

Advanced Notes

by Kris Jensen

What's new at Advanced? Of course you get more calls and more formations. However, Advanced dancing is a little more than just learning a bunch of new calls. It's thinking about dancing in a different way—it's dancing in a thinking way. The calls that you learn require more positional awareness (are you a lead? center? who's your current partner? Where's the center of the square? Where's the group of 4 that you're working with?). Many Advanced dancers memorize the call definitions.

Some people like Advanced dancing; some don't. Being an Advanced dancer does *not* mean you're a better dancer. It means you like to think while you dance, you want a little more challenge and variety, and you're willing to put some time into learning new stuff.

I think Advanced dancing is fun, and I hope you will too. I'll certainly do my best to make learning it fun.

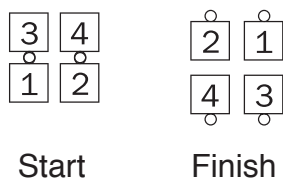
You can reach me at kris@squarez.com or 265-6094 or talk to me between tips. Let me know what you think.

Cross Trail Thru

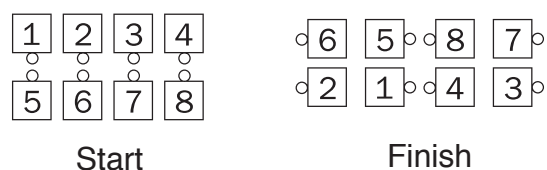
Starting Formation: Facing Couples

Definition: As one smooth motion, Pass Thru and Half Sashay.

Ending Formation: Couples Back to Back



Note: When one hears “Cross Trail Thru To Your Corner; Allemande Left”, the Cross Trail Thru is danced, as one smooth motion, Pass Thru and left-shoulder Partner Tag.



Note on the definitions: Unless otherwise noted, the definitions are the official CALLERLAB definitions. When I have comments, they'll appear in side notes.

Remember, in a Half Sashay, the Right Hand dancer (belle) crosses in front of the Left Hand dancer (beau).

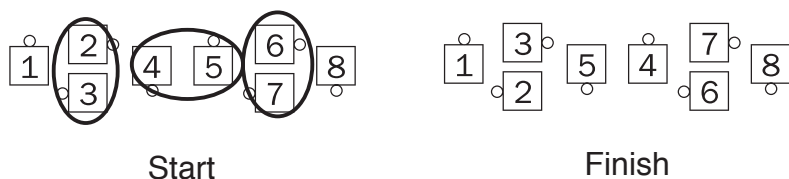
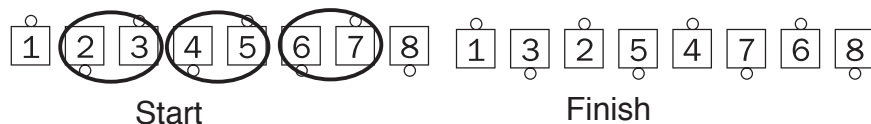
This call used to be on the Basic list; it was removed about 5 years ago because callers didn't use it much. I think one reason for its disuse was because of confusion over the ending formation. CALLERLAB indicates that Cross Trail Thru “to the Corner” ends differently than plain Cross Trail Thru.

Triple Trade

Starting Formation: Tidal Waves, Tidal Two-Faced Lines, Point-to-Point Diamonds, six-dancer ocean wave, or any 3 pairs of adjacent dancers

Definition: The two end dancers remain in place as the three adjacent pairs of dancers (the six in the center) Trade with each other.

Ending Formation: Same as starting formation

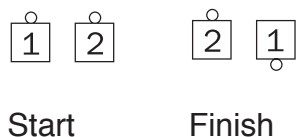


The only tricky part of this call is quickly identifying the center 6 who need to trade.

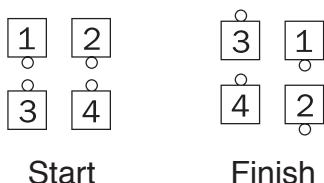
New Naming Convention: Belles and Beaus

Definition: In a couple, the dancer on the left is the "Beau," and the dancer on the right is the "Belle."

Beaus Run



Beaus Walk, Belles Dodge



Needless to say, Beaus and Belles have nothing to do with Boys and Girls.

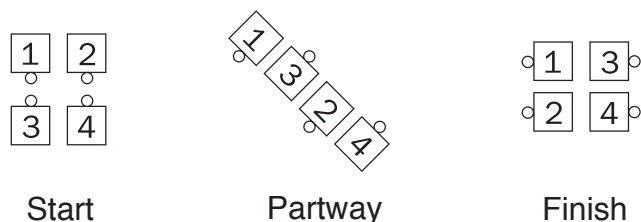
Whether you're a Boy or a Girl is determined at the beginning of the tip and stays the same throughout the tip. Whether you're a Beau or a Belle can change after every call.

Wheel Thru

Starting Formation: Facing Couples

Definition: Similar to Couples Lead Right, except that the dancers drop hands and the beaus pass right shoulders with each other on the way.

Ending Formation: Couples Back to Back



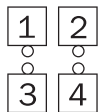
Dancers clap on this call (maybe to remind themselves to drop hands so that the Left Hand dancers (beaus) can pass right shoulders.

Left Wheel Thru

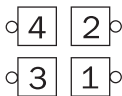
Starting Formation: Facing Couples

Definition: Similar to Couples Lead Left, except that the dancers drop hands, and the belles pass left shoulders with each other on the way.

Ending Formation: Couples Back-to-Back

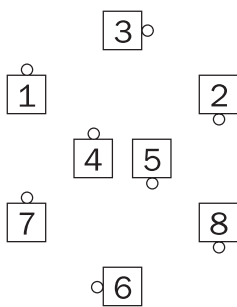


Start

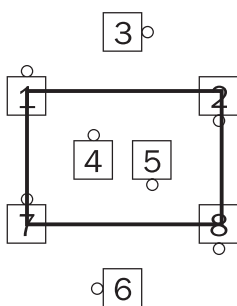


Finish

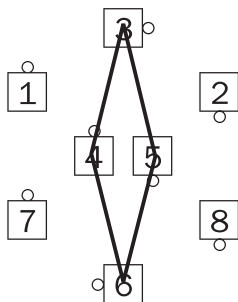
New Formation: Hourglass



An Hourglass



The Points of the Hourglass form a Box of 4



The Centers form a Diamond. The very Center 2 (#4 and #5) have a mini-wave.

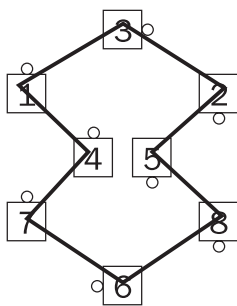
Hourglass Circulate

Starting Formation: Hourglass

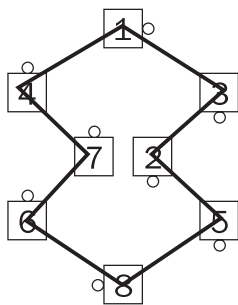
Definition: Each dancer does a Circulate by moving forward one position in the hourglass, to take that dancer's place. Dancers move along the path shown below:

Points become centers, and centers become points. Also, the diamond dancers move to the box, and the box dancers move to the diamond.

Ending Formation: Hourglass



Start



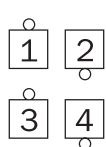
Finish

Quarter Thru

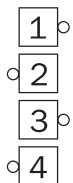
Starting Formation: Any appropriate 4-dancer formation, including RH Box Circulate, LH Facing Diamonds

Definition: Those who can Cast Off 1/4 by the Right, then those who can Trade by the Left. There must be dancers who can do each part -- the call is not legal, say, from a right-hand tidal wave.

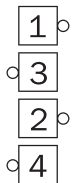
Ending Formation: Depends on starting formation



Start

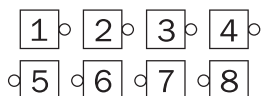


After Cast Off 1/4

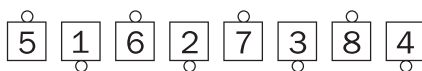


After Trade by Left

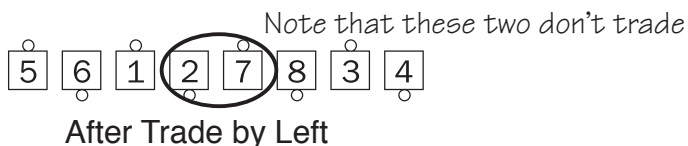
If there are two side-by-side formations each of which can do the call, dancers don't move from one to the other. From parallel columns, for example, each of the two box circulate formations does the call independently.



Start



After Cast Off 1/4



After Trade by Left

The hard part here is not overshooting on the quarter turn.

You also need to remember that this is a Right Hand call: it always starts with a right hand (like Swing Thru).

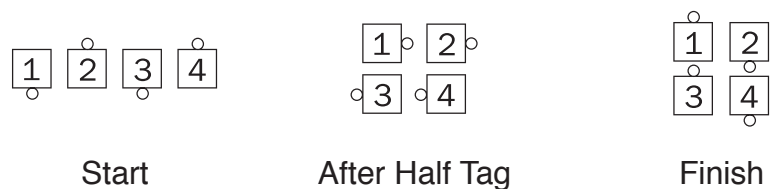
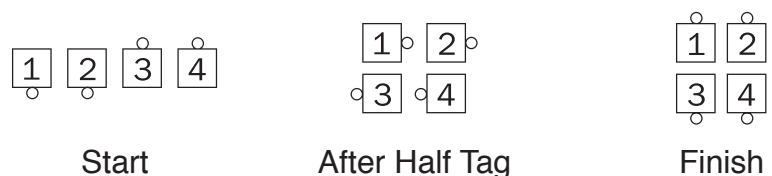
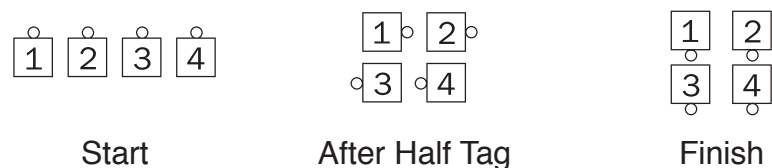
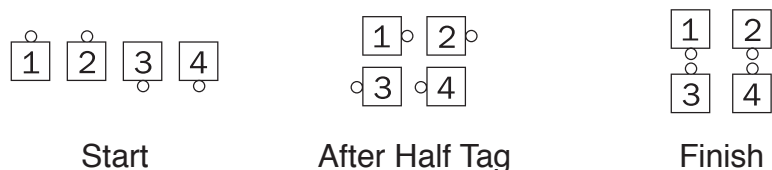
And yes, there is a Left Quarter Thru.

Turn and Deal

Starting Formation: General line

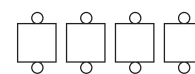
Definition: As one smooth motion, all Half Tag, then turn individually another quarter in the same direction you turned to start the Half Tag. This call is considered to have a single part; it cannot be fractionalized.

Ending Formation: Depends on starting formation



What's a general line? It's a line set-up where the dancers can be facing in or out of the square. Any Wave is a general line, as is a 2-Faced Line, an Inverted Line, a 3 and 1 Line, Facing Lines, and Outfacing Lines.

I might indicate a general line like this, to show that it doesn't matter which way the dancers are facing.



Remember that Tag the Line is a Right-shoulder call: you always need to pass right shoulders with the other people in the line. So after a Half Tag, you'll always end up holding right hands with someone. Notice that the diagram for After Half Tag is the same for all the starting positions, no matter which way the dancers are facing in their original General Line.

The hard part with Turn and Deal is remembering which way to turn!

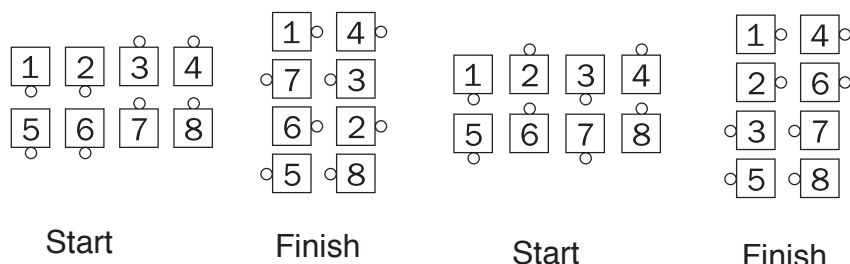
On **Turn and Deal**, it may help to note that you always end up standing beside the person who was your partner when the call started, but you're holding opposite hands with that person and you're facing the opposite direction of the direction you were facing when you started.

Cast A Shadow

Starting Formation: General lines with the ends forming a tandem [At Advanced, this call is used only where at least one center in each line/wave is facing out.]

Definition: The ends do 1/2 Zoom, Arm Turn 3/4, and Spread, to become the ends of the resulting formation. The centers facing out Cloverleaf to step in between the casting dancers. The centers facing in Extend, Hinge, and Extend to fill the vacant spot.

Ending Formation: Depends on starting formation



This is our first major multi-part call. While it's commonly called from LH two-faced lines with the boys in the middle, it's not uncommon for it to be called from other formations and boy/girl arrangements.

Ends: Use your outside hand for the 3/4 Arm Turn. End leads, you'll roll back towards that outside hand, so you should be very clear on which hand to use—make it obvious to the trailer.

Outfacing center: Remember to cloverleaf away from the center of your line.

Infacing center: You get the whooping and hollering part—but don't do the styling until you're comfortable with the call. Otherwise, you're likely to go the wrong way. So when you're starting, just extend, hinge, and extend without using both hands.

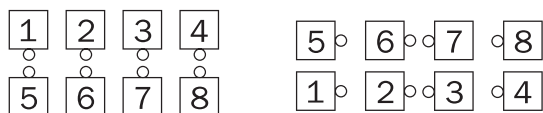
From promenade: The caller must designate two couples, e.g., "Heads Cast a Shadow." Everyone acts as though the formation were two-faced lines, with the designated couples as the leads. Thus, the outsides do a 1/2 Zoom (with the designated outside acting as the lead), Arm Turn 3/4, and Spread, while the designated centers Cloverleaf, and the other centers Hinge and Extend. Ends in parallel waves.

Pass In

Starting Formation: Facing dancers (e.g., Facing Lines, or Eight ChainThru)

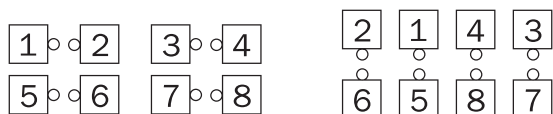
Definition: All Pass Thru and Face In

Ending Formation: Depends on starting formation



Start

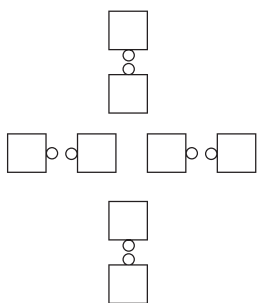
Finish



Start

Finish

Note that the dancers shown below cannot Face In after the Pass Thru, and so cannot Pass In.

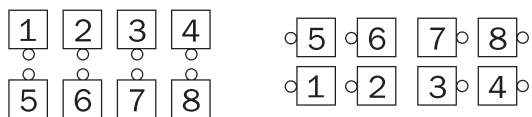


Pass Out

Starting Formation: Facing dancers (e.g., facing lines, or eight chain thru)

Definition: All Pass Thru and Face Out.

Ending Formation: Depends on starting formation



Start

Finish

Face In means turn 1/4 to face towards the center of your square.

This is a quick reaction time call; dancers sometimes get confused on which way is "in". Stay alert for cues from the caller like "Center dancers who are facing..."

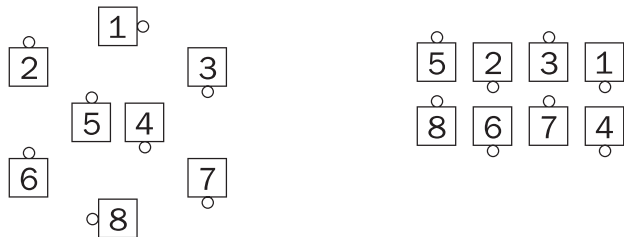
As you might expect, Pass Out is the opposite of a Pass In. In Pass Out, you first Pass Thru, and then you turn 1/4 away from the flagpole center of your square.

Flip the Hourglass

Starting Formation: Hourglass

Definition: The points Run to the nearest the center (Flip in as for Flip the Diamond), while the others Hourglass Circulate

Ending Formation: Parallel waves or lines



The points are the “flippers”, the centers Hourglass Circulate to become the ends of waves or lines.

Cut the Hourglass

Starting Formation: Hourglass

Definition: The points slide together and Trade, while the others Hourglass Circulate

Ending Formation: Parallel waves or lines



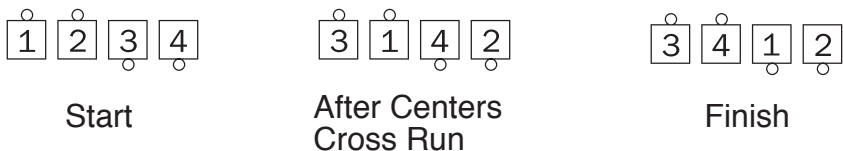
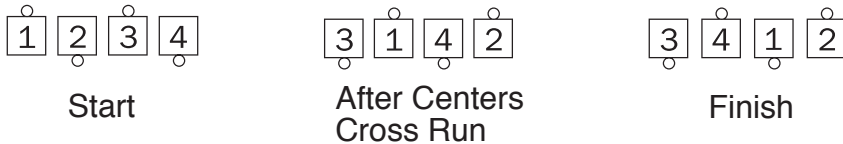
Points are the “cutters;” the centers do an Hourglass Circulate to become the ends of waves or lines.

Mix

Starting Formation: General lines

Definition: Centers Cross Run, then the new centers Trade. If both centers are facing the same way at the start of the call, they Half Sashay, blending into a Run around the original far end.

Ending Formation: Depends on starting formation



Mix can be done from any line set-up but it feels different depending on which way the dancers are facing. So don't rely on body-feel; memorize the definition!

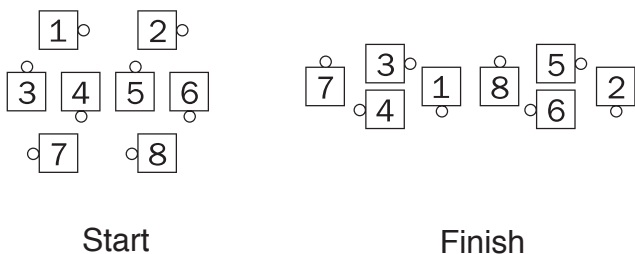
An occasional sound effect for Mix is "meow" (from the cat food).

Lockit

Starting Formation: From a general line or diamond, with the centers in a mini-wave only

Definition: Centers Arm Turn 1/4, while the ends move up around a quarter circle, as in Fan the Top.

Ending Formation: Depends on starting formation



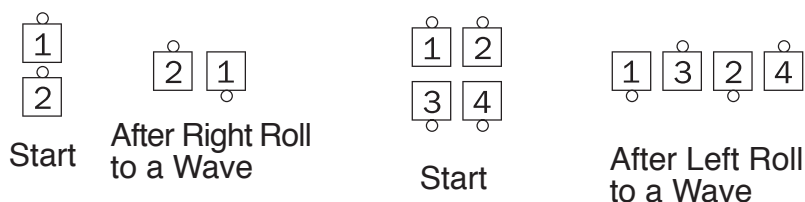
This is a truncated Fan the Top. As with Quarter Thru, that one-quarter turn happens very quickly, so the centers sometimes have a tendency to turn too far.

Right (Left) Roll to a Wave

Starting Formation: Dancers back-to-back, or a tandem

Definition: The leads right (left)-face U-Turn Back, and all Touch.

Ending Formation: Mini-wave



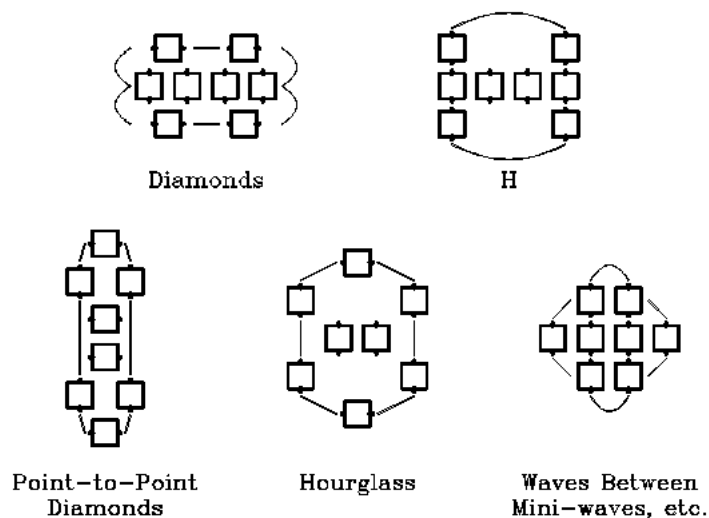
All you need to know is your left from your right...that's not so hard, right? I mean, correct?

Six-Two Acey Deucey

Starting Formation: From anywhere with a very center two, and an outside six

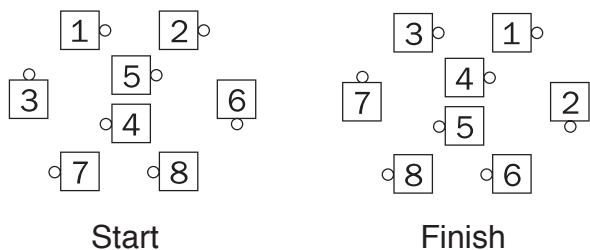
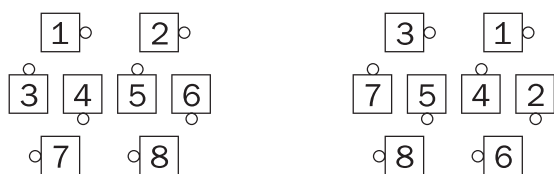
Definition: The very centers Trade, while the outside six Circulate in their formation. For common formations, the circulate paths for the outside six are shown below:

Ending Formation: Same as starting formation



This call requires you to be aware of your place in your formation so you know whether to circulate or trade.

Remember that Acey Deucey and Six-Two Acey Deucey are different calls. They both can be done from Twin Diamonds, but they have different results.



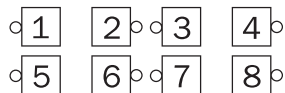
Clover and <Anything>

Starting Formation: Anywhere 2 couples are facing out and can do a Cloverleaf (e.g., Trade By formation)

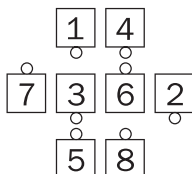
Definition: Those facing out Cloverleaf, while the others do the Anything call (after moving to the center, if necessary).

Ending Formation: Depends on starting formation and anything call.

Clover and Pass the Ocean



Start



Finish

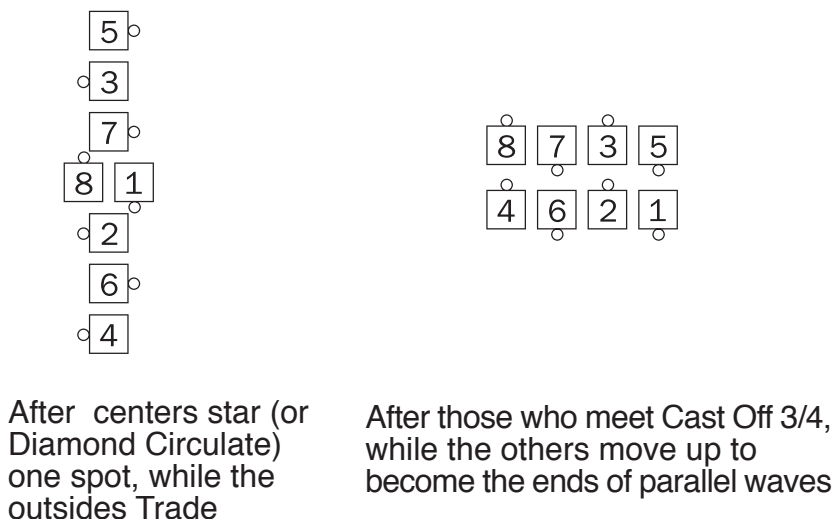
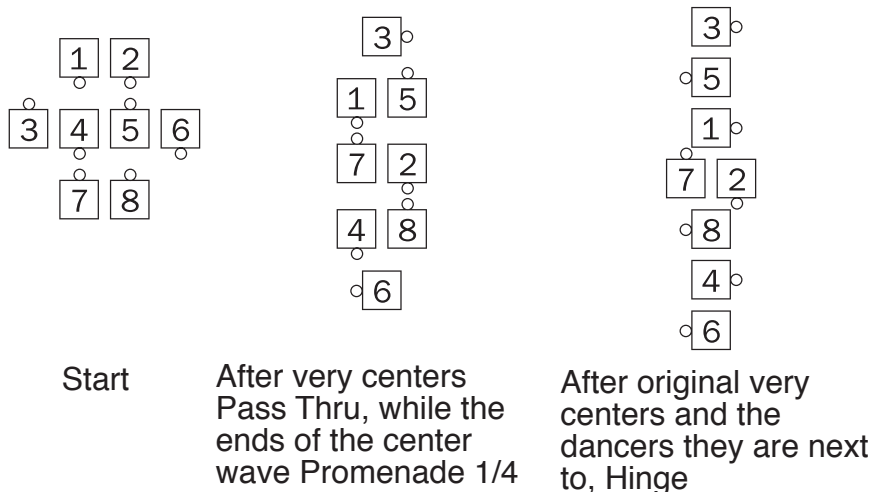
When you hear “clover”, listen for the “and”. As soon as you hear it, you know that only four dancers will do a Cloverleaf; the other four have to keep listening for the “anything” call.

Chain Reaction

Starting Formation: RH or LH Quarter Tag

Definition: The very centers Pass Thru with the dancers they are facing, while the ends of the center wave Promenade 1/4 around the outside of the set. The original very centers and the dancers they are next to, Hinge. The centers star (or Diamond Circulate) one spot, while the outsides Trade. Those who meet now Cast Off 3/4, while the others move up (as in Hourglass Circulate) to become the ends of parallel waves.

Ending Formation: RH or LH Parallel Waves



This is our second complicated A1 call. There are four different parts, and the call requires the whole square to work as a team.

Be patient with yourself and your teammates; generally, it takes lots of repetition before dancers begin to feel comfortable with this call.

Reading the diagrams: Pick one of the dancers and try to follow that dancer through the diagrams, visualizing how they're moving.

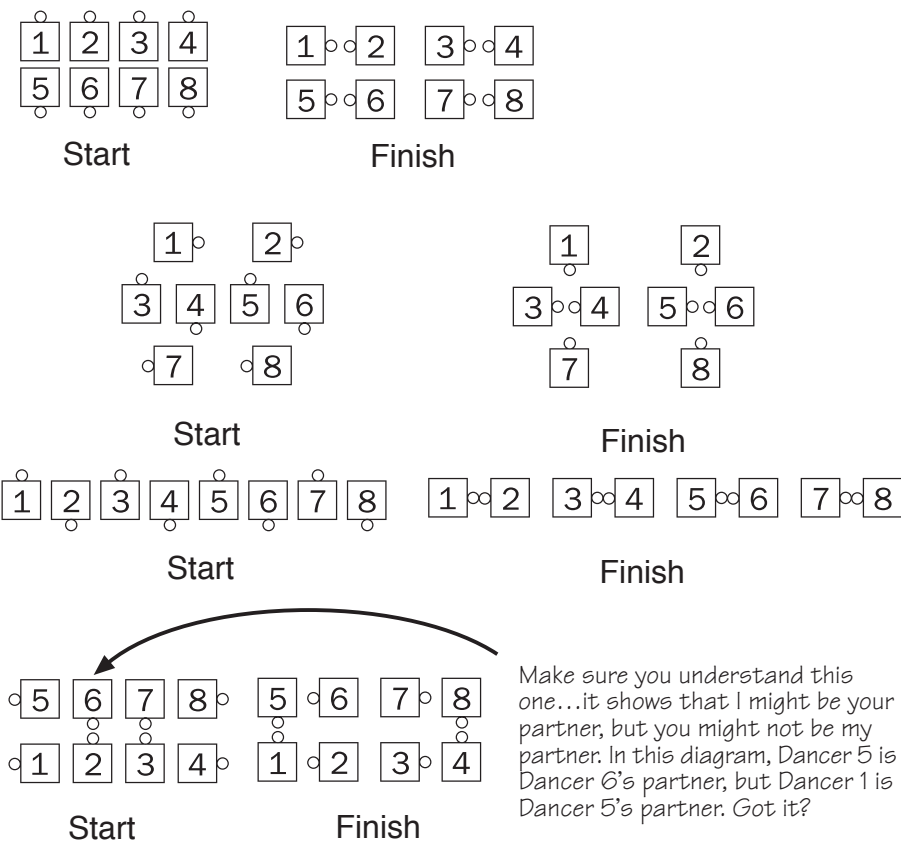
Also, pick a dancer and try to predict where they'll be in the next diagram.

Quarter In

Starting Formation: From anywhere “partner” is defined, or the call Face In can be done.

Definition: Turn 1/4 in place to face your partner. If you have no partner (as in a diamond), then Face In toward the center of your half of the set.

Ending Formation: Depends on starting formation



This call is surprisingly hard! Remember, you don't move anywhere; you just turn in place to face towards your current partner.

It's easy to confuse this call with Pass In. In a Pass In, first you Pass Thru, and then you turn 1/4 to face the center of the set. In a Quarter In, you turn 1/4 to face your partner. Think Quarter=Partner.

The last set-up shown is called a T-Bone formation, where some dancers are facing head walls and others are facing side walls. As you can see, this can confuse the issue of who your current partner is.

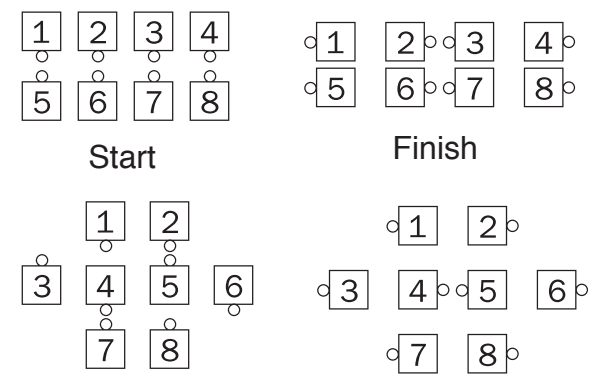
Face the opposite of the way you would face in a Quarter In. Just like Quarter In, this call is a little tricky, particularly if the nasty caller starts mixing up the Pass Outs with the Quarter Outs (but who would do something mean like that?)

Quarter Out

Starting Formation: Anywhere “partner” is defined or the call Face Out can be done

Definition: Turn 1/4 in place, turning away from your partner. If you have no partner (as in single file promenade), then Face Out from the center of your half of the set.

Ending Formation: Depends on starting formation



Partner Tag

Starting Formation: Couples or miniwave

Definition: Two dancers turn to face each other and pass thru.

Ending Formation: Dancers back-to-back



Partner Tag was taken off the Plus list a few years ago and then added to the Advanced list (after all, it's needed for the next call). However, it doesn't (yet) have a formal Advanced level definition.. This is the Plus definition, with an additional starting formation (miniwave) added.

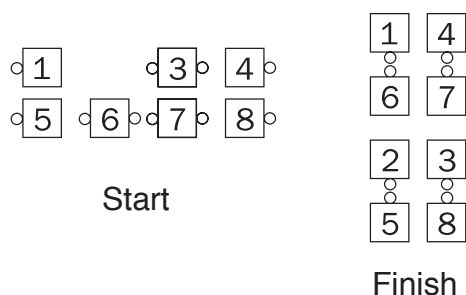
A Partner Tag is really a tag the line when the line has only two dancers. You can also think about it as Quarter In and Pass Thru.

Horseshoe Turn

Starting Formation: From anywhere the outsides can Cloverleaf and the centers can Partner Tag (e.g., completed double pass thru)

Definition: Clover and the centers Partner Tag.

Ending Formation: Depends on starting formation, but usually an Eight Chain Thru

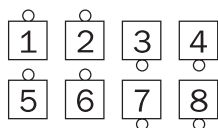
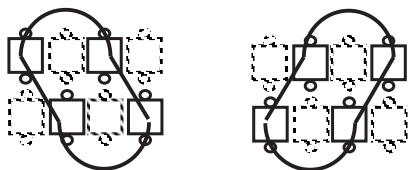


Cross Over Circulate

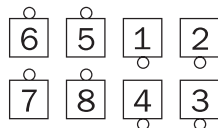
Starting Formation: General lines

Definition: Each dancer moves forward one spot along the circulate path shown below: A lead end Circulates to the far center spot in the same line; a lead center Circulates to the far end spot in the same line; a trailing end Circulates to the near center spot in the other line, and a trailing center Circulates to the near end spot in the other line. If two dancers are about to collide and they are facing the same direction, the belle goes in front of the beau; if they are facing each other, they pass right shoulders.

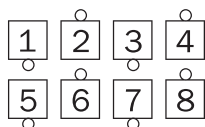
Ending Formation: Depends on starting formation



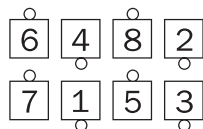
Start



Finish



Start



Finish

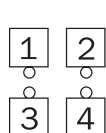
You can think of this as a circulate and a sashay at the same time. In a regular circulate from lines, ends stay ends and centers stay centers. In a Cross Over Circulate, ends become centers and centers **become** ends

Pass the Sea

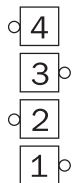
Starting Formation: Facing Couples

Definition: All Pass Thru, Quarter In, and Left Touch.

Ending Formation: LH Wave



Start



Finish

Like a Pass the Ocean, except you make a Left-Handed Wave.

Split Square Thru

Starting Formation: Static square, or T-bone. (From a static square, those designated step forward, to form two side-by-side T-bones.)

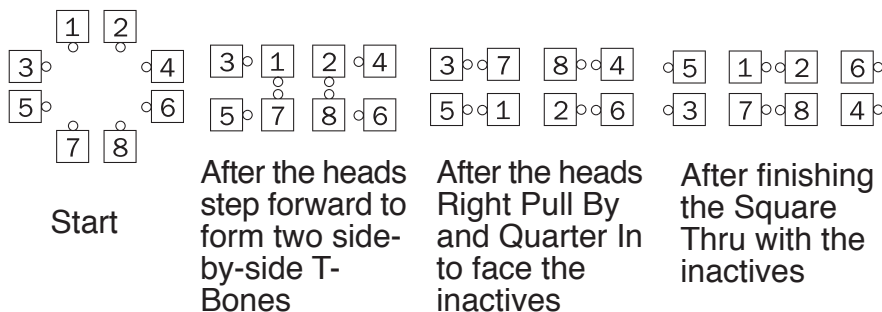
Definition: Those facing Right Pull By, Quarter In (to face those who didn't pull by), and all Left Square Thru 3/4.

Can also be done fractionally, or for a given number of hands. In these cases, the fraction applies to those who start the call, e.g., for a Split Square Thru 3/4, the dancers who start facing do a total of 3 Pull Bys, and the other two dancers do 2 Pull Bys.

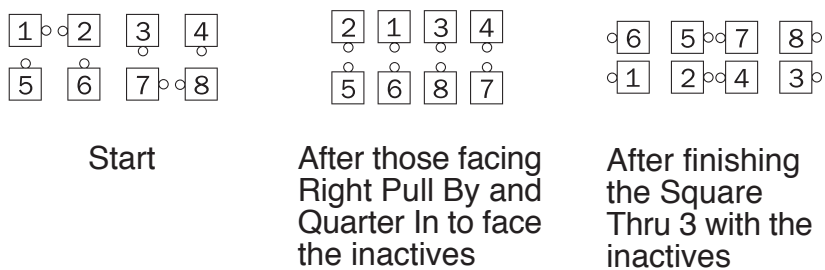
Ending Formation: Depends on starting formation

In a Split Square Thru, often the caller will designate who starts, but that's only necessary from a squared set. Otherwise, the dancers who are facing have to start (and of course, everybody finishes).

Heads Split Square Thru



Split Square Thru

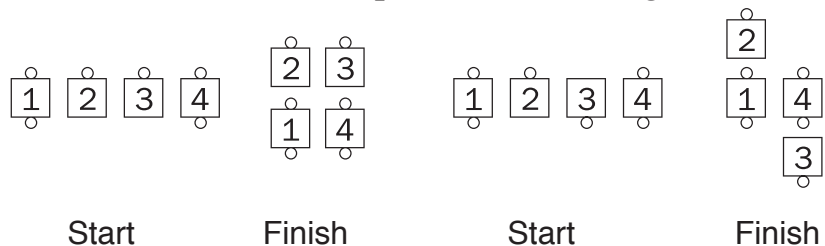


Step and Slide

Starting Formation: General lines

Definition: Centers step forward, while the ends slide sideways until they are adjacent.

Ending Formation: Depends on starting formation.



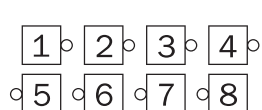
Note that the sliders will always end up adjacent to each other. Note that no one changes their facing direction.

Transfer the Column

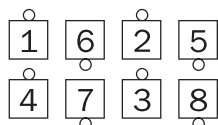
Starting Formation: Columns

Definition: The #1 and #2 dancers in each column Circulate 3 spots (working slightly wider than usual, to give the centers room) to end as a couple, facing in. Meanwhile, the #3 and #4 dancers Circulate one spot, Arm Turn 3/4, and Extend to form parallel waves with them.

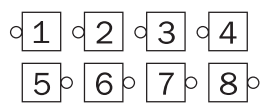
Ending Formation: Parallel Waves



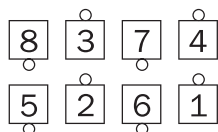
Start



Finish



Start



Finish

Often, the lead two dancers fling their hands in the air as they move around the outside. This helps the center dancers (who have the harder part) see who they're supposed to meet for the cast off 3/4.

Center dancers (dancers #3 and #4 in the column): your first tricky part is not to go past the dancer you need to meet for the cast off 3/4. Remember, you're just circulating to the next spot in the column; usually, that's one step.

Your second tricky spot is to Cast Off 3/4. You'll be tempted to just turn 1/4: Remember, you need to do a full trade plus a quarter more.

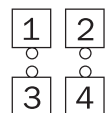
Your third tricky part is to make sure you extend to the correct hand. The other dancers probably weren't paying attention, so it's up to you to remember which hand you used for the casting and to extend to that hand.

Swap Around

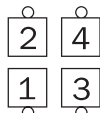
Starting Formation: Facing Couples

Definition: : The belle in each couple walks straight forward without turning, to take the spot of the dancer s/he was facing. At the same time, the beau in each couple Runs (passing behind his starting partner) into the spot being vacated.

Ending Formation: Couples back-to-back



Start



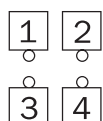
Finish

Reverse Swap Around

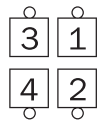
Starting Formation: Facing Couples

Definition: The beaus Walk (as in a Walk And Dodge) while the belles Run to the left.

Ending Formation: Couples back-to-back



Start



Finish

Remember: Belle walks, beau flops over.

These two calls (a) don't dance very well, and (b) usually cause mass confusion. They are yet more "quick twitch" calls that a caller can use to discombobulate the dancers.

Ed Foote usually teaches this by telling the belle to use "the finger" to point at the beau who needs to get out of her way. In gay styling, the belle pretends (emphasis on the pretends) to slap the beau with her right hand, thereby inducing him to flop out of the way. Neither technique really helps, but it can make the confusion funny.

This time, the beau walks and the belle flops.

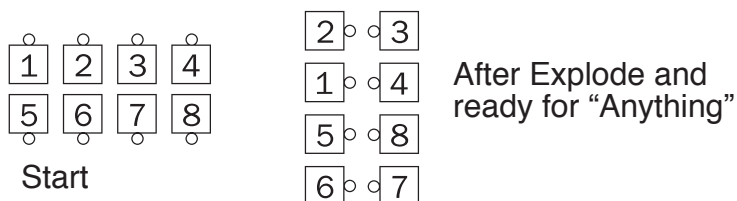
Explode and (Anything)

Starting Formation: Wave or general line with both centers facing the same direction

Definition: From a wave: All Step Thru (giving couples back-to-back), Quarter In, and do the “anything” call.

From a general line with both centers facing the same direction: The centers step ahead as the ends slide together. All Quarter In to make facing couples and do the “anything” call.

Ending Formation: Depends on “anything” call



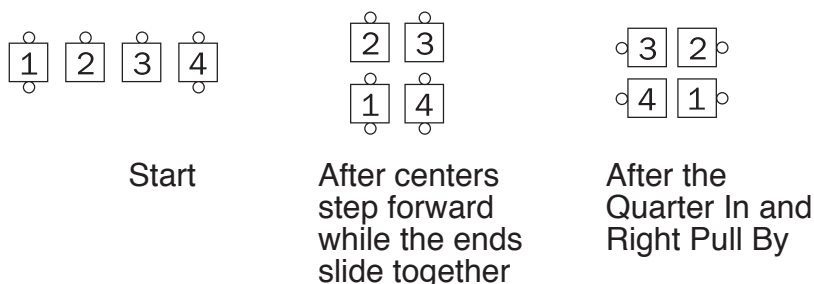
The definition for Explode and (Anything) from a wave is the same as what you learned at Plus. What's different here is that you can do it from a **line**. It's like a Step and Slide, Quarter In, and get ready to take the Anything call.

Explode the Line

Starting Formation: General lines with the centers facing the same direction

Definition: The centers step forward as the ends slide together. Then all Quarter In and Right Pull By.

Ending Formation: Couples back-to-back



You can think of this as a Step and Slide followed by a Quarter In and Right Pull By.

Concept: As Couples

Starting Formation: Any formation composed only of couples, for example double pass thru, facing lines, or parallel two-faced lines.

Definition: This is used to modify a call, e.g., "As Couples Walk and Dodge" from parallel two-faced lines. Each couple acts as though it were a single dancer, and does the part of the call appropriate to its position in the starting formation.

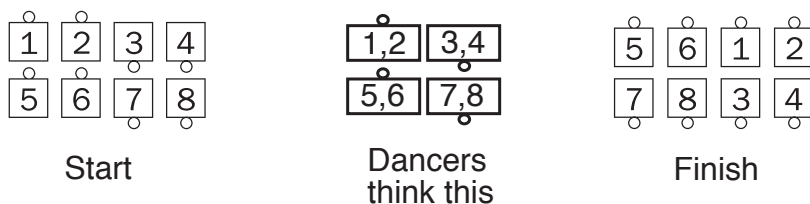
For example, the diagrams below show As Couples Walk and Dodge. Each couple works as a unit, and the dancers act as though they were in a box circulate formation. The couples facing in take the part of single dancers facing in, and the couples facing out take the part of single dancers facing out. The result is shown at the right.

Ending Formation: Depends on starting formation and call

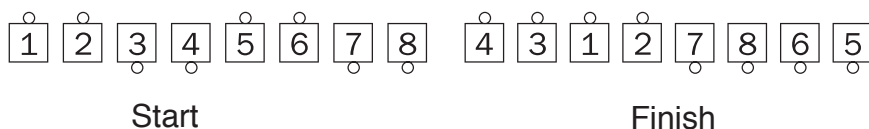
Doing Concepts is a little like playing Simon Says: if the caller doesn't preface the call with the concept, then the call is done normally.

When doing As Couples, you might want to put your arm around the other person in your couple so you won't accidentally become detached during the call. At the very least, keep holding hands during the call.

As Couples Walk and



As Couples Centers Run



Ends Bend

Starting Formation: Any formation with the Ends in a line.

Definition: The ends do their part of a Bend the Line. Note that dancers can Roll after this call.

Ending Formation: Depends on starting formation



Basically, the ends step forward, face in, and step forward. That last step forward is important; the ends sometimes have a tendency to step forward and face in, and then they forget to step forward again. This can leave them out of position for the next call.

Square Chain Thru

Starting Formation: Facing Couples

Definition: All Right Pull By, Quarter In, Left Swing Thru, and Left Turn Thru, to end in couples back to back.

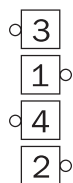
Ending Formation: Couples Back-to-back



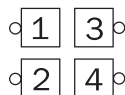
Start

After Right Pull By

After Quarter In



After Left Swing Thru



After Left Turn Thru

You can also think about this call as "Square Thru, but on the second hand, Left Swing Thru, Left Turn Thru."

This call also has a Left version: Left Square Chain Thru. You start with a Left Pull By, Quarter In, then do a Swing Thru and a Turn Thru.

Notice the ending position: it's exactly as if you did a Lead Right.

Scot and Dodge

Starting Formation: Box Circulate only

Definition: The trailers Scoot Back, while the leaders Dodge (as in Walk and Dodge).

Ending Formation: Couples Back-to-Back



Start

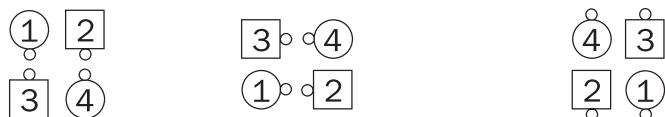
Finish

Double Star Thru

Starting Formation: Normal Facing Couples

Definition: All Star Thru then Left Star Thru (the man uses his left hand, the lady uses her right hand, and the man goes around while the lady goes under).

Ending Formation: Couples Back-to-Back



Start

After Star Thru

After Left Star Thru

The girl always goes under the arch on both the Star Thru and the Left Star Thru.

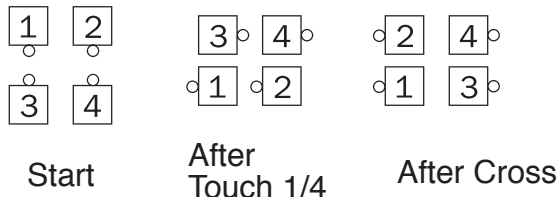
<Anything> and Cross

Starting Formation: Any appropriate formation

Definition: All do the “Anything” call, which must end in a 2x2 formation with 2 leaders, and 2 trailers who are not facing directly (e.g., box circulate formation). The trailers then diagonally Pull By with each other, using the outside hand. Ends with all 4 dancers as leaders (e.g., in couples back-to-back).

Ending Formation: Couples back-to-back

Touch 1/4 and Cross

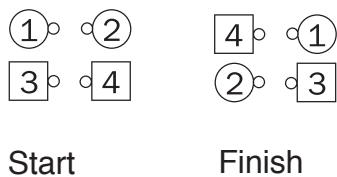


Half Breed Thru

Starting Formation: Facing couples, each composed of a boy and a girl

Definition: All Right Pull By. Those dancers (if any) in a normal couple Courtesy Turn to end facing the other couple. Those in a half sashayed couple U-Turn Back, turning toward each other.

Ending Formation: Normal Facing Couples



This is a “normalizing” call; you’ll always end up in a couple with boy on the left and girl on the right.

It means that you need to remember whether you’re a boy or a girl AND you need to figure out what to do to either become normal (u-turn back) or stay normal (courtesy turn).

Fractional Tops

Starting Formation: Thar or Wrong-Way Thar

Definition: All Arm Turn $1/2$, then the centers turn their star, as the outsides move forward around their circle, and for --

Quarter Top: end upon meeting the first dancer.

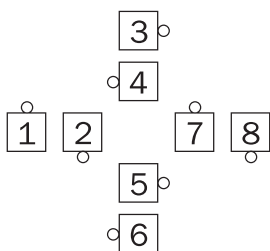
Half a Top: end upon meeting the second dancer.

Three Quarter Top: end upon meeting the third dancer.

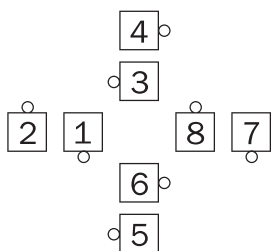
Ending Formation: Thar or Wrong-Way Thar

On an All 8 Spin the Top (Plus), you just go until you meet the same person you started with. On a Fractional Top, be sure to count the dancers you go by.

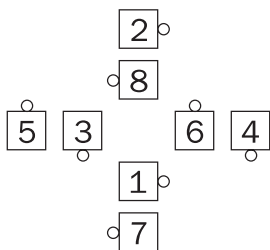
Half A Top



Start



After Arm Turn $1/2$



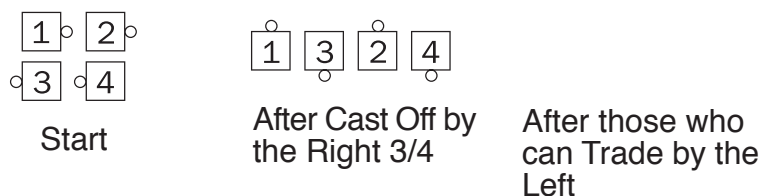
After meeting second dancer

Three Quarter Thru

Starting Formation: any appropriate 4-dancer formation (e.g., right-hand box circulate)

Definition: Those who can Cast Off by the Right 3/4, then those who can Trade by the Left. As with Quarter Thru, there must be people doing each part of the call.

Ending Formation: Usually a wave



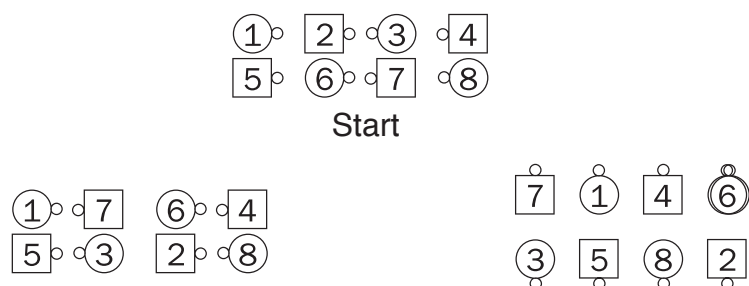
The hard part of this call is the 3/4 cast. If you have problems with it, you might consider it as a Trade plus another quarter. I've found that approach a little easier than counting walls.

Triple Star Thru

Starting Formation: Any appropriate

Definition: Those who can Double Star Thru, then those who can Star Thru.

Ending Formation: Depends on starting formation and arrangement

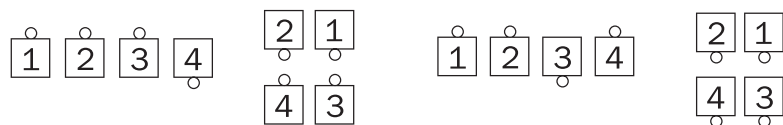


Cycle And Wheel

Starting Formation: 3x1 Lines

Definition: The dancers in the mini-wave do a Recycle while the couple does a Wheel And Deal. If the ends of the line are facing opposite directions, this will end in couples facing. If the ends are both facing the same direction, the right end must pass in front, to end in tandem couples.

Ending Formation: Facing or Tandem Couples



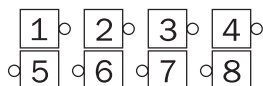
Recycle or *Wheel and Deal*—whichever feels “right”.

Grand Quarter Thru

Starting Formation: RH columns only

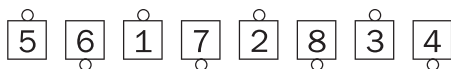
Definition: All Cast Off by the Right 1/4, and those who can Trade by the Left

Ending Formation: Tidal wave



Start

After Cast Off by the Right 1/4



After Trade by the Left

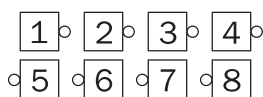
Both of these calls are simple variants of Quarter Thru and 3/4 Thru. The hard part is to NOT do a Grand Quarter Thru when you're in a column (like NOT doing a Grand Swing Thru instead of a Swing Thru in a Tidal Wave).

Grand 3/4 Thru

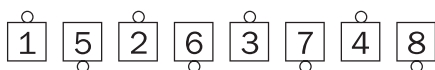
Starting Formation: RH columns only

Definition: All Cast Off by the Right 3/4, and those who can Trade by the Left

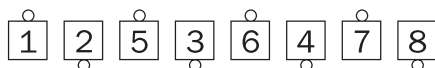
Ending Formation: Tidal wave



Start



After Cast Off by the Right 3/4



After Trade by the Left

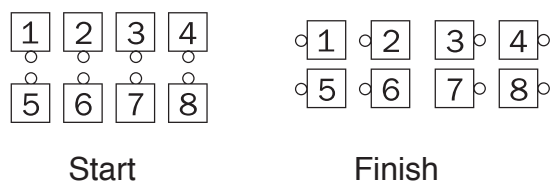
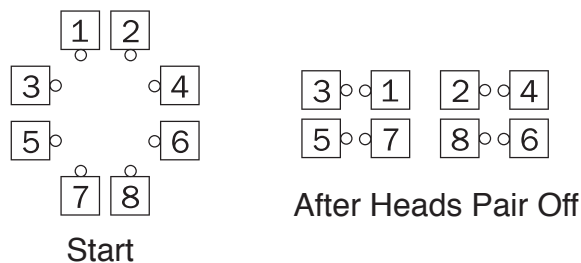
Pair Off

Starting Formation: Static square, Eight Chain Thru, Lines

Definition: From a static square: Those designated step forward to face another dancer directly, then Face Out.

From eight chain thru and lines: All dancers Face Out.

Ending Formation: From static square, ends in eight chain thru; from eight chain thru, ends in lines back to back; from lines, ends in completed double pass thru.



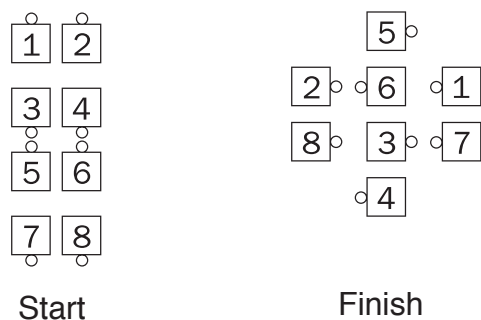
Cross Clover and (Anything)

Starting Formation: Any where two couples are facing out and can do a Cross Cloverleaf

Definition: Those facing out do a Cross Cloverleaf, while the others do the Anything call. Cross Cloverleaf: From anywhere Cloverleaf can be done (e.g., completed double pass thru formation): The leaders Half Sashay, blending into a Cloverleaf. The trailers step forward and also Half Sashay blending into a Cloverleaf, to follow their respective leaders. In both cases, the belle crosses in front of the beau. [This definition is included only for the purpose of defining Cross Clover and (Anything). It is not to be used at Advanced as a separate call.]

Ending Formation: Depends on the (Anything) call.

Cross Clover and Pass the Ocean



Remember, the belle always goes in front in a Half Sashay.