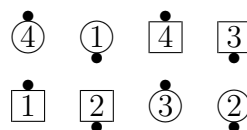
Follow and Cross, Follow and Criss Cross

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



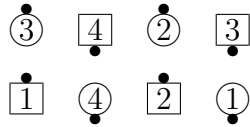
after

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

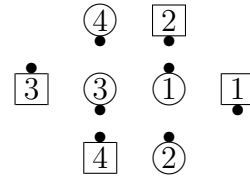
Follow the Yellow Brick Road, Follow the Yellow Bricking <anything>

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.

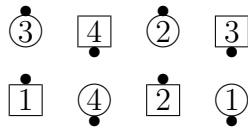
On Follow the Yellow Bricking <anything>, the <anything> replaces the Wheel and Deal. The Concentric rule applies to it, even if that is ugly.



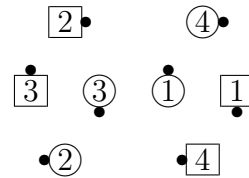
before Follow the Yellow Brick Road



after



before Follow the Yellow Bricking [1/2 Tag]

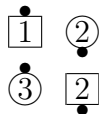


after

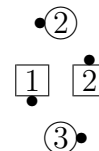
For a call based on a mere Plus call, this causes breakdowns surprisingly often. Think carefully about what you are doing.

[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



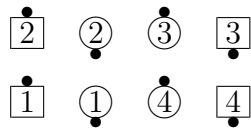
after

Follow to an Interlocked Diamond, Hourglass etc.

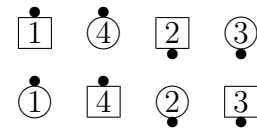
These are related to Follow to a Diamond. See the discussion of <ATC> to a Diamond.

Go First Class

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



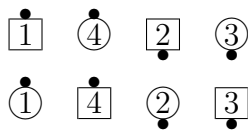
before Go First Class



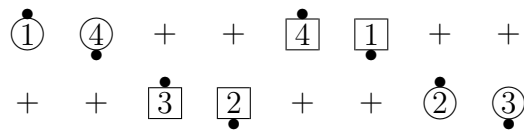
after

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.

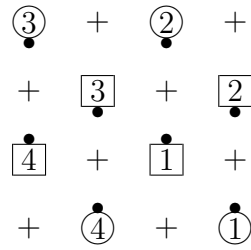


before Go First Class

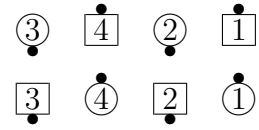


after

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.



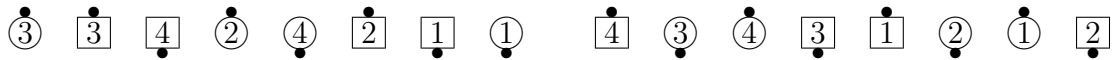
before Split Phantom Columns
Go First Class



after

Grand Cross Roll

From a Tidal Line, Grand Working as Centers, Cross Roll (the center 6 Trade and Spread away from each other (as in Grand Mix), while the very ends Run).



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

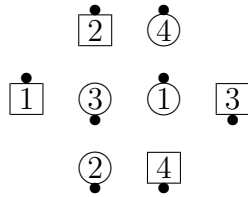
after first Grand Working as Centers Cross Roll



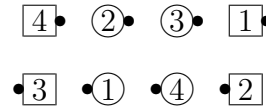
after Grand Run Wild

Gravitate

From a 3/4 tag (or 1/4 tag, or whatever), the centers 2/3 Linear Cycle to become #1 and #2 of a column. The ends Reverse Single Rotate and then Split Counter Rotate to become #3 and #4.

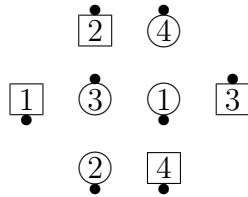


before Gravitate

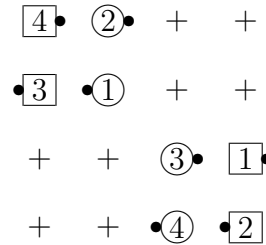


after

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



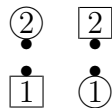
before Gravitate



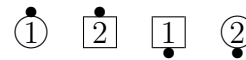
after

Hammerlane

This is a facing couples Cross Cycle.



before Hammerlane



after

Hang a Right/Left

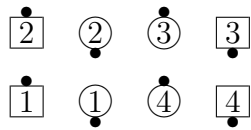
This is just “First Couple go Right/Left, next couple go likewise”.

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

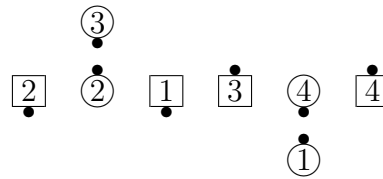
Hang Loose

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.

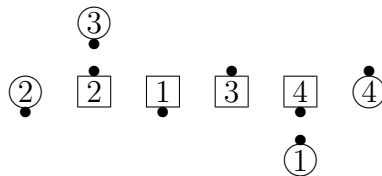
Now those who are facing Pass In. The others step forward, connect with each other, and Bend the Line. The result is facing lines.



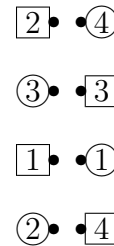
before Hang Loose



Cross Run,
Peel and Trail



Trade



finished

Here Comes the Diamond, Here Comes the Wave

See [In Roll To a Diamond](#), page 81, or [In Roll To a Wave](#), page 82.

Hinge and Trade

See [Single Hinge and Trade](#), page 130.

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.

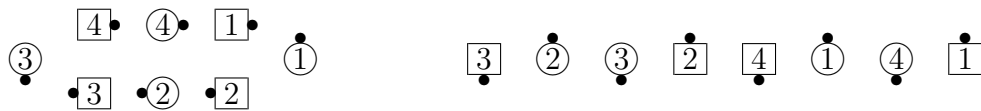
A given person may not be able to do certain parts, but each part must have some people in motion. Unlike calls like Swing the Fractions, there is no “right hand rule” other than the need to switch hands between parts.

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

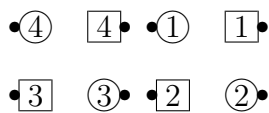
Hinge the Top, Hinge the Lock

Hinge and Fan the Top, or Hinge and Lockit.

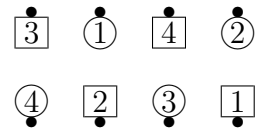
The words Hinge, Lock, and Top (meaning Hinge, Lockit, and Fan the Top) are sometimes put together in a variety of ways, as in “Lock the Hinge the Top the Hinge the Lock” or “Transfer the Column the Lock”.

Hit the Wall

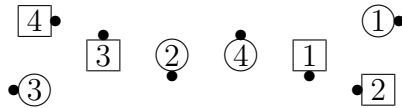
Commonly from a Trade by: centers Pass Out, ends Partner Tag.



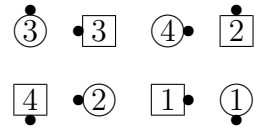
before Hit the Wall



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.

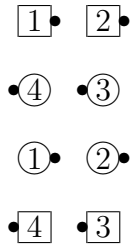
Hot Foot Spin

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

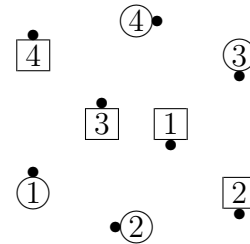
Hourglass Inlet, Hourglass Outlet

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.

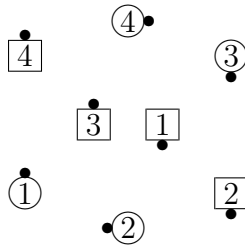


before Hourglass Inlet

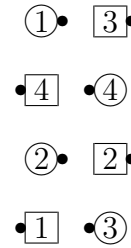


after

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.



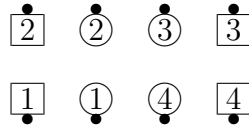
before Hourglass Outlet



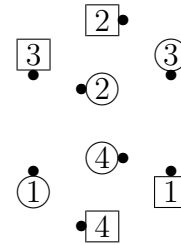
after

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

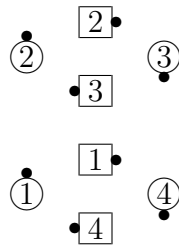


after

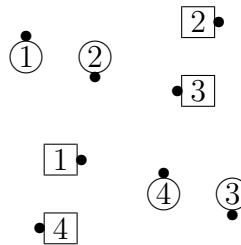
One can also do these calls to an hourglass or interlocked diamonds by doing the standard (Snake/Slither) adjustment.

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

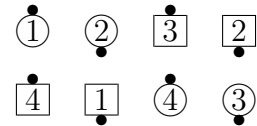
Typically from Diamonds: the Ends do their part of an In Roll Circulate, Here Comes the Judge, or whatever. The centers move towards the vacated position as a unit without turning, and then Hinge.



before In Roll to a Wave



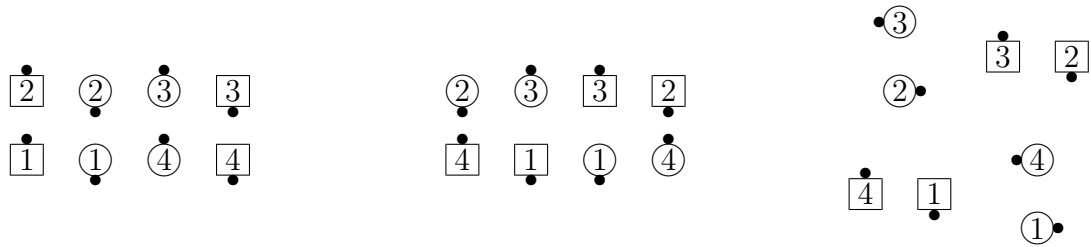
after ends In Roll and centers adjust



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.



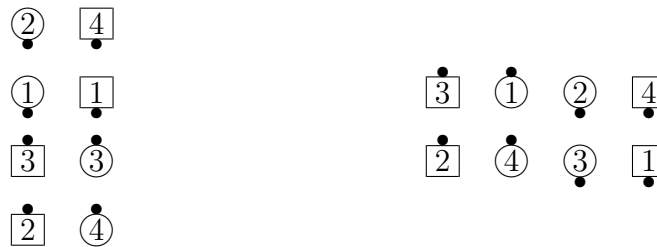
before Out Roll to a Wave

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.



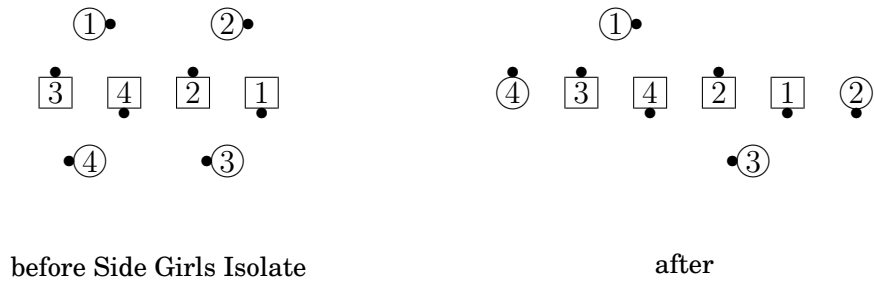
before In Style

after

Isolate

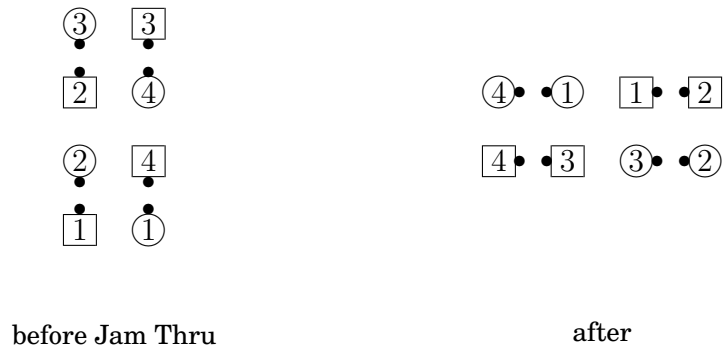
This is not generally used as a call in its own right. It is used in the definition of other calls (Along, Stimulate), and callers may direct specific people to Isolate.

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



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.

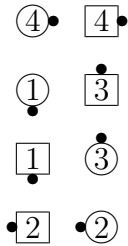


<anyone> Kick By <N>

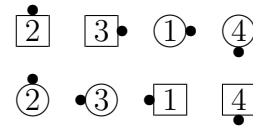
The designated people do a Kickoff around N people, that is, Run around them and Roll, and each of those people tags toward the vacated spot.

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



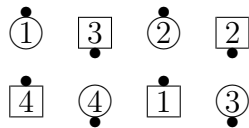
before Kick the Habit



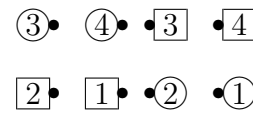
after

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.



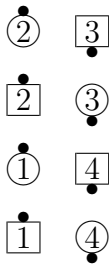
before Lead the Class



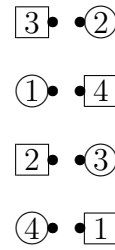
after

Lead the Way

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



before Lead the Way



after

Left On

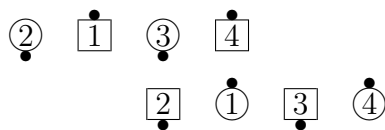
See [Right On](#), page 112.

Lift Off but <anything>

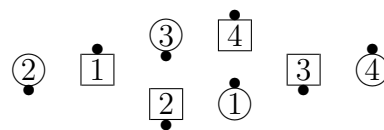
The <anything> replaces the final Couples Circulate.

Like a Rigger

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



before Like a Rigger



after

Linear Action but 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]

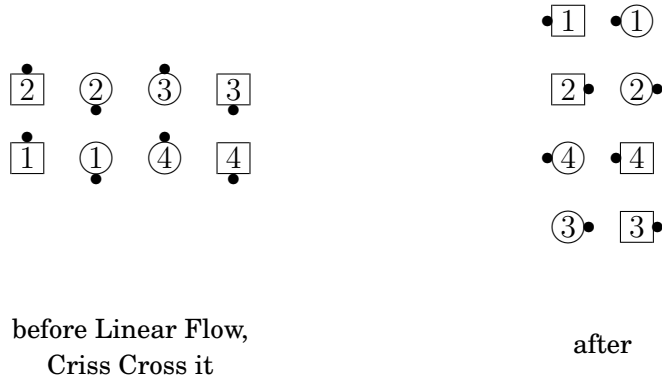
This is essentially a Flipper's Flow, but it has the behavior of Linear Cycle if the starting setup isn't waves. All Hinge. Leads Fold. Walk forward to the 1/2 tag position, using the Linear Cycle shoulder passing rule. Then:

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.



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.

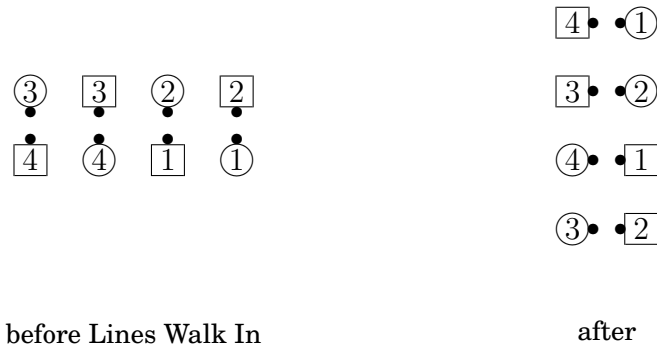
Line to Line But <Any Call>: Line to Line, replace the final Pass In with the <Any Call. >

Lines It Thru

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

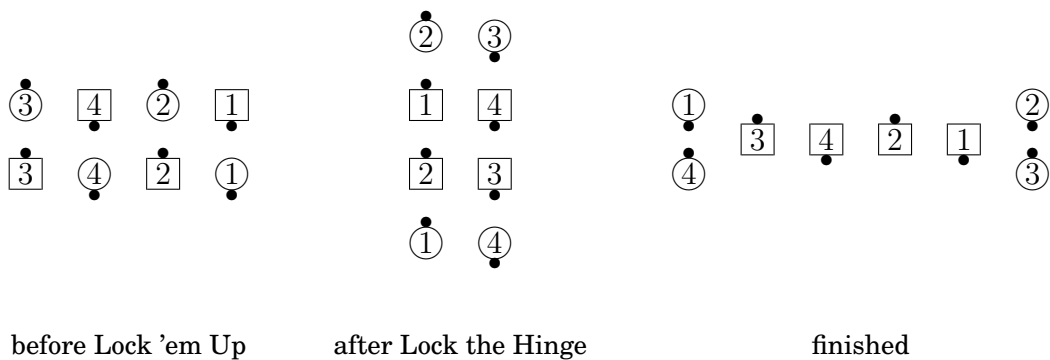
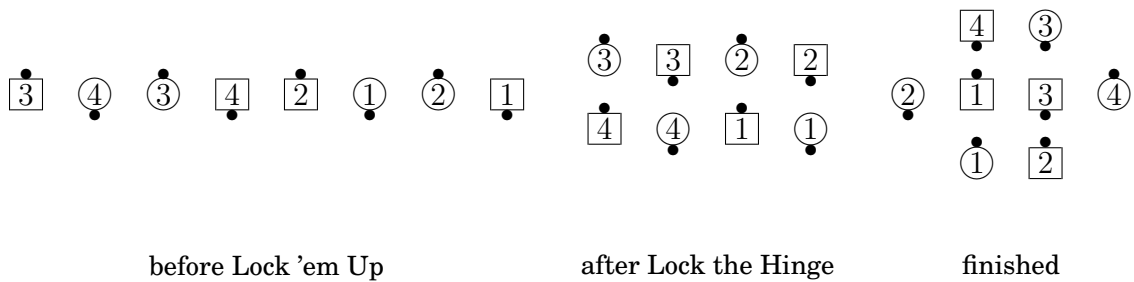
Lines Walk <direction>

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.



[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.



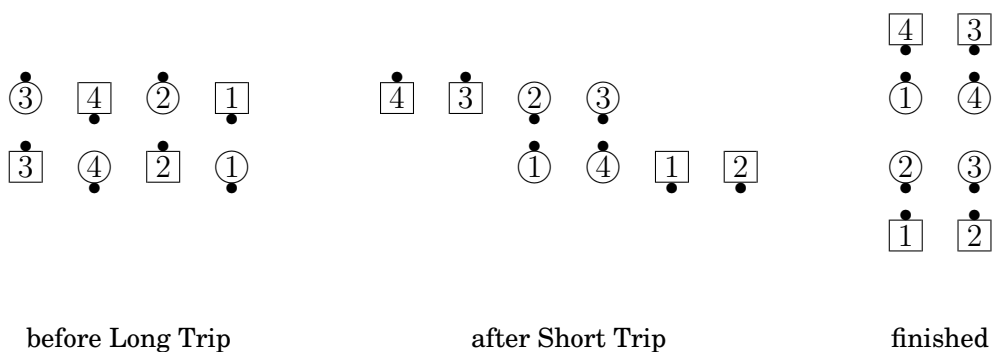
One may also hear “Cross Lock ’em Up”, “Fan ’em Up”, or “<anything> ’em Up”, in which the initial Lockit (and only that one) is replaced with Cross Lockit, Fan the Top, or whatever.

Lock ’em Up is now on the C3B list.

Long Trip

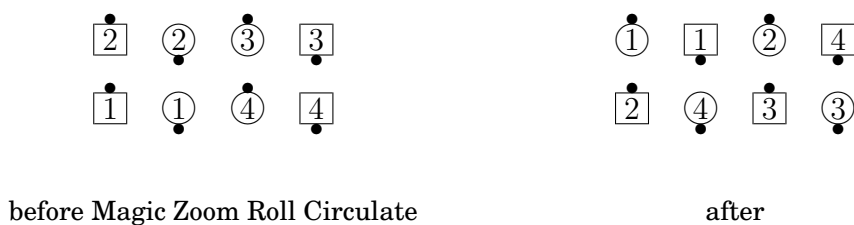
First, do a Short Trip, which see. The setup at this point is typically a parallelogram. Then the “centers” (that is, the center box) Pass Thru, while the “ends” (that is, the “wings”) Cross Fold.

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



Magic In Roll Circulate, Out Roll Circulate, Zoom Roll Circulate, Here Comes the Judge, Sock it to Me

The application of the “magic” concept to these calls is quite difficult. The person doing the special action (in roller, zoomer, judge, etc.) does the action normally. The other people in the same magic line as that person flip toward that end of the magic line, staying in that magic line.



Because the magic line is hard to see, especially when everyone is running around, the following cheat might be helpful:

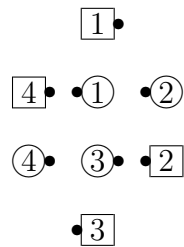
If you are the designated person: Just do the action normally.

If you are standing next to the designated person: Do a normal Slip. Really? Really.

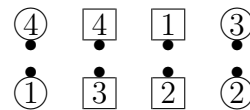
Anyone else: Do a Split Counter Rotate 1/2.

[Cross] Make a Pass, [Cross] Make a Pass but <anything>

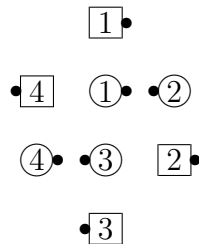
Usually from a 1/4 tag: those facing directly Pass Thru. Then the centers Cast Off 3/4 while the ends Trade and Roll.



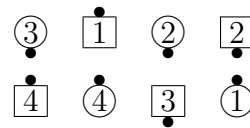
before Make a Pass



after

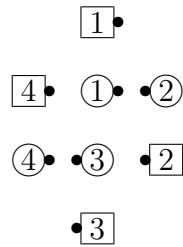


before Make a Pass

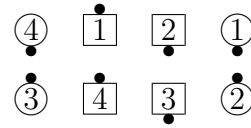


after

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

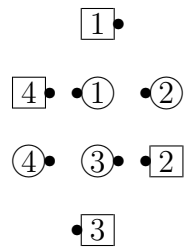


before Cross Make a Pass

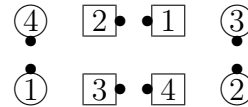


after

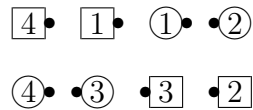
On [Cross] Make a Pass but <anything>, the call replaces the centers' Cast Off 3/4.



before Make a Pass
but Turn and Deal



after



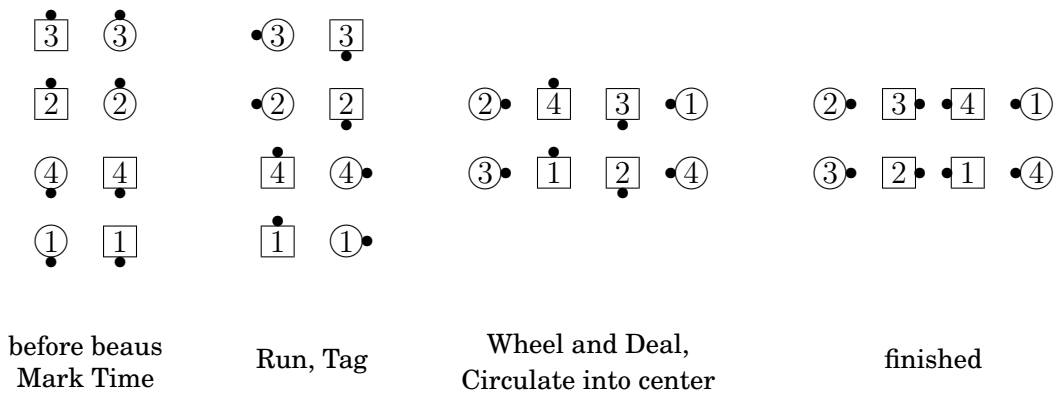
before Make a Pass
but Fan the Top



after

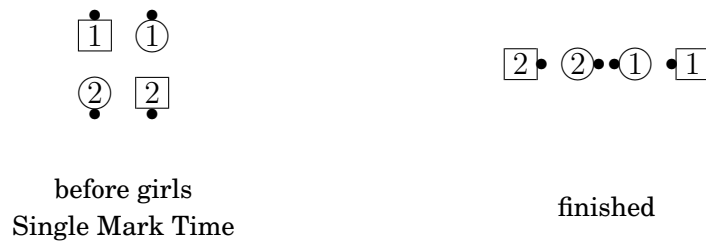
<anyone> Mark Time, Mark Time

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.



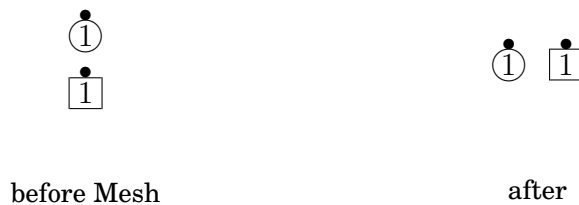
The designated people must have been #1 and #2 in the column. The others could have been facing either way. If the starting setup is columns, there is only one way to do the call, and this can be called simply Mark Time.

One can also do a Single Mark Time:



Mesh

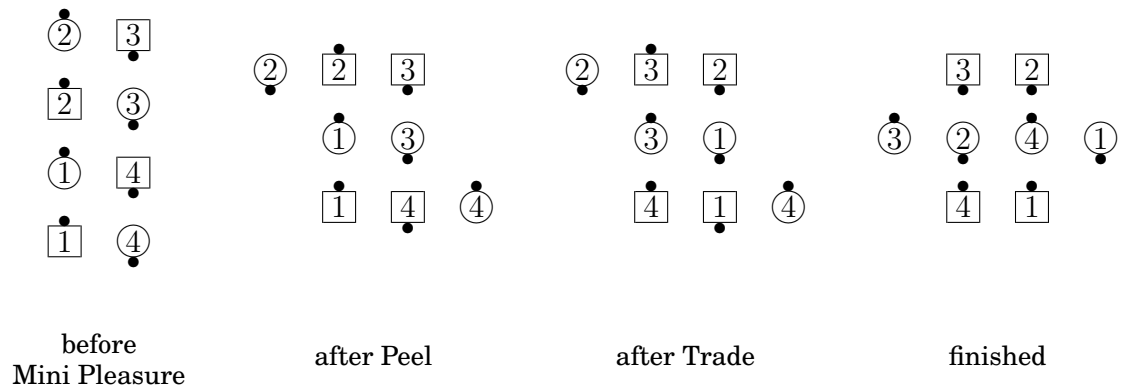
This is a 2-person call, typically done from a tandem. The trailer steps forward to the right side of the other person, with the usual breathing.



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

[Cross] Mini Pleasure

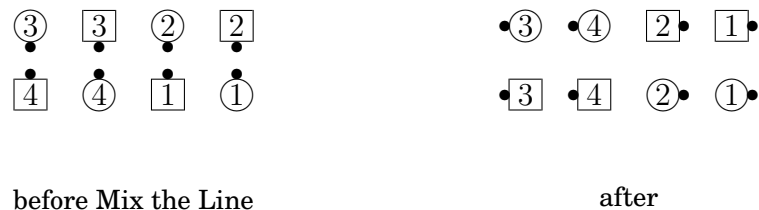
From columns: #1 Peel while the other 6 Extend and Trade (like Double Your Pleasure so far.) Then the center 2 spread apart, and the person who did the Peel does a Press In into that center space. The end looking out does a U-Turn Back.



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

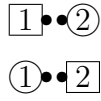
Mix the Line

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.

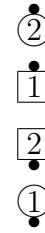


You could think of this as [Retreat the Line](#) (page 109) and [Shuffle the Deck](#) (page 128).

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



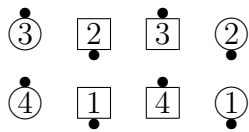
before Single Mix the Line



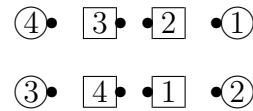
after

Nice and Easy

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



before Nice and Easy



after

Nicely

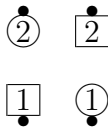
Hinge and Cross.

Nightmare

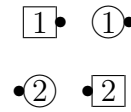
See [ATC'er's Dream/Nightmare](#), page 16.

Nip and Tuck

This starts in back-to-back couples. Belles “3/4 Zoom”, while the beaux 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.



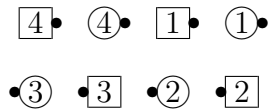
before Nip and Tuck



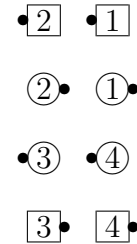
after

Open Ups <anything>

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



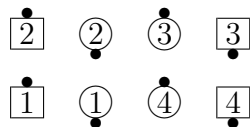
before Open Ups Nuclear Reaction



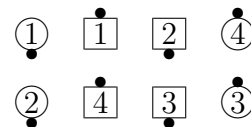
after

[Left] [Twin] Orbit Circulate

These are done from waves and are similar to Trade Circulate. The leader on the right does a “Cross Over Zoom”, using a slightly wider path than usual. Whatever the handedness of the wave, he goes to the spot behind him, turning 360 degrees, and spread from center to end or end to center. The other 6 do their part of a Trade Circulate.

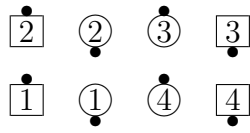


before Orbit Circulate

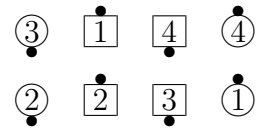


after

On a Left Orbit Circulate, the leader on the left does the “Cross Over Zoom”.

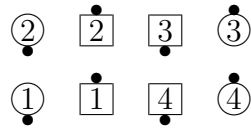


before Left Orbit Circulate

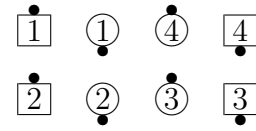


after

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



before Twin Orbit Circulate



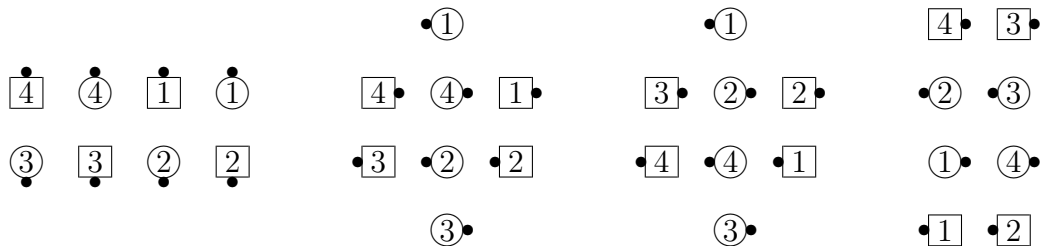
after

Out Roll to a Diamond, Out Roll to a Wave

See [In Roll To a Diamond](#), page 81, or [In Roll To a Wave](#), page 82.

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 “socket”), look at the other end of the line, make a decision, and make sure everyone knows what is happening.

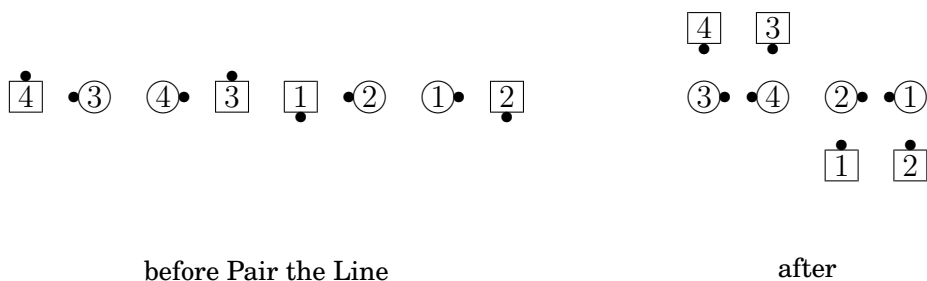
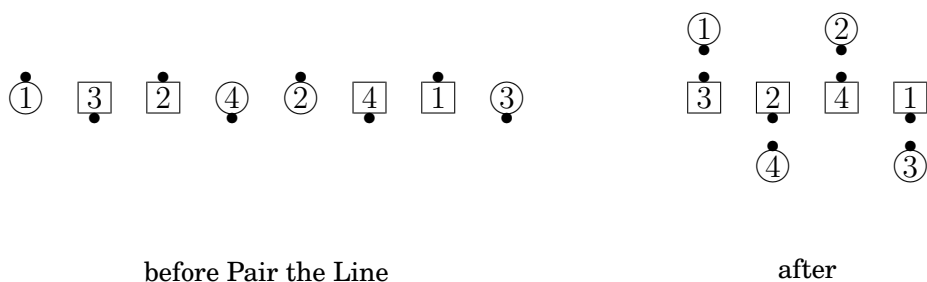
This call is often used to put people’s knowledge of “finish” and “like a” to the test. “Finish Outpost” is the last 2/3. “Like an Outpost” is the last 1/3.

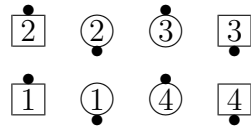
[Cross] Pair the Line

Centers U-Turn Back while the ends Fold.

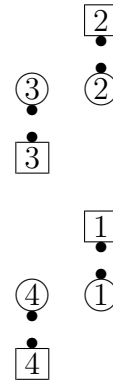
On a Cross Pair the Line, the centers Trade while ends Cross Fold.

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





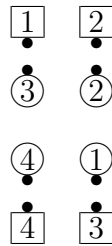
before Cross Pair the Line



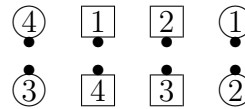
after

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

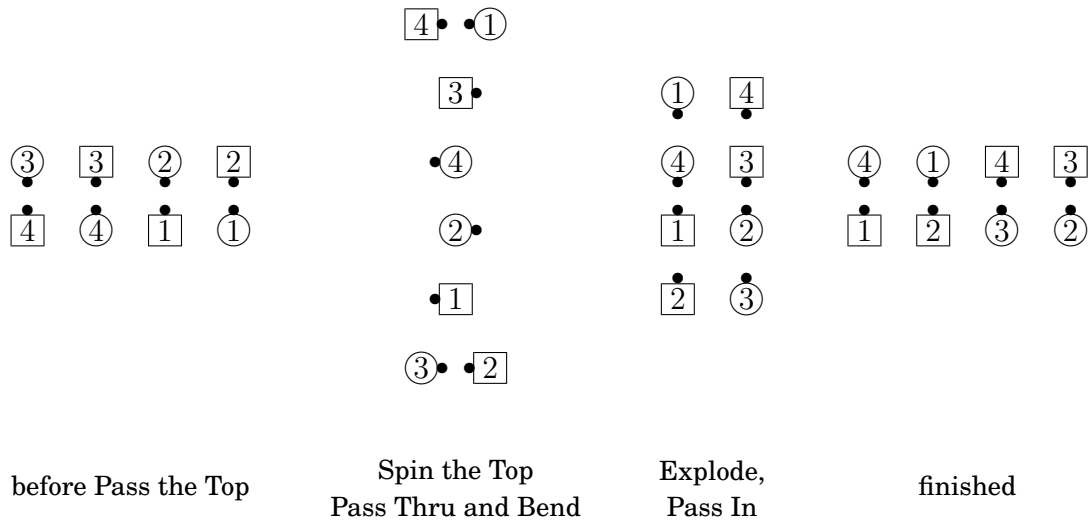
Pass and Roll the Yellow Brick Road

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.



Pass to the Outside

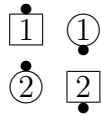
In analogy with Pass to the Center, Pass Thru and the new **centers** Trade.

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.



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



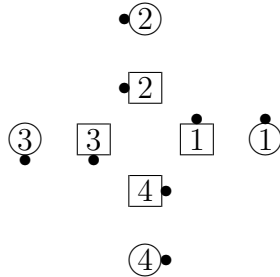
finished

Peel the Wave, Trail the Wave

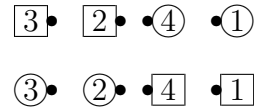
See [Clover the Wave](#), page 40.

<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.



before Heads Pinwheel



after

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.

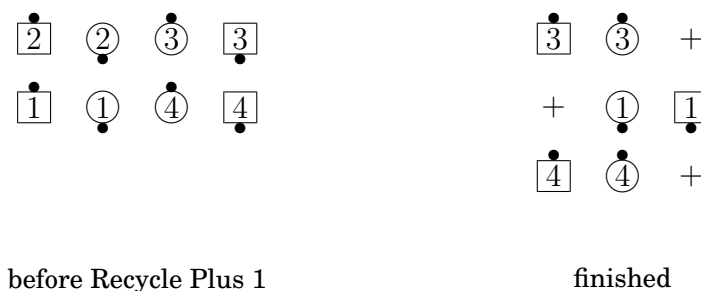
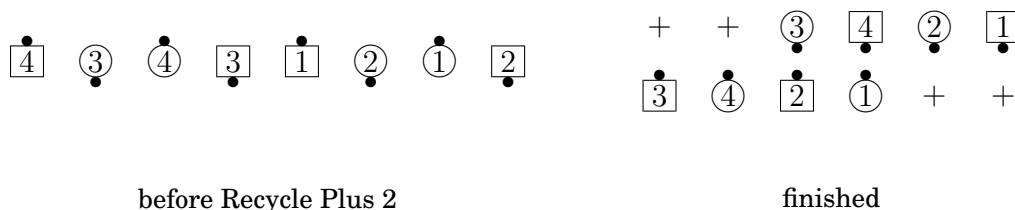
Pitch <direction>

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.



Pop

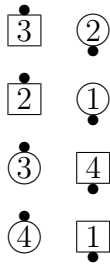
Explode the Wave. See [Snap, Crackle, and Pop](#), page 132.

Press for Time

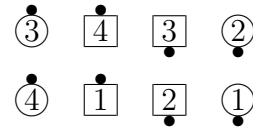
From columns: #3 and #4 Press Out, while #1 and #2 phantom Run and Circulate. (The latter part is somewhat similar to the start of Mark Time.)

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.



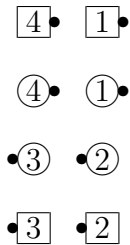
before Press for Time



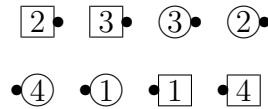
after

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

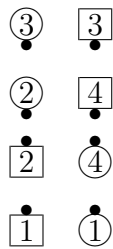


after

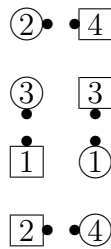
If done from waves, a collision occurs, resulting in “clumps”.

Push Off

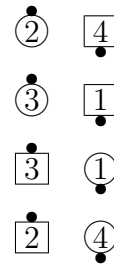
Zip Code 1. Then the new ends Touch 3/4 while the new centers Fan the Top and Hinge.



before Push Off

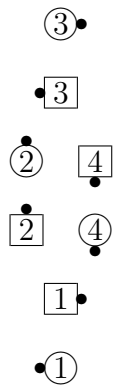


after Zip Code

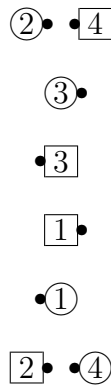


finished

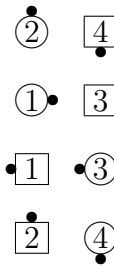
Because Fan The Top is flexible, Push Off is flexible.



before Push Off



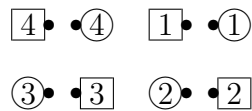
after Zip Code



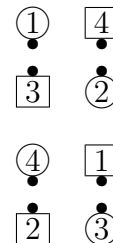
finished

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



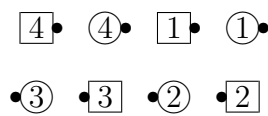
after

Quick Change

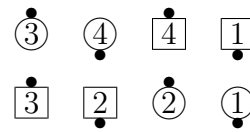
This is essentially an Acey Deucey and Face In. The precise definition is: Ends Circulate and Face in, while the centers Trade and Roll.

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).

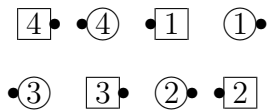


before Quick Wrap

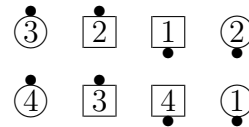


after

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.



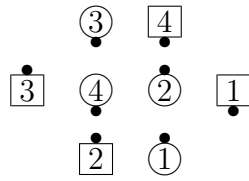
before Magic Quick Wrap



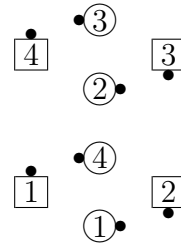
after

[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.



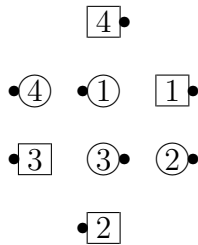
before Reactivate to a Diamond



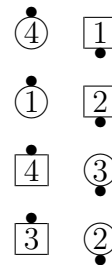
after

Reciprocate

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



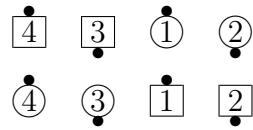
before Reciprocate



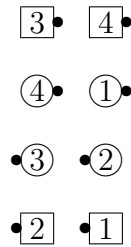
after

Recount

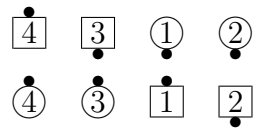
Usually from waves: the end looking out and the adjacent center do a 2/3 Recycle to become ends of the resulting lines. The others anchor the center for a cast 1/4 inward. Usually that cast will just be an Arm Turn.



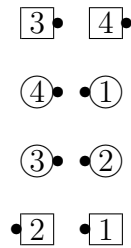
before Recount



after



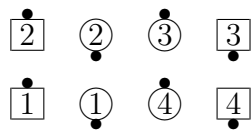
before Recount



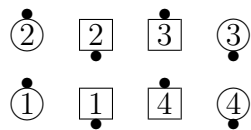
after

Relay the Diamond

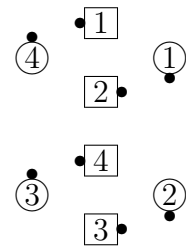
Swing 1/2. Centers Cast 3/4, Slip, and Swing, while the ends Circulate 2 positions. Now there are diamonds. Diamond Circulate, Then the centers Cast 3/4.



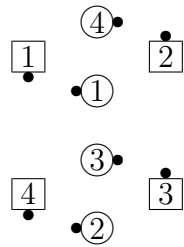
before Relay the Diamond



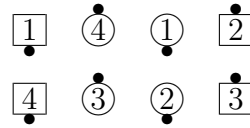
swing



cast 3, slip, swing
Circulate twice



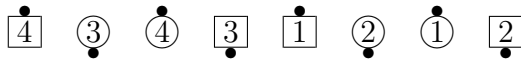
Diamond Circulate



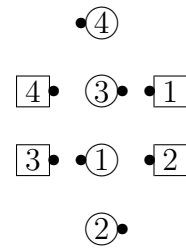
finished

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.



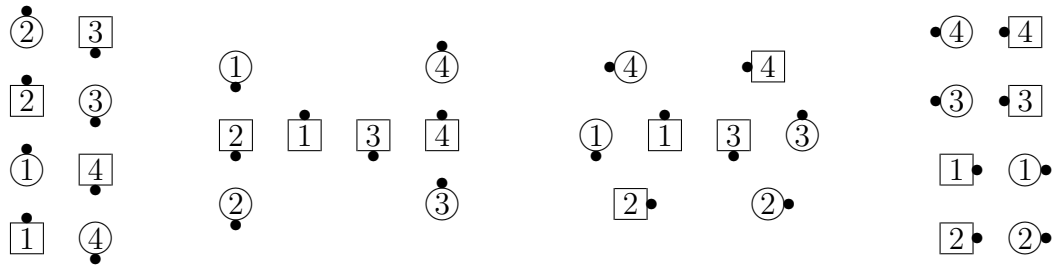
before Remember the Alamo

after

[Cross] Replace the Column [but <anything>]

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

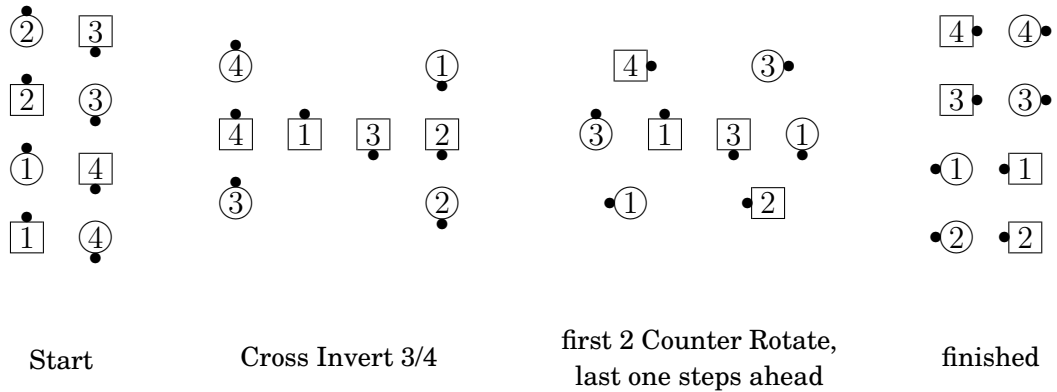
Invert 3/4

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.



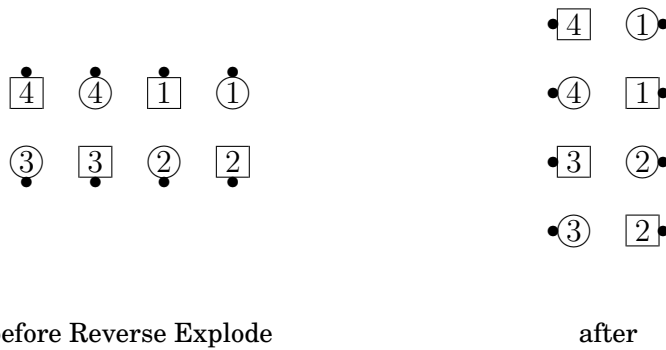
If “but <anything>” is used, that call replaces the 2/3 Recycle or 2/3 Cross Cycle.

Retreat the Line

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

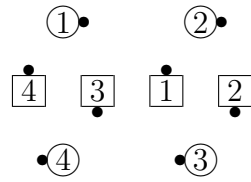
Reverse Explode

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

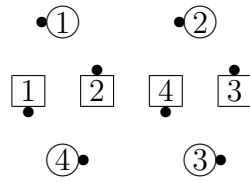


Reverse the Diamond

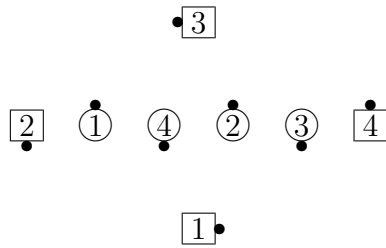
From Diamonds, or any formation in which the center 4 are in a wave: Centers Trade the Wave while the ends U-Turn Back.



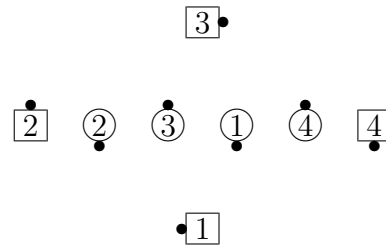
before Reverse the Diamond



after



before Reverse the Diamond

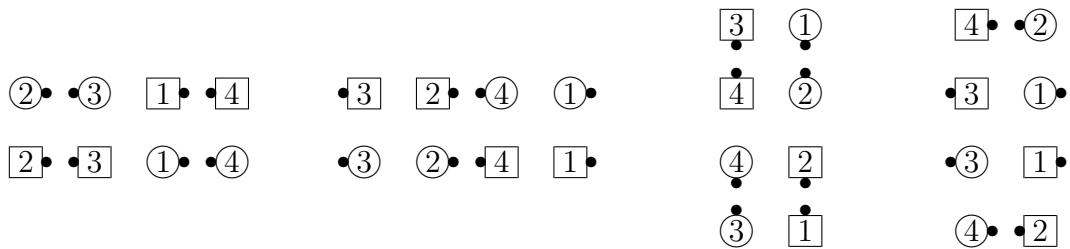


after

Ride the Tide

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

This has 3 parts.



before Ride
the Tide

Cross Trail Thru

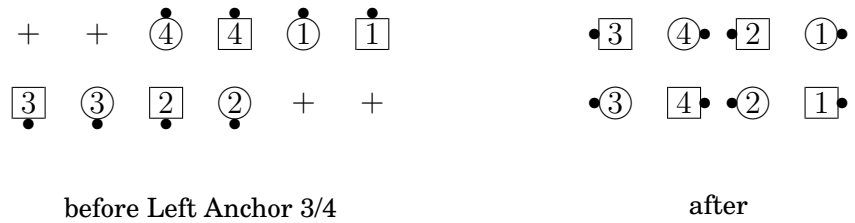
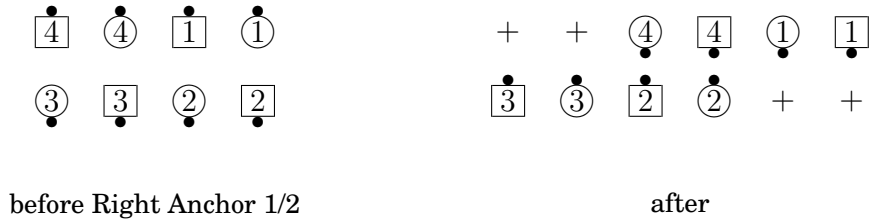
Clover and
Square Thru 2

finished

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.

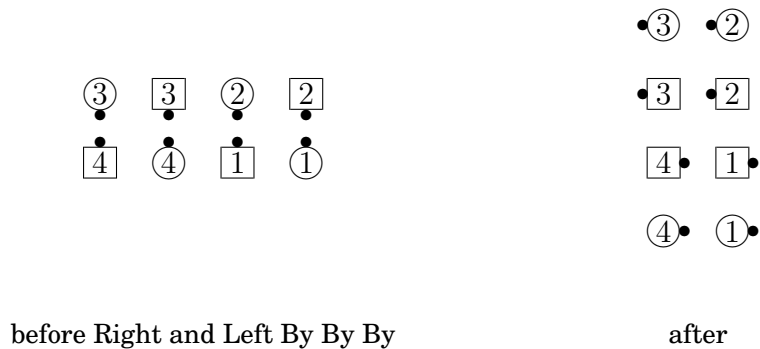
Right/Left Anchor <N/4>

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.



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

Right and Left Roll

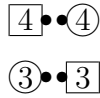
Right and Left Thru and Roll.

Right On <N>, Left On <N>, Right/Left On <N> and <M/4>

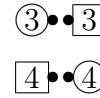
Square Thru, but on the last hand Cast 3/4 and Roll. This is equivalent to not taking the last hand at all, and just standing there facing each other, which is a common cheat, flourish, or whatever you want to call it.

The mirror image of this is Left On.

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.



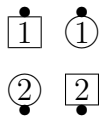
before Right On 3 and 1/4



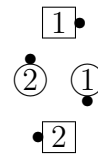
after

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.



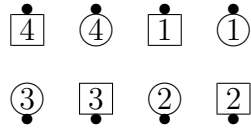
before Right Roll The



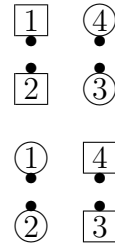
after

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.



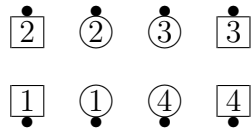
before Rip Saw



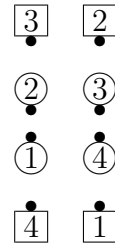
after

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).



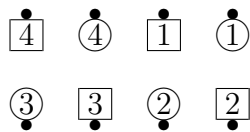
before Rip the Line



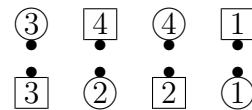
after

Roll Em

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



before Roll Em



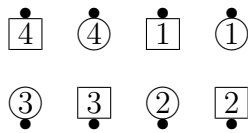
after

Rolling <anything>

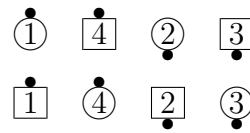
See the Rolling concept in Book 2.

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

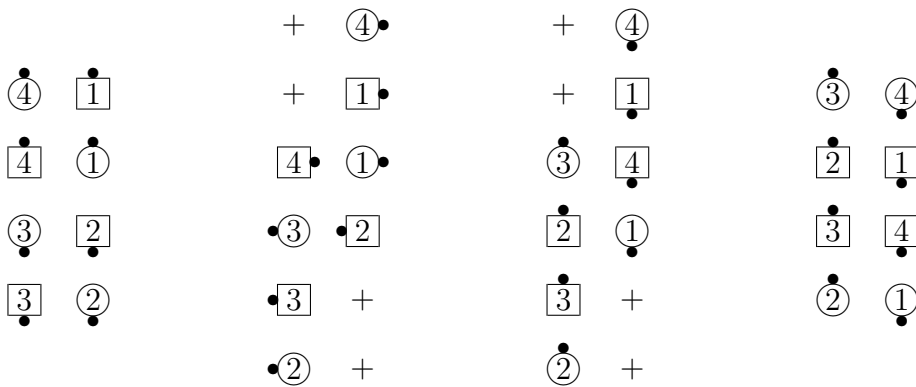


after

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.



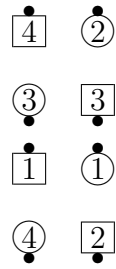
Start

1/3

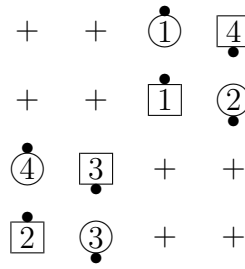
2/3

finished

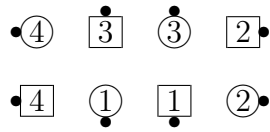
This has 3 parts. When fractionalized or called from a setup other than a completed DPT, the resulting setup might be irregular.



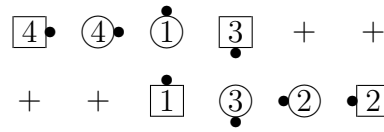
before Roll Out to a Column



after



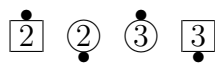
before 2/3 Roll Out to a Column



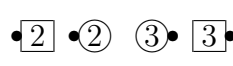
after

Roll the Wave

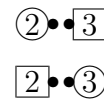
From a wave or line: Quarter away from the center of the line (“Lines Divide”), and individually “Peel” in flow direction, adjusting to couples.



before Roll the Wave

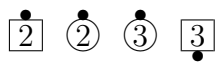


after 1/4 away



finished

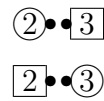
It may be useful to think of Roll the Wave as: U-Turn Back away from the center of the line/wave, and then either Explode or Bend the Line, as applicable.



before Roll the Line



after U-Turn



finished

Rotary Circulate

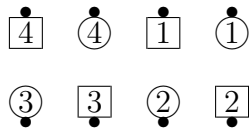
From waves: Leads extend and 1/4 to handhold (that is, 1/2 Split Circulate), Circulate twice around the outside, and Drop In, while the trailers extend, hinge, Circulate twice in the center, hinge, and Extend or Drop In.

A little analysis will show that this is a Follow Thru, Couples Circulate twice, and natural 1/2 tag. Or Tandem Twosome Hinge, Couples Circulate twice, and Couples Twosome Hinge. Imagining that you are taking hands during the Couples Circulate (or actually doing so, though some people dislike that) may help you maintain your orientation.

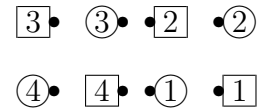
This call is a Circulate variant, so one can hear things like “Rotary Percolate”. Try not to confuse this with a Rotary Spin variant such as “Rotary Mix”.

Round and Cross

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



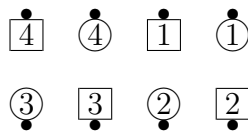
before Round and Cross



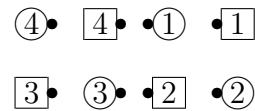
after

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.



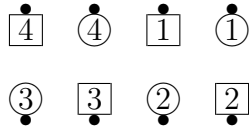
before Round Off



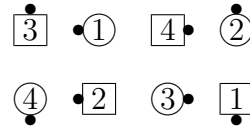
after

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



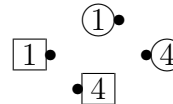
after

[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.

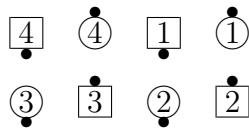
On a Cross Run the Top, start with a Cross Run. The Fan the Top is normal.



before Girls Run the Top



after



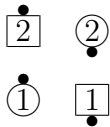
before Girls Run the Top



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

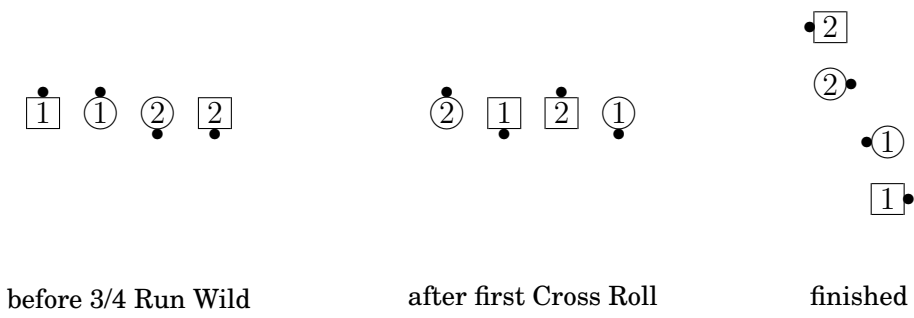


after

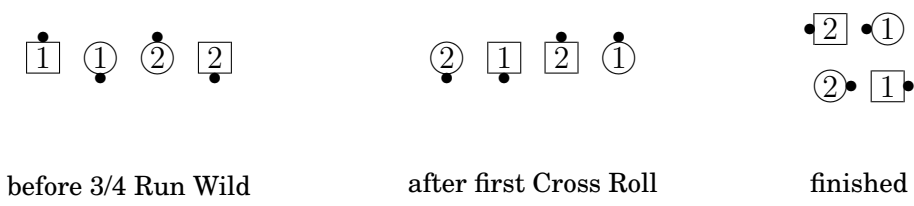
Run Wild

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.

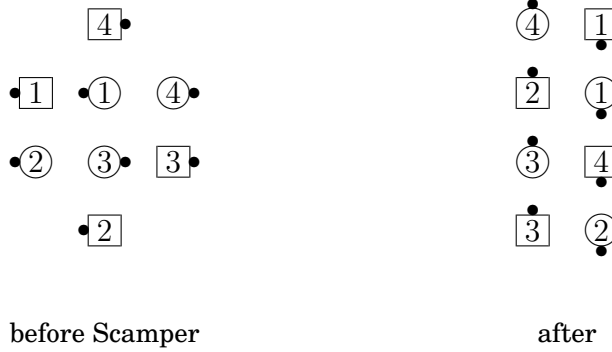
Sashay Thru

Do-Sa-Do 3/4 and Slither.



Scamper

Typically from a 3/4 tag: the ends Divide and Touch 1/4, while the centers Hinge and Box Circulate. If the Centers are facing couples, they Touch 1/4 and Box Circulate.



[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

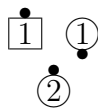


On a Cross Scoot Apart, the trailers cross to opposite hands before the Trade.

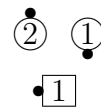
On a Criss Cross Scoot Apart, the trailers cross to opposite hands, and the leaders also cross to opposite hands after the Box Circulate 1-1/2.

Scoot the Triangle

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



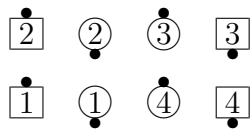
before Scoot the Triangle



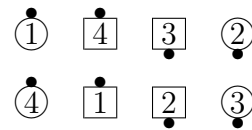
after

Set Back

All Trade, and then Lines Cross Back Thru.



before Set Back

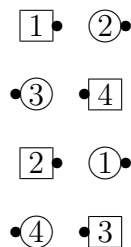


after

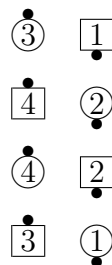
Because this sounds a lot like Settle Back (which seems to be a more common call), callers typically pronounce it very carefully. Dancers then help out by reciting the short definition.

Set Your Pace

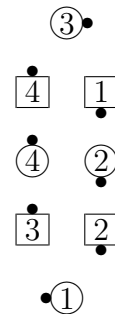
From columns: Circulate 1-1/2, the center 6 Grand Follow Thru, then all Concentric Cycle and Wheel. Since this starts with a Circulate, it is subject to the “<anything> Set Your Pace” construction.



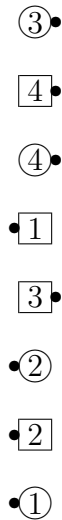
before Split Counter
Set Your Pace



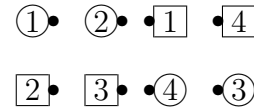
Split Counter Rotate



1/2 Circulate



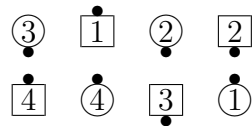
center 6 Grand Follow Thru



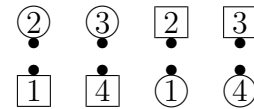
finished

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.



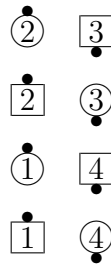
before Sets in Motion Plus 2



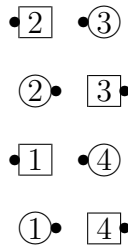
finished

Settle Back

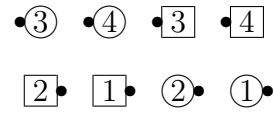
This is a versatile call. Reset 1/2, Then the centers Cross Back while the ends do 2 O Circulates.



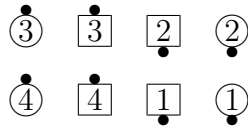
before Settle Back



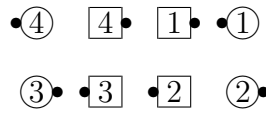
halfway



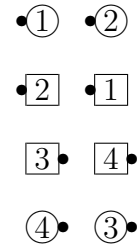
finished



before Settle Back



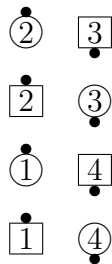
halfway



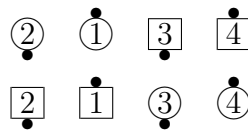
finished

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

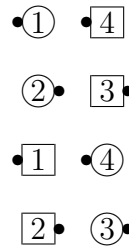
This call has 2 parts. The first part, Reset 1/2, also has parts. This makes Settle Back a favorite for nested part-analyzing concepts.



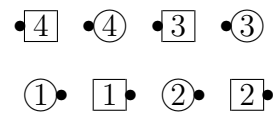
before
Initially Initially
Once Removed
Settle Back



after Once Removed
Reset 1/4



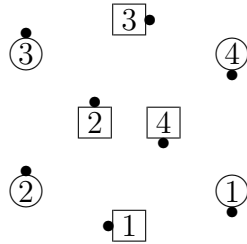
after Initially
Once Removed
Reset 1/2



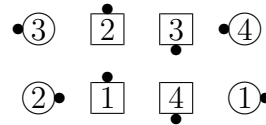
finished

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

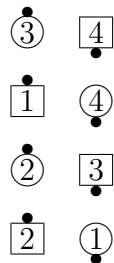


after

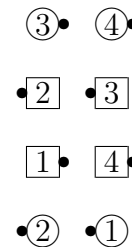
[Criss Cross] Shadow the Column

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.



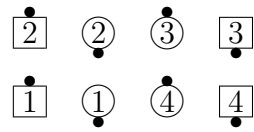
before Criss Cross Shadow the Column



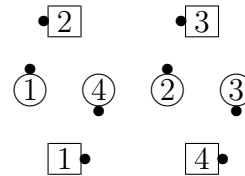
after

[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

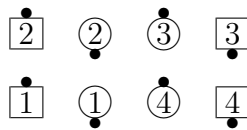


after

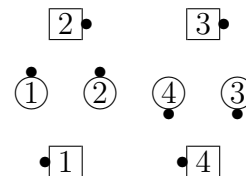
The centers' part also has a lot in common with Cast a Shadow. The center looking out avoids collisions the same way he would on a Cast a Shadow—he moves while the others are doing the Cast 3/4.

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.



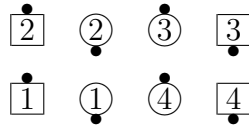
before Criss Cross Shadow to a Diamond



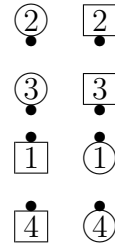
after

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.



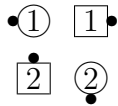
before Ship Ahoy



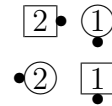
after

Short and Sweet

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



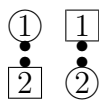
before Short and Sweet



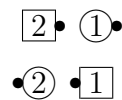
after

Short Cut

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



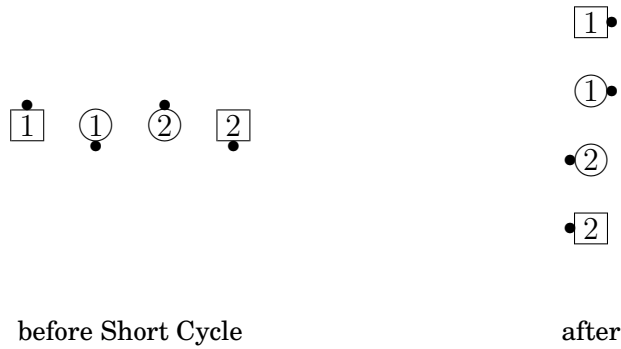
before Short Cut



after

Short Cycle

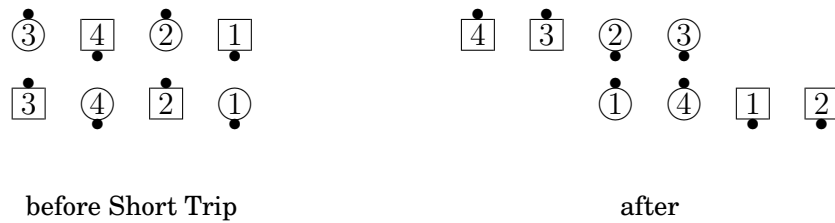
From a line: centers U-Turn Back toward the nearest end and then Couples Hinge.



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.

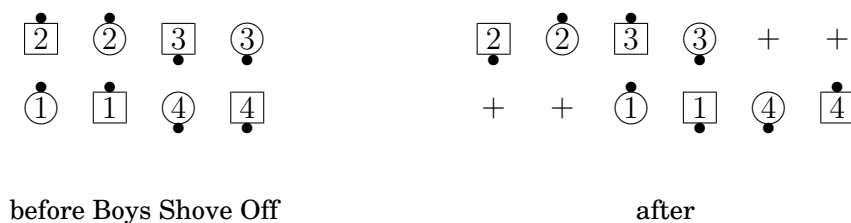


Figuring out who is to do which part, with the necessary speed, is quite difficult. If you are one of the squeezers, be prepared to help the other person.

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.

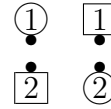


Shuffle and Wheel

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



before Shuffle and Wheel



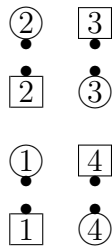
after

Shuffle the Deck

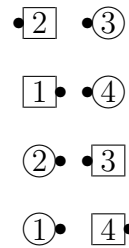
From a 1-faced line, the belle-side couple steps in front of the beau-side couple. This is an as-couples version of [Single Shuffle](#) (page 130), a call well known to people who are familiar with Vertical Tag.

Shuttle <direction>, Shuttle <anything>

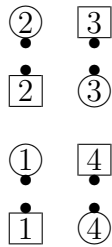
From an 8 chain: all Pass Thru. The centers Slide Thru while the ends Quarter in the given direction, or take the given call. If no direction is given, they do nothing.



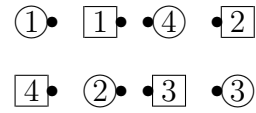
before Shuttle Left



after



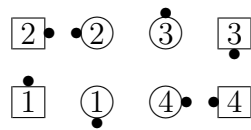
before Shuttle Sidetrack



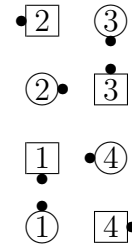
after

Siamese Breakdown

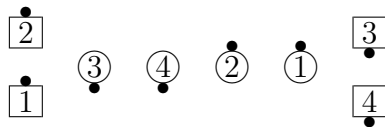
From any 2-person setup in which the two people are either adjacent laterally (couple or miniwave) or adjacent vertically (tandem, facing, or back-to-back): laterally adjacent people Single Wheel, while vertically adjacent people Single Turn to a Line.



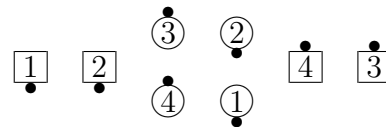
before Siamese Breakdown



after



before Siamese Breakdown

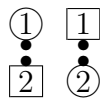


after

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.



before Single Hinge and Trade

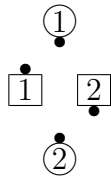


after

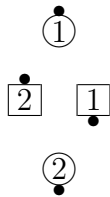
Hinge and Trade is the As Couples version of this. The Roll is also As Couples.

Single Scoot and Trade

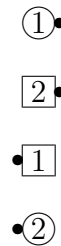
From a 1/4 tag: Scoot Back, then the ends Quarter to Handhold while the centers Hinge, making a 2-faced line. Finally, Lockit.



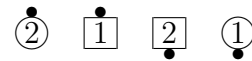
before Single
Scoot and Trade



After Scoot Back



Hinge, Quarter



finished

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

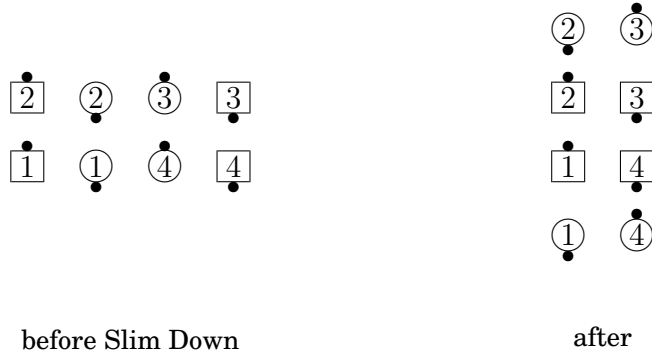
From a couple: The belle steps in front, creating a tandem. This is the start of Vertical Tag, for a couple facing in. It is also the start of calls like Dixie Style to a Wave, Dixie Chain, etc.

[Shuffle the Deck](#) (page 128) is the As Couples version of this.

Slim Down

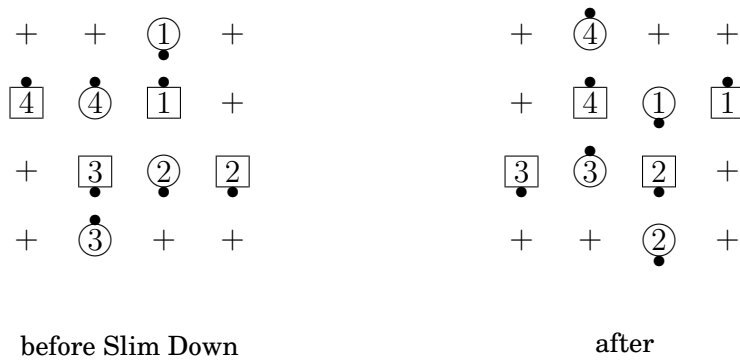
This takes any 2x4 into a 2x4 oriented the other way. Centers become ends and ends become centers, all by moving forward, back, or sideways, without turning.

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.

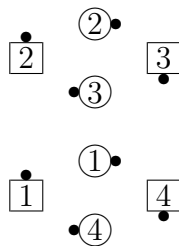
Snap, Crackle, and Pop

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

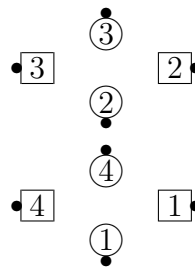
See those 3 calls. They are sometimes put together in other orders or other combinations for comic effect.

Snap the Diamond

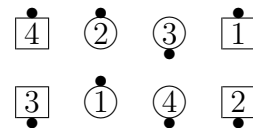
From parallel diamonds: All do a Diamond Partner Tag. (Use the “Diamond” concept; work to spots; try to avoid injury.) Then the outsides Partner Tag again, while the centers Right Roll to a Wave.



before Snap the Diamond



after first Tag



finished

Snap the Tag <N/4>

This is a tagger. 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.

When the “Reflect” modifier is used, the Reflect is applied after Snap the 1/2 Tag.

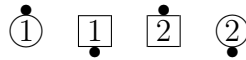
The caller must always say “Snap the Tag”. It is improper to say “Snap Your Neighbor” (proper usage is Snap the Tag Your Neighbor) or “Snap Back” (proper usage is Snap the Tag Back).

Sock it to the Diamond, Sock it to the Wave

See [In Roll To a Diamond](#), page 81, or [In Roll To a Wave](#), page 82.

Soft Touch, Soft <anything>

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

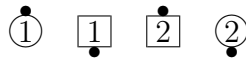


before Soft Touch



after

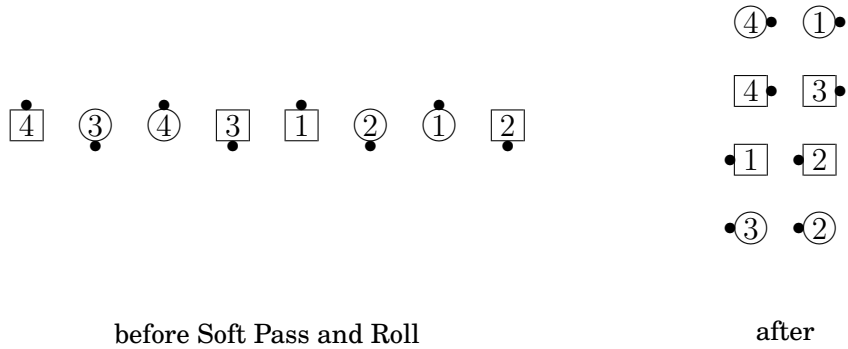
For Soft <anything>, the <anything> replaces the Touch.



before Soft Touch 1/4

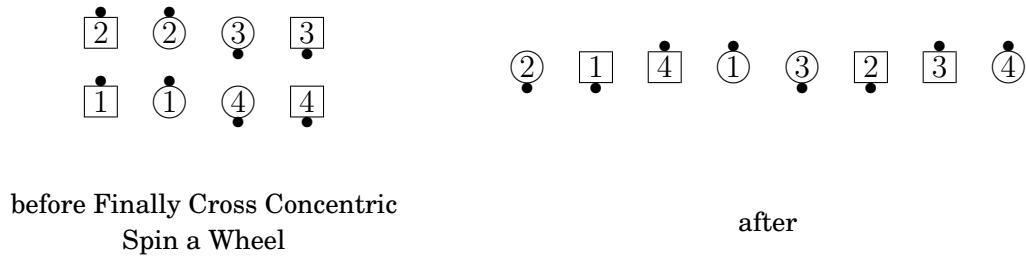


after



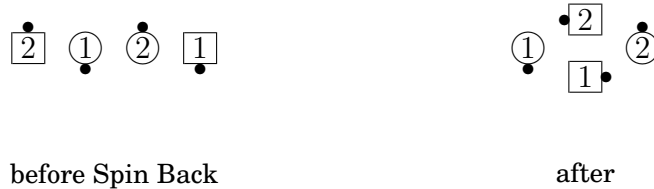
Spin a Wheel

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

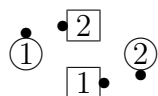


Spin Back, Fan Back

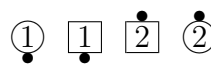
On a Spin Back, all Trade (or Touch 1/2). Then the centers cast 3/4 while the ends U-Turn Back.



Fan Back omits the first Trade, of course.

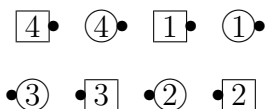


before Fan Back

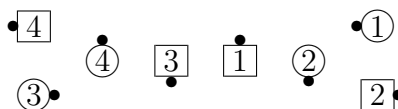


after

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

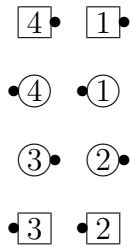
Spin Chain and Circulate In, Fan Chain and Circulate In

On Spin Chain and Circulate In, all Trade (or Touch 1/2). Then Fan Chain and Circulate In, which is the same as 3/4 Chain and Circulate In: Ends Circulate and then Cross Over Circulate, while the centers Cast 3/4, center 2 Trade, Cast 3/4, and Spread.

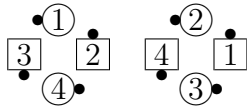
Fan Chain and Circulate In omits the first Trade, of course.

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

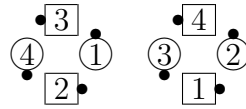
This is similar to Spin Chain the Gears, but in each of the instances in which the ends turn around, they follow it with a Circulate.



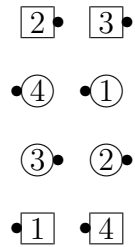
before Spin Chain
and Circulate
the Gears



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



turn the stars

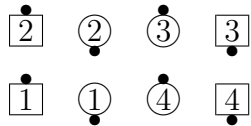


ends UTB and
Circ,
center 2 Trade,
centers 3/4

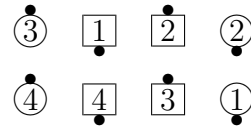
Fan Chain and Circulate the Gears omits the first Trade, of course.

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.



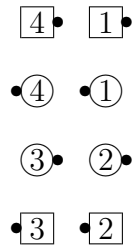
before Spin Chain the Star



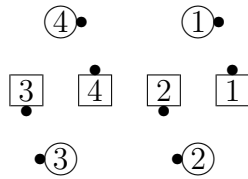
after

Spin Tag the Deucey [<direction>]

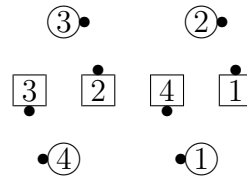
From waves: Centers and adjacent ends Trade. Centers Cast 3/4. Center 2 Trade while the ends tag with each other through the gap that is created. After tagging, the ends 1/4 in the indicated direction and Circulate one position, while the centers Cast 3/4. If no explicit direction is given, the default is right.



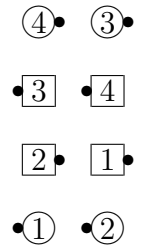
before Spin Tag
the Deucey



Trade, centers Cast 3



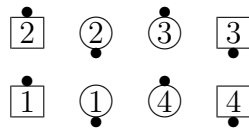
center 2 Trade,
ends Tag and Face Right



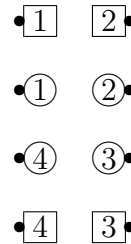
finished

Splash <direction>, Splash <anything>

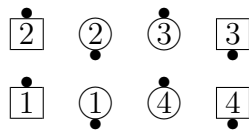
From lines: Outer actives (end looking out and adjacent center), whether they are a miniwave or a couple, Explode the wave or line. Inner actives Vertical Tag and take the direction or call.



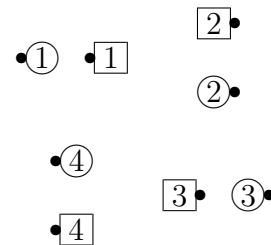
before Splash Out



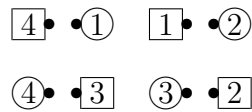
after



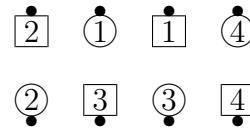
before Splash [Single Shake and Rattle]



after



before Square Out



after

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

Square the Barge, Square the Barge $\langle N/4 \rangle$

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

See [Barge Thru](#), page 24.

Square the Barge the Action, Square the Barge $\langle N/4 \rangle$ the Action

This is a combination of “Square the Barge” and “The Action”— Square Thru 4; The Action.

If a number is given, it dictates the number of hands in the Square Thru.

See [Barge The Action](#), page 23.

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 $\langle N \rangle$

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.

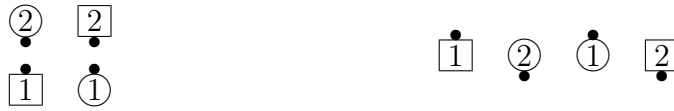
Star to a Wave

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.



before Star to a Wave

after



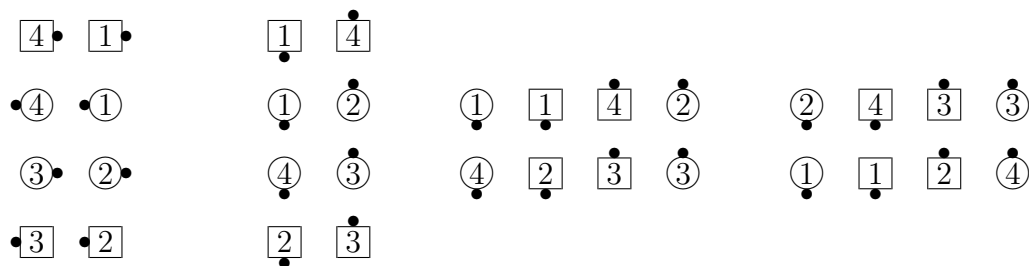
before Star to a Wave,
Turn the Star 3/4

after

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.



before Step Lively

Detour

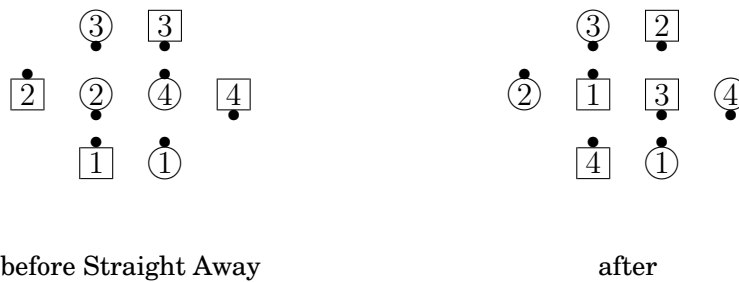
Slim Down

Circulate

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.

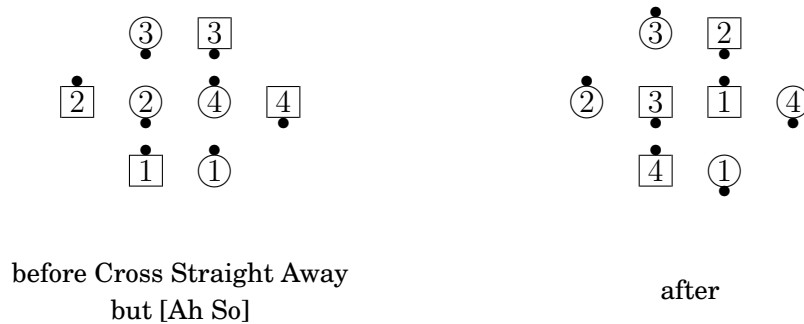
[Cross] Straight Away [but <anything>]

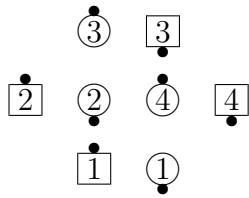
From a 1/4 tag or 1/4 line: the end of the center line Extends to the nearest outside and does a Release Recycle with that person. The very center flips out. The outside person not participating in the Recycle presses ahead to the very center.



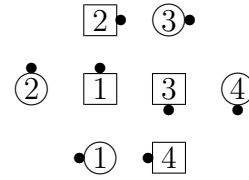
If the “Cross” modifier is given, the person doing the press ahead instead Jay Walks to the opposite center spot.

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





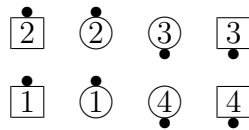
before Straight Away
but [1/2 Tag]



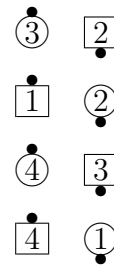
after

Straight Fire

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



before Straight Fire

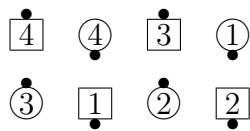


after

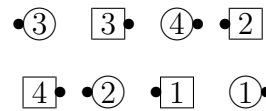
This is the call that gave rise to the “Straight” concept. It is simply a Straight Crossfire. Another common member of the family is “Straight Connect” which is Straight Connect the Diamond.

Strike Out

Centers Hinge, then all Collapse.



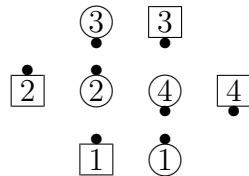
before Strike Out



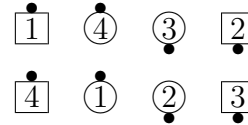
after

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.



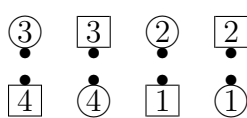
before Stroll and Cycle



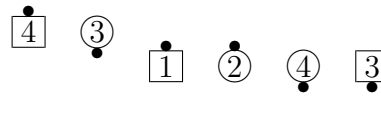
after

Stroll Down the Lane

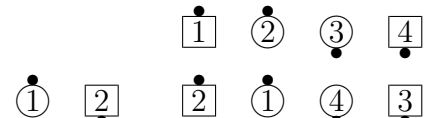
From facing lines: The end on the left presses out to meet the other end, then they Recycle and Veer Left. The centers Hammerlane and step forward.



before Stroll
Down the Lane



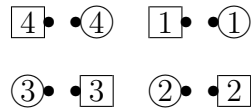
Press Out
Hammerlane



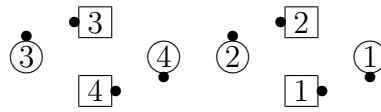
after

[Reverse] [Cross] Swap the Windmill

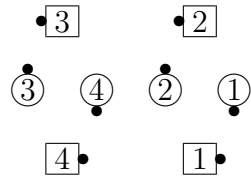
Carefully do 1/2 of a Swap Around or Reverse Swap Around. If the “Cross” modifier has been given, those who come in to the center take opposite hands. The setup should now be two stars of some kind. Adjust those stars if necessary so that there is a wave down the middle. In the wave, Swing, Slip, and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



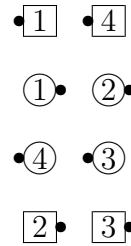
before Reverse Cross
Swap the Windmill



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>

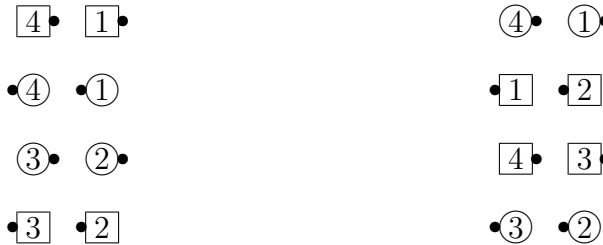
See the Sweeping concept in book 2.

Swing About

Swing, Slip, About.

Swing Chain Thru, etc.

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.



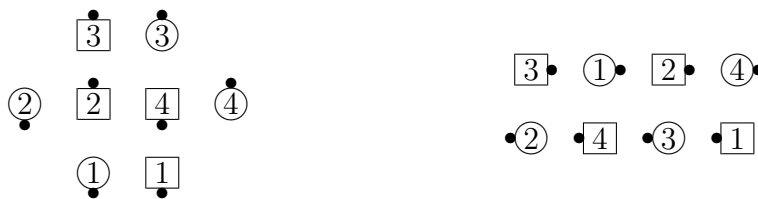
before Swing Chain Thru

after

Other examples are Swing Chain the Line, Swing Chain the Star, Swing Chain the Gears, 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

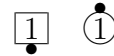
Switch to a Diamond, Eroo. That is, the centers Cast Off 3/4 while the ends Circulate.

<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

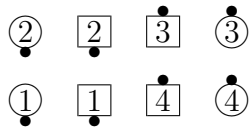


after

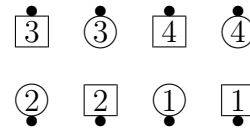
On a Cross Swivel, start with a Cross Fold.

Tag Circulate

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



before Tag Circulate



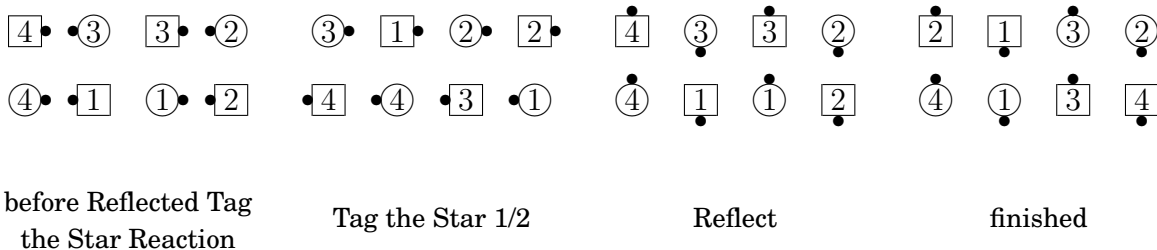
after

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 tagger.

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.



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

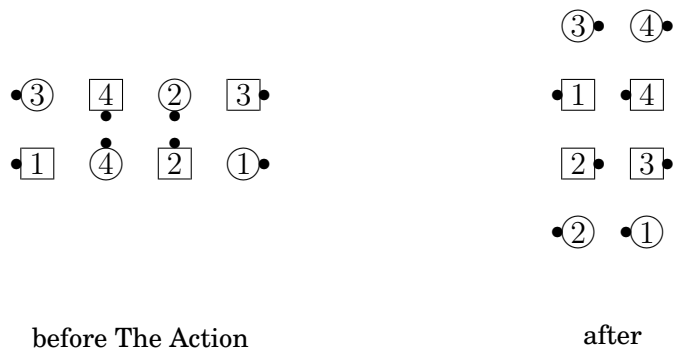
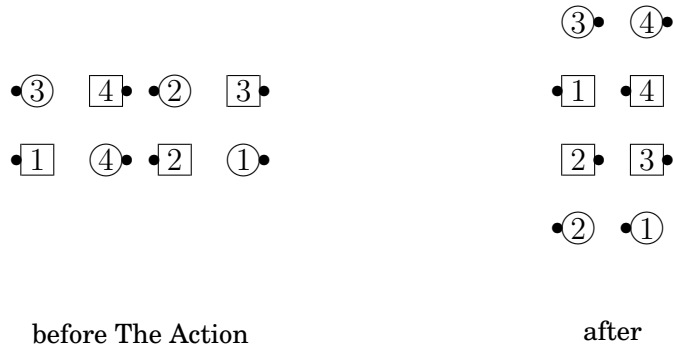
The Action

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.

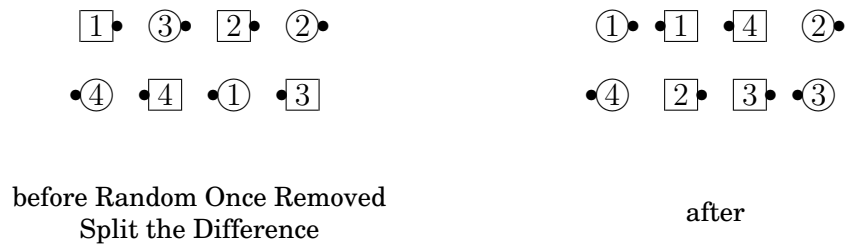
The centers’ part starts like Star to a Wave or Tag the Star, except that the star turns only 1/4, and it isn’t important who the points and centers are.



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.



The Plank

See [Walk the Plank](#), page 164.

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

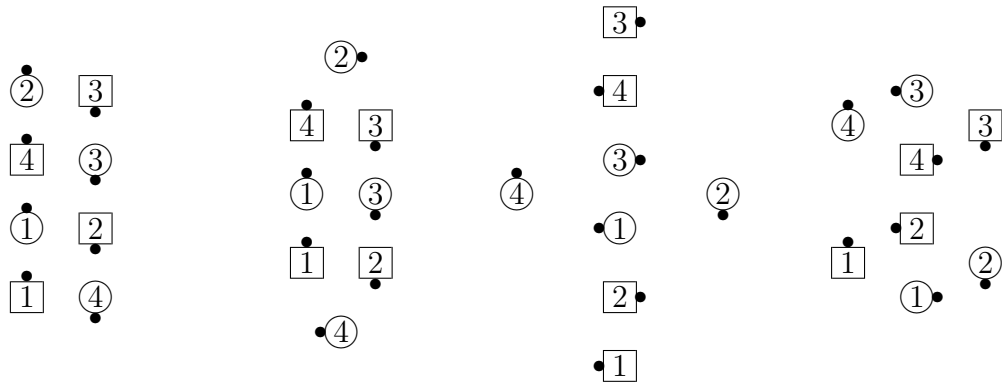
after

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

Touch and Go <M/4> x <N/4>, Touch and Go <M/4> x <anything>, etc.

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.

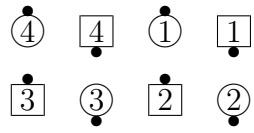


before Touch of Class

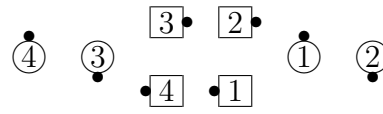
after

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.

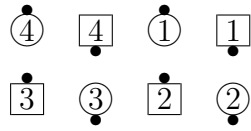


before Touch Tone 1/4 x 1/2

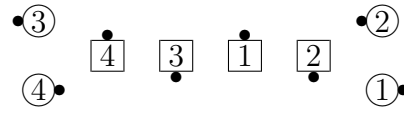


after

A call may be used in place of a fraction.



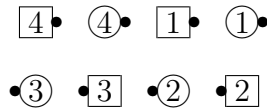
before Touch Tone 1/2 x Shazam



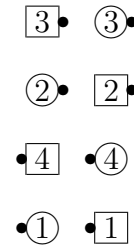
after

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.



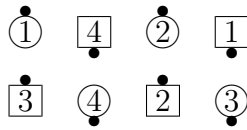
before Track and Trade



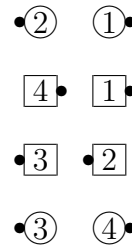
after

[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.



before Trade Your Neighbor In



after

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

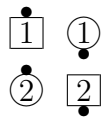
Trade Counter Rotate

From waves or lines. Counter Rotate and Spread.

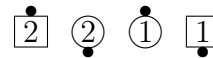
Trail and Peel

This forms the logical completion of the Peel Off / Trail Off / Peel and Trail family.

Leads Trail Off, while the trailers Peel Off.



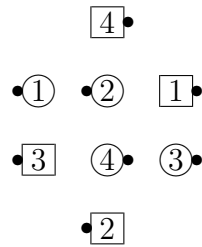
before Trail and Peel



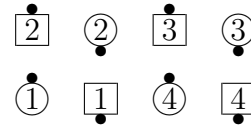
finished

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

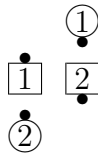


after

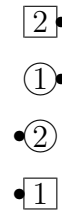
The timing is rather awkward, so the original center 2 need to wait before doing the Fan the Top.

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



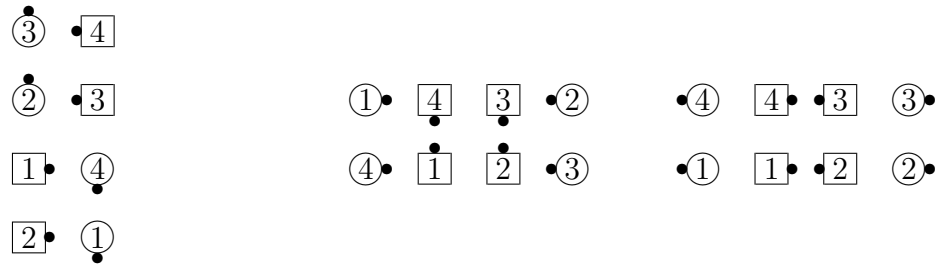
finished

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.

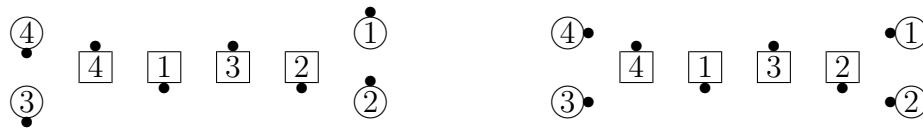
Trim the Web

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

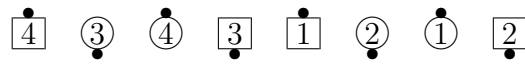


turn 2/3

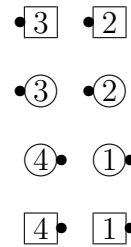
finished

Triple Cast

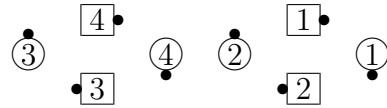
Typically from a tidal wave: center 6 Cast Off 3/4, while the outer 2 U-Turn Back away from the center, and Isolate. The very center 2 then “move up.”



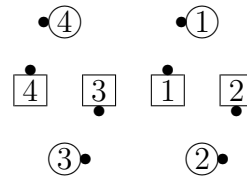
before Triple Cast



after



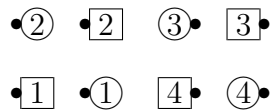
before Triple Cast



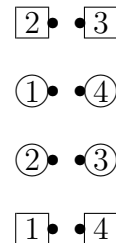
after

Triple Turn, Triple Wheel

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



before Triple Turn

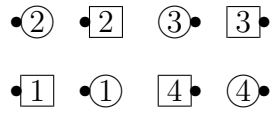


after

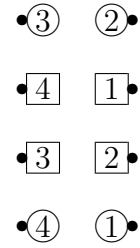
Hint: After the first two parts, everyone should be switched with the person in front or back.

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.



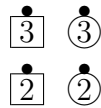
before Random Once Removed
Triple Turn



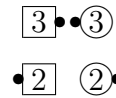
after

Trixie, Trixie Spin

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



before Trixie



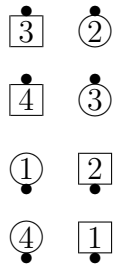
after

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.

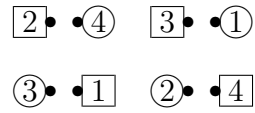
Trixie Spin has 3 parts: Trixie, Cast Off 3/4, and Centers Cross Run.

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.

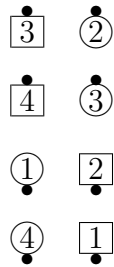


before Tunnel Out

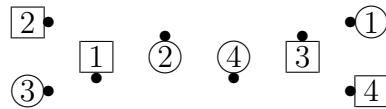


after

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

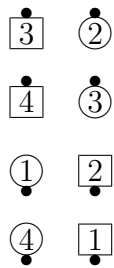


before Tunnel Reach Out

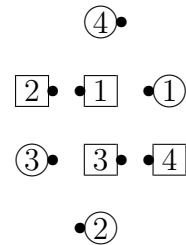


after

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



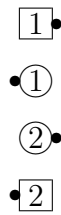
before Tunnel Thru Zig-Zag



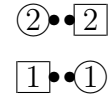
after

Turn and Left Thru

Turn Thru and Courtesy Turn.



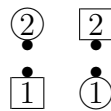
before Turn and Left Thru



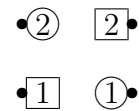
after

Turn and Q, Split Turn and Q

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



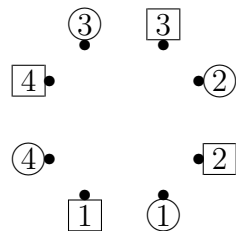
before Turn and Q



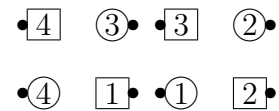
after

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



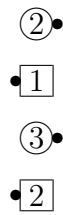
after

Turn and Weave

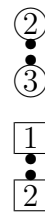
This is a 4-person call. The “Turn” is a Trade or Touch 1/2. The rules for this, and the rules for the Weave, are complex.



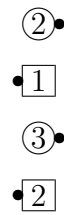
before Turn
and Weave



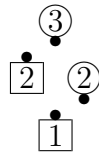
after



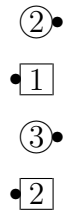
before Turn
and Weave



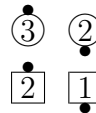
after



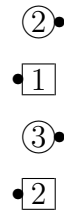
before Turn
and Weave



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.

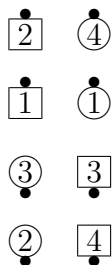
Those in the miniwave(s) trade.

Extend if necessary until everyone is in miniwaves.

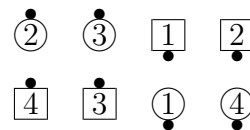
Weave.

Turn Away

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

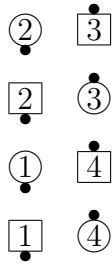


before Turn Away

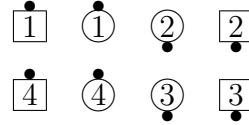


after

From other setups, follow the definition.



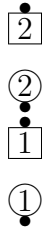
before Turn Away



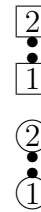
after

Turn By

This is basically a Single Trade By. The outsides always turn to the right.

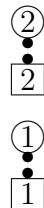


before Turn By

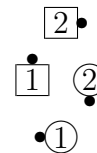


after

Well, not really. It's actually a Single Eight Chain or Single Trade By, as needed. This allows for such things as this extremely common usage:



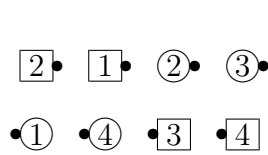
before Turn By 1-1/2



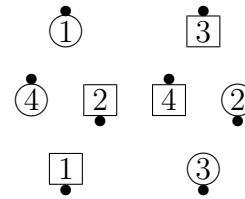
after

Turn On

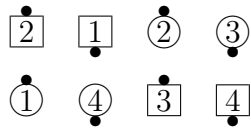
Split Counter Rotate; Extend.



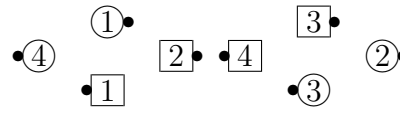
before Turn On



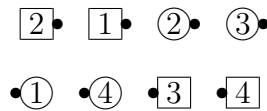
after



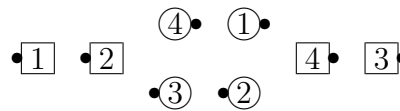
before Turn On



after



before Initially Twice
Finally Tandem Turn On



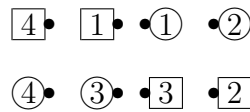
after

Turnover

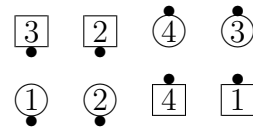
Cast Off 3/4 and Slither. This is where Checkover gets its name.

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.



before Turntable



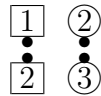
after

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

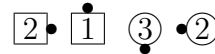
Veer and Turn <M/4> x <N/4>

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.



before Veer and Turn
1/2 x 1/4, after
right-handed Recycle



after

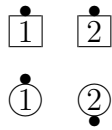
Veering <anything>

See the Veering concept in Book 2.

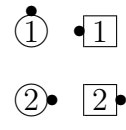
Vertical Turn and Deal

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

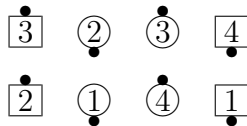


after

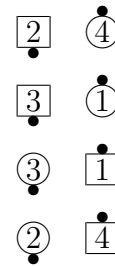
Walk Out to a Column

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



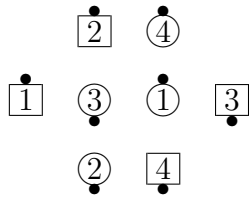
after

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.

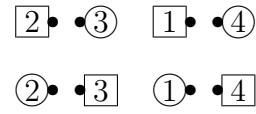
Walk the [Cross] Clover

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

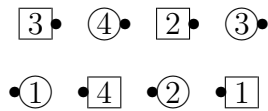


after

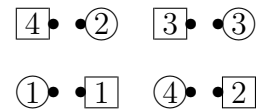
If the setup is parallel waves, all Extend and then proceed as above.

Walk the Plank, <anything> the Plank

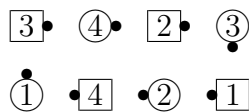
The Plank is Walk and Dodge in the center while the end looking out runs around the other end. It is commonly used as a suffix. The “Walk” in “Walk the Plank” is a Circulate, usually a column Circulate.



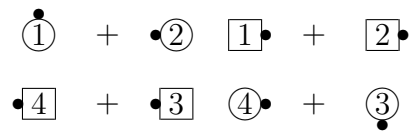
before Walk the Plank



after



before Finally Split Phantom
Boxes Walk the Plank



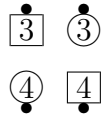
after

Wheel Fan and Cross Thru

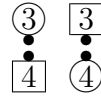
Wheel Fan Thru, and then Half Sashay.

Wheel to a Diamond / Interlocked Diamond, Hourglass

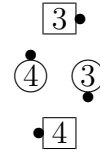
From Couples Back-to-Back or one couple following the other . Part 1: Leads Wheel Around. Part 2: as one movement, Left Cast Off 1/4 and Centers Hinge.



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.

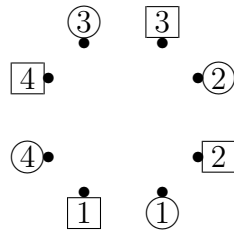
[Cross] [Criss Cross] Wind the Bobbin

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.

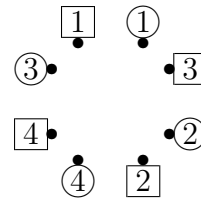
On a Criss Cross Wind the Bobbin, in addition to the above, the trailers take opposite hands before their Cast Off 3/4.

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

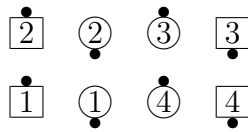


finished

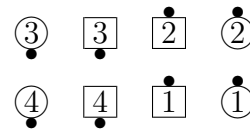
This call is usually delivered as shown above, but might just have a base number indicated, as in "Who's On Second".

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.



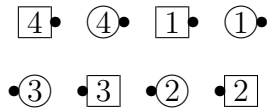
before Wipe Out



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.

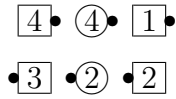


before With Finesse

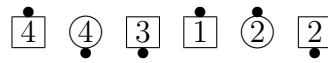


after

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.



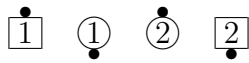
before With Finesse



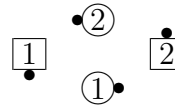
after

You All

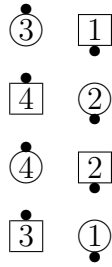
Centers Hinge while the ends U-Turn Back.



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

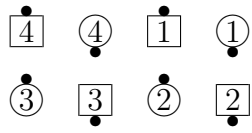
Lockit and the centers U-Turn Back toward each other.

<anyone> **Zoom** <N>

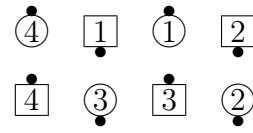
The designated people Zoom back behind N people, each of whom moves ahead.

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 81, or [In Roll To a Wave](#), page 82.