

# CHALLENGE 3B DEFINITIONS

## **(any Tagging call) And Scatter**

Do the any Tagging call to the 1/2 Tag position; Scatter Scoot. Ends in Parallel Waves.

## **(any Tagging call) The Top**

Do the any Tagging call to the 3/4 Tag position; Centers Spin The Top as Outsides Face and Touch 1/2 (or Left Touch 1/2 if the Tagging Shoulder was Left). Ends in a Tidal Wave.

**Bingo** From a Mini-Wave Box or other applicable 2x2.

Trailers Any Shoulder Wheel Thru as Leaders 3/4 Out (1/4 Out & Roll & Roll).

A Mini-Wave Box ends in a Mini-Wave Box.

**Boomerang** From Tandem Couples, a Mini-Wave Box or the 2x2 T-Bone obtained from a Mini-Wave Box after Leaders 1/4 Out.

There are two slightly different definitions of Boomerang depending upon the starting formation.

From Tandem Couples: Leaders Zoom as Trailers Circulate and Trade. Ends in Facing Couples.

From a Mini-Wave Box or other applicable 2x2:

Leaders Zoom as Trailers Scoot Back (Extend, Trade, and Extend). A Mini-Wave Box ends in a Mini-Wave Box.

**Busy (Anything)** From Parallel Two-Faced Lines.

Leaders Keep Busy (Couples Circulate With The Flow) as Trailers 1/2 Circulate and do the (anything) call.

**(Fraction) Cast & Relay** From Parallel Waves or Eight Chain Thru.

Arm Turn the given (fraction); Centers Cast Off 3/4 as Ends 1/2 Circulate; Centers turn the Star the given (fraction) as the others Trade; those who meet (Center line of 4) Cast Off 3/4 as the others move up (Phantom Hourglass Circulate). Ends in Parallel Waves. There is no default (fraction) for this call.

**Change Lanes** From Parallel Lines in which the Centers are in a Mini-Wave Box or from other applicable formations.

Centers Any HandRemake & Spread as Ends Circulate & Crossover Circulate.

**Change The Centers / Wave** From a Wave or Facing Couples.

Change The Centers: Arm Turn 1/2; Slip; Centers Cross Run; Slip.

Change The Wave: Arm Turn 1/2; Slip; Centers Cross Run; Swing.

**Change Your Image** From a 2x4.

Centers Phantom Column Circulate twice as the Ends Split Circulate twice. Parallel Lines or Columns end in Columns; T-Bones end in various formations.

This is a 2-part call.

**Chase The Tag** From Back-to-Back Couples.

Belles Right-face U-Turn Back as Beaus Fold; all Extend to the given fractional Tag formation. If no fraction is given, complete a full Tag The Line.

**Chuck A Luck** From Parallel Lines with the Centers Back-to-Back.

Centers Run as Ends Partner Tag; new Ends Pass In as new Centers Pass Thru.

Ends in an Eight Chain Thru.

**Cross Chuck A Luck** From Parallel Lines with the Centers Back-to-Back.

Centers Cross Run as Ends Partner Tag; new Ends Pass In as new Centers Cross Trail Thru.

Ends in an Eight Chain Thru.

**Criss Cross The Deucey** From Parallel Waves or other applicable formations.

Trailers Cross Your Neighbor and Spread as Leaders 1/2 Split Circulate and then Phantom Crossover Circulate. Parallel Waves ends in opposite handed Parallel Waves.

**Cross Cycle** From a Two-Faced Line or Facing Couples.

From a Two-Faced Line: Centers Cross Fold and all adjust to a Box (Bounce The Centers); Box Counter Rotate 1/4; Roll. Ends in Facing Couples.

From Facing Couples: Beaus 1/2 Press Ahead and Trade with each other as Belles do a normal Recycle (Dodge Left and Veer Left). Ends in a R-H Two-Faced Line. This usage of Cross Cycle is employed primarily at C4 and is also known as Hammerlane.

**Cross Flip The Line (fraction)** From a Two-Faced Line.

Centers Cross Run; Any Shoulder Tag The Line to the given fractional Tag formation. If no fraction is given, complete a full Tag The Line.

**Cross Lock It**

As one movement, Lockit and Spread. Ends in a Wave or Two-Faced Line.

**Diagonal Box Concept**

A Diagonal Box is a 2x2 which is offset by two positions.

From a 2x4, there are two Diagonal Boxes. Use Stars for traffic pattern when appropriate.

Note: For historical reasons the word 'Box' is often omitted (e.g., 'Diagonal Scoot Back' means 'Diagonal Box Scoot Back'; 'Diagonal Circulate' means 'Diagonal Box Circulate'). Also note that Diagonal Motivate | Percolate | Perk Up | etc. means to replace the first Circulate of the call with a Diagonal Box Circulate. It doesn't mean to do the entire call within your Diagonal Box! Nowadays, callers can be more explicit by saying something like "Initially Diagonal Box Motivate".

**Disband** From Parallel Lines, Columns, or other applicable formations.

Centers Counter Rotate 1/4 as Ends Concentric 1/2 Zoom and Hinge; Centers Reverse Flip (Phantom Run away from the Center) as Ends Phantom Columns Circulate twice. Non-T-Bone 2x4 end in Parallel Lines.

This is a 2-part call.

From Parallel Lines, Disband is equivalent to Detour followed by Expand The Column.

**Divide The Ocean|Sea (direction)|(anything)** From a Generalized Tidal Line.

Outside 4 Cast Off 3/4 and do a Cross Concentric Vertical 1/2 Tag (if Ocean) or Cross Concentric Left 1/2 Tag (if Sea) as the others Hinge, Partner Tag, Press Ahead, and face the given (direction) or do the (anything) call. Usually ends in Parallel Lines.

If the caller wishes the outsides to do the (anything) call working Concentric, the caller should so indicate (e.g., from a Tidal Wave: Divide The Ocean Concentric Shakedown).

There is no default (direction) or (anything) call. If the caller omits the (direction)|(anything), then the original Centers Hinge; Partner Tag and Press Ahead.

### **Echo Concept**

1. Do {any Concept} {anything}; then
2. do {anything}.

**Explode The Diamond** From Twin Diamonds or other applicable formations.

Centers Explode The Wave as Ends Circulate and the Lead End U-Turn Back. Twin Diamonds end in Parallel Inverted Lines.

### **Fan Concept**

The Fan Concept is used on calls which begin with an Arm Turn 1/2 (Swing) followed by a Centers Cast Off 3/4. Omit the initial Arm Turn 1/2 and do the given call.

Typical calls used with the Fan Concept include: Alter & Circulate, Spin Chain & Exchange The Gears, Alter The Wave, Spin Chain The Gears, Relay The Deucey, Spin Chain The Line, Relay The Shadow, Spin Chain Thru, and Relay The Top.

For calls whose name begins with the word 'Spin' the word 'Spin' is replaced with the word 'Fan' (e.g., Spin Chain the Gears becomes Fan Chain the Gears). For all other calls the word 'Fan' is inserted before the name of the call (e.g., Alter the Wave becomes Fan Alter the Wave).

**Flip Your Lid** From a 1/4 Tag.

There are four different parts for Flip Your Lid:

- [End of Wave]: Scoot Back with appropriate outside dancer;
- [Very Center]: Do your part Centers Run & Circle 1/4 (be careful not to do a Scoot Back);
- [Outside Belle] (if R-H setup) or [Outside Beau] (if L-H setup): Do your part of Scoot Back & Circle 1/4 (to end facing in).
- [Other Outside Dancers]: Press Ahead & Trade & Spread (with diagonal opposite dancer).

Ends in a 1/4 Tag.

**Gee Whiz** From Parallel Lines.

The Out-Facing Couple (or the designated dancers) do your part Cross Fire as the others Vertical Tag The Line. Ends in Columns.

If both Couples are facing out, the caller may designate which Couple is to do the Cross Fire (e.g., 'Right Gee Whiz' means the R-H Couple Cross Fire as the L-H Couple Vertical Tag The Line). If the caller says 'No one Gee Whiz', then everyone does the Vertical Tag The Line. If the caller

does not designate anyone or says 'Everyone Gee Whiz', then everyone does the Cross Fire. Note that on Right Gee Whiz you will end in L-H Columns (and vice-versa).

### **Generous/Stingy Concept.**

Stingy: Do the (anything) call, but subtract a 1/4 turn from the first Arm Turn of the call.

Generous: Do the (anything) call, but add a 1/4 turn to the first Arm Turn of the call.

For the purposes of Stingy and Generous, an Arm Turn is limited to the following movements as defined in the (anything) call:

- Arm Turn.
- Hinge from a Mini-Wave.
- Trade from a Mini-Wave.
- Cast O 3/4 from a Mini-Wave.
- Star turn, when opposite dancers are in a Mini-Wave.

### **Notes:**

The (anything) call does not have to start with an Arm Turn; E.g., on a Generous Square Chain Thru (from Facing Lines): do a Right Pull By and 1/4 In; Left Arm Turn 3/4 (instead of 1/2); Centers Right Arm Turn 1/2; Left Arm Turn 1/2; Step Thru. Ends in a Trade By formation.

Stingy/Generous applies to the first Arm Turn in the call, which is not necessarily the first arm turn that a dancer executes. Some dancers may never execute an Arm Turn; others may execute an Arm Turn after other dancers previously executed a different Arm Turn. After the first Arm Turn is completed, any subsequent Arm Turns are not affected by Stingy/Generous.

Stingy and Generous do not apply to a Hinge, Trade, or Cast O from a Couple.

### **Good Show** From an applicable 2x4.

Ends Walk & Dodge as the Centers (working Split) Couple Up. Ends in a 2x4.

Determine if you are an End or a Center for the entire formation and then do your part of the call working Split.

### **Interlocked Counter** From a 3/4 Line, a 3/4 Tag, or other applicable formations.

Outsides Counter as Centers Once Removed Cast Off 3/4 and (normal) Counter Rotate 1/4. The Once Removed Cast Off 3/4 is danced as a Very Centers slide back-to-back & Centers Cast Off 3/4.

### **Interlocked Rally** From a Generalized 1/4 Line or other applicable formations.

Outsides Rally as the Centers Step And Cross Fold (Interlocked Little) and Peel & Trail. A Generalized 1/4 Line ends in a Tidal Line.

Interlocked Rally But (anything): Centers replace the Peel & Trail with the (anything) call.

### **Interlocked Ramble** From a 3/4 Line or other applicable formations.

Outsides Ramble (Cast Back & Slide Thru) as Centers Once Removed Fold (danced as an Any Shoulder Turn & Deal) and Slide Thru. A 3/4 Line ends in Generalized Columns.

### **Lickety Split** From an applicable 2x4

Ends Split Circulate as Centers Split Counter Rotate 1/4. Ends in a 2x4.

Determine if you are an End or a Center for the entire formation and then do your part of the call working Split.

**Lift Off** From a Static Set with two opposite couples Facing Out or from the 2x4 formation obtained from a Static Set after Heads Pass Thru.

Leaders As Couples 1/4 Right as others Left Dodge; Belles Distorted BoxvCirculate; As Couples Extend; Couples Circulate. Ends in Parallel R-H Two-Faced Lines.

### **Lift Off But (Anything)**

Replace Couples Circulate with the anything call.

**Lock 'Em Up** From applicable Tidal Lines or applicable Parallel Lines..

1. Lockit;
2. Hinge;
3. Centers Hinge as Outsides Counter Rotate 1
4. Centers Lockit as Outsides Roll.

This is a 4-part call.

**Loop And (fraction) Tag** From a Mini-Wave Box or Tandem Couples.

Peel The Deal; Extend to the given fractional Tag position. If no fraction is given, complete a full Tag The Line.

### **Mirror Concept**

Mirror is accomplished by executing the definition of the given call and replacing:

Right with Left and vice-versa; and Beau with Belle and vice-versa.

At any point where you would normally pass Right-shoulders, pass Left-shoulders and vice-versa. At any point where you would normally use the Right-hand, use the Left-hand and vice-versa. Any time the Beaus should do something, the Belles should do it instead and vice-versa.

For example, Mirror Circle By (fraction) By (fraction) / (anything):

From Facing Couples. Circle Right the first given (fraction) and Step To A L-H Wave; Cast Off the second given (fraction) or do the anything call.

**Nuclear Reaction** From a Generalized 1/4 Tag in which the Very Centers are directly facing an outside dancer.

Very Centers and directly-facing outside dancers Pass Thru; Center 4 Cast Off 1/4 and Roll and Spread to become Ends of Lines as the Others Cross Concentric Vertical 1/2 Tag; all Counter Rotate 1/4. Ends in Parallel Lines.

Cross Nuclear Reaction [C3B]: Same as Nuclear Reaction except that the Very Centers Jay Walk with the diagonally-facing outside dancers.

### **Oddely/Evenly (any Concept) (anything) Concept**

Break up the given call into its component parts, execute the odd-numbered parts using the given concept and the even-numbered parts normal. (for Oddely)

Execute the even-numbered parts using the given concept and the oddly-numbered parts normal. (for Evenly)

For Example, a Oddely Tandem Swing & Mix is a Tandem Swing, normal Centers Cross Run, and Tandem Centers Trade.

**Phantom Columns / Lines / Waves Concept** From a 4x4 Matrix, visualized as 4 adjacent Columns|Lines|Waves.

Inside Columns|Lines|Waves work together in a 2x4 Matrix as the Outside Columns|Lines|Waves work together in a (Disconnected) 2x4 Matrix.

### **Quadruple Formation**

Quadruple {formation}s consist of four adjacent {formation}s some of which may have positions occupied by phantoms. The given formation is usually a 4-dancer formation such as a Box, Column, Diamond, Line, or Wave. Work with the dancers and phantoms within your formation. Keep track of the phantoms and allow spaces for them upon completion of the call. When formation is a 4-dancer formation, there should be a total of 16 dancer|phantom positions before and after each call.

**Reactivate** From an applicable Generalized 1/4 Tag.

Very Centers and directly-facing Outside dancers Jaywalk as the End of the Center Line Counter Rotate 1/4 around the outside; Center 6 Trade; very outsides and the very Centers Phantom Hourglass Circulate. Ends in Parallel Lines or Parallelogram Parallel Lines (if dancers come to the same spot).

Cross Reactivate [C3B]: Same as Reactivate, except that the very Centers Jaywalk with the diagonally-facing outside dancer instead of the directly-facing outside dancer.

**Reflected (any Tagging call) Concept** From various formations.

Do the (any Tagging call) (or any variation of a Tagging call) to the 1/2 Tag position; Tandem Arm Turn 1/4 (i.e., Split Counter Rotate 1/4); complete the (any Tagging call).

The general idea of Reflected is that you start the Tagging call and are moving in a straight Line, you hit some imaginary wall and get 'bounced' or reflected off of it at a 90 degree angle and then you complete the call.

The Generalized definition of Reflected is to do the given call to the 1/2 Tag position; Counter Rotate 1/4 with respect to the number of dancers doing the Tagging portion of the call; complete the given call.

Example 1: From a Couple or Mini-Wave, a Reflected Partner Tag would be a 1/4 In and Touch (this is a Partner 1/2 Tag); Arm Turn 1/4 (since there are only two people in the Tagging portion); Step Thru (to end Back-to-Back).

Example 2: From a Line of 6, a Line of 6 Reflected Tag The Line would be a Line of 6 1/2 Tag; Tandems of 3 Arm Turn 1/4; all Complete The Tag to end in Back-to-Back Tandems of 3.

Note that on calls such as Track 3 or 1/2 Invert The Column that, even though you require eight dancers in order to do the call, the Tagging portion of the call only involves (2 sets of) 4 dancers.

**Reset** From a Mini-Wave Box (or other applicable 2x2 if fractionalized).

1/2 Zoom; Hinge; 1/2 Zoom; Hinge. Ends in a 2x2. This is a 4-part call.

### **Reverse Checkpoint (Anything) By (Anything)**

Break up the call into its component parts, and execute the parts in reverse order.

**Reverse Order Concept** From applicable formations.

Center 4 do the first (anything) call and the resulting Ends (of the Center 4) work Stable and move away from the Center of the Set. The other 4 dancers work around the Very Centers to do the second (anything) call ending in the positions vacated by the resulting Ends of the Center 4)

**Reverse The Pass** From Tandem Couples.

Leaders Trade; all Pass Thru; original Trailers Trade. Ends in Tandem Couples. This is a 3-part call.

**Reverse The Top** From a Wave or Facing Couples.

Fan The Top; Swing. Ends in a Wave. This is a 2-part call.

**Revolve To A Wave** From a non T-Bone 2x2.

Trailers do their part of a Facing Recycle as the Leaders (as one movement) do their part of a Mini-Chase and Hinge. Ends in a R-H Wave.

**Rip Off** From a 2x2.

Leaders Beaus Run, Belles Zoom as Trailers Beaus Walk, Belles Dodge. Ends in a 2x2.

**Rotate (fraction)**

Procedure for dancing Rotates:

[0.] Identify the center point of your setup. The center point is the flag pole center of your setup except in the following cases:

(a) If you are in a 2x4 formation and are in Lines, the center point is the Center of each Box (i.e., work Split). If you are in a 2x4 T-Bone, the Column dancers will be working Concentric as the Line dancers will be working Split.

(b) If the call is preceded with the term Split, the center point is the Center of your group of 4. If the call is preceded by the term Split Split, the center point is the Center of your group of 2.

(c) If the call is preceded by the name of a formation in which to work, the center point is the Center of that formation. For example, from Columns consider 'Each Column Single Rotate 1/4'. In this case, the center point is the Center of your 1x4 setup.

[1.] Turn 1/4 relative to that center point according to the following rules:

Rotate: As Couples 1/4 to Promenade direction

Reverse Rotate: As Couples 1/4 to Reverse Promenade direction

Single Rotate: Individually 1/4 to Promenade direction

Reverse Single Rotate: Individually 1/4 to Reverse Promenade direction

[2.] Counter Rotate the given (fraction) around that center point. From a Squared Set, work around the outside of the set. The inactive dancers should move into the center of the set.

**Scramble** From Parallel Lines with the Ends Back-to-Back, or other applicable formations.

Ends Bend and Turn Thru as Centers Concentric 1/4 In and Cross Trail Thru. Parallel Lines end in Back-to-Back Lines.

This is a 2-part call.

### **Secondly/Thirdly/Fourthly**

Break up the (anything) call into its component parts. Do the (anything) call normally until the given part; then do the given part applying the given Concept; then do the remaining parts of the (anything) call normally.

Notes:

- Only apply the given Concept to the given part. I.e.,
- Secondly: only apply the concept to the second part.
- Thirdly: only apply the concept to the third part.
- Fourthly: only apply the concept to the fourth part.

**Shake & Rattle** From a 2x4.

Leaders Shakedown as Trailers Reverse Split Swap. Ends in a 2x4.

**Sidetrack** From applicable formations.

Zig-Zag; Counter Rotate 1/4; Roll. This is a 3-part call.

Single Sidetrack [C3B]: From a 1x4 Column formation. Zig-Zag; Lockit (i.e., Counter Rotate with respect to the 1x4); Roll. Ends in a Single Double Pass Thru.

Split Sidetrack [C3B]: From a 2x4 or a 1x8 Column. Zig-Zag; Split Counter Rotate 1/4; Roll.

**Split Phantom Boxes Concept** From a 2x8 Matrix.

Split the 2x8 Matrix into two 2x4 matrices. Work in the 2x4 on each side.

Split Phantom Boxes are similar to Split Phantom Columns / Lines / Waves except that the adjacent 2x4 formations are end-to-end instead of center-to-center.

### **Split Phantom Diamonds**

From Split Phantom Boxes, split Circulate 1/2 and you have Split Phantom Twin Diamonds.

### **Split Phantom 1/4 / 3/4 Tags**

Work in one of two phantom 1/4 (3/4) tag setups, which are usually side by side.

**(Cross) (n) Step(s) At A Time** From Columns.

The First n dancers Peel Off to end in a Line of n, Step Ahead as necessary to form a Concentric Line of 2n and Bend The Line of 2n as the other dancers Extend (using Circulates) to form a compact formation, Trade, and Roll.

n Step(s) At A Time can be fractionalized into thirds.

### **Stimulate (The Column)**

Circulate; 1/2 Circulate; Very Ends Counter Rotate 1/4 and Press Ahead as Others Hinge & Grand Fan The Top (Center 4 Cast Off 3/4 as Outsides move up). Ends in Parallel Waves.

**Strut Right|Left (And Right / Left)** From a Double Pass Thru or a R-H 1/4 Tag.

Centers Pass Thru, Right|Left Turn To A Line and Spread to become #1 (Very End) and #3 in a Tidal Line as others Step Ahead and Veer Right / Left to become #2 and #4 in a Tidal Line.

If two directions are given, the original Centers take the first direction and the original Outsides take the second direction. If only one direction is given, everybody takes that direction. The Centers always pass Right shoulders even if the call is Strut Left. The caller should say Left Strut Right / Left if a Left shoulder pass is desired.

Single Strut Right / Left (And Right / Left) [C3B]: From a Single Double Pass Thru, a Single R-H 1/4 Tag, or other applicable formations. Centers Pass Thru, Single Right|Left Turn To A Line and Spread as the others Step Ahead and Single Veer Right|Left. Usually ends in a Wave or Line.

**Cross Swap The Top** From Facing Couples.

Belles Cross Extend (R-H) and Cast Off 3/4 as Beaus Run once and a half.

Ends in a R-H Two-Faced Line.

**Reverse Cross Swap The Top** From Facing Couples.

Beaus Cross Extend (L-H) and Cast Off 3/4 as Belles Run once and a half. Ends in a L-H Two-Faced Line. Same as Mirror Cross Swap The Top.

**Swing-O-Late** From Parallel Waves, Eight Chain Thru, or a Thar.

Arm Turn 1/2; Centers Trade and Spread as Ends U-Turn Back and Crossover Circulate. Parallel Waves or Eight Chain Thru ends in Parallel Two-Faced Lines.

**Take (n)** From Back-to-Back Lines.

The (n) dancers on the right-hand side of each line do a 'Shakedown' movement (1/4 Right, Counter Rotate 1/4, and Roll) and adjust to end in Concentric Facing Lines of (n) as the others 1/4 Right and Step Ahead to join hands creating a compact symmetric formation.

**Trade The Diamond** From Parallel Lines or a Generalized Thar.

Trade The Deucey; Centers Hinge; Diamond Circulate; Centers Hinge. Parallel Lines end in Parallel Lines.

This is a 4-part call.

## **Trapezoid Formation**

A Trapezoid is a Distorted 2x2 that can be formed from a normal 2x2 after 2 adjacent dancers each move away from each other along the same plane a distance of one Matrix position.

From a 2x4, the Ends of one side work with the Centers of the other side in a Distorted Box.

## **Triple (formation)s Working (direction) Concept**

Triple (formation)s Working (direction) is a precise way to state how to do some 12-Matrix calls.

This concept allows us to do 8-dancer calls from Triple (formation)s such as Triple Boxes|Columns|Diamonds|Lines|Waves. Normally from these formations we are limited to 4-dancer (or fewer) calls, since each sub-formation (Box, Column, Diamond, Line, or Wave) contains only four spots.

On Triple (formation)s Working (direction), each dancer selects a group of eight spots in which to work. The dancers within the outside Triple formations must always select to work within the four spots in their Triple (formation) and the four spots in the center Triple (formation). The dancers in the center Triple (formation) work with the four spots in their Triple (formation) and the four spots in the outside Triple (formation) which is toward the given (direction). If the (direction) is forward, the Center dancers work with the outside Triple formation which they are facing. If the (direction) is backward, they work with the outside Triple formation which is behind them. If Right (or Left), they work with the outside Triple formation which is to their Right (or Left). If the (direction) is Together, the Center dancers work with the outside triple formation that is closest to them. If the (direction) is Apart, the Center dancers work with the outside triple formation that is furthest from them.

Note: Upon completion of the call, you must merge your two 8-spot formations into one 12-spot formation (i.e., since there are 12 spots at the beginning of the call and there must be 12 spots at the end of the call). This is done by overlapping the resulting two 8-spot formations by 50%.

**Turn The Key** From applicable formations.

Partner Trade; Counter Rotate 1/4; Hinge. Ends in various formations.

This is a 3-part call.

Split Turn The Key [C3B]: Working Split do a Turn The Key (i.e., Partner Trade; Split Counter Rotate 1/4; Hinge).

**(Anything) The Key**

Do the *anything* call; Counter Rotate 1/4; Hinge. The *anything* call replaces the Trade.

**Turnstyle** From applicable 4-dancer (and 8-dancer) formations.

Centers (Step To A Wave, if necessary, and) Cast Off 3/4 as Ends 1/4 Right.

**Two-Faced Concept** From various formations.

Replace each Arm Turn 1/2 (i.e., Swing or Slip) with a Partner Trade and do the given call. (E.g., Two-Faced Spin The Top would start from a Two-Faced Line and would be a Partner Trade; Fan The Top.)

We believe that calls which normally start with R-H (such as Swing Thru) become Any Hand calls. Others disagree, believing that Two-Faced Swing Thru starts in the middle from a R-H Two-Faced Line, or that it is illegal to call such a thing.

Cast Off 3/4 often becomes a 'Push Cast.'

The given call does not have to begin with an Arm Turn 1/2 (e.g., Two-Faced Reverse The Top).

In calls which involve a Star (e.g., Relay The Top), the Star often becomes a facing Star (or Diamond). Do a Star Circulate (facing Diamond Circulate) for each 1/4 Turn of the Star.

**Wave The (anyone)** From Eight Chain Thru, from the formation obtained from a Static Set after Heads Pass Thru, or from other applicable formations.

Press Ahead; Outside 4 do their part of designated dancer Kickoff as Center 4 (working Concentric) have the designated dancer Walk and the others Dodge. Ends in various formations.

This is a 2-part call.

**With Confidence** From Parallel Lines with the Ends in Tandem, or other applicable formations.

Centers Hinge and the Very Centers Hinge as the Ends 1/2 Circulate; those as a Couple Extend to become Leaders in Parallel Two-Faced Lines as the others have the Centers U-Turn Back (turning away from the very center) and do your part of a Couples Hinge to become Trailers in Parallel Two-Faced Lines.

**Z-Axle** From the Z obtained from a Line with the Centers in a Mini-Wave after a Step & Slide.

Outsides Cross Cast Back; all Partner Trade; Centers Trade. Ends in a Line.

This is a 3-part call.

Pass Z-Axle [C3B]: From the "Z" obtained from a Two-Faced Line after the Ends Fold. Pass Thru; Outsides Cross Cast Back; all Partner Trade; Centers Trade. Ends in a Wave.

This is a 4-part call.

### **"Z" Concept**

A "Z" is a 2x2 which is offset by one position (e.g., the formation obtained from a Mini-Wave Box after 1/2 Press Ahead). Work in the Offset 2x2 and maintain the footprints.