

CALLERLAB
EXTENDED CHALLENGE
(C-2)
DEFINITIONS



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Read this First

This set of definitions is an attempt to capture the real meaning for each call on the C-2 list. It is intended to serve as the referee for disputes about exactly what a call means, and as a basis for teaching the calls properly.

Whenever the “technical” definition of a call is too long or complicated to do a “first teach” from, we have provided a teaching definition or teaching hints. This way, the definitions can meet both sets of needs. Naturally, dancers should be introduced to the full definition of each call as soon as your judgment dictates.

Before you use these definitions, you should be familiar with the latest versions of all of the following documents, which can be downloaded from the CALLERLAB website.

<https://www.callerlab.org/dance-programs/>

- *Formations Pictograms Chart*
- *Basic Program Definitions*
- *Mainstream Dance Program Definitions*
- *Plus Definitions*
- *Advanced Definitions*
- *Basic Challenge (C-1) Definitions*

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

1. All of the general rules and modifying terms which apply to the Mainstream, Plus, Advanced, and C-1 definitions also apply at C-2.
2. The Facing Couples Rule applies to the following C-2 calls: Alter and Circulate, Swing Along.
3. The Ocean Wave Rule applies to the following C-2 calls:
Catch (1, 2, 3, 4), Chain the Square, Chisel Thru, Cross the K, Grand Chain Eight, Pass and Roll Your Criss Cross Neighbor, and Rotary <anything>.

C-2 Definitions

Alter and Circulate

From Parallel Waves: All Turn 1/2. Centers Cast Off 3/4 and the very centers Trade, while the ends U-Turn Back and Circulate once, turn the star 1/2 (Counter Rotate each Diamond 1/2), and Flip the Diamond. Finishes in Waves.

If directed, the star can turn other fractions (for example, “Alter and Circulate, turn the star 3/4”). Note that the star turning is done by Counter Rotating the Diamond, not by Diamond Circulates: No matter how far the star turns, the same people flip in at the finish. Thus, “Alter and Circulate, turn the star 3/4” would end in a Tidal Wave.

<anything> Concept

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

When the first call is some type of Circulate, the word “Circulate” is conventionally omitted. For example, “Trade Motivate” means Trade Circulate then complete the remainder of Motivate following the initial Circulate. If the first call is Counter Rotate or Split Counter Rotate, the “Rotate” is conventionally omitted. For example, “Split Counter Coordinate” means Split Counter Rotate then complete the remainder of Coordinate following the initial Circulate.

Calls modified in this way have the same number of parts as the base call, with the entire <anything> call replacing the first circulate. This concept may be applied to any call that begins with a circulate action, even if Circulate is not formally defined as the first part of the call.

At C-2, this concept is used with the following calls:

Motivate, Coordinate, Percolate, Perk Up.

Bounce the <anyone> / Single Bounce

Bounce the <anyone>

From a Two-Faced Line only: Veer Left or Veer Right (whichever is toward the center of the line). Then the designated dancers do a U-Turn Back, turning in the direction of the Veer.

For example, Bounce the Centers:

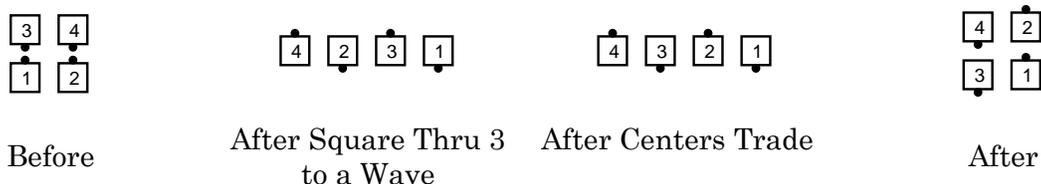


Single Bounce the <anyone>

From a Mini-Wave only: Single Veer Left or Right (whichever is toward the other dancer in the Mini-Wave). Then the designated dancers do a U-Turn Back in flow direction.

Catch 1, 2, 3, 4

From Facing Couples: Square Thru n to a Wave, Centers Trade, Step and Fold. The Ocean Wave Rule applies to this call. For example, Catch 3:



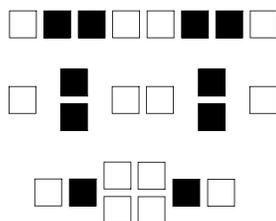
Chain the Square

From Eight Chain Thru: All Right Pull By; outsides Courtesy Turn and Veer Left; centers Left Touch, and the centers Courtesy Turn the ends to finish facing the same way the centers were originally facing, then As Couples Extend, to form Two-Faced Lines.

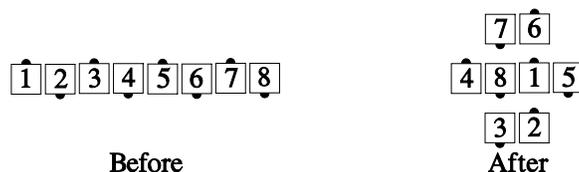


Checkpoint <anything> by <anything>

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



For example: Checkpoint Ah So by Swing Thru:

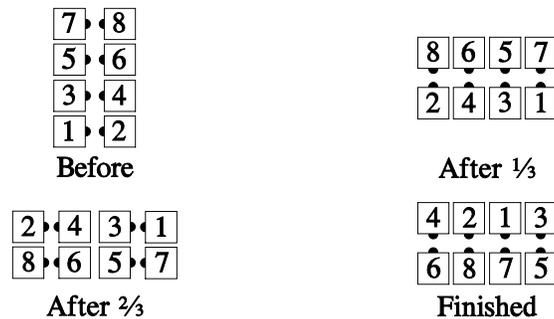


Checkpoint Tag the Line by Swing Thru:



Chisel Thru

From Facing Lines: Concentric Pass In. Then the ends Pass In as the centers Pass Out. Then all Pass In. Finishes in Facing Lines. This is a 3-part call.



Circle to a Wave

From Facing Couples: Circle Left $\frac{1}{4}$, then Beau Walk, Belle Dodge. Finishes in a Right-Hand Box Circulate formation.

Crazy Concept / Reverse Crazy Concept

Crazy Concept

From Parallel Lines or Waves, a Tidal Wave, etc.: This concept can apply to 1-, 2-, 3-, or 4-dancer calls only. Each half of the square does the call, then centers only do the call, then each half does the call, then centers only do the call. For example: Crazy Flutter Wheel—From lines of four facing: All Flutter Wheel, center four Flutter Wheel, all Flutter Wheel, center four Flutter Wheel, to end in Facing Lines.

Example: Crazy Mix—From a Tidal Wave: Each wave does a Mix, center wave does a Mix, each line does a Mix, center wave does a Mix.

The Crazy Concept can be fractionalized into four parts.

Example: $\frac{1}{2}$ Crazy Right and Left Thru—From Facing Lines of four: Each side does a Right and Left Thru, center four do a Right and Left Thru.

Reverse Crazy Concept

This works the same as the Crazy Concept except the centers only do the call, then each half of the square does the call, then centers only do the call, then each half does the call.

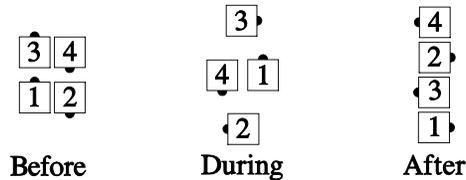
Criss Cross the Shadow

From Parallel Waves or Lines, with ends in Tandem: Ends $\frac{1}{2}$ Zoom but meet with their original inside hands, Cast $\frac{3}{4}$ and Spread; centers facing in Cross Extend, Hinge with each other, and Extend; centers facing out Cloverleaf but Cross to the other center. Centers remain centers etc.

If all the centers are trailers, they Pass Out in place of the Cross-Extend-Hinge-Extend.

Criss Cross Your Neighbor

From a Box Circulate formation: Trailers Cross Extend, Cast 3/4 and Spread (becoming ends of a new wave), while leaders, as one smooth motion, 1/2 Box Circulate and Cross Run (working outside the others) to become the centers of a new Wave.



Pass and Roll Your Criss Cross Neighbor

From Single Eight Chain Thru: All Pass Thru. The centers Turn Thru while the outsides do a right-face U-Turn Back. All begin a Pass Thru, blending smoothly into Criss Cross Your Neighbor (equivalent to Pass Thru; Centers Left Touch 3/4 and Spread while outsides 1/4 Right and Cross Run (to the far center position)). Ends in a Left-Hand Wave.

Note: There is no consensus on the parts of this call or on how many parts it has. It does have a definite first part (All Pass Thru), so “Finish Pass and Roll Your Criss Cross Neighbor” is proper, but fractionalizing this call or referring to any part except the first is not proper.

Cross and Wheel Family

Cross and Wheel

From Parallel Lines or Two-Faced Lines composed entirely of Couples: Couples Hinge; As Couples Step and Fold.

Cross Trade and Wheel

From Parallel Lines or Two-Faced Lines composed entirely of Couples: Couples Hinge; very centers Trade; As Couples Step and Fold.

Grand Cross Trade and Wheel

From Parallel Lines or Two-Faced Lines, composed entirely of Couples: Couples Hinge; Triple Trade; As Couples Step and Fold.

Single Cross and Wheel

From a Box Circulate formation: Couples Facing, or Couples Back-to-Back: All Hinge, then Step and Fold.

Single Cross Trade and Wheel

From any Non-T-Bone Box of four: All Hinge, centers Trade, Step and Fold.

Grand Single Cross and Wheel

From Columns, Eight Chain Thru or Trade-By: All Hinge, center six step ahead as ends of the grand wave Fold, and all adjust to end in Parallel 3-and-1 Lines.

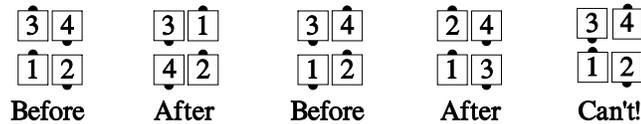
Grand Single Cross Trade and Wheel

From Columns, Eight Chain Thru or Trade-By: All Hinge, center six Trade and step forward, as ends of the grand wave Fold, and all adjust to end in Parallel 3-and-1 Lines.

Cross Back / Grand Cross Back

Cross Back

From a Box Circulate formation: Trailers (who must not be facing directly) Pull By on the diagonal with outside hands as leaders U-Turn Back.



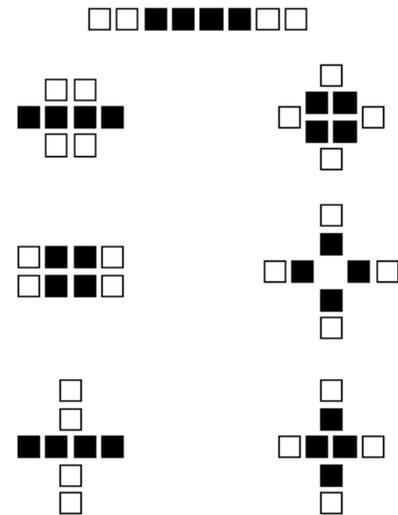
Grand Cross Back

From Columns: The #1 dancer in each column does a U-Turn Back as the other six Pull By on the diagonal (using outside hands).

Cross Concentric Concept

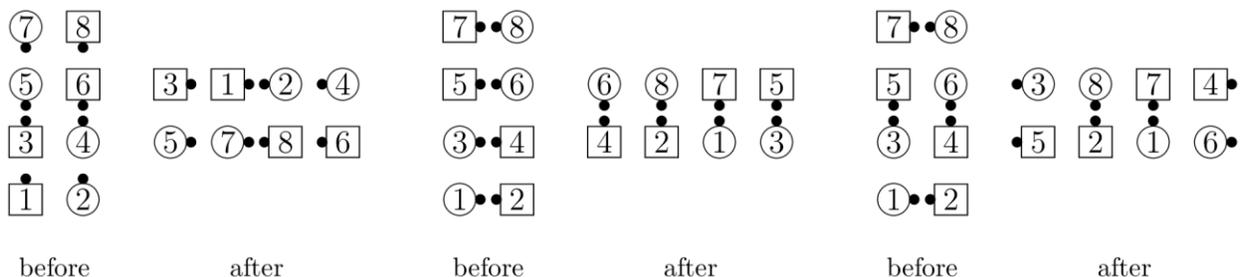
From any appropriate formation (there must be a center 4): The center 4 do the call in their group and move to the outside, while the outsides work with each other and do the call as they move into the center. The diagrams show who works with whom on a Cross Concentric call:

The last two formations shown are really the same; the grouping on the left is used if the caller only says "Cross Concentric..." and the Cross Concentric call can be done from a 1x4. The grouping on the right is used when the caller says "Cross Concentric Diamond..." or when the Cross Concentric call can only be done from Diamonds (for example, "Cross Concentric Diamond Circulate" or "Cross Concentric Flip the Diamond").



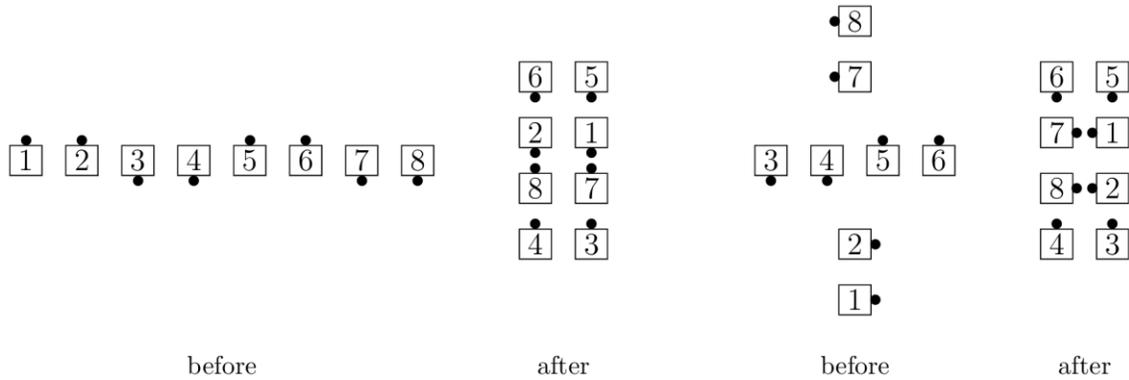
If the Cross Concentric call starts and ends in a 2x2 Box (for example, "Cross Concentric Star Thru"), the following rule applies: If the original centers begin as though in Columns, they finish (on the outside) as though in Columns; if they begin as though in Lines, they finish as though in Lines.

Cross Concentric Star Thru:

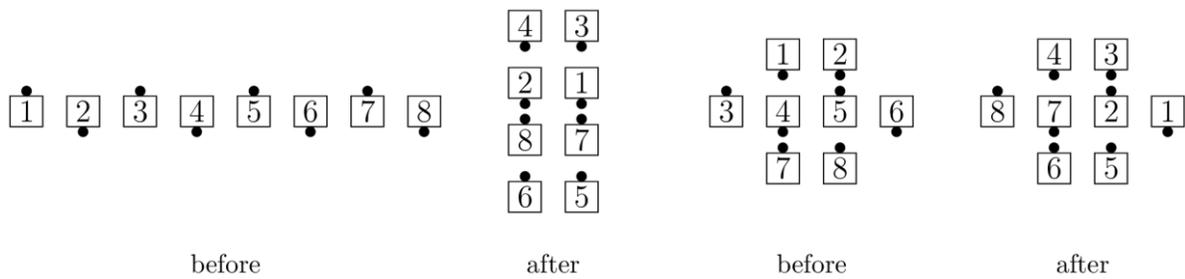


If the Cross Concentric call ends in a 2x2 Box but starts elsewhere (for example, “Cross Concentric Recycle” from a Tidal Wave), the following rule applies: The new outside dancers (the original centers) finish so that the long axis of their resulting (disconnected) Box is at right angles to the long axis of their 4-dancer starting formation.

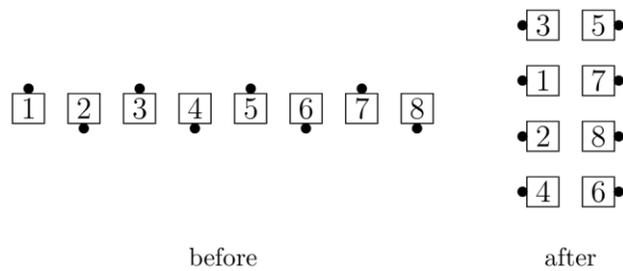
Cross Concentric Wheel and Deal:



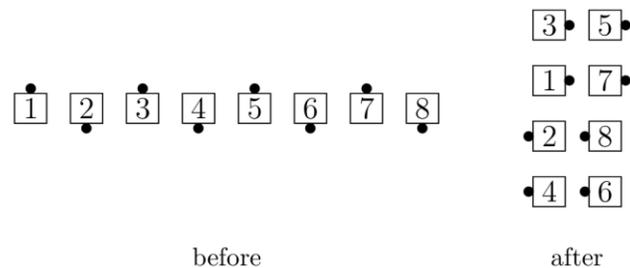
Cross Concentric Recycle:



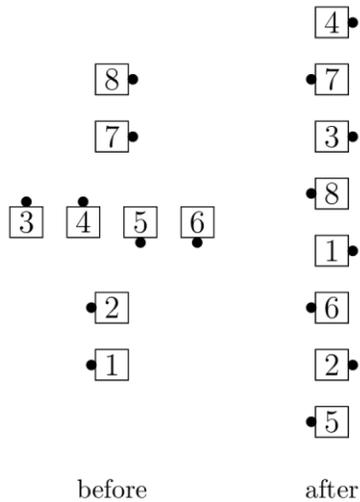
Cross Concentric Reverse Explode:



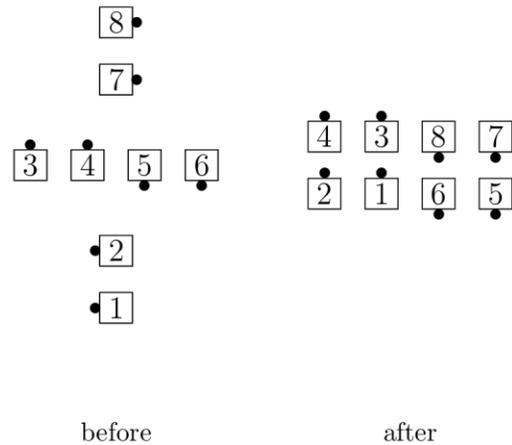
Cross Concentric Hinge



Cross Concentric Diamonds,
Flip the Diamond:



Cross Concentric Diamonds,
Drop In:



Cross the K / The K

Cross the K

From Facing Lines of four: Cross Trail Thru to form Lines of Four Facing Out, centers Trade, ends U-Turn Back *away from the center* to form Facing Lines of four.

The K

Do the <anything> call, then centers Trade as ends U-Turn Back *away from the center* (as above). If the <anything> call ends in a tidal setup: The centers of each line Trade, and the ends of each line turn back away from the center of their side.

Cross Trail Thru The K:



Detour

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



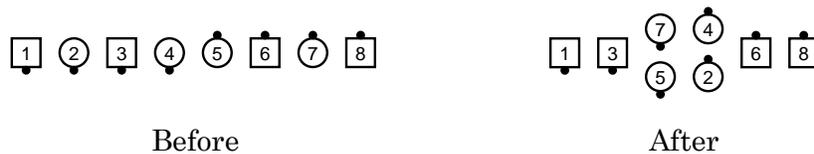
Disconnected Concept

From any appropriate formation: The dancers specified, who needn't be together, act as though they had slid together, done the call, then slid apart. If the call changes the formation, stay near the original centers' spots. Dancers adjust to close up any gaps that were created (as in the Disconnected Crossfire, below).

For example: Girls Disconnected Cross Roll to a Wave:



For example: Girls Disconnected Crossfire:



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

Dodge <anything>

From various formations: The centers Walk and Dodge as the ends do their part of the <anything> call.

Drop In / Out / Right / Left

Drop In / Out

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

Drop Right / Left

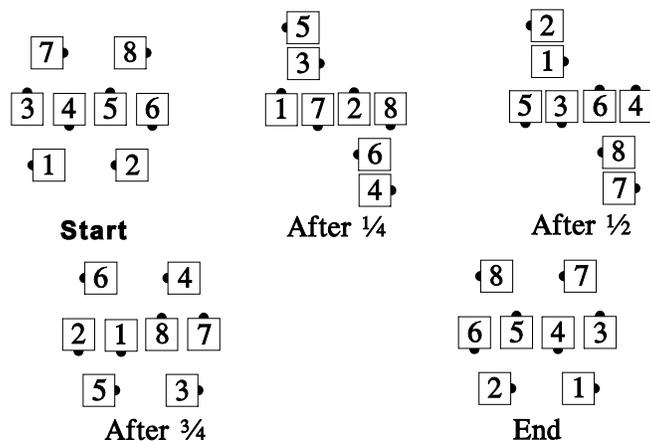
From any Diamond or General Single Tag, with centers in a Mini-Wave: Points or outsides Quarter in the indicated direction, the centers Extend keeping the same hand toward the center of the resulting formation. Finishes in a 2x2 formation.

Grand Drop <direction>

From any appropriate formation with the center six in Columns of 3 (or the center four in a Box Circulate): Center 6 (or Center 4) 1/2 Press Ahead, other two dancers Do Your Part of Drop <direction>.

Exchange the Diamond (1/4, 1/2, 3/4, Full)

From Diamonds: All dancers do 4 Circulates. If at the beginning of any Circulate they are one of the very centers, they do an Interlocked Diamond Circulate. Otherwise they do a Diamond Circulate. The right-shoulder rule does not apply to this call. After a dancer has done the Interlocked Diamond Circulate, he passes outside any dancer from the other diamond. For Exchange the Diamond 1/4, 1/2, and 3/4, dancers do 1, 2, or 3 Circulates, giving the results shown below. For example,



Fascinate / Fascinating <anything>

Fascinate

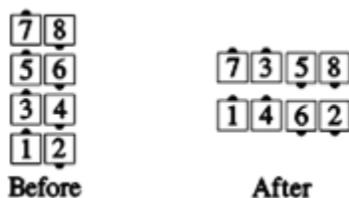
From Parallel Two-Faced Lines or other appropriate formations: Ends Circulate 1 1/2, while the centers Cast Off 3/4 and the very centers Trade. One of the outsides will be next to the end of the center wave. Those dancers Concentric Wheel and Deal, while the other outside dancer Counter Rotates 1/4. Finishes in 1/4 Tag formation.

Fascinating <anything>

From various formations: Ends Circulate 1 1/2, while the centers Cast Off 3/4 and the very centers Trade. The end dancers of the center six, with the adjacent dancer, do the <anything> call concentrically, as the lonesome ends Counter Rotate 1/4 to become adjacent to the remaining centers. Ending position will vary according to the <anything> call.

File to a Line

From General Columns: Ends slide apart to become ends of Parallel Lines; centers Column Circulate two spots, to become centers of the Lines.

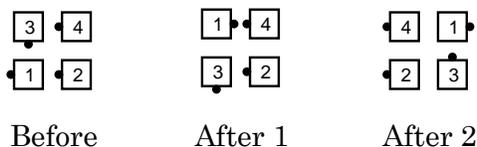


Note: The Lines are close together after this call—there is an implicit adjustment here.

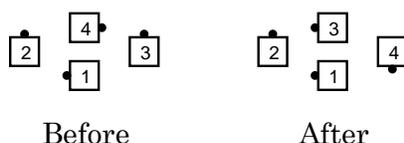
Funny Concept

Funny is a “Those Who Can” concept. On each part of the call being done, as many people as possible do that part, as long as no two people finish on the same spot. Examples:

Funny Box Circulate 2:



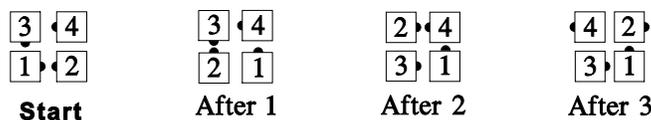
Funny Diamond Circulate:



Funny Square Thru

As many dancers as possible do each part of the call (each part is a Pull By and Quarter In except for the last part, which is a Pull By. For example: in a Box with 3 dancers facing the Side direction and 1 the Head direction. Funny Square Thru would be “Those facing Pull By and Quarter In”, repeat twice more, then those facing Pull By again but do not Quarter In.

Funny Square Thru 3:



Galaxy Formation

Reverse Cut the Galaxy

From a Galaxy: The centers Squeeze, while the points Galaxy Circulate. Finishes in Parallel Lines or Waves.

Reverse Flip the Galaxy

From a Galaxy: The centers flip away from each other, while the points Galaxy Circulate. Finishes in Parallel Lines or Waves.

Grand Chain Eight

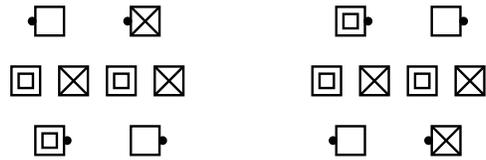
From Double Pass Thru: Centers Right Pull By; Left Touch, and the centers Courtesy Turn the ends to finish in Facing Lines.

From Facing Lines: All Right Pull By; move on to next couple; Left Touch, and the centers Courtesy Turn the ends to finish in an Eight Chain Thru.

From Eight Chain Thru: All Right Pull By; the outsides Courtesy Turn, while the centers Left Touch, and the centers Courtesy Turn the ends to finish in a T-Bone.

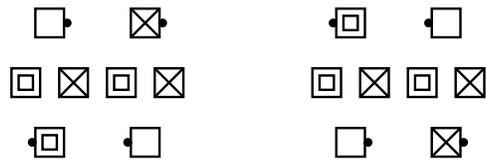
Inpoint Interlocked Triangles

Each point facing in is an apex.



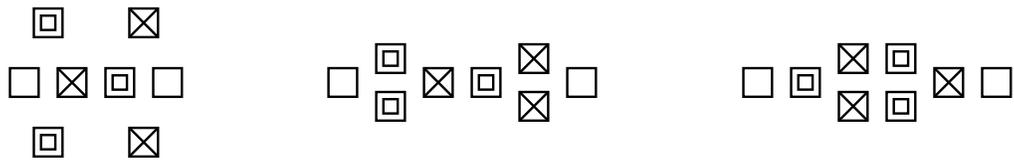
Outpoint Interlocked Triangles

Each point facing out is an apex.



Inside Interlocked Triangles

The Center 6 form the Triangles.

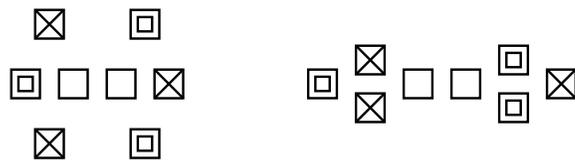


Inside Interlocked Triangle Circulate



Outside Interlocked Triangles

The Outside 6 form the Triangles.

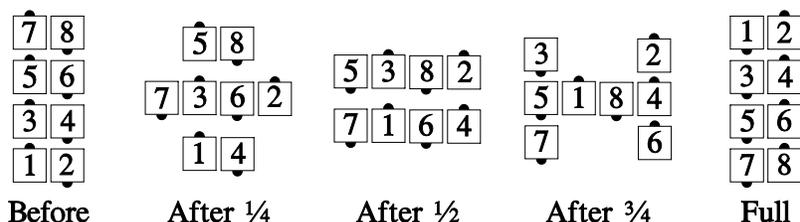


Note: These triangles may be easier for the dancers to identify with the phrase “Ignore the center 2, Interlocked Triangle ...”.

Invert the Column / Cross Invert the Column

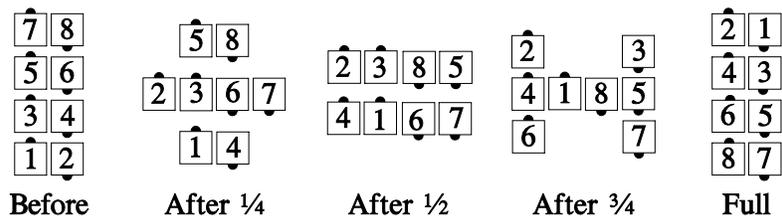
Invert the Column (1/4, 1/2, 3/4, Full)

From Columns: The #1 dancer in each column Peel Off (away from the other column) 180 degrees and walk forward as everyone else follows single file. Finishes in Columns close together (requiring an adjustment at the end). If the caller gives a fraction, the number of 1/4s in the fraction indicates the number of dancers who do the Peel Off action, while the remaining dancers Extend once for each 1/4. The Columns balance themselves, so that they are mutually centered. Thus, for Invert the Column 1/2: #1 does the Peel Off and #2 follows, forming Parallel Waves with the #3 and #4 dancers, who move up one spot.



Cross Invert the Column (1/4, 1/2, 3/4, Full)

From Columns: The #1 dancer in each column Trail Off and walk forward, followed by the other dancers in the column. Finishes back in Columns close together (requires an adjustment at the end). If the caller gives a fraction, then one person does the Trail Off for each 1/4 in the fraction, and the resulting Columns balance themselves so that they are mutually centered. Thus, for Cross Invert the Column 3/4, the first 3 dancers in each column move across and around the other column, finishing in an "H":



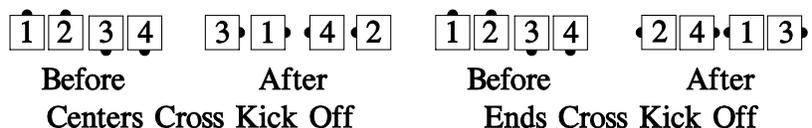
Kick Off / Cross Kick Off

Kick Off

From a Couple or Mini-Wave: Designated dancers Run and Roll, those being run around do their part of a Partner Tag (toward their original partner's position).

Cross Kick Off

From a Line or Wave: Designated dancers Cross Run and Roll; others Partner Tag (that is, face the adjacent cross-runner and step forward to fill the vacated spot).



Lateral Substitute

From some T-Bone formations and some Triangles: All exchange places by having some or all dancers move sideways.

Lines <anything> Thru

From Parallel Lines or Waves: Centers do the <anything> call as the outsides Circulate. The <anything> call must be a 1-, 2-, or 4-dancer call.

Right / Left Loop 1, 2, 3

From anywhere a Run is possible, or from a single dancer: The designated dancer does a Run around the adjacent vacant spot or dancer, who does not move! The caller must designate a looping direction (right, left, in, out), and must say how many people or spots to pass. For example: in Right Loop 3 the looper moves to the right, passing 3 positions.



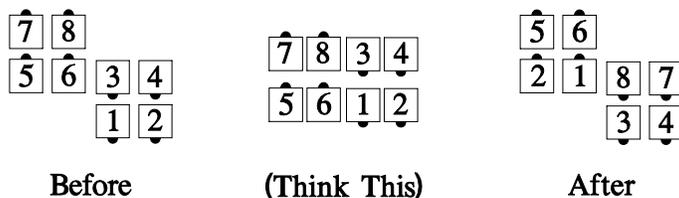
It is possible for a dancer to Loop around phantom positions as though there were dancers in them. No special words are needed. For example: Men, In Loop 2:



Offset Waves / Lines / Columns Concept

Dancers arranged as shown on the left act as though they are in Columns or Lines and do the call, ending back on the same offset spots.

Offset Lines, Couples Circulate:

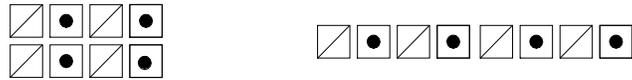


From the 3x4 style of Offset Lines, a call that rotates the 2x4 formation (for example, Bend The Line), finishes in a Parallelogram. For example: Offset Lines, Bend the Line:

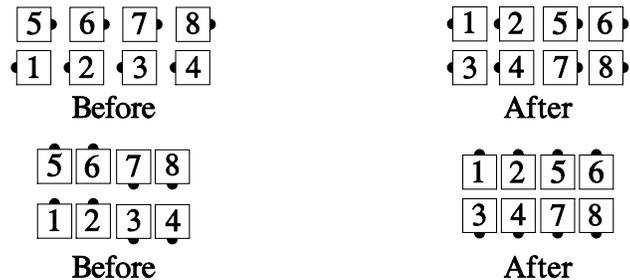


Once Removed Concept

The four dancers who are once removed from each other (the dots or the slashes in the pictures below) do the call with each other.



Once Removed Walk and Dodge:



Common applications include:

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

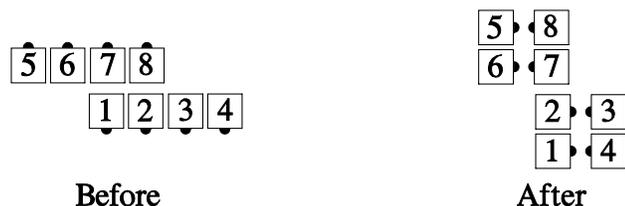
Parallelogram Concept

From a Parallelogram (that is, offset by one or more dancer positions, most commonly by 2): The dancers act as though they were in a 2x4 formation, but work to the spots where real dancers are. For example, Parallelogram Acey Deucey:



Common applications include Circulate, Split Circulate, In Roll Circulate, Walk and Dodge, Scoot Back, and Acey Deucey.

If the call is one that rotates the 2x4 formation (for example, Counter Rotate 1/4), the formation becomes offset lines, waves, or columns (as appropriate to the call's ending formation), offset the same way the Parallelogram was. The percentage of offset is preserved, not necessarily the footprints. For example, Parallelogram Bend the Line:



Peel / Trail to a Diamond

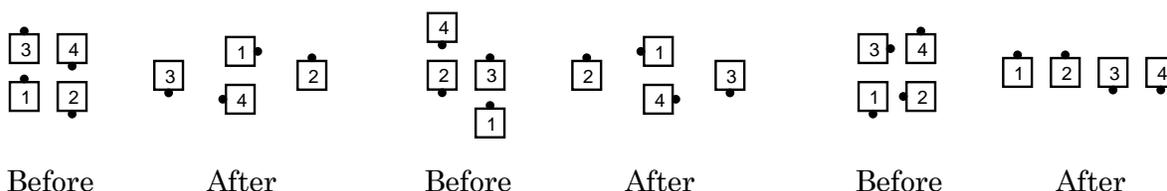
Peel to a Diamond

Starting Formations: Box Circulate, Tandem Couples, or Tandem Dancers in a Z (for example, after Ends Fold from a Wave, or after Step and Slide from a Two-Faced Line)

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

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

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



Trail to a Diamond

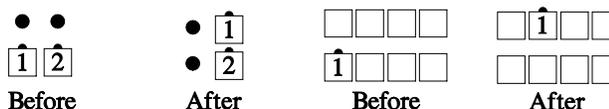
Peel to a Diamond, but lead dancers replace Peel Off with Trail Off, with appropriately changed ending formations.

Perk Up

From Parallel Waves: All Circulate, then 1/2 Split Circulate. The new centers, Hinge, Circulate, and Trade with each other, while the new ends Circulate twice. Finishes in Two-Faced Lines.

Press In / Out / Right / Left

From any appropriate formation: Those designated move one dancer position forward and in the direction indicated. The directions “In” and “Out” are with reference to the center of the set. For example: “#1 Press Right:”



Note: This is not the same as Extend.

Relocate the <formation>

From various formations: The very centers of the formation Cast off 3/4 as the others Counter Rotate 1/4.

For example: Relocate the Diamond. From Diamonds: The very centers Cast off 3/4 while the others Counter Rotate 1/4. Finishes in Diamonds.

Reshape the Triangle

From a Triangle: Triangle Circulate while changing the nature of the triangle from Wave-Based to Tandem-Based, or vice versa, and preserving handedness. Those circulating to a base position increase or decrease their turning amounts by 90 degrees, as described below.

From a Wave-Based Triangle: the dancer going to the apex circulates as usual, the apex circulates while turning 180 degrees, and the other dancer circulates while turning only 90 degrees.



From a Tandem-Based Triangle: the dancer going to the apex circulates as usual, the apex circulates while turning only 90 degrees, and the other dancer circulates while turning 90 degrees to face toward the apex.



Notes about Reshape the Triangle:

Because most setups with triangles actually contain multiple triangles, it is common practice to first identify the triangles, and then call “Reshape the Triangle” or simply “Reshape”. For example, “Inside Triangles, Reshape”.

3 by 2 Reshape is an extension of 3 by 2 Acey Deucey in which dancers replace Triangle Circulate by Reshape the Triangle.

The command 3x1 Triangle, Reshape (or Reshape the 3x1 Triangle) is proper from a Tandem-based 3x1 Triangle and follows the rules for Tandem-Based Triangles above.



Some callers use Reshape the Triangle from T-Boned Triangles. Dancers complete the call after individually determining whether to treat the Triangle as Wave-Based or Tandem-Based, as in Triangle Circulate (base dancers make this determination by using their own facing direction and apex dancers by using the facing direction of the position to which they move).

Reverse Cut / Flip the Diamond

Reverse Cut the Diamond

From a Diamond: Centers Trade and Spread as Points Diamond Circulate. Ends in a Line.

Reverse Flip the Diamond

From a Diamond: Centers Phantom Run (Flip away from each other) as Points Diamond Circulate. Ends in a Line.

Rims / Hubs Trade Back

Rims Trade Back

From Parallel Waves or Lines, a Thar Star, or Promenade: All Partner Trade, then the original outsides Circulate.

Hubs Trade Back

From Parallel Waves or Lines, a Thar Star, or Promenade: All Partner Trade, then the original centers Circulate once.

Rims / Hubs Trade <anything>

Rims Trade <anything>

From Parallel Waves or Lines, a Thar Star, or Promenade: All Partner Trade, then the original outsides do the <anything> call.

Hubs Trade <anything>

From Parallel Waves or Lines, a Thar Star, or Promenade: All Partner Trade, then the original centers do the <anything> call.

Ripple the Wave

From a Wave: Designated dancers Any-Hand Swing 1/2, toward the center of the wave, using alternating hands, until they become the far end of the wave.

<anyone> Ripple 1, 2, 3

From a Wave or Tidal Wave: Those designated Any-Hand Swing 1/2 toward the center of the formation, the number of hands given, alternating hands. This call can be fractionalized (for example, Ripple 2 1/2). Designated dancers can do Partner Trades instead of Swing 1/2s, if the starting formation is not a wave.

<anyone> Like a Ripple <call #1, call #2, ...>

From various formations: Designated dancer(s), with the people they need to use, do all of the calls that are given. (That is, those designated do a series of calls with whomever they can.)

Rotary <anything>

From an Eight Chain Thru: All Right Pull By; ends Courtesy Turn and Roll as the centers step to a Left-Hand Wave and do the <anything> call. Common applications include Rotary Explode the Wave, Rotary Mix, and Rotary Trade the Wave.

Rotate Family

Rotate / Reverse Rotate

Rotate 1/4, 1/2, 3/4

From Parallel Lines, composed entirely of Couples (for example, Facing Lines, Two-Faced Lines) only: Each Box of 4 of the square works independently. As couples turn 1/4 toward promenade direction (giving a Left-Hand Two-Faced Line). That new line does a Couples Hinge once for each 1/4 in the fraction the caller gives (caller must give a fraction).

Reverse Rotate 1/4, 1/2, 3/4

From Parallel Lines, composed entirely of Couples (for example, Facing Lines, Two-Faced Lines) only: Each Box of 4 of the square works independently. As Couples turn 1/4 toward reverse promenade direction (giving a Right-Hand Two-Faced Line). That new line does a Couples Hinge once for each 1/4 in the fraction the caller gives (caller must give a fraction).

Single Rotate / Reverse Single Rotate

Single Rotate 1/4, 1/2, 3/4

From Parallel General Lines only: Turn individually 1/4 toward promenade direction, then Split Counter Rotate the designated amount, which must be specified.

Reverse Single Rotate 1/4, 1/2, 3/4

From Parallel General Lines only: Turn individually 1/4 toward reverse promenade direction, then Split Counter Rotate the designated amount, which must be specified.

Scoot and Counter / Counter

Counter

From a 1/4 or 3/4 Tag, or a 1/4 or 3/4 Line formation: Center 4 Cast 3/4 and Counter Rotate 1/4; the outsides Separate, Touch 1/2, Step and Fold. Finishes in Parallel Waves or Lines.

Scoot and Counter

From a Right-Hand 1/4 Tag only: Scoot Back, then Counter.

Left Scoot and Counter

From Left-Hand 1/4 Tag only: As above, but the outsides separate, Left Touch 1/2, and Step and Fold.

Scout and Cross Ramble / Cross Ramble

Cross Ramble

From a 3/4 Tag formation: Those in the wave do a Cross Folding action to face each other as the outsides Cross Cast Back, then all Slide Thru.

Scout and Cross Ramble

From a Right-Hand or Left-Hand 1/4 Tag formation: Scoot Back, then Cross Ramble.

Scout and Little More / Little More

Little More

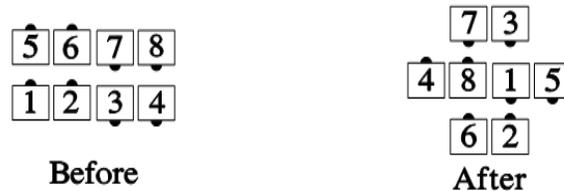
From a 1/4 Tag or 3/4 Tag formation: Do a Little, then centers Box Circulate.

Scout and Little More

From a Right-Hand or Left-Hand 1/4 Tag formation: Scoot Back, then Little More.

Sets in Motion

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



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



Shazam

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

Sock It To Me / Here Comes the Judge

Sock It To Me

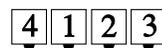
From a General Line of 4 with both ends facing the same direction: The dancer on the left end Trades to the other end of the line. Meanwhile, each of the other dancers, in a single, smooth motion, faces the vacated spot, takes a step forward, and turns another 1/4 in the same direction as first turned. Ends in a Line facing the opposite direction.

Here Comes the Judge

From a General Line of 4 with both ends facing the same direction: Dancer on the right end Trades to the other end of the line. Meanwhile, each of the other dancers, in a single, smooth motion, faces the vacated spot, takes a step forward, and turns another 1/4 in the same direction as first turned. Finishes in a Line facing the opposite direction.



Before



After

Solid Concept

From various formations: Solid is the same as “work as if they are a single dancer.” This means that the named formation works as a unit of one. Everyone in the Solid unit must be facing the same direction. (For example: From a Trailing Galaxy, “Tandem-Based Triangle, work Solid, all Flip the Diamond.”)

Split Swap Around / Reverse Split Swap

Split Swap Around

From Facing Couples only: In one flowing motion, belles Walk and beaux Dodge, then all quarter right. Finishes in Couples Back-to-Back. This call cannot be fractionalized. (Note: Many callers simply say “Split Swap” and eliminate the word “Around”.)

Reverse Split Swap Around

From Facing Couples only: In one flowing motion, beaux Walk and belles Dodge, then all quarter left. Finishes in Couples Back-to-Back. This call cannot be fractionalized. (Note: Many callers simply say “Reverse Split Swap” and eliminate the word “Around”.)

Split Trade Circulate

From an Inverted Box: Leaders Box Circulate as the trailers Cross Over Circulate (passing right shoulders).



Before



After

Stack the Line

From Tandem Couples, Box Circulate, and some T-Bone Boxes (there are usually 2 leads and 2 trailers): All 1/4 In, and the original lead dancers Pass Thru (on the diagonal, if necessary) to form a Right-Hand Mini-Wave with the others. The original trailers slide sideways if necessary. Finishes in a Right-Hand Mini-Wave, except for some T-Bone Boxes.



Stagger Concept

From Blocks: Any call which can be done from Parallel General Columns (Columns, Double Pass Thru, etc.), and which ends in General Lines or Columns, can be done “Staggered.” The dancers act as though all dancers were close together side-by-side; however, they end on the original 8 spots on the floor. For example, Stagger Double Pass Thru:



Stagger Circulate

From Blocks: All move forward along the circulate path below.



Stagger Split Circulate

From Blocks: All Circulate along the path shown:



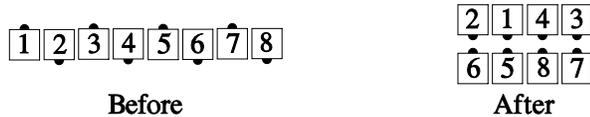
Common calls include Circulate, Split Circulate, Walk and Dodge, Peel and Trail, and Trade By.

Stretched <formation> Concept

From a Tidal Line or Wave: The people marked the same (dots and slashes) work together and do the call. The centers move over to work with the ends, and finish the call near them. This adjustment is done during the first part of the call, rather than being done before the call starts.



Stretched Wave Recycle:



Stretched Box calls are done from Parallel Lines, Waves, and Columns.

Swap the Wave

From a Wave only: The effect of this call is that of stepping back and doing a Swap Around.
From a Right-Hand Wave: Centers take one step forward as ends Tag with each other, face right, and step forward. Finishes as Couples Back-to-Back.

From a Left-Hand Wave: Ends Step Thru, while the centers Turn Thru. Finishes as Couples Back-to-Back.

Swing Along / Along

Along

From a Tidal Wave: The very ends Counter Rotate 1/4 and Extend, finishing as the end of a wave facing out. Meanwhile, the center 6 Hinge, Circulate, then the #1 dancer in each column Peel Off while the #2 and #3 dancers Extend and Trade with each other. Finishes in Parallel Waves.

Swing Along

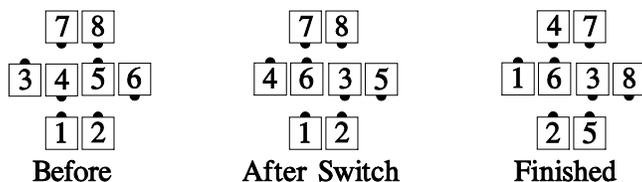
From a Tidal Wave: All Turn 1/2, then do an Along.

Swing and Circle variation

<anything> and Circle (1/4, 1/2, 3/4, Full)

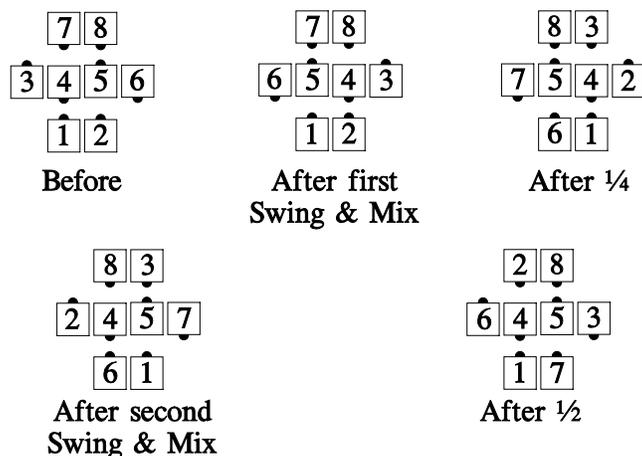
From a 1/4 Tag, Trade-By, or other appropriate formations: This call is followed by a fraction, which is the number of quarters to do the call (if not specified, 4 quarters). For each quarter: The center 4 dancers do the <anything> call (or all 8 dancers if it's an 8-person call), then the outer 6 dancers move as they would to complete a Swing and Circle 1/4 (with the new outsides finishing facing in). This means that the <anything> call must finish with two dancers as definite ends of the center formation, and those dancers must be facing opposite directions, and must be where the ends of the wave in a 1/4 Tag formation would be. For example:

Switch and Circle 1/4:



At each quarter, the direction the outside 6 move is determined by which way the ends of the center formation are facing. For example:

Swing and Mix and Circle 1/2:



<any tagging call> Your Neighbor

Do the tagging call to the 1/2 Tag position; Follow Your Neighbor.

Example: Flip Your Neighbor. From a Wave: Flip the Line 1/2, then Follow Your Neighbor.

<any tagging call> Your Cross Neighbor

Do the tagging call to the 1/2 Tag position; Cross Your Neighbor.

Example: Tag Your Cross Neighbor. From a Line or Wave: 1/2 Tag, then Cross Your Neighbor.

<any tagging call> Your Criss Cross Neighbor

Do the tagging call to the 1/2 Tag position; Criss Cross Your Neighbor.

Example: Vertical Tag Your Criss Cross Neighbor. From a Box: Vertical 1/2 Tag, then Criss Cross Your Neighbor.

Tandem-Based Triangle Calls

In a Tandem-Based Triangle, the apex is the trailer. Mentally add a phantom in front of the apex to make a box of four. Now such calls as Peel Off, Peel and Trail, and Trail Off can be done treating the Tandem-Based Triangle as a box of four.

Tandem-Based Triangle Peel and Trail:



3 by 1 Checkmate the Column

From Columns: The first 3 dancers in each column Circulate 4 spots and face in, while #4 in each column Circulate 3 times, Face In, and Circulate. Finishes in Parallel 3-and-1 Lines.



3 by 1 Transfer the Column

From Columns: The first 3 dancers in each column do the Promenade part of Transfer the Column, while the #4 dancer Extend (to meet the other #4 dancer), Cast Off 3/4, and Extend. Finishes in 3-and-1 Lines. On the Extend, the lone dancer steps to a Mini-Wave with the center of the outside threesome, using the same hand used in the Cast.

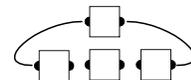
3 by 1 Triangle Formation / Circulate

3 by 1 Triangle Formation

A 3 by 1 Triangle is a triangle with three dancers forming the base and one dancer in the apex.

3 by 1 Triangle Circulate

Move forward one position along the circulate path shown.



Interlocked 3 by 1 Triangle Circulate

From a 1/4 Tag, an "H", etc.: Move forward one spot along the circulate path shown:



Truck / Reverse Truck

Truck

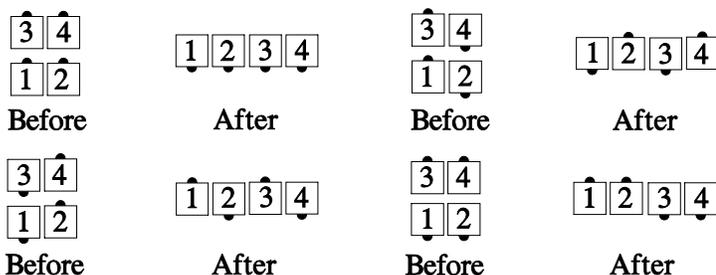
From any appropriate formation: Men sidestep one position to the left; women sidestep one position to the right.

Reverse Truck

From any appropriate formation: Men sidestep one position to the right; women sidestep one position to the left.

Turn to a Line

From any Non-T-Bone Box of four: Leaders face right, trailers face left; all Extend twice; all face again in their initial turning direction (as in Turn and Deal) to end facing opposite to their initial direction in a Line or Wave. This call cannot be fractionalized.



Unwrap the <formation>

From Diamonds, an Hourglass, Interlocked Diamonds, etc.: The trailing point walks straight ahead to become #1 in a column; others Circulate their formation and follow that person into Columns. (Note: The caller may also designate the leader.)

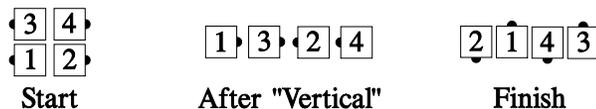
Unwrap the Diamond:



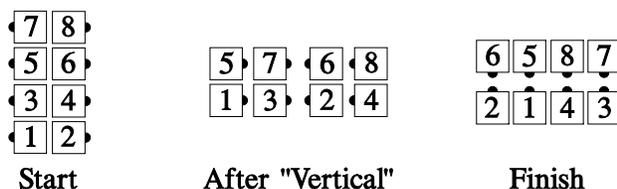
Vertical <anything>

From various formations: Do a Vertical 0/4 Tag (that is, get into Double Pass Thru or Single Double Pass Thru formation, as appropriate) then do the <anything> call. In counting fractions, the Vertical is counted as a single part.

Vertical Dixie Style to a Wave:



Vertical Grand Chain Eight:



Walk Out to a Wave

From Columns: #1 and #2 dancers Trail Off and have the new end Run. #3 dancer Circulate once and U-Turn Back (toward the center), #4 dancer Circulate once and Veer out to become ends. Finishes in Parallel Waves. This call cannot be fractionalized.

Wheel the Ocean / Sea

Wheel the Ocean

From Couples Back-to-Back, one couple following the other, or Promenade: Lead or designated couples Wheel Around to form momentary facing couples; belles Right Pull By with each other. Finishes in Right-Hand Box.

Wheel the Sea

From Couples Back-to-Back, one couple following the other, or Promenade: Lead or designated couples Wheel Around to form momentary facing couples; belles Walk and the beaux Dodge. Finishes in Left-Hand Box.

Zip Code 1-6

From any 2x4 formation with the centers in columns (for example, Double Pass Thru or Eight Chain Thru): Centers Quarter Out (forming a momentary T-bone) and Run around the outsides [= Zip Code 1], Pass Thru [= Zip Code 2], Ends Bend [= Zip Code 3], Pass Thru [= Zip Code 4], etc. As this happens, the original outsides move into the center, without turning. Odd numbers give Facing Ends; even give Back-to-Back Ends.

History of Document Changes

Date	Change
07/20/2002	Added Reverse Crazy Concept and Relocate the Setup ; Removed Press In/Out/Right/Left/Ahead and Relocate the Diamond .
03/05/2004	Added Press In/Out/Right/Left and Reverse Cut/Flip The Diamond .
01/01/2005	Added Reverse Truck .
10/12/2006	Reformatted document from two columns to one column.
06/01/2008	Removed Triple Wave/Line Concept (Moved to C-1).
10/10/2008	Changed 3/ to 3/4 in (Anything) Concept .
12/11/2009	Converted to Word, minor edits and formatting changes. New definition for (Anything) Concept .
01/08/2010	Updated copyright; Removed Diamond Formation and moved Exchange the Diamond ; Changed Stretched Line, Wave, and Box Concept to Stretched (Set-Up) Concept ; Minor edits to Cross Concentric Concept , Disconnected Concept , Drop In/Out/Right/Left , Once Removed Concept , and Reverse Cut/Flip The Diamond . Removed “How C-1 Calls are Extended at C-2” section.
02/09/2010	Updated entries to match new list. Minor update to Start , Fascinating (Anything) and Counter . Added Interlocked Triangle Formation* and associated identifications. Deleted With the Flow (moved to C-1) and (Anything) and Counter/Cross Ramble/Little More .
05/26/2010	Added “This page intentional left blank”. Add common applications to Rotary (Anything) and the following Concepts: Disconnected , Once Removed , Parallelogram , and Stagger . Call marked with an asterisk on 2/9/10 was approved on 5/26/10. Removed the note that it has yet to be approved.
12/15/2010	Converted to Word on PC. Delete General Rules and Glossary of Modifying Terms. Change “mini-wave box” to “box circulate”.
05/26/2011	Fixed Funny Box Circulate 2 diagrams.
06/12/2011	Updated Catch 1, 2, 3, 4 and Peel / Trail to a Diamond .
01/07/2016	Removed Cut the Galaxy and Flip the Galaxy .
12/21/2016	Updated definition for Sets in Motion .
01/05/2018	Updated copyright; fix Disconnected diagrams; fixed some page break and diagram location issues.
09/03/2018	Updated definition for Reshape the Triangle . Corrected 1/8/2010 change log entry.
03/27/2019	Changed Swing 1/2 to Turn 1/2 in Alter and Circulate and Swing Along . Updated copyright.

11/08/2021	Added Grand Drop, Pass and Roll Your Criss Cross Neighbor (pending), and <any tagging call> Your Cross Neighbor / Criss Cross Neighbor . Revised format and changed to angle brackets.
03/01/2022	Completed the pending definition of Pass and Roll Your Criss Cross Neighbor . Revised Cross Concentric . Also made minor wording changes to other calls.