

# C2 Notes

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Notes on the definitions: The definitions are taken directly from the CALLERLAB definitions ([www.callerlab.org](http://www.callerlab.org)); I'll also add my own thoughts and notes from other sources.

Comparison with C1: Of course there are more calls, more concepts and more formations. I think there's a greater focus on positional awareness. In some calls, you'll need to note your position before you start the call because later actions depend on your initial position. There are more concepts involving distorted formations and phantoms. And you still need to know your left from your right.

Just because we're learning C2 doesn't mean we're going to forget our C1 calls. We'll continue to dance full C1, with C2 calls and concepts added as we learn them.

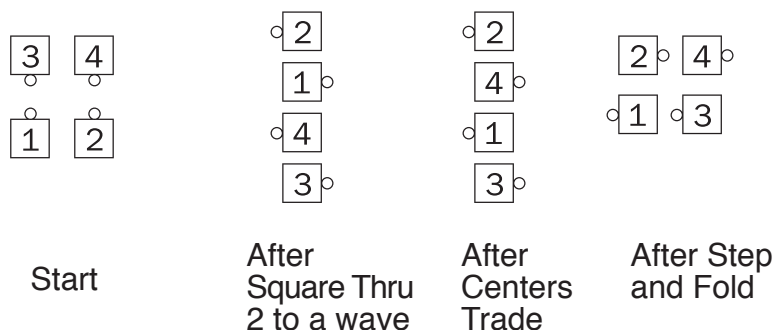
## Catch {n}

**Starting Formation:** Facing Couples

**Definition:** Square Thru, but on the indicated hand step to a wave, centers Trade, and all Step and Fold to finish in a box circulate formation.

**Ending Formation:** Box Circulate

**Catch 2:**



I'm sure you can predict that later on, we'll be doing Left Catches and Split Catches.

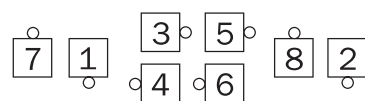
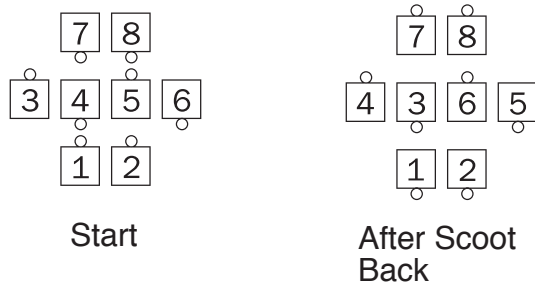
There's nothing really tricky about this call (assuming, of course, that you're comfortable with Step and Fold...)

## Scoot and Counter

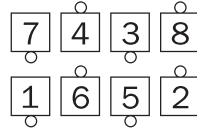
**Starting Formation:** RH Quarter Tag only

**Definition:** All Scoot Back; those in wave Cast 3/4 and Counter Rotate 1/4; the outsides Divide, Touch 1/2, Step and Fold to end in parallel waves.

**Ending Formation:** Parallel Waves



After outsiders Divide and Touch 1/2, while those in the wave Cast Off 3/4



After outsiders Step and Fold while the others Counter Rotate

First, note that the definition contains a **Touch 1/2**.

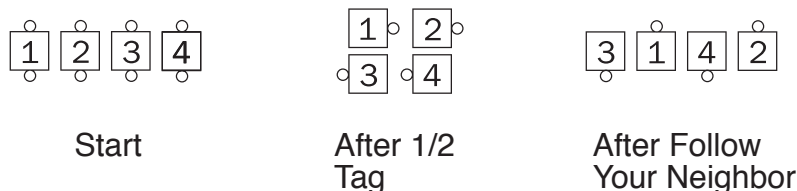
As you might guess, later we'll be taking off the Scoot Back and just doing a Counter.

## Tag Your Neighbor

**Starting Formation:** Line or Wave

**Definition:** 1/2 Tag; Follow your Neighbor. This call cannot be fractionalized; it is done as one smooth motion.

**Ending Formation:** Wave



This is a member of a family of calls, all involving some tagging call combined with a Follow Your Neighbor. Later we'll see Vertical Tag Your Neighbor and Flip Your Neighbor (nice name, huh?)

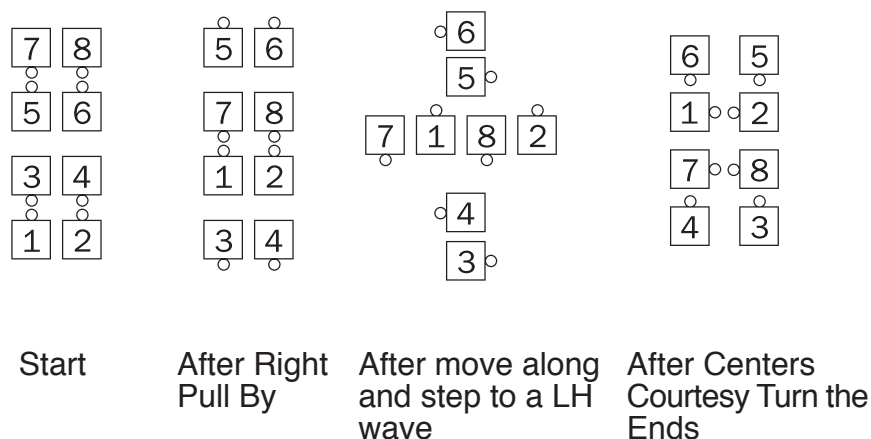
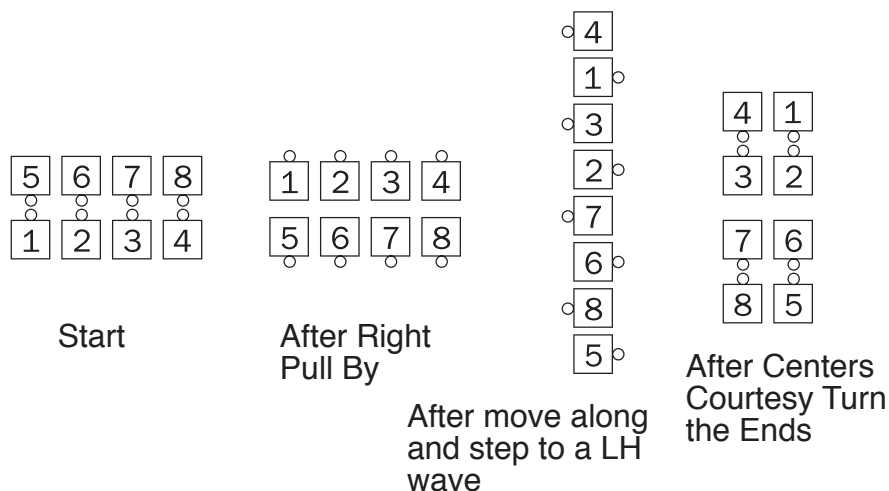
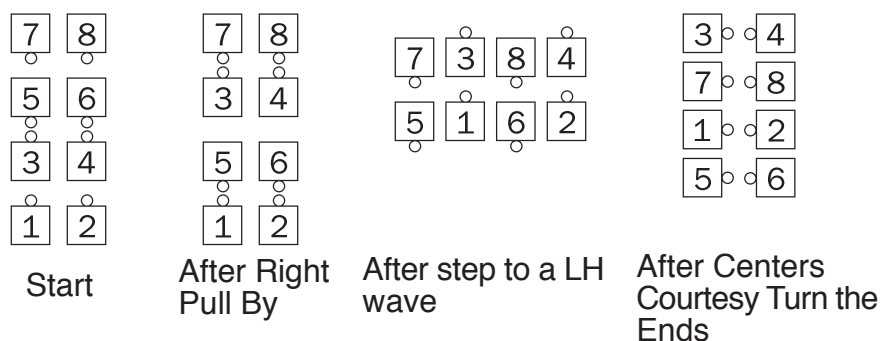
# Grand Chain 8

C2 Notes: 3

**Starting Formation:** Double Pass Thru, Facing Lines, 8 Chain Thru

**Definition:** From DPT: 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; Left Touch, and the centers Courtesy Turn the ends to finish in an 8 chain thru. From 8 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.

**Ending Formation:** Facing Lines, 8 Chain Thru, T-Bone



Grand Chain 8 is a hard call, and also not particularly well-defined (IMHO). I think it's a little unclear how one does a courtesy turn from a Left-Handed setup.

Vic Ceder defines it (for all possible starting formations) as: Those who can do a Right Pull By; all (move along if they need to) and step to a LH Wave (or Mini-wave); Centers Courtesy Turn the Ends 1/4 by doing a Left-faced U-Turn Back placing their Right hand on the End's back and Bending the Line.

The hardest part of this call is figuring out who turns who in the Courtesy Turn (since, of course, it's not always the boy turning the girl). It's important to touch **Left** hands and then quickly register whether you're a Center or an End. If you're the Center, you'll end up being the Beau and Courtesy Turning the end.

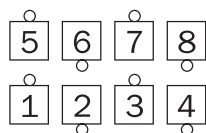
Also, if you start the call as a beau, you'll end up as a beau. I've found it helpful to note whether I'm a beau or a belle as I start the call.

## Rims Trade Back

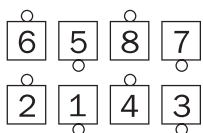
**Starting Formation:** Any appropriate, e.g., promenade, a thar, or parallel lines

**Definition:** All Partner Trade, then the original outsides Circulate.

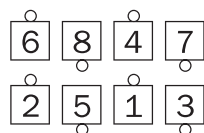
**Ending Formation:** Depends on starting formation



Start



After Partner Trade

After the original  
outsides (now the  
centers) Circulate

This is one of those calls where you need to be aware of what you are (end or center) before you start. If you think of a wheel, the rim of the wheel is the outside. So the original outsides do the circulate.

The hub of the wheel is the center, and you probably won't be too surprised to hear that there's also a Hubs Trade Back call.

## Concept: Cross Concentric

**Starting Formation:** Any appropriate formation (there must be a center 4)

**Definition:** 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.

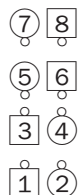
**Ending Formation:** Varies

If the Cross-Concentric call is being done from general lines or general columns, and the call starts and ends in a 2x2 box (e.g., Cross-Concentric Star Thru), the following rule applies: If the centers begin as though in columns, they finish as though the ends of columns; if they begin in lines, they finish as the ends of lines

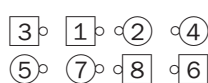
Cross Concentric is the same as Concentric, except that the original Centers end up as Ends and the original Ends end up as Centers.

It's often easier for the Outsides to wait for the centers to do the call and get out of the way before moving into the center and do the call.

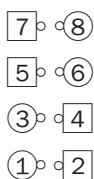
## Cross Concentric Star Thru



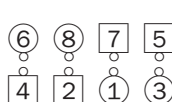
Start



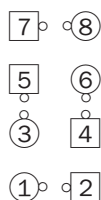
Finish



Start



Finish



Start



Finish

Remember those three rules for Concentrics from C1?

- Lines to lines
- Columns to columns
- Axis change if going from a 1x4 to a 2x2

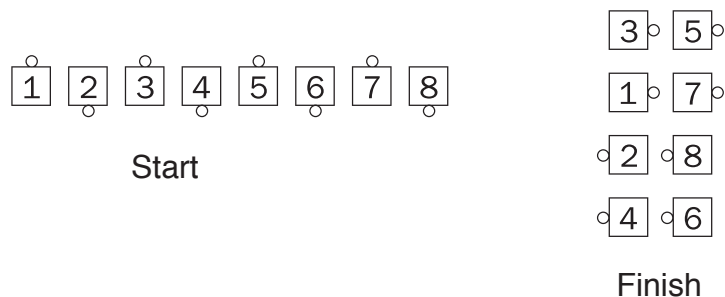
They still apply to Cross Concentric...the original Centers have to make whatever adjustments are necessary after they move out of the Center.

## Cross Concentric, continued

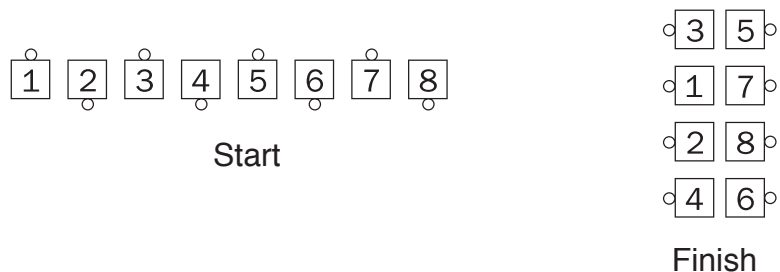
If the Cross-Concentric call ends in a 2x2 box but starts elsewhere (e.g., Cross-Concentric Recycle from a tidal wave), the following rule applies: The new outside dancers (the original centers!) adjust so that the long axis of the ending formation is at right angles to the long axis of the starting formation.



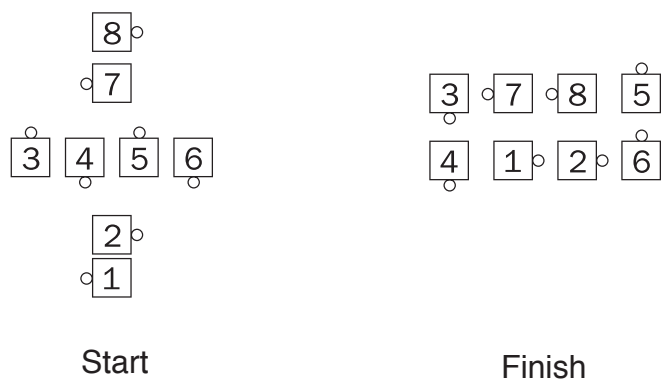
## Cross Concentric Single Hinge



## Cross Concentric Reverse Explode



## Cross Concentric Step and Fold



# Sets In Motion

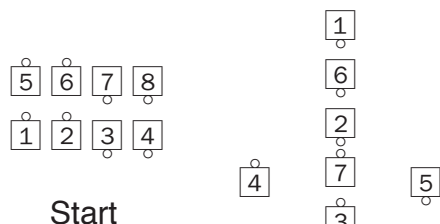
**Starting Formation:** Parallel waves or lines

**Definition:** The centers Hinge, the very centers Trade, and all 4 Roll, Single Double Pass Thru, and first dancer peel left, next dancer peel right, to finish as couples on the outside facing in. Meanwhile, the ends Circulate 1-1/2, and those who line up with the centers 1/2 Tag with each other.

**Ending Formation:** Quarter tag, 1/4 Line, or other

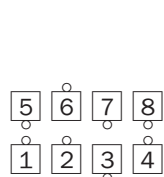
The Centers' part of Sets in Motion is pretty straightforward (if you'll excuse the expression). The Ends have more variety and more opportunities for error.

Ends: Circulate 1-1/2 first. If you end up at the same spot with another dancer, take right hands. Now, evaluate your setup. If you're in line with the original centers, turn to face in and finish the call. If you're not, you're done. But remember, one of the hardest things to do in square dancing is to stand still!



Centers Hinge, Very Center 2 Trade, and the Center 4 Roll. Ends Circulate 1-1/2 and the Ends that line up with the Centers Face In.

After the Centers have passed thru until the original Center 4 clear the center and the first Peel Left and the next Peel Right..



Centers Hinge, Very Center 2 Trade, and the Center 4 Roll. Ends Circulate 1-1/2 and the Ends that line up with the Centers Face In.

After the Centers have passed thru until the original Center 4 clear the center and the first Peel Left and the next Peel Right..



Centers Hinge, Very Center 2 Trade, and the Center 4 Roll. Ends Circulate 1-1/2 and the Ends that line up with the Centers Face In.

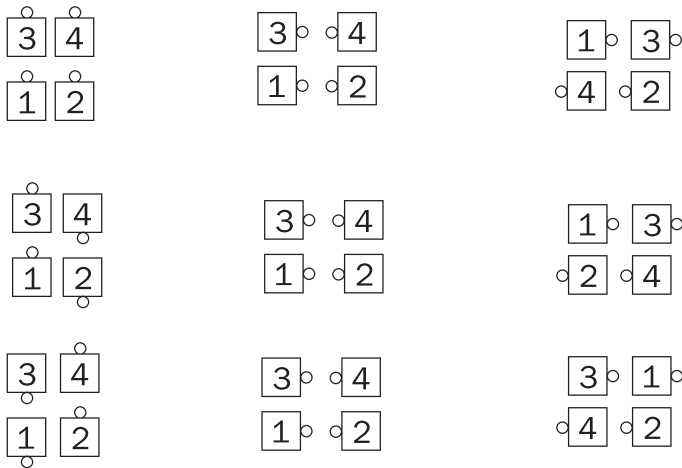
After the Centers have passed thru until the original Center 4 clear the center and the first Peel Left and the next Peel Right..

# Stack the Line

**Starting Formation:** Tandem couples, box circulate, and some T-bone boxes (there must be 2 leads and 2 trailers)

**Definition:** 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.

**Ending Formation:** Box Circulate



Start

After Quarter In

After the original leads Pass Thru to form a RH mini-wave

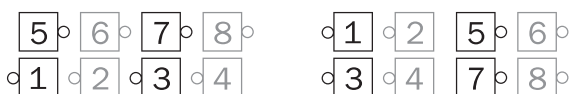
## Concept: Once Removed

**Starting Formation:** Various

**Definition:** The four dancers who are once removed from each other (the blacks or grays below) do the call with each other, usually ending back on the same 4 spots.



**Once Removed Walk and Dodge**



Start

Finish



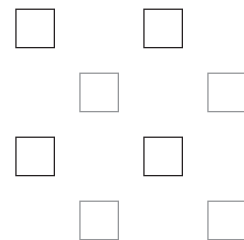
Start

Finish

Note whether you're a lead **before** you do the Quarter In. That's the hardest part of this call.

Notice in the diagrams: after you do the Quarter In, you can't tell who was a lead. But the ending positions are different, based on who was the lead originally.

Here we have Blocks. Notice who's dancing with whom.



Now let's take the distortion out by sliding the dances together.



If we want the same people to work together, we ask them to work Once Removed. The idea of moving back to footprints is still the same (unless the call causes a shape change; shape changing calls aren't used with Blocks).



### Once Removed Star Thru

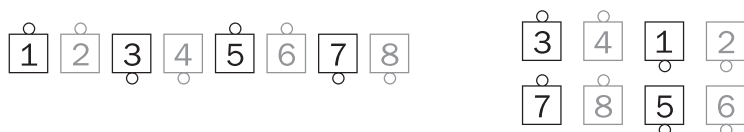


Start

Finish

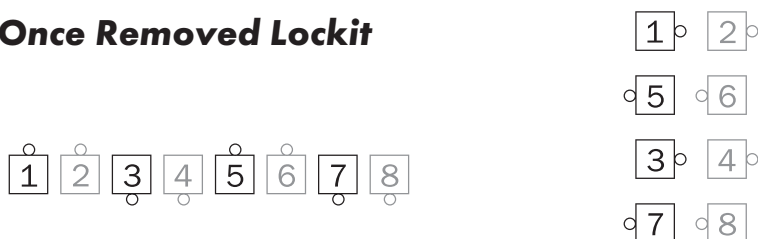
When the call changes the shape of the formation (e.g. “Once Removed Ah So”), the two resulting formations are interleaved with each other the same way the original formations were. E.g., Once Removed Ah So:

### Once Removed Ah So



The most extreme case of this is when the call causes the long axis to change, in effect erasing the once-removedness. For example, “Once Removed, Lock It:”

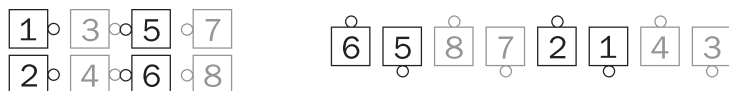
### Once Removed Lockit



The hardest part of doing calls Once Removed is figuring out a danceable traffic pattern. In Blocks, at least you have some extra space, but in a Once Removed setup, the dancers you’re not working with can be literally “in your face”.

Kris: Sometimes the adjustments necessary to keep the once-removedness aren’t obvious. For example, “Once Removed, Pass the Ocean:

### Once Removed Lockit



Start

After the initial pass the ocean and the very centers “Slush” over. Notice that some of the dancers in the same once-removed group are still adjacent to each other.



After the centers of each wave slither. Now the dancers in the same once-removed group are once removed from each other.



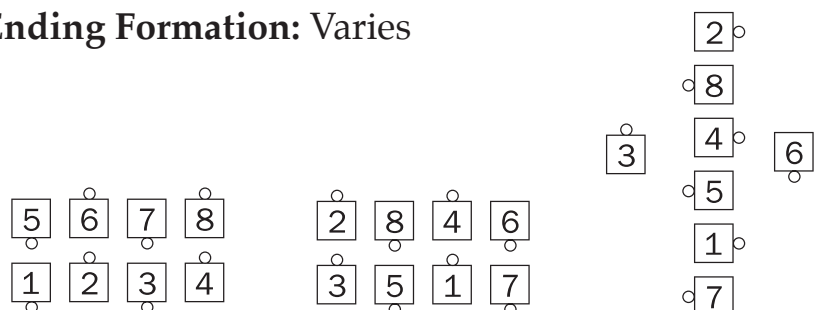
# Concept: Anything

## Starting Formation: Varies

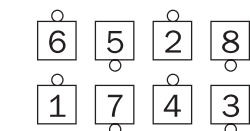
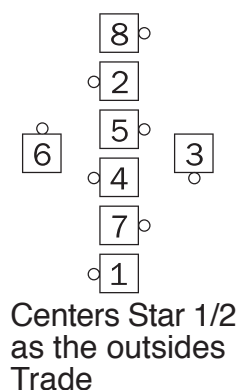
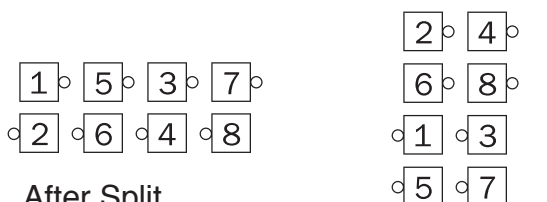
**Definition:** Any call that starts with everyone doing a Circulate can be modified by replacing the initial Circulate by some other call, then finishing normally. When the "Anything" call is some type of circulate, the word "Circulate" is conventionally omitted. If the "Anything" call is Counter Rotate or Split Counter Rotate, the "Rotate" is conventionally omitted. For example -- (Anything) Motivate: From any appropriate formation: Do the "Anything" command (e.g. for "Trade Motivate" do a Trade Circulate); then finish as in Motivate: Centers Cast 3/4 as ends Circulate 1/2; centers Star 1/2 as the outsides Trade; then centers Cast 3/4 and others Hourglass Circulate. Ends in parallel waves.

Calls this is used with at C-2: Motivate, Coordinate, Percolate, Perk Up

## Ending Formation: Varies



Start

After Trade  
CirculateCenters Cast  
3/4 as ends  
Circulate 1/2Centers Cast 3/4 and  
others Hourglass  
Circulate

Start

After Split  
Counter RotateAfter finishing  
the Coordinate

The modified call **must** begin with a Circulate. The <Anything> call replaces only the **first** Circulate (not any 1/2 circulate that may follow).

Caller delivery is important in this concept. If I say "Scoot Back <pause> Motivate", you would do a Scoot Back followed by a full Motivate. But if I say "Scoot Back Motivate" as one phrase, you would replace the first circulate in the Motivate with a Scoot Back.

Other delivery styles: I could say "Scoot Backer's Motivate"—the "er's" is often used to let you know that it's an <Anything> call. Some callers use "One call: Scoot Back Motivate" to make sure they're unambiguous.

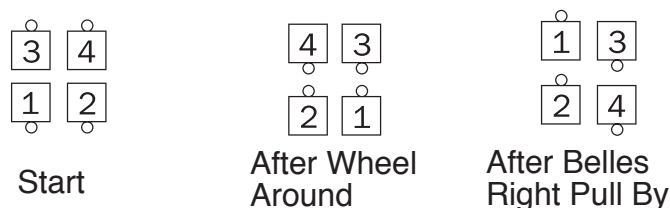
And, of course, if the word Circulate is missing, you know it's an <Anything> usage. For example, if I say "In Roll Circulate; Motivate," you should do an In Roll Circulate followed by a full Motivate. But if I say "In Roll Motivate," you should do an In Roll Circulate and then **finish** the Motivate.

## Wheel the Ocean

**Starting Formation:** Couples back to back, tandem couples, promenade

**Definition:** Lead or designated couples Wheel Around to form momentary facing couples; belles Right Pull By with each other.

**Ending Formation:** RH Box Circulate



Wheel the Ocean, like Pass the Ocean, ends up in a RH setup; Wheel the Sea, like Pass the Sea, ends up in a LH setup.

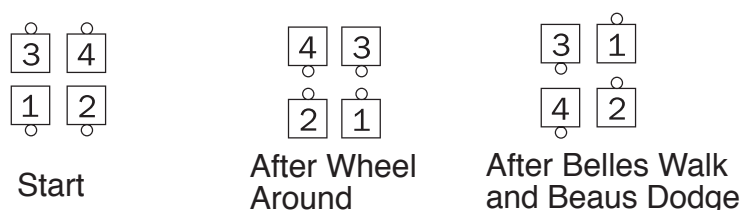
The flow, after finishing a Wheel Around, always has the Belle moving forward. So it's always going to be the Belle that crosses to the other side, either on the diagonal (to make a RH setup) or straight ahead (to make a LH setup).

## Wheel the Sea

**Starting Formation:** Couples back to back, tandem couples, promenade

**Definition:** Lead or designated couples Wheel Around to form momentary facing couples; belles Walk and the beaux Dodge.

**Ending Formation:** LH Box Circulate



## Kick Off

**Starting Formation:** Varies

**Definition:** Designated dancers Run and Roll, others Partner Tag (toward their original partner's position).

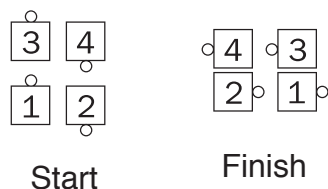
**Ending Formation:** Varies

### Centers Kick Off



Notice that there are moves for both the designated dancers and the non-designated dancers. You might occasionally hear a caller use "No One Kick Off," which means that everyone does the Partner Tag action.

### Leads Kick Off



## Cross Kick Off

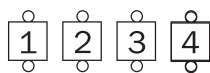
**Starting Formation:** Any formation allowing a Cross Run (lines, waves, etc.)

**Definition:** Designated dancers Cross Run and Roll; others Partner Tag (i.e., Face the adjacent cross-runner and step forward to fill the vacated spot).

**Ending Formation:** Varies

Note that the non-designated dancers' part doesn't change.

### Centers Cross Kick Off

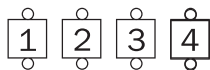


Start



Finish

### Ends Cross Kick Off



Start



Finish

## Chisel Thru

**Starting Formation:** Facing Lines (or RH Tidal Wave)

**Definition:** Concentric Pass In. Then the ends Pass In as the centers Pass Out. Then all Pass In. Ends in facing lines. This is a 3-part call.

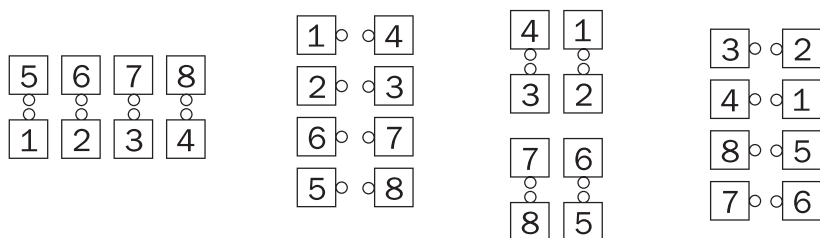
**Ending Formation:** Facing Lines

**Centers:** Think In, Out, In.

**Ends:** Think In, In, In...and remember that the first Pass In is Concentric.

Another way to think about the call is to apply concepts to all three Pass Ins. The first is Concentric, the second is Split, and the third is regular.

Notice that the definition talks about this being a three-part call. This means that the caller can (a) fractionalize Chisel Thru, and (b) replace parts with other calls. Probably the most common modification is to replace the last part (the final Pass In) with another call.



Start

After  
Concentric  
Pass in

After Centers  
Pass Out and  
Ends Pass In

After All  
Pass In

# Walk Out to a Wave

## Starting Formation: Columns

**Definition:** #1 and 2 dancers Trail Off and have the new end Run. #3 Circulate once and U-Turn Back (toward the center), #4 Circulate once and Veer out to become ends. Finishes in parallel waves (close together, which requires adjustment) This call cannot be fractionalized

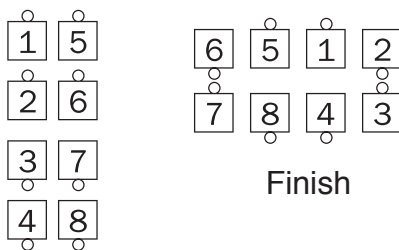
## Ending Formation: Parallel Waves

What made this call "click" for me was to realize that it was like finishing a Spin Chain and Exchange the Gears.

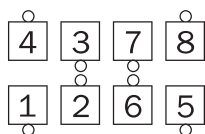
But, of course, this being Challenge and not Plus, we can vary things a little by starting in a Double Pass Thru formation (where everybody is a #3 or #4 dancer) or in a Completed Double Pass Thru formation, where everybody is a #1 or #2 dancer.

Finish

Start



Start



Start

# Concept: Parallelogram

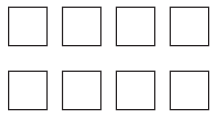
**Starting Formation:** A parallelogram (i.e., offset by one or more dancer positions, most commonly by 2):

**Definition:** The dancers act as though they were in a 2x4 formation, but work to the spots where real dancers are.

**Ending Formation:** Depends

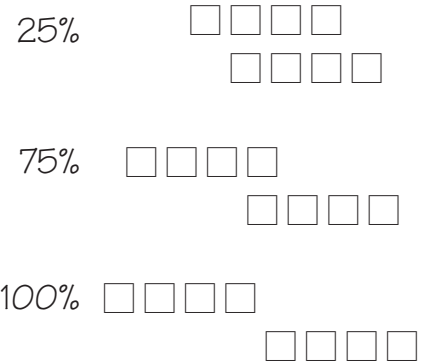


From either of these:

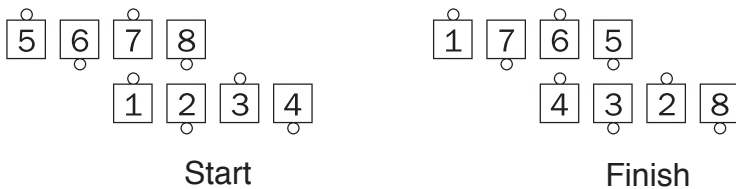


Think of working here

Mostly, you'll work in parallelograms with a 50% offset, as in the examples given. However, parallelograms can be offset by different amounts:

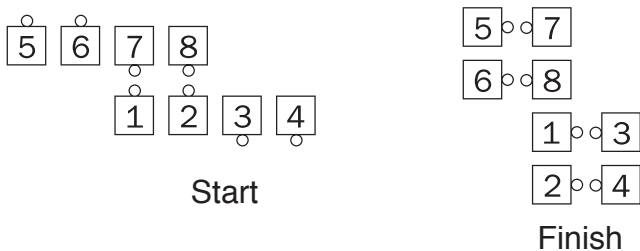


## Parallelogram Acey Deucey

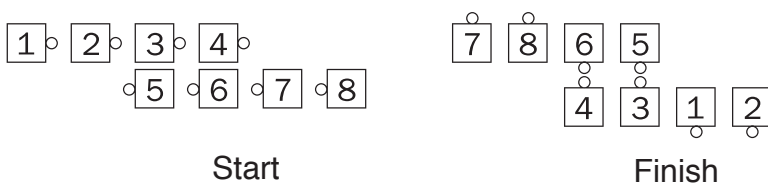


If the call is one that rotates the 2x4 formation (e.g., Counter Rotate 1/4), the formation becomes offset lines, waves, or columns (as appropriate to the call's ending formation), offset the same way the parallelogram was. The percentage of offset is preserved, not necessarily the footprints.

## Parallelogram Bend the Line



## Parallelogram Checkmate the Column



In dancing parallelograms, sometimes you'll want to take out the distortion (remove the offset) and sometimes you won't. It depends on the complexity of the call and on the abilities of the dancers.

For example, Parallelogram Acey Deucey or Parallelogram In Roll Circulate can be easily danced without removing the distortion. But Parallelogram Transfer the Column might be hard and Parallelogram Magic Transfer the Column is probably impossible to do without removing the distortion.

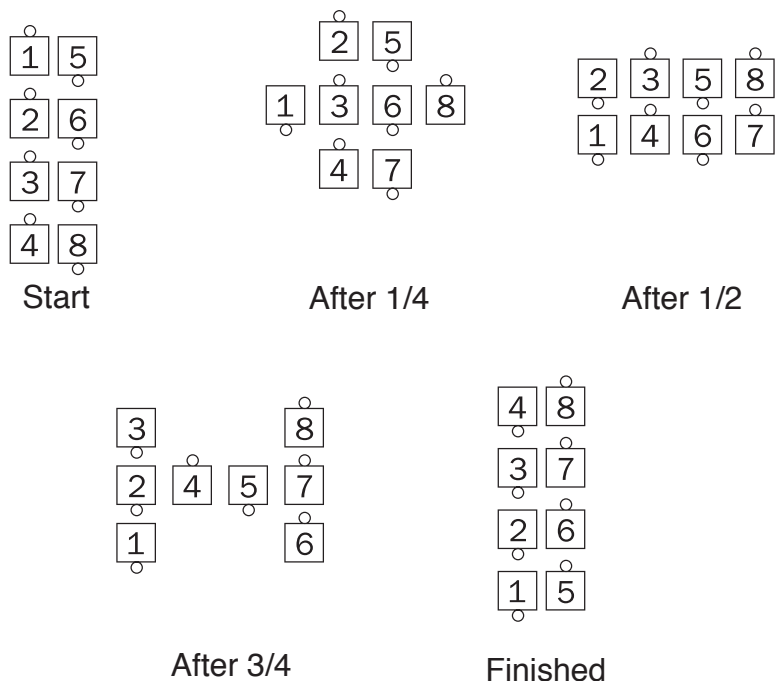
# Invert the Column <fraction>

## Starting Formation: Columns

**Definition:** The #1 dancer in each column Peel Off (away from the other column) 180° 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 1/4's 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're 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.

On a full Invert the Column, you need to slide together to make columns; on a fractional Invert, don't adjust sideways.

## Ending Formation: Depends

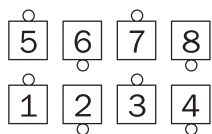


## Detour

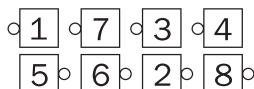
**Starting Formation:** Any 2x4 formation with ends in tandem (or equivalent formations, like diamonds)

**Definition:** Center four Counter Rotate 1/4, while ends 1/2 Zoom & Hinge.

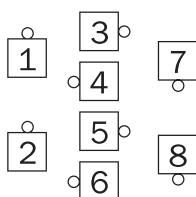
**Ending Formation:** Depends



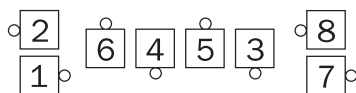
Start



Finished



Start



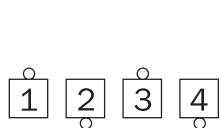
Finished

## Swap the Wave

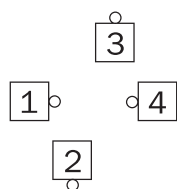
**Starting Formation:** Wave

**Definition:** 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. *From a left-hand wave:* Ends Step Thru, while the centers Turn Thru.

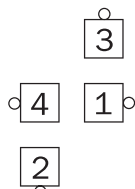
**Ending Formation:** Couples Back-to-back



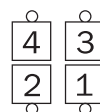
Start



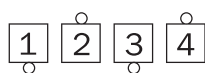
Centers step ahead, ends start the tag



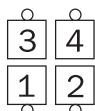
Ends finish the tag



Ends face right and step ahead



Start



Finish

Swap the Wave is a call where the result is clear (somehow get the same result as if you did a rear back and Swap Around), but the action is hard to describe, and the call feels different depending on whether you start in a RH or LH wave.

In a Swap Around, the belle moves forward and the beau "flops over". If you start in a wave, both dancers have already moved partially forward; the trick is to get the beaus "backed up" and turned around.

In a RH wave, the ends of the waves are the beaus: thus the ends do the "tagging" action (it feels like a quarter right and wheel thru). In a LH wave, the centers are the beaus; thus the centers have the "turn thru" or "trade and step ahead" action.

An alternative definition (from Vic Ceder): Step ahead; beaus Quarter Right and Wheel Thru.

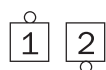


# Shazam

**Starting Formation:** Mini-wave only

**Definition:** Arm Turn 1/4 and U-Turn Back in flow direction.

**Ending Formation:** Other-hand mini-wave



Start



After Arm  
Turn 1/4



Finish

Shazam is a 2-part call.

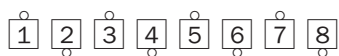
Shazam is an “any-handed” call.

## Swing Along

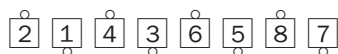
**Starting Formation:** Tidal Wave

**Definition:** All Swing. 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.

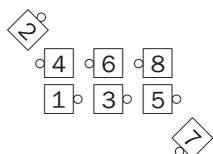
**Ending Formation:** Parallel Waves



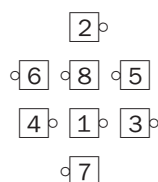
Start



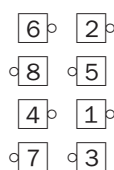
After Swing



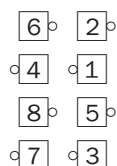
After Center 6  
Hinge and very  
ends start to  
Counter Rotate



After Center 6  
Circulate and the  
very ends finish the  
Counter Rotate



After #1 dancer  
Peels Off, the other  
column dancers  
Extend, and the  
very ends Extend



After the  
Centers Trade

This is not an easy call, although it flows nicely and feels good when everyone knows what they're doing.

The dancers who end up on the end of the wave after the Swing (#2 and #7 in the diagrams) have the easy part: they just start moving around the outside and stop when they reach “their” spot.

The other 6 dancers should concentrate first on the Hinge and Circulate. After that, you can think of it as a Grand Peel and Trail. If you're the lead dancer, do the Peel Off. If you turned the corner on the Circulate, wait for a confused-looking (just kidding) dancer to move towards you and do the Trade.

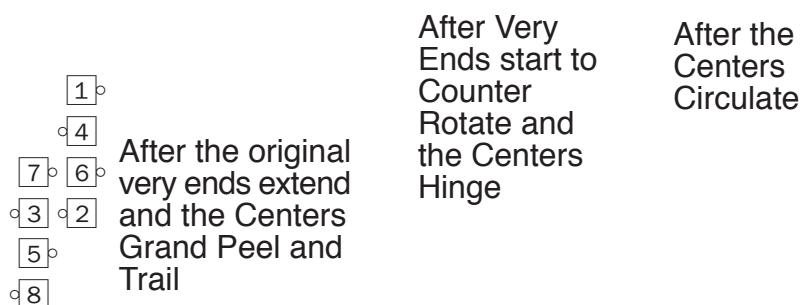
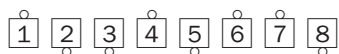
Hint: If you're one of the very center two dancers on the Hinge, you'll be a Peeler.

# Along

**Starting Formation:** 1x8 Line

**Definition:** 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.

**Ending Formation:** Usually parallel waves, but could end in 2F Lines or Parallelogram.



Along is harder than Swing Along because you don't get the initial Swing to get oriented.

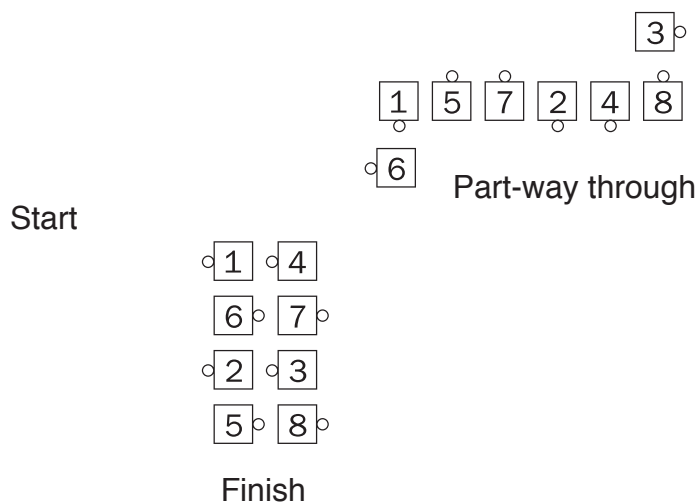
Also, Along doesn't even sound like a call name, and it's easy to mis-hear it. Recently, I heard a caller use "Boys Run Along".

# Criss Cross the Shadow

**Starting Formation:** Parallel waves or lines, with ends in tandem

**Definition:** Ends 1/2 Zoom but meet with their original inside hands, Cast 3/4 and Spread; centers facing in Cross Extend, Hinge with each other, and Extend; centers facing out Cloverleaf but Cross to other center. Centers remain centers etc. If all the centers are trailers, they Pass Out in place of the Cross-Extend-Hinge-Extend.

**Ending Formation:** Parallel Lines



For the Ends and the Trailing Center, this is like a Cast A Shadow using the "wrong hand". For the Lead Centers, do the Cloverleaf, but go the the far center spot.

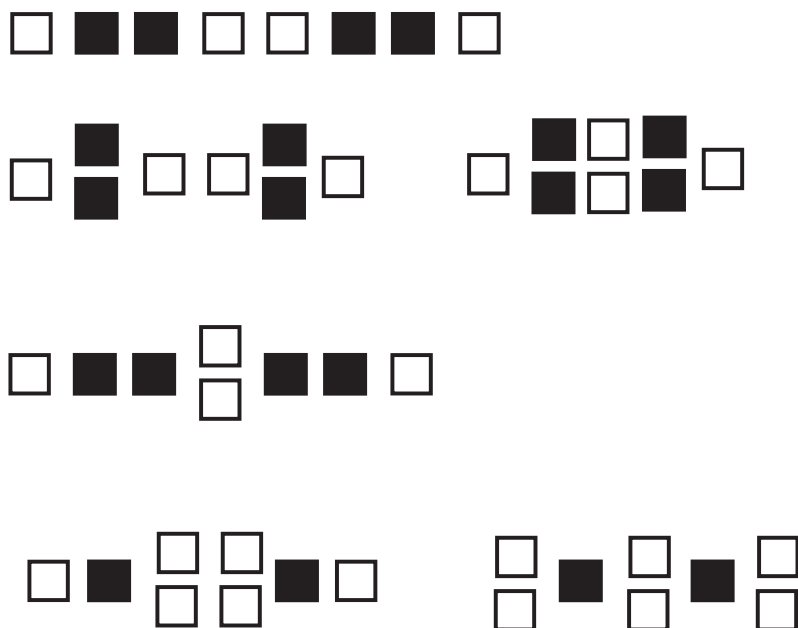
Trailing Centers, if you use the Cast A Shadow styling (whoop!), you'll probably end up in the wrong place. Be sure to do the cross-extend and hinge accurately.

# Checkpoint <Anything> By <Anything>

**Starting Formation:** Any appropriate

**Definition:** The centers of each side (shown in black below) do Call #1, treating their action as the outsides' part of Concentric. The remaining outside dancers slide inward, and the new centers do Call #2.

**Ending Formation:** Depends



The tricky parts with Checkpoint are: first, figuring out who's doing the first call (usually it's pretty obvious, but sometimes, particularly when there's only two people involved and they're far away from each other, it can be tricky); and second, for those people to figure out where to go after they've completed their call.

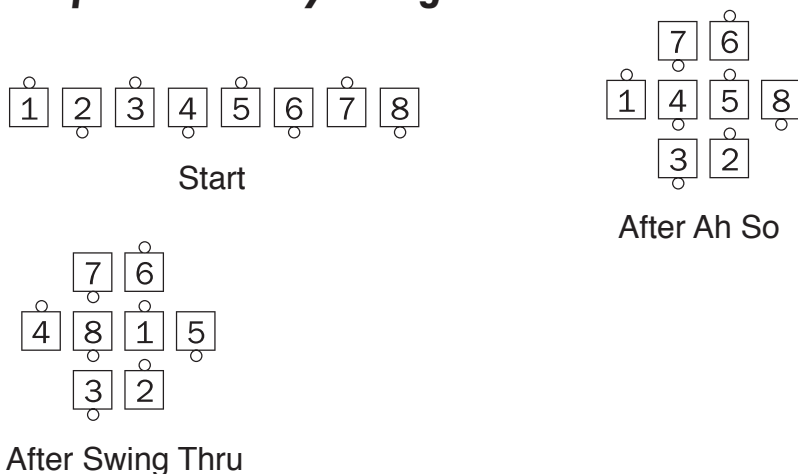
If the call ends in a 2x2, the dancers must end on the axis that is perpendicular to the long axis of the original formation. This is the most common occurrence.

If the call ends in a 1x4, the dancers end up in a disconnected 1x4 on the outside of the new formation.

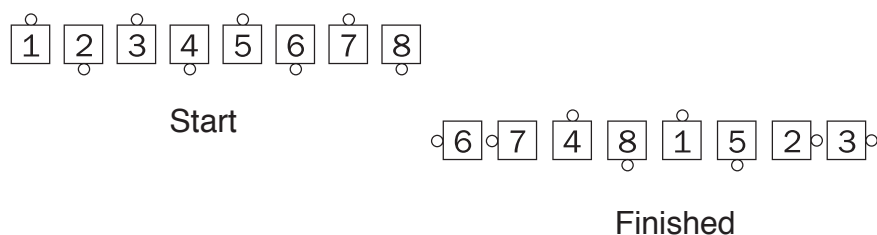
If the call ends in something else (like a diamond), the dancers end up in a disconnected set-up around the outside of the new formation.

Just like with Cross Concentric, the dancers taking the second call should wait for the dancers doing the first call to get out of the way.

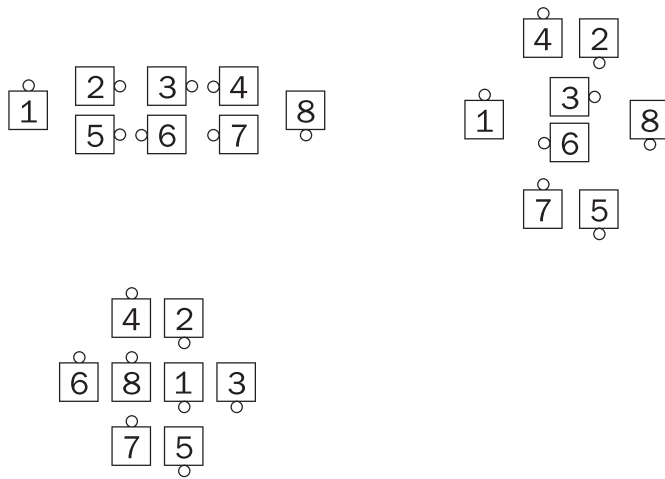
## Checkpoint Ah So by Swing Thru



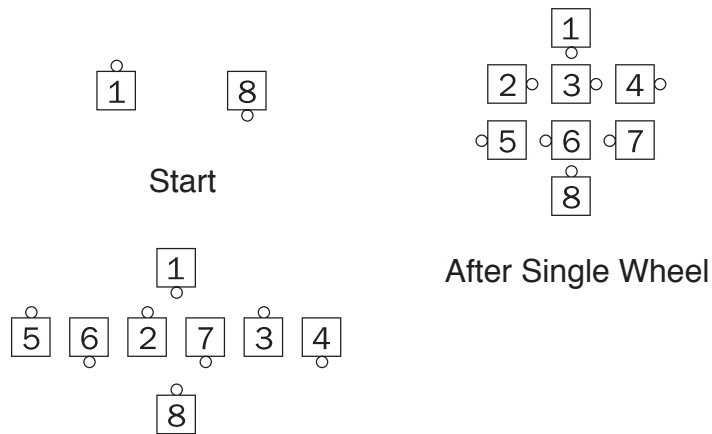
## Checkpoint Tag the Line by Swing Thru



## Checkpoint Touch 1/4 By Cut the Diamond

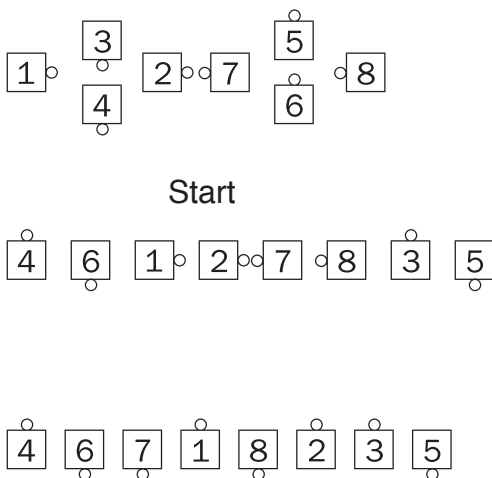


## Checkpoint Single Wheel By Grand Quarter Thru



After Grand Quarter Thru

## Checkpoint Peel and Trail By Dixie Style to a Wave



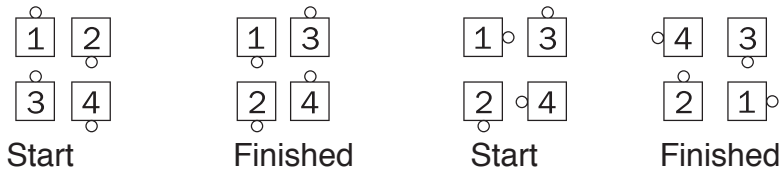
After Dixie Style to a Wave

## Cross Back

**Starting Formation:** Box Circulate (Mini-wave box or applicable T-Bone)

**Definition:** Trailers (who must not be facing directly) pull by on the diagonal with outside hands as leaders U-Turn Back.

**Ending Formation:** Opposite-handed mini-wave box



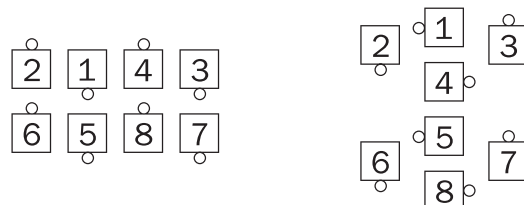
## Alter and Circulate

**Starting Formation:** Parallel Waves

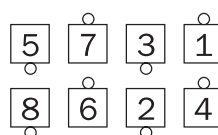
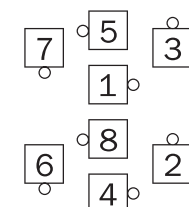
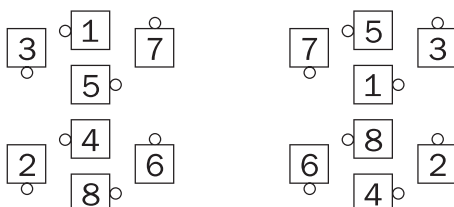
**Definition:** Swing. Centers Cast Off 3/4 and the very centers Trade, while the ends U-Turn Back and Circulate once. "Turn the Star 1/2" by [Box] Counter-rotating each diamond 1/2. Flip the Diamond. Finishes in waves.

If directed, the star can turn other fractions (e.g., "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.

**Ending Formation:** Opposite-handed waves



After Centers  
Cast Off 3/4 and  
End U-Turn  
Back

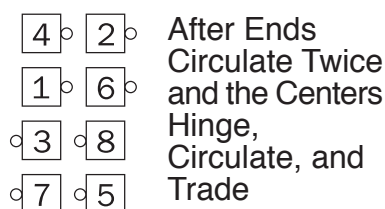
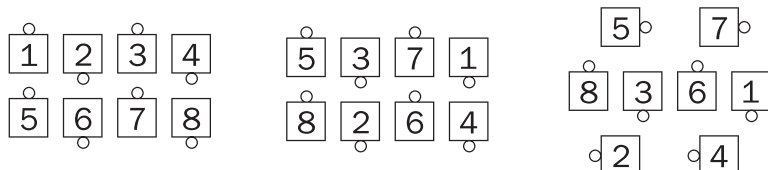


## Perk Up

**Starting Formation:** Parallel Waves

**Definition:** All Circulate, then 1/2 Split Circulate. The new centers Hinge, Circulate, and Trade with each other, while the new ends Circulate twice

**Ending Formation:** 2F Lines



The obvious confusion call here is Percolate; that's why you'll hear dancers shouting "Up!" or "O-Late!" depending on which call it is.

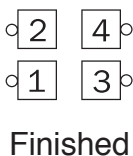
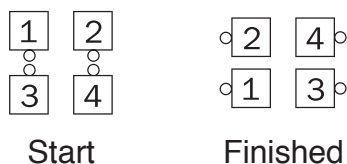
The tricky part with Perk Up is the 1/2 **Split** Circulate; Percolate has a 1/2 All 8 Circulate.

## Split Swap

**Starting Formation:** Facing Couples

**Definition:** Belles step forward and 1/4 Right, as beaus Partner Tag. Finishes in couples back to back. Who, if anyone, can Roll after this call is undefined.

**Ending Formation:** Couples Back to Back



I usually think about Split Swap as a Lead Right while doing a Half Sashay (and Reverse Split Swap as a Lead Left while doing a Half Sashay). You might also think about Split Swap as moving one position counter clockwise while turning 1/4 right.

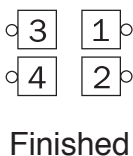
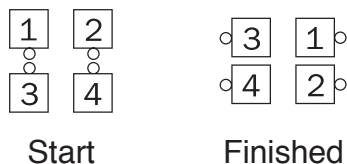
The "official" definition may be changed; there's been a lot of debate on the 'net about who can Roll after a Split Swap. From the definition, it's clear that only the Belle should be able to Roll. But when the call is danced, it feels like everyone should be able to Roll. The definition is trying to get everyone to the right spot and facing the right direction, but it doesn't capture the "feel" of the call.

## Reverse Split Swap

**Starting Formation:** Facing Couples

**Definition:** Beaus step forward and 1/4 Left, as belles Partner Tag. Finishes in couples back to back. Who, if anyone, can Roll after this call is undefined.

**Ending Formation:** Couples Back to Back



## Rotary <anything>

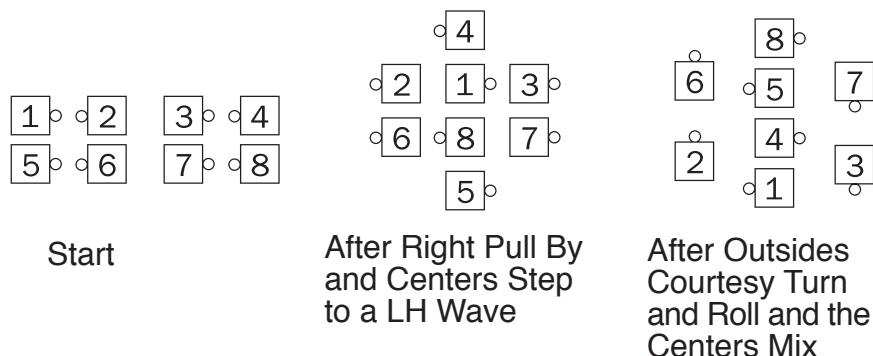
**Starting Formation:** 8 Chain Thru

**Definition:** All Right Pull By; those facing out Courtesy Turn and Roll as the others step to a left-hand wave and do the "Anything" call.

**Ending Formation:** Depends on <anything>

The only tricky part about this call is remembering to step to a LEFT-HANDED wave before doing the <anything> call.

## Rotary Mix

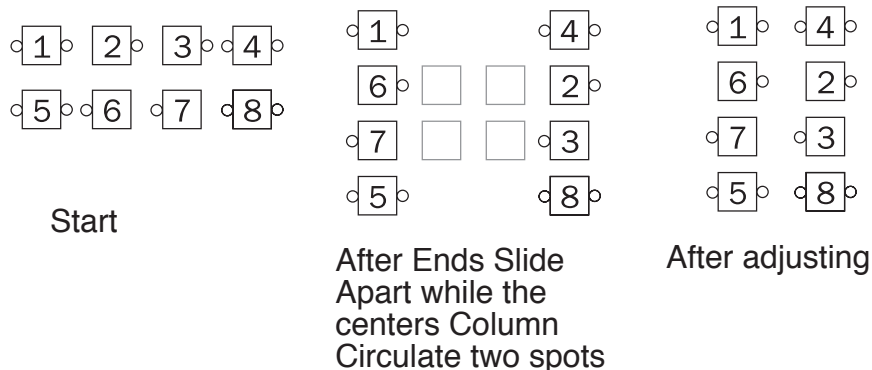


## File to a Line

**Starting Formation:** General Columns

**Definition:** Ends slide apart to become ends of parallel lines; centers Column Circulate two spots, to become centers of the lines. Notes: The lines are close together after this call - there is an implicit adjustment here.

**Ending Formation:** General Lines



My *bête noir* for this call is if I'm an in-facing end...I always seem to want to move forward instead of spreading apart.

There's a lot of variation possible with this call. For example, there's Magic File to a Line, where the centers do two Magic Column Circulates.



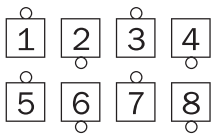
## Concept: Crazy

**Starting Formation:** Parallel Lines or Waves, a Tidal Wave, etc.

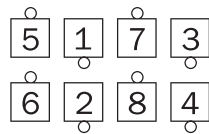
**Definition:** This concept can apply to 1-, 2-, 3- or 4-dancer calls only. Each half of the square does the call, then centers only do the call, then each half does the call, then centers only do the call. For example -- Crazy Flutter Wheel: From lines of four facing: All Flutter Wheel, center four Flutter Wheel, all Flutter Wheel, center four Flutter Wheel, to end in lines of four facing.

**Ending Formation:** Depends

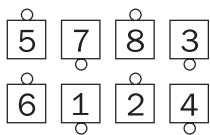
### Crazy Circulate



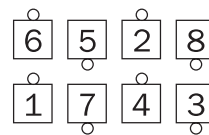
Start



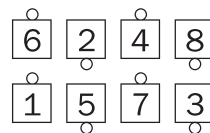
After each side Circulate



After Centers Circulate

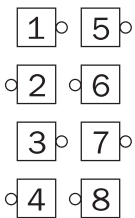


After each side Circulate

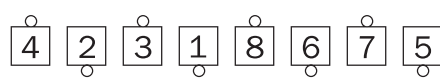


After Centers Circulate

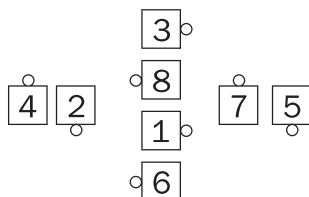
### Half Crazy Lockit



Start



After each side Lockit



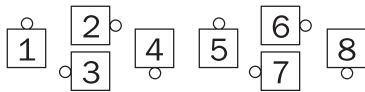
After Centers Lockit

This call is very commonly fractionalized; Half Crazy is the most common variation (and maybe the most common use) of the concept.

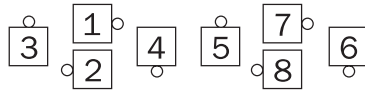
This is another teamwork call; your square will probably break down if one side starts rushing. Make sure both sides are done before starting the centers' action.

I've found the ends have the hardest part of this call, and it's mainly related to knowing how far to go, when to pick up one of the center dancers, and when to move up to join the end of the center wave. Concentrate on doing a good Circulate 1-1/2. Then see if you're standing next to someone (pick 'em up and Wheel and Deal) or by yourself (do the Counter Rotate and join the wave).

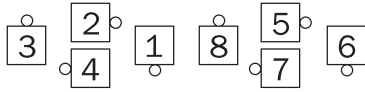
## Crazy Triangle Circulate



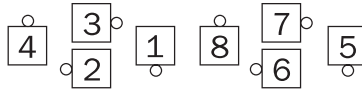
Start



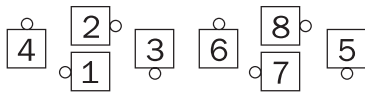
After Outside Triangles Circulate



After Inside Triangles Circulate



After Inside Triangles Circulate



After Inside Triangles Circulate

In Crazy Triangles, the outside triangles do the call, then the inside triangles, then the outside triangles, then the inside triangles (see the Crazy Triangle Circulate example).

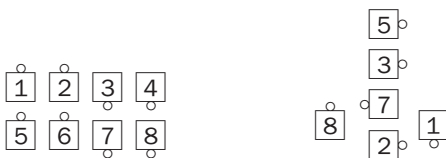
Word choice is important. For example, 3/4 Crazy Circulate is different from Crazy Circulate 3. In 3/4 Crazy Circulate, you'd do a Split Circulate, Centers Circulate, Split Circulate. In Crazy Circulate 3, you'd do a Split Circulate 3 times, Centers Circulate 3 times, Split Circulate 3 times, Centers Circulate 3 times.

## Fascinate

**Starting Formation:** Parallel Two-Faced Lines or other appropriate formations

**Definition:** 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.

**Ending Formation:** Quarter Tag



Start

After Ends Circulate 1-1/2 while centers Cast Off 3/4 and the very centers Trade

After Concentric Wheel and Deal and the lonesome outside dancer Counter Rotate 1/4

## Fascinating <Anything>

**Starting Formation:** Parallel Two-Faced Lines, Parallel Waves or other appropriate formations

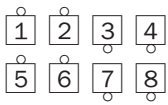
**Definition:** Ends Circulate 1 1/2, while the centers Cast Off 3/4 and the very centers Trade. One of the outsides will be next to the end of the center wave. Those dancers Concentric <Anything>, while the other outside dancer Counter Rotates 1/4.

**Ending Formation:** Usually, a generalized Quarter Tag or Twin Diamonds

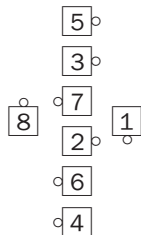
*Fascinate is a Fascinating Wheel and Deal.*

*Remember to do the Anything call Concentrically, changing the axis when appropriate.*

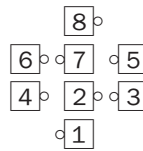
### Fascinating Turn and Deal



Start



After Ends Circulate 1-1/2 while centers Cast Off 3/4 and the very centers Trade



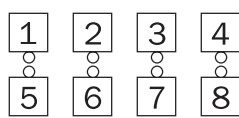
After Concentric Wheel and Deal and the lonesome outside dancer Counter Rotate 1/4

## Cross the K

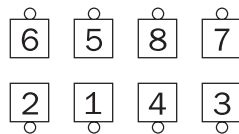
**Starting Formation:** Facing Lines of 4

**Definition:** 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..

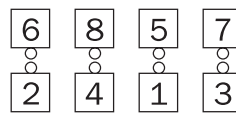
**Ending Formation:** Facing Lines of 4



Start



After Cross Trail Thru



After Ends U-Turn Back and Centers Trade

*It's important to do the U-Turn Back away from the center. It's not uncommon for a caller to add a Roll to this call.*

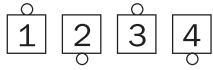
*The CALLERLAB definition specifies the starting formation as Lines of 4. However, the definition could also apply to an 8 Chain Thru formation (ending in another 8 Chain Thru).*

## N<Anything> the K

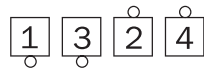
**Starting Formation:** Applicable

**Definition:** Do the “Anything” call, then centers Trade as ends U-Turn Back away from the center

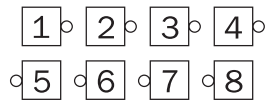
**Ending Formation:** Depends



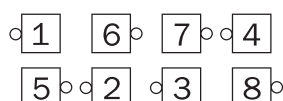
Before The K



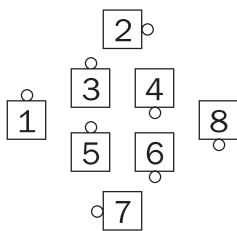
After The K



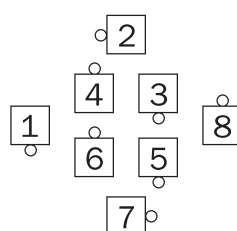
Before The K



After The K



Before The K



After The K

Vic Ceder notes that The K can be fractionalized into halves. I've never heard this usage, but this is another reason why you should be sure to do your U-Turn Back in the correct direction (away from the center). Also, remember that a Hinge = 1/2 Trade.

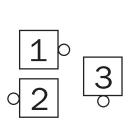
## Reshape the Triangle

**Starting Formation:** Triangle

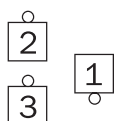
**Definition:** Triangle Circulate, then the dancers in the base of the triangle turn a quarter in place to form another triangle of the same handedness. Starting from a wave-base triangle, this finishes in a tandem-base triangle, and vice versa. This call cannot be fractionalized -- it is done as a single smooth move.

If done from a mixed-type triangle, each dancer does his part individually.

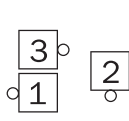
**Ending Formation:** Triangle



Start



After Reshape



After another Reshape

If you start in a Wave-Based Triangle, you must end in a Tandem-Based Triangle. If you start in a Tandem-Based Triangle, you must end in a Wave-Based Triangle.

The handed-ness of the Triangle does not change.

Unless you start in a Facing or Funny Triangle, the facing direction of the Apex doesn't change.

# Loop

**Starting Formation:** Anywhere a Run is possible, or from a single dancer

**Definition:** 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, e.g., in Right Loop 3, the looper moves to the right, passing 3 spots.

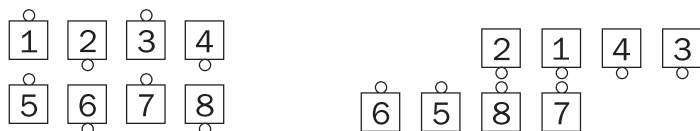
It is possible for a dancer to Loop around phantom positions as though there were dancers in them. No special words are needed.

**Ending Formation:** Depends

## Dancer #1 Right Loop 3



## Leads Right Loop 1

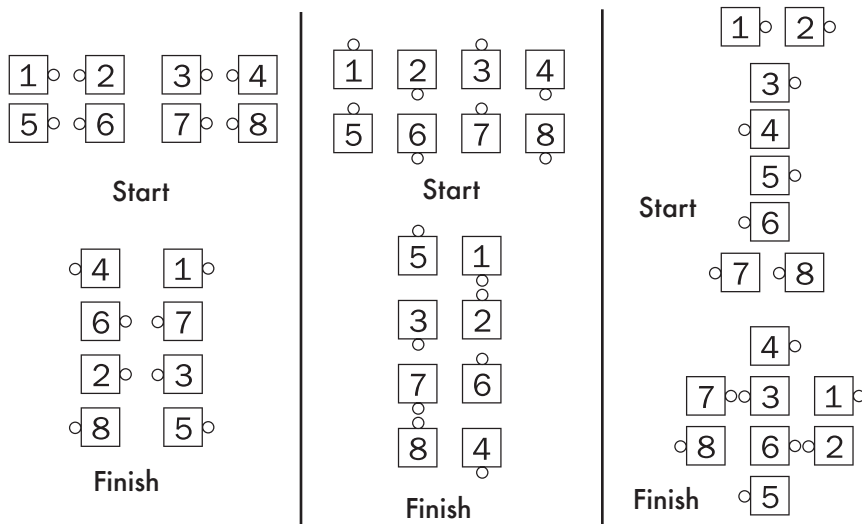


# Hocus Pocus

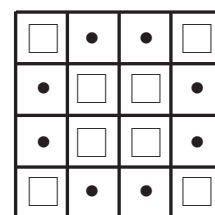
**Starting Formation:** Parallel lines, waves, columns, and other applicable formations

**Definition:** The centers Trade while the others O Circulate twice.

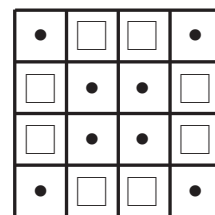
**Ending Formation:** Depends on starting formation



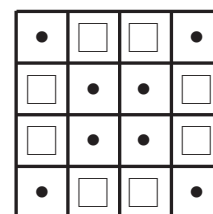
The Looper counts all dancer positions, including those that are not occupied by a dancer. So this call requires you to be aware of the number of spots available in different formations. In a 2x4 formation (lines, waves, columns), there are 8 spots, all of which are occupied by real dancers. Squared Sets, Butterflies or Os are 16-spot formations (think of them as a 4x4 matrix with different spots occupied by real dancers).



Butterfly

Squared Set  
or O

Outsides do two 16-matrix O circulates, even if there are more than 2 spots between the outsides when they start.

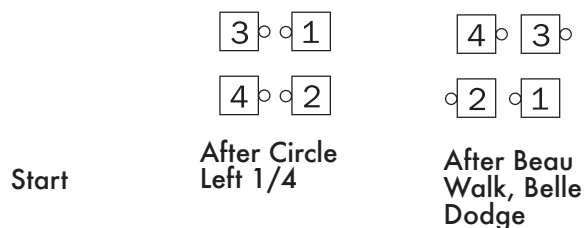


## Circle to a Wave

**Starting Formation:** Facing Couples

**Definition:** The facing couples Circle Left 1/4, then the beau Walk and the belle Dodge

**Ending Formation:** Mini-wave box



Variation: Circle 1/2 to a Wave or Circle 3/4 to a Wave.

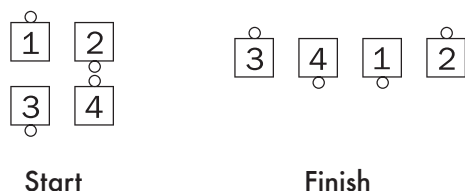
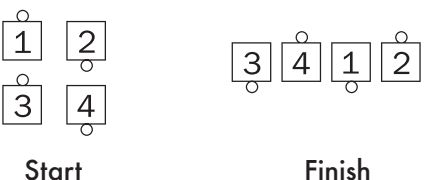
This is **not** related to the Plus call, Single Circle to a Wave.

## Turn to a Line

**Starting Formation:** Any non-T-bone 2x2 formation, e.g. tandem couples or box circulate

**Definition:** 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.

**Ending Formation:** Wave or Line



Think Zig-Zag (which means you will turn so that you have a right-hand set up), then extend twice (equivalent to Complete the Tag), then turn again in the direction you first turned.

You will end up facing the opposite of the direction you started. You will end up holding the opposite hand with the person you started out holding hands with.

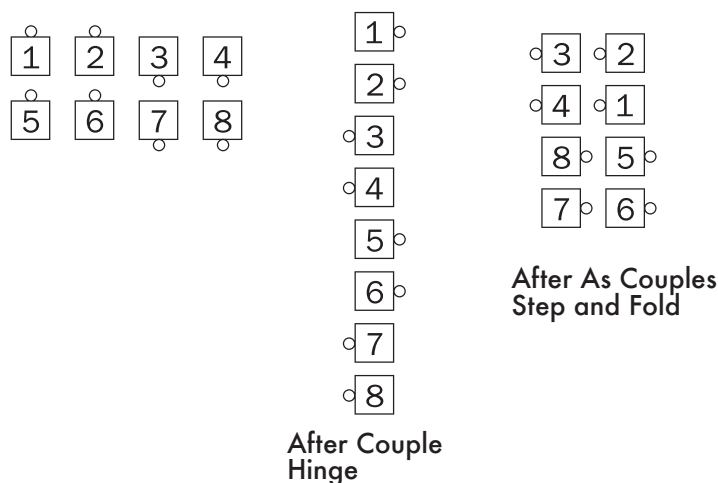
Turn to a Line feels like a Turn and Deal. In a Turn and Deal, you start in a line and end in a 2x2. In a Turn to a Line, you start in a 2x2 and end up in a Line.

## Cross and Wheel

**Starting Formation:** Parallel lines or 2-faced lines composed entirely of couples

**Definition:** Couples Hinge; As Couples Step and Fold.

**Ending Formation:** Usually, parallel 2F Lines



This is part of a whole family of calls. Fortunately, the names (once you get the Cross and Wheel part) are reasonably descriptive.

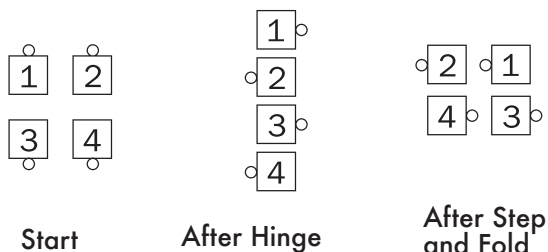
For example, the next call we'll learn is Single Cross and Wheel. It's the same as a Cross and Wheel, except you do it as individuals instead of As Couples.

## Single Cross and Wheel

**Starting Formation:** Box circulate, facing couples, etc.

**Definition:** All Single Hinge; Step and Fold..

**Ending Formation:** Box Circulate



## Here Comes the Judge

**Starting Formation:** General line of four with both ends facing the same direction

**Definition:** 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 he first turned.

**Ending Formation:** Line with everyone facing the opposite direction



This is an Out Roll Circulate with the End Belle doing the big circulate.

The End Belle is the Judge; some dancers remember "The Judge is always Right".

As in Out Roll Circulate, the End Belle should say something so the others know which way to turn.

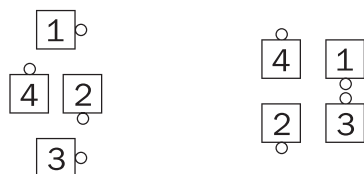


# Split Trade Circulate

**Starting Formation:** Inverted box

**Definition:** : Those facing in Cross-over Circulate (passing right shoulders); those facing out Split Circulate.

**Ending Formation:** Opposite-handed inverted box



Start

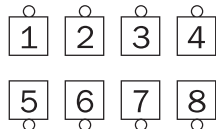
The passing right shoulders is important if the caller calls 1/2 Split Trade Circulate (but what caller would do something mean like that...)

## Single Rotate

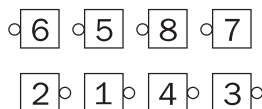
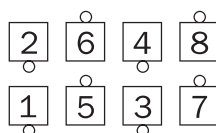
**Starting Formation:** Parallel general lines only

**Definition:** Turn individually 1/4 toward Promenade direction, then Split Counter Rotate the designated amount, which must be specified.

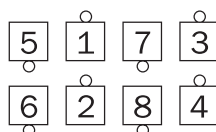
**Ending Formation:** Depends on Fraction



After individually  
quarter toward  
Promenade direction



Finish Single  
Rotate 1/2



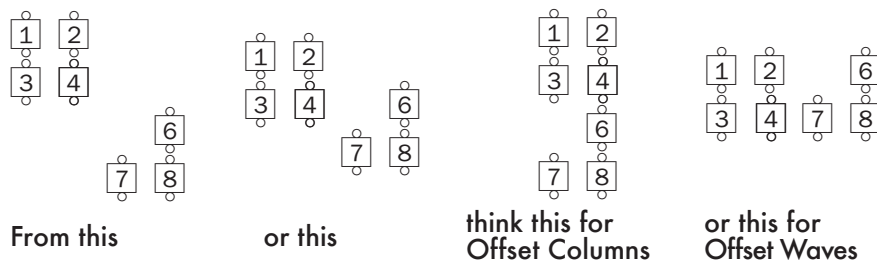
Finish Single  
Rotate 3/4

Individually (because it's a SINGLE Rotate) put your LEFT (because it's NOT reverse) shoulder in towards your group of 4.

## Starting Formation: Facing Lines of 4

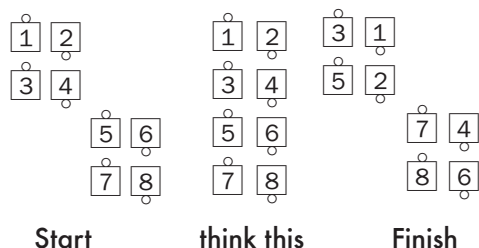
**Definition:** Dancers arranged as shown on the left below act as though they are in columns or lines and do the call, ending back on the same offset spots. From the 3x4 style of offset lines, a call that rotates the 2x4 formation (e.g., Bend the Line), finishes in a parallelogram.

From the the other kind of offset lines, a call that rotates the 2x4 formation (e.g., Bend the Line), finishes offset in the same way the original formation was.

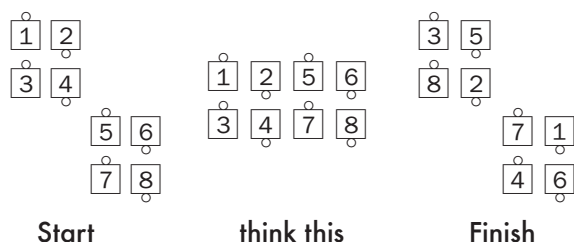


Here we have another way of working in some kind of distorted formation. Offset Lines/Waves and Parallelograms are closely related; often calls will change the formation from one to the other.

With Offset Lines / Waves, the center dancers will often, if possible, reach forward or back to touch the hands of their adjacent centers. This helps all the dancers to visualize the parallel lines or waves.

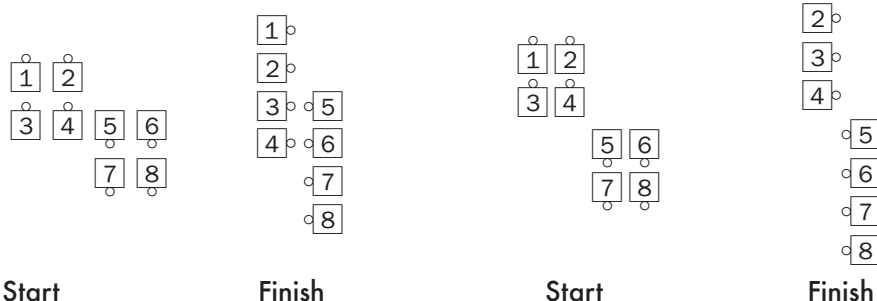


## Offset Waves Circulate



The trickiest part with Offsets and Parallelograms is doing Shape-Changing calls. These are calls that take a 1x4 (wave or line) and change it to a 2x2, or vice versa. Doing shape-changing calls involves noticing the amount of offset and the skew direction before the call and re-establishing the offset and skew after the call. We'll worry about tricky shape-changers later (in fact, I've hardly ever heard any hard shape-changing stuff at C2; the difficult calls are saved for C3).

## Offset Lines Bend the Line



# Chain the Square

**Starting Formation:** Eight Chain Thru

**Definition:** 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.

**Ending Formation:** Parallel 2F Lines

Here's another weird Courtesy Turn from a LH wave (like in Grand Chain 8).

Vic Ceder suggests that the Centers of the LH wave do a left-face U-Turn-Back to flow into the Courtesy Turn.



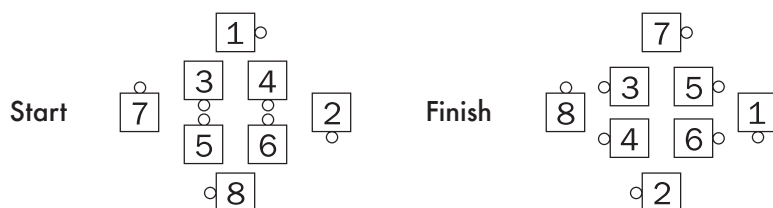
## Lines <anything> Thru

**Starting Formation:** Any formation where the outsides can Circulate and not wind up on the same ending spots as the centers will

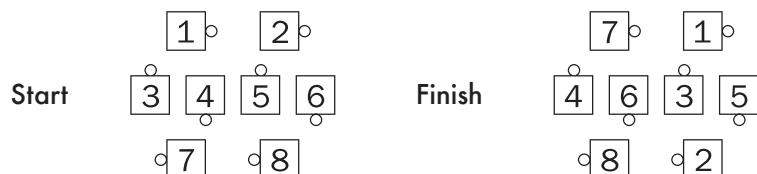
**Definition:** Centers do the "Anything" call as the outsides Circulate. The "Anything" call must be a 1-, 2-, or 4-dancer call.

**Ending Formation:** Depends

### Lines Wheel Thru Thru



### Lines Swing Thru Thru



The Ceder Chest lists the author of this call as "Unknown" and I can certainly see why. Would you want your name associated with a call where the significant words are both highly common (think of all the times you've heard a caller say "Lines Up to the Middle and Back") and lend themselves to repetition (how about "You've got lines, Lines Right and Left Thru Thru"). And think about this: there's a difference between "Lines Swing Thru Thru" and "Lines Swing Thru". Not to mention the fact that this call is often called from non-lines (as in the two examples given). Good thing...at least if you're in non-lines and you hear "Lines...", you know it's Lines something Thru instead of the caller "helping" you out by describing your formation...

# Cross Invert the Column

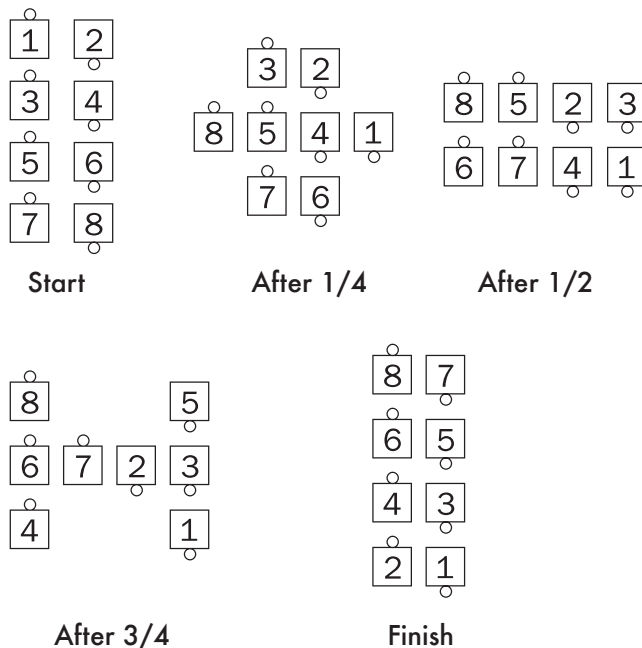
## Starting Formation: Columns

**Definition:** 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  $\frac{1}{4}$  in the fraction, and the resulting columns balance themselves so that they're mutually centered. Thus, for Cross Invert the Column  $\frac{3}{4}$ , the first 3 dancers in each column move across and around the other column, finishing in an H.

**Ending Formation:** Depends on fraction

This is just like Invert the Column except that the dancers move toward the center of the column instead of away from it.

## Cross Invert the Column, cont.



## Truck

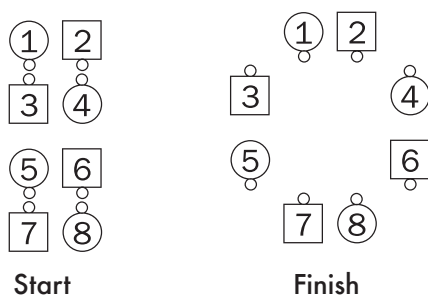
**Starting Formation:** Any appropriate

**Definition:** Boys sidestep one position to the left; Girls sidestep one position to the right.

**Ending Formation:** Depends



## Centers Truck



Oh boy, just when you thought you had all the gender-specific calls down, up pops another one. Girls go one way, boys go another. How to remember which way? How about: if you were in a normal couple, you'd move away from your partner. Or: move the opposite of your "star-thru" hand.

Truck is a positional call: no adjustments, no square breathing.

There's also a non gender-specific way to use Truck: the caller can give a specific direction: In, Out, Left, or Right. The direction is relative to the center of the set. So if I say, "Girls Truck," the girls would slide Right, but if I said "Girls Left Truck," the girls would slide Left.

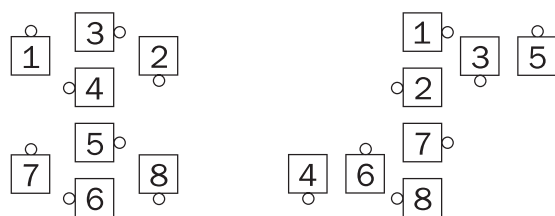
I've also heard "Reverse Truck," meaning you go the opposite of your normal Truck direction.

## Exchange the Diamond *{fraction}*

### Starting Formation: Diamonds

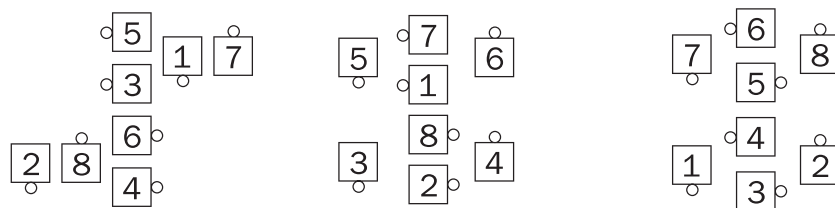
**Definition:** The very centers (one from each diamond) do an Interlocked Diamond Circulate as all others do a regular Diamond Circulate. For a full Exchange, all dancers do one interlocked and three regular Diamond Circulates. (Each dancer does the Interlocked Diamond Circulate from the very center position). For Exchange the Diamond  $1/4$ ,  $1/2$ , and  $3/4$ , dancers do 1, 2, or 3 Circulates, giving the results shown below. 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..

**Ending Formation:** Depends on fraction; for a full Exchange, diamonds of the opposite-handedness.



Start

After 1/4



After 1/2

After 3/4

Finish

## Rotate

**Starting Formation:** Parallel lines, composed entirely of couples (e.g., Facing lines, 2-faced lines) only

**Definition:** Each half of the square works independently. As Couples Turn  $1/4$  toward Promenade direction (giving a 2-faced line). That new line then do a Couples Hinge once for each  $1/4$  in the fraction the caller gives (he must give a fraction).

**Ending Formation:** Depends on fraction

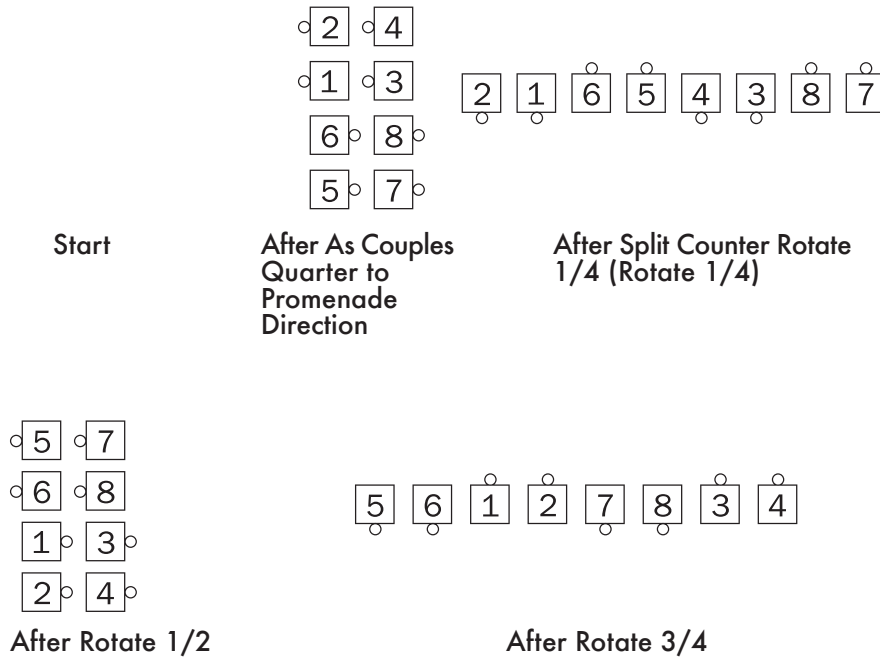
Very Center 2 dancers, you're the leaders of the Exchange, since you start the transfer to the other diamond.

When you're in your original diamond, stay on the inside; when you're in your new diamond, stay on the outside when you meet another dancer.

Think As Couples (because it's not Single), Left shoulders in (because it's not Reverse).

The definition uses "Couples Hinge," but you're really doing a Split Counter Rotate the given fraction.

## Rotate, cont.



## Sock It To Me

**Starting Formation:** Line of four with exactly one left-end dancer

**Definition:** The dancer on the left end Trades to 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 he first turned. Finishes in a line facing the opposite direction.

**Ending Formation:** Line facing opposite direction



This is the mirror image of  
Here Comes the Judge. Can  
you guess the approximate  
year these two calls were  
written?



**Starting Formation:** 3/4 tag, trade by, or other appropriate formation

**Definition:** 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 quarter tag formation would be.

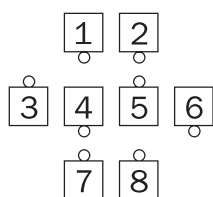
At each quarter, the direction the outside 6 move is determined by which way the ends of the center formation are facing.

The center 4 do not have to be in a line, as long as there are two definite ends in the center 4 who are facing opposite directions.

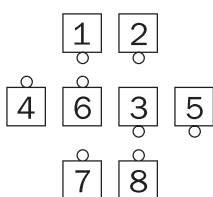
The Anything call can be a 4- or 8-person call.

The circling direction for the outsides can change during the call. So that means that the outside 4 dancers have to pay attention to the facing direction of the center end dancers.

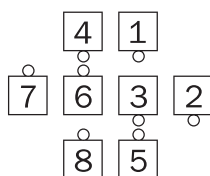
## Switch and Circle 1/4



Start

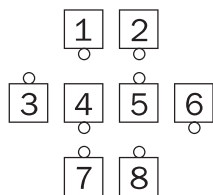


After Centers  
Switch the Wave

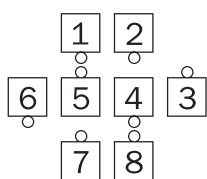


After outer 6  
move around

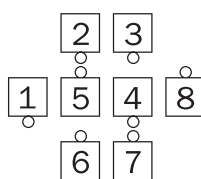
The C1 call Swing and Circle is the same as Swing-Slip and Circle.



Start

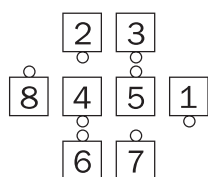


After Centers  
Swing and Mix

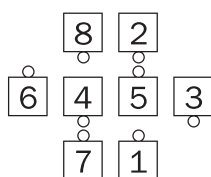


After outer 6  
“circle”

I’ve found that a common mistake is for the very center 2 to want to trade while the outer 6 are moving (because you’re used to doing this in a Swing and Circle). Very center 2, once you’ve finished the Anything call, DON’T MOVE! (at least until it’s time to start the Anything call again).



After Centers  
Swing and Mix



After outer 6  
“circle”

# Press Ahead/In/Out/Right/Left

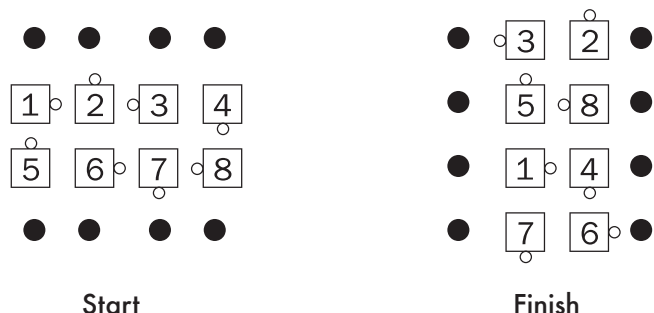
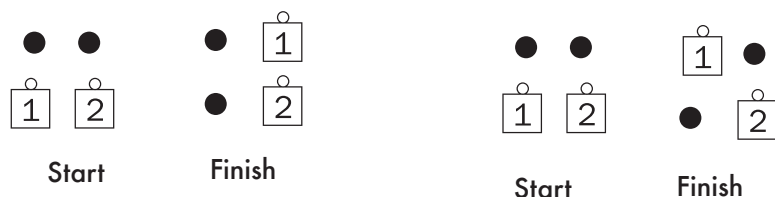
**Starting Formation:** Any appropriate

**Definition:** Those designated move one dancer position forward and (for other than Press Ahead) in the direction indicated. The directions “In” and “Out” are with reference to the center of the set.

Note: This is not the same as Extend

**Ending Formation:** Depends

## #1 Press Right



This is another positional call, like Loop and Truck; there's no adjusting or square breathing.

Note that you never change your facing direction on this call.

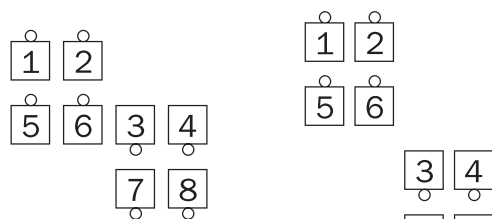
A common mistake is to not go far enough. Take a look at the Press Left example in the diagrams and notice that this is NOT the same as a Veer Left.

Also look at the Press Ahead example. Notice that you end up totally offset; a common mistake is to only go halfway.

## Press Left

Start

Finish



Start

after 1/2

Finish

**In previous issues:**

Catch {n}  
Scoot & Counter  
Tag Your Neighbor  
Grand Chain 8  
Rims Trade Back  
Cross Concentric Concept  
Sets In Motion  
Stack the Line  
Once Removed  
Anything  
Wheel the Ocean/Sea  
Kick Off  
Cross Kick Off  
Chisel Thru

Walk Out to a Wave  
Parallelogram  
Invert the Column  
Detour  
Swap the Wave  
Shazam  
Swing Along / Along  
Criss Cross the Shadow  
Checkpoint  
Cross Back  
Alter and Circulate  
Perk Up  
Split Swap  
Reverse Split Swap

Rotary <anything>  
File to a Line  
Crazy  
Fascinate / Fascinating  
Cross the K  
<Anything> the K  
Reshape the Triangle  
Loop  
Hocus Pocus  
Circle to a Wave  
Turn to a Line  
Cross & Wheel  
Single Cross & Wheel  
Here Comes the Judge

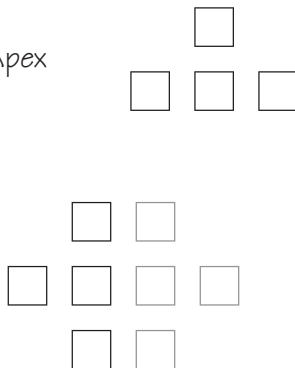
Split Trade Circulate  
Single Rotate  
Offset Line / Wave  
Chain the Square  
Lines <anything> Thru  
Cross Invert the Column  
Truck  
Exchange the Diamond  
Rotate  
Sock It To Me  
<anything> And Circle  
Press

**This issue:**

3x1 Triangle Circulate  
Zip Code  
With the Flow  
Unwrap  
Ripple the Wave  
Peel / Trail to a Diamond

**New Formation: 3x1 Triangle**

A 3x1 Triangle is a 4-dancer formation. One dancer is the Apex and 3 dancers are the Base.



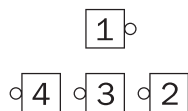
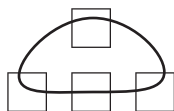
3x1 Triangles are usually Tandem-Based rather than Wave-Based.

## New Call: 3x1 Triangle Circulate

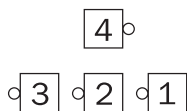
**Starting Formation:** 3x1 Triangle

**Definition:** Move forward one spot along the circulate path shown

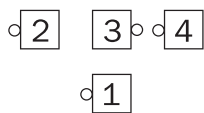
**Ending Formation:** 3x1 Triangle



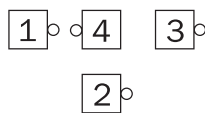
Start



Finish



Start



Finish

In the first set-up (RH 3x1 Triangle), it's very tempting for dancers #1 and #2 to do a jaywalk instead of a 3x1 Triangle Circulate. Resist the temptation!

## New Call: Zip Code

**Starting Formation:** Any 2x4 formation with the centers in columns (e.g., DPT or eight chain thru)

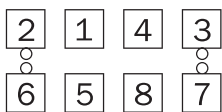
**Definition:** Centers 1/4 Out (forming a momentary T-bone) and Run around the outsides [=Zip Code 1], Pass Thru [=Zip Code 2], Ends Bend [=Zip Code 3], Pass Thru [=Zip Code 4], etc. As this happens, the original outsides move into the center, without turning. Odd numbers give facing ends; even give back-to-back ends.

Usually, the caller will give the (new) centers something else to do while the other are Zip Coding around the outside.

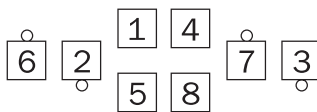
**Ending Formation:** Depends



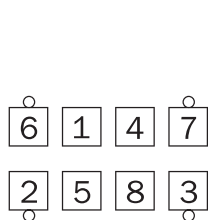
Start



After Zip Code 1



After Zip Code 1-1/2



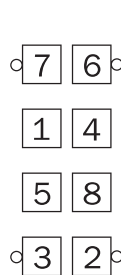
After Zip Code 2



After Zip Code 3



After Zip Code 3-1/2



After Zip Code 4

## New Call: With the Flow

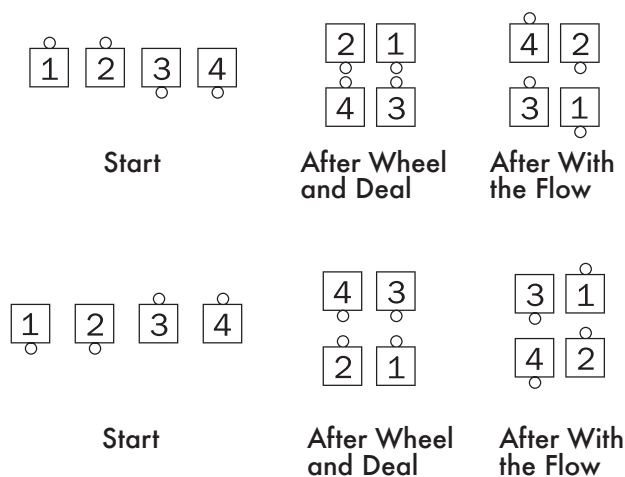
**Starting Formation:** Facing couples, with each couple having sideways body flow as a couple resulting from the previous call or with exactly one dancer in each couple moving forward

**Definition:** This is a flowing Walk and Dodge. The leading dancer in flow direction walks forward, as the other dancer dodge into the space he is vacating. The "leading dancers" must both be beaux or both be belles.

**Ending Formation:** RH or LH miniwaves

Any call that can be followed by Sweep 1/4 can also be followed by With the Flow.

### Wheel and Deal With the Flow



## New Concept: Unwrap the <formation>

**Starting Formation:** Diamonds, an hourglass, interlocked diamonds, etc.

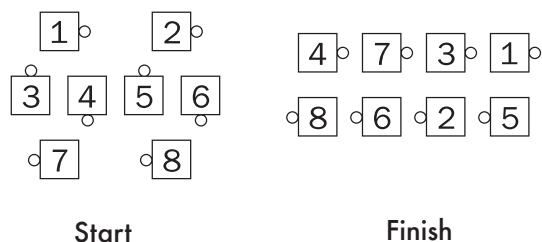
**Definition:** The trailing person in the box [usually the trailing point] walks straight ahead to become #1 in a column; others Circulate their formation and follow him into columns.

The caller can designate which dancer leads the Unwrap; that dancer moves straight forward, and the others follow along.

**Ending Formation:** Columns

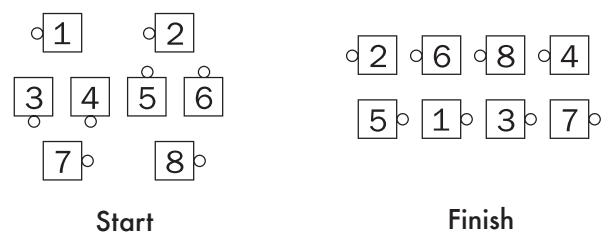
If you're leading the Unwrap, walk forward (and maybe slightly inward) and don't change your facing direction.

### Unwrap the Diamonds

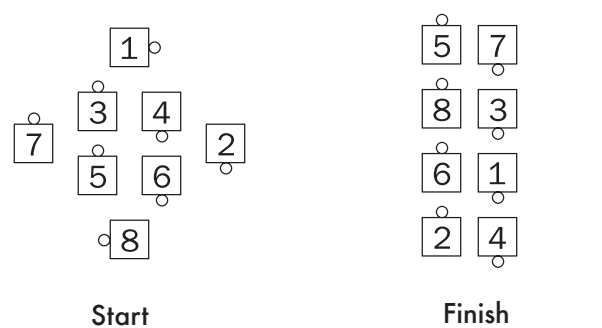
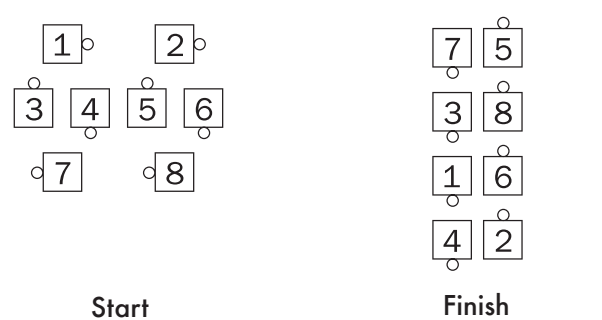


Unwrap, cont.

**Unwrap the Interlocked Diamonds**



**Very Centers lead Unwrap the Diamonds**

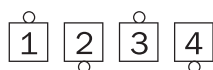


## Starting Formation: Wave

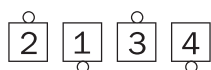
**Definition:** Designated dancers start a series of Arm Turns, using alternating hands, toward the center of the wave. Go the number of Arm Turns specified (e.g., 2 for "Ripple 2") or until reaching the other end of the wave. The caller may also specify which hand the Turns are to start with, e.g., "Left Ripple 3."

## Ending Formation: Wave

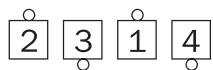
### Dancer #1 Ripple the Wave



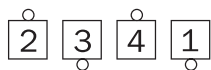
Start



After Ripple 1

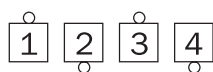


After Ripple 2

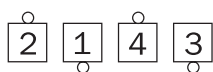


After Ripple 3 (Finish)

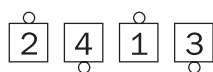
### End Dancers Ripple 2-1/2



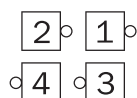
Start



After Ripple 1

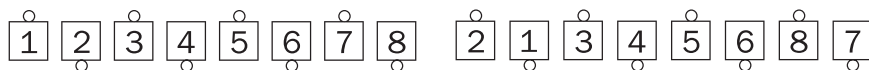


After Ripple 2



After Ripple 2-1/2 (Finish)

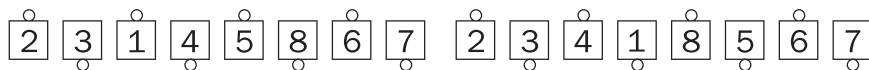
### Very End Dancers Ripple 6



Start

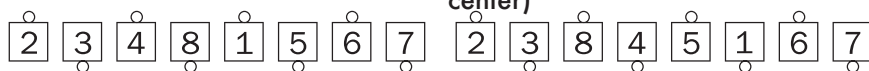


After Ripple 1



After Ripple 2

After Ripple 3 (End of Very End Dancers Ripple the Wave, because the dancers don't move across the center)



After Ripple 5



After Ripple 6

*Vic Ceder defines the move as a series of Partner Trades instead of Arm Turns, meaning that the call can be started from Lines as well as Waves.*

*If no direction is specified, starting turning towards the center of the line.*



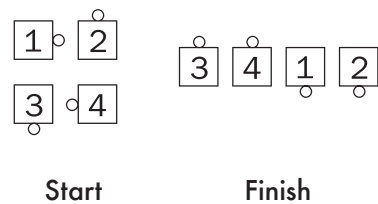
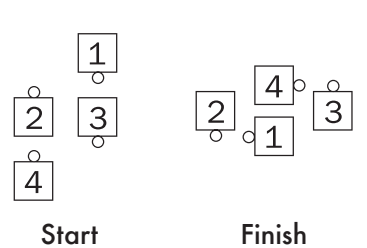
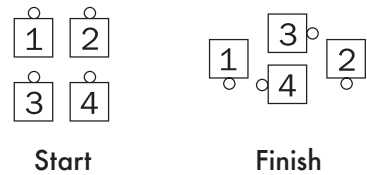
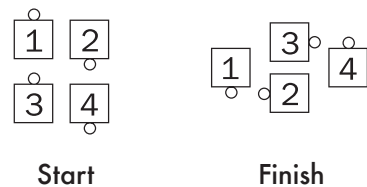
# New Call: Peel/Trail to a Diamond

**Starting Formation:** Box circulate or a Z

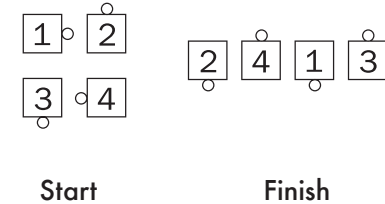
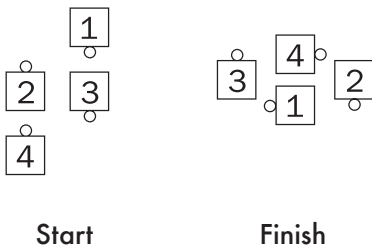
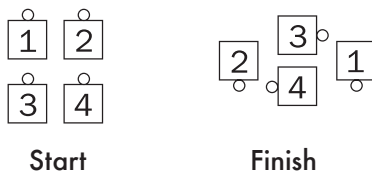
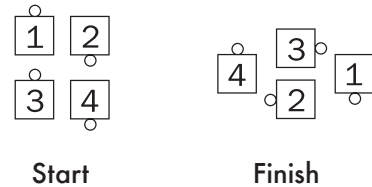
**Definition:** Leads Peel/ Trail Off as trailers Extend (if need be) and Hinge

**Ending Formation:** Non-T-Bone ends in a Diamond

## Peel to a Diamond



## Trail to a Diamond



**In previous issues:**

Catch {n}	Invert the Column	Cross the K	Truck
Scoot & Counter	Detour	<Anything> the K	Exchange the Diamond
Tag Your Neighbor	Swap the Wave	Reshape the Triangle	Rotate
Grand Chain 8	Shazam	Loop	Sock It To Me
Rims Trade Back	Swing Along / Along	Hocus Pocus	<anything> And Circle
Cross Concentric Concept	Criss Cross the Shadow	Circle to a Wave	Press
Sets In Motion	Checkpoint	Turn to a Line	3x1 Triangle Circulate
Stack the Line	Cross Back	Cross & Wheel	Zip Code
Once Removed	Alter and Circulate	Single Cross & Wheel	With the Flow
Anything	Perk Up	Here Comes the Judge	Unwrap
Wheel the Ocean/Sea	Split Swap	Split Trade Circulate	Ripple the Wave
Kick Off	Reverse Split Swap	Single Rotate	Peel / Trail to a Diamond
Cross Kick Off	Rotary <anything>	Offset Line/Wave	
Chisel Thru	File to a Line	Chain the Square	
Walk Out to a Wave	Crazy	Lines <anything> Thru	
Parallelogram	Fascinate / Fascinating	Cross Invert the Column	

**This issue:**

Like a Ripple  
 Scoot and Little More  
 Stretched Line/Wave/Box  
 Scoot and Cross Ramble  
 (Single) Bounce <anyone>  
 Vertical <anything>  
 Vertical Tag your Neighbor

**New Concept: <Anyone> Like a Ripple:**  
**<Call 1>, <Call 2>...**

**Starting Formation:** Varies

**Definition:** The designated dancer does the given calls progressively using other dancers as necessary to complete the calls.

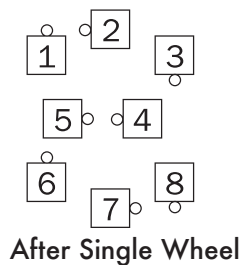
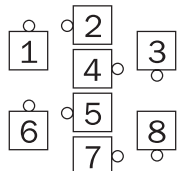
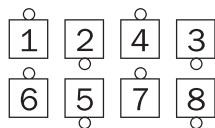
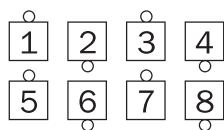
**Ending Formation:** Varies

This is not an official CALLERLAB definition; the call is new to the C2 list and I don't have a copy of the definition.

## <Anyone> Like a Ripple, cont.

C2 Notes  
No. 9, p.

### **Trailing End Like a Ripple: Swing, Cast Off 3/4, Single Wheel**



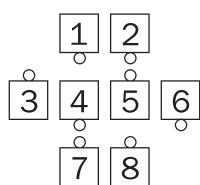
After Single Wheel

## New Call: Scoot and Little More

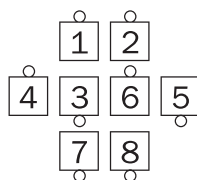
**Starting Formation:** Quarter Tag

**Definition:** All Scoot and Little, then the centers Box Circulate one spot

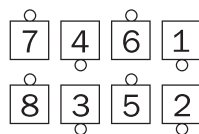
**Ending Formation:** Usually waves



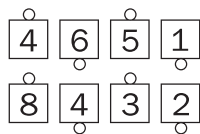
Start



After Scoot Back



After Little



After Centers Box  
Circulate

## New Concept: Stretched Line/Wave/Box

**Starting Formation:** Tidal lines & waves (for Line/Wave), 2x4 for Box

**Definition:** The people marked the same (blacks and grays) 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.

**Ending Formation:** Varies



Black dancers work together and  
gray dancers work together



Do the call as if you started here

### Stretched Wave Recycle

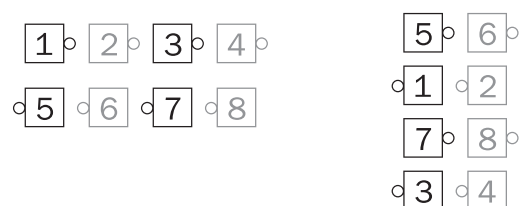


### Stretched Box



Black dancers work together and Do the call as if you started here  
gray dancers work together

### Stretched Box Recycle



Dancing: Some people like the centers to “slush” over immediately and then do the call. This is usually awkward and undanceable. In general, try to start the call disconnected and then end in the appropriate place. Remember, we are trying to actually “dance”!

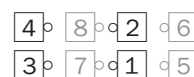
**Stretch vs. Stretched:** These aren’t the same, so be sure to listen for the formation descriptor.

In “Stretch” you do the call starting on your own side, but the resulting centers end up in the far center position. In “Stretched Line/Wave/Box,” the centers move to work with the far ends and end up on that side.

Compare:



Start



Finish

### Stretched Wave Linear Cycle



Start

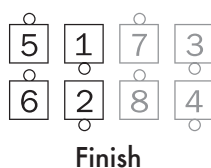


Finish

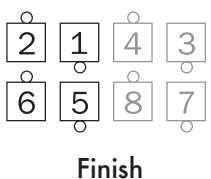
# Stretched Line/Wave/Box, cont.

C2 Notes  
No. 9, p. 4

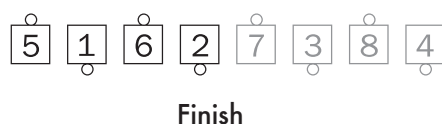
## Stretched Line Crossfire



Start



## Stretched Line Cross Roll to a Wave

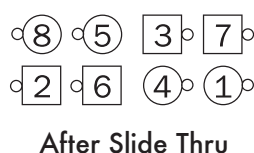
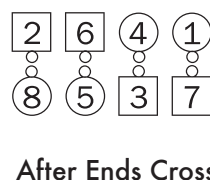
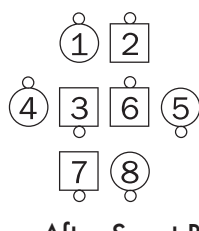
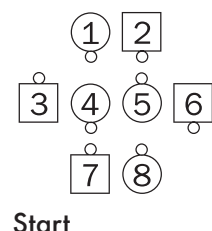


## New Call: Scoot and Cross Ramble

### Starting Formation: Quarter Tag

**Definition:** All Scoot Back; those facing out Cross Cast Back and Slide Thru; in the wave, all Cross Fold to face each other and Slide Thru.

**Ending Formation:** Varies depending on gender



## Stretched Box vs. Once Removed

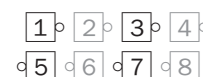
**Removed:** In Stretched Box, the centers move out to the far ends and **stay there!** In Once Removed, the centers work with the far ends, but the dancers moving into the center **go back** to the far center footprints!

Compare:

## Stretched Box Zing



## Once Removed Zing



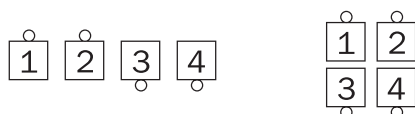
The Cross Fold is danced as a Step Forward and Partner Trade; it is **not** a Trade the Wave.

**Starting Formation:** Two-Faced Line only

**Definition:** 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.

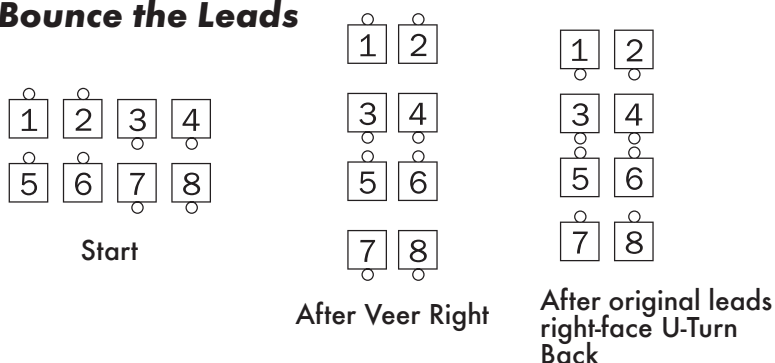
**Ending Formation:** Varies

### Bounce the Centers



Start

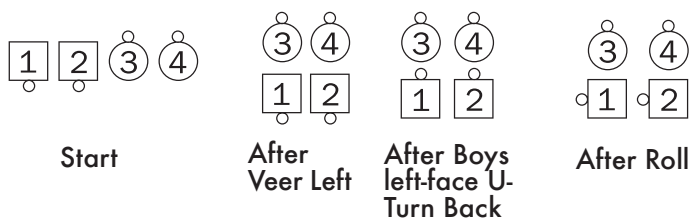
### Bounce the Leads



Start

After Veer Right

After original leads  
right-face U-Turn  
Back



Start

After  
Veer Left

After Boys  
left-face U-  
Turn Back

After Roll

## New Call: Single Bounce <Anyone>

**Starting Formation:** Mini-Wave Only

**Definition:** 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.

**Ending Formation:** Varies



Start

Finish

Note: The U-Turn Back is in the direction of the Veer. This is important because the caller can add a Roll.

Another note: Determine who the designated dancers are **before** doing the Veer. The Veer could cause a change, but the designation refers to the original setup.

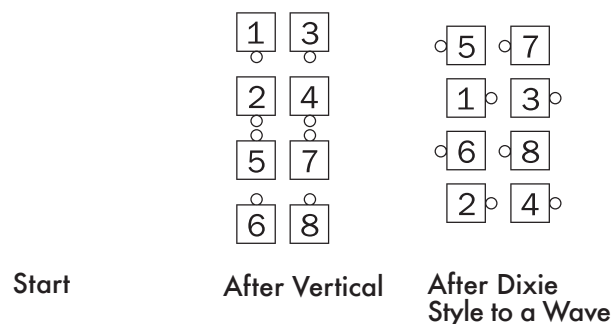
## New Call: Vertical <Anything>

**Starting Formation:** Varies

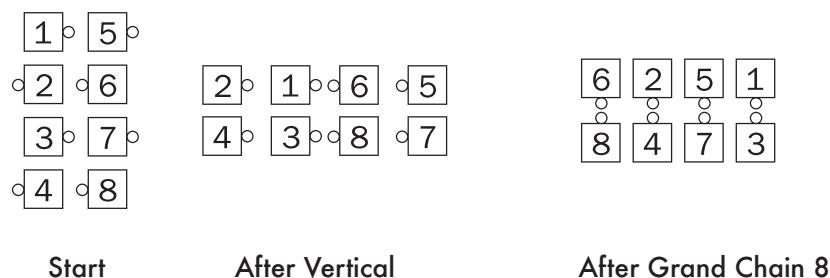
**Definition:** Do a Vertical 0/4 tag (i.e., get into double pass thru or single double pass thru formation, as appropriate) then do the “Anything” call. In counting fractions, the “Vertical” is counted as a single part.

**Ending Formation:** Depends on <Anything>

### Vertical Dixie Style to a Wave



### Vertical Grand Chain 8

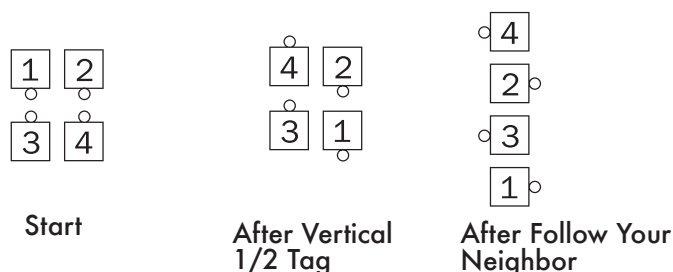


## New Call: Vertical Tag Your Neighbor

**Starting Formation:** Non-T-Bone 2x2

**Definition:** Vertical 1/2 Tag, then Follow your Neighbor. This call cannot be fractionalized.

**Ending Formation:** LH Wave





**In previous issues:**

Catch {n}  
 Scoot & Counter  
 Tag Your Neighbor  
 Grand Chain 8  
 Rims Trade Back  
 Cross Concentric Concept  
 Sets In Motion  
 Stack the Line  
 Once Removed  
 Anything  
 Wheel the Ocean/Sea  
 Kick Off  
 Cross Kick Off  
 Chisel Thru  
 Walk Out to a Wave  
 Parallelogram  
 Invert the Column  
 Detour

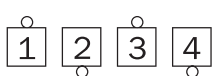
Swap the Wave  
 Shazam  
 Swing Along / Along  
 Criss Cross the Shadow  
 Checkpoint  
 Cross Back  
 Alter and Circulate  
 Perk Up  
 Split Swap  
 Reverse Split Swap  
 Rotary <anything>  
 File to a Line  
 Crazy  
 Fascinate / Fascinating  
 Cross the K  
 <Anything> the K  
 Reshape the Triangle  
 Loop

Hocus Pocus  
 Circle to a Wave  
 Turn to a Line  
 Cross & Wheel  
 Single Cross & Wheel  
 Here Comes the Judge  
 Split Trade Circulate  
 Single Rotate  
 Offset Line/Wave  
 Chain the Square  
 Lines <anything> Thru  
 Cross Invert the Column  
 Truck  
 Exchange the Diamond  
 Rotate  
 Sock It To Me  
 <anything> And Circle  
 Press

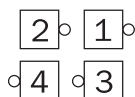
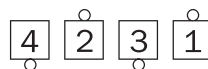
3x1 Triangle Circulate  
 Zip Code  
 With the Flow  
 Unwrap  
 Ripple the Wave  
 Peel / Trail to a Diamond  
 Like a Ripple  
 Scoot and Little More  
 Stretched Line/Wave/Box  
 Scoot and Cross Ramble  
 (Single) Bounce <anyone>  
 Vertical <anything>  
 Vertical Tag your Neighbor

**This issue:**

Flip your Neighbor  
 Triple Line/Wave  
 Hubs Trade Back  
 Relocate the Diamond  
 Rims Trade <anything>  
 Cross Trade & Wheel  
 Single Cross Trade & Wheel  
 Lateral Substitute  
 Triangle Peel & Trail etc.  
 Drop In/Out/Left/Right  
 Criss Cross your Neighbor  
 Stagger

**New Call: Flip Your Neighbor****Starting Formation:** Wave**Definition:** Flip the Line 1/2 (i.e., 2/3 Recycle); Follow Your Neighbor. This call may not be fractionalized.**Ending Formation:** Wave

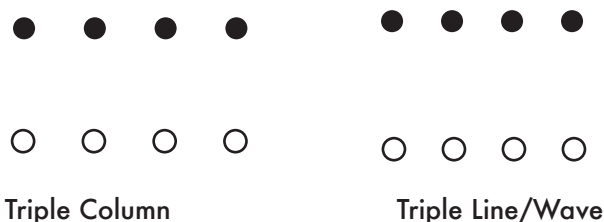
Start

After Flip the  
Line 1/2After Follow  
Your Neighbor

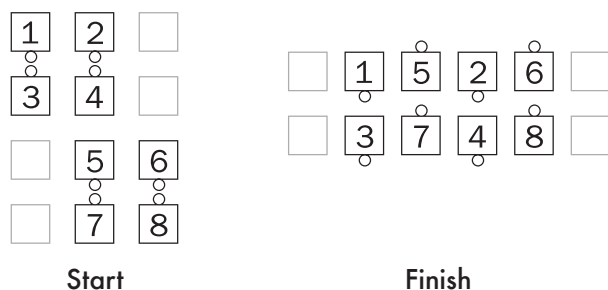
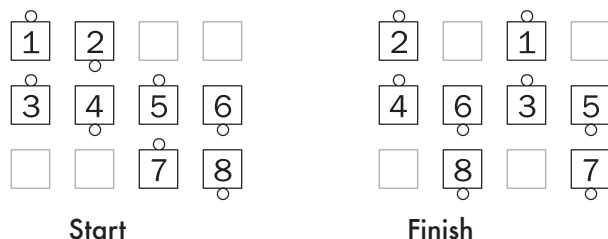
## New Concept: Triple Line / Wave

**Definition:** The “Triple” concept establishes three sets of four dancer positions (for a total of twelve spots); the dancers in each set of four are in either a box, line/ wave or column. Since there are 12 spots and only 8 dancers, 4 of the spots are vacant but occupied by phantom dancers. Calls are executed by staying in your group of four. Most 4-dancer calls are appropriate.

*Be sure to keep track of the phantoms and know where they are (and allow space for them) at the end of the call.*



## Triple Wave Swing Thru

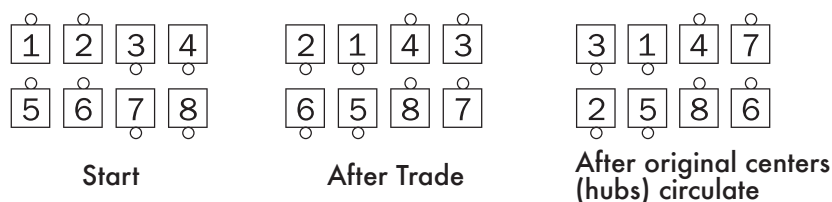


## New Call: Hubs Trade Back

**Starting Formation:** Anywhere appropriate, e.g., parallel lines and waves

**Definition:** All Partner Trade then the original centers Circulate once.

**Ending Formation:** Parallel lines or waves

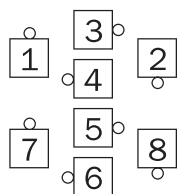


## New Call: Relocate the Diamond

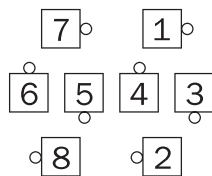
**Starting Formation:** Twin Diamonds

**Definition:** The very centers Cast 3/4, while the others Counter Rotate 1/4.

**Ending Formation:** Twin Diamonds



Start



Finish

You can also think about this as Centers Fan the Top while the Ends Counter Rotate.

However, you might want to be aware that there is a general Relocate the <Formation> that is defined as the very centers Cast 3/4 while the others Counter Rotate.

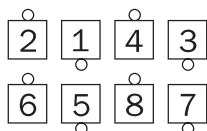
## New Call: Rims Trade <Anything>

**Starting Formation:** Line or other applicable

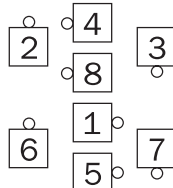
**Definition:** All Partner Trade, then the original outsides do the "Anything."

**Ending Formation:** Varies

### Rims Trade Follow Thru



Start



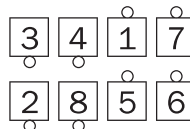
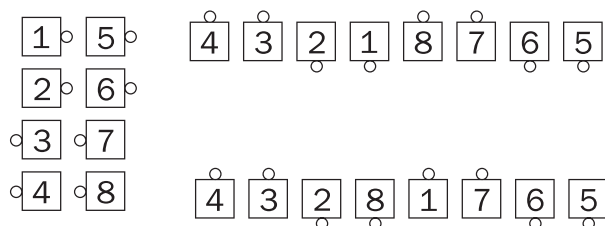
After original ends  
(new centers)  
Follow Thru

## New Call: Cross Trade and Wheel

**Starting Formation:** Parallel Lines or 2-faced lines composed entirely of couples

**Definition:** Couples Hinge; very centers Trade; As Couples Step and Fold."

**Ending Formation:** 2-Faced Lines

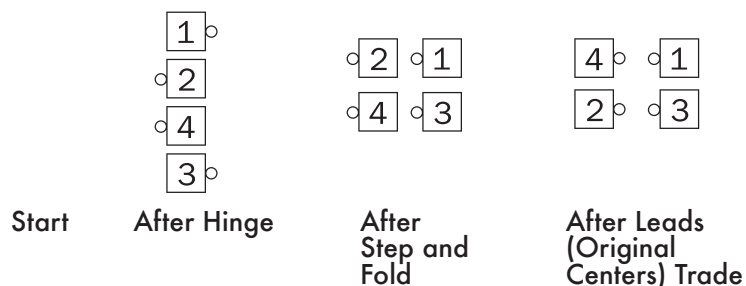
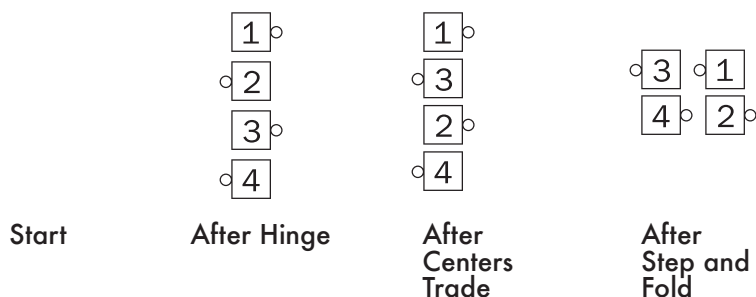


## New Call: Single Cross Trade and Wheel

**Starting Formation:** Box circulate, facing couples, or couples back to back

**Definition:** All Single Hinge; Centers Trade; Step and Fold. From an inverted box: All Single Hinge, Step and Fold, and the leads (steppers) Trade.

**Ending Formation:** 2x2



Note: The Inverted Box definition is included for historical reasons. Some callers believe that Single Cross Trade and Wheel shouldn't be called from Inverted Boxes.

## New Call: Lateral Substitute

**Starting Formation:** Various

**Definition:** Those designated slide sideways over the inactive dancers, who move to the center without turning.

**Ending Formation:** Varies

Nobody changes their facing direction during a Lateral Substitute.



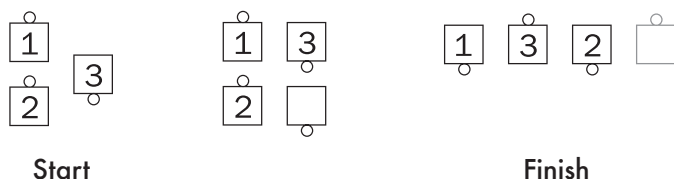
## Starting Formation: Tandem-Base Triangle

**Definition:** The lead of the tandem acts as the leader; the other dancers act as trailers (either in a couple together, if they're facing the same way, or as opposing trailers if they're facing opposite directions).

**Ending Formation:** Varies

While the definition speaks of tandem-based triangles, and most common usage is from tandem-based triangles, I have occasionally heard a caller use this concept with wave-based triangles.

## Triangle Peel and Trail



## Triangle Recycle



## New Call: Drop In/Out/Right/Left

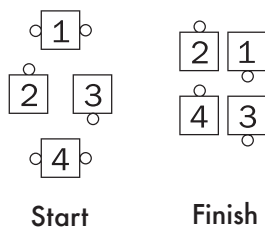
**Starting Formation:** Diamond or Generalized 1/4 Tag in which the Centers are in a Mini-Wave.

**Definition:** Centers do your part of Extend the Tag as the others quarter toward the given direction (relative to the 4-dancer formation). Adjust to end in a 2x2

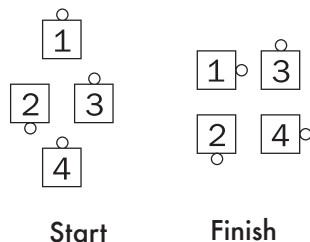
**Ending Formation:** 2x2

This is not an official CALLERLAB definition (I couldn't find one on the Web). You can tell, because it's way more precise than most of the CALLERLAB defs. This one is from Vic Ceder, and if you're into the technical end of square dancing, I highly recommend his Ceder Chest books.

### Drop In



### Drop Right

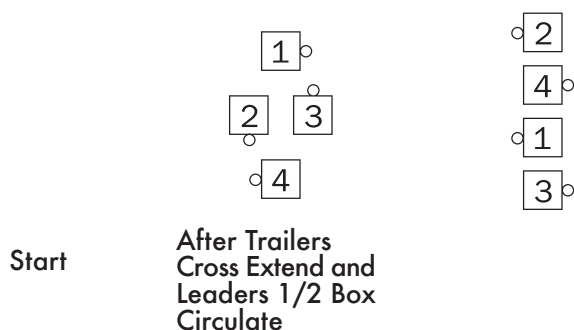


## New Call: Criss Cross Your Neighbor

**Starting Formation:** Mini-wave box or applicable 2x2 T-Bone

**Definition:** 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.

**Ending Formation:** Wave

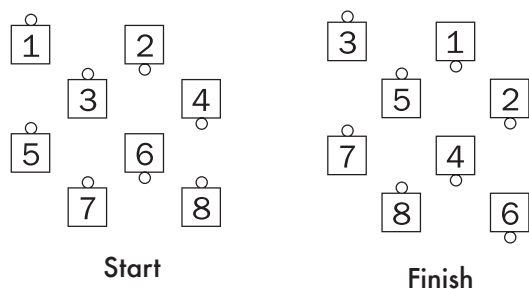
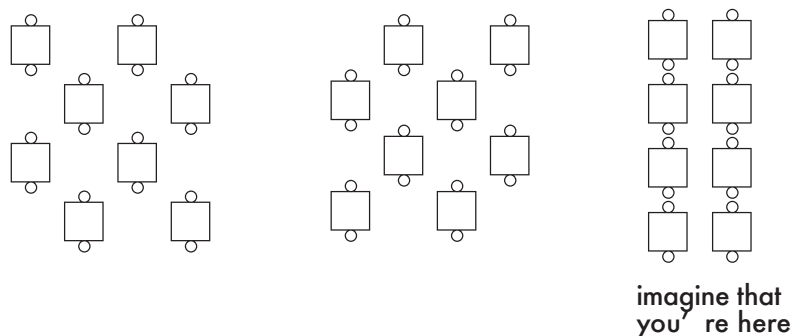


## New Concept: Stagger

**Starting Formation:** Blocks

**Definition:** 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.

**Ending Formation:** Blocks



**In previous issues:**

Catch {n}  
 Scoot & Counter  
 Tag Your Neighbor  
 Grand Chain 8  
 Rims Trade Back  
 Cross Concentric Concept  
 Sets In Motion  
 Stack the Line  
 Once Removed  
 Anything  
 Wheel the Ocean/Sea  
 Kick Off  
 Cross Kick Off  
 Chisel Thru  
 Walk Out to a Wave  
 Parallelogram  
 Invert the Column  
 Detour  
 Swap the Wave  
 Shazam  
 Swing Along / Along

Criss Cross the Shadow  
 Checkpoint  
 Cross Back  
 Alter and Circulate  
 Perk Up  
 Split Swap  
 Reverse Split Swap  
 Rotary <anything>  
 File to a Line  
 Crazy  
 Fascinate / Fascinating  
 Cross the K  
 <Anything> the K  
 Reshape the Triangle  
 Loop  
 Hocus Pocus  
 Circle to a Wave  
 Turn to a Line  
 Cross & Wheel  
 Single Cross & Wheel  
 Here Comes the Judge

Split Trade Circulate  
 Single Rotate  
 Offset Line / Wave  
 Chain the Square  
 Lines <anything> Thru  
 Cross Invert the Column  
 Truck  
 Exchange the Diamond  
 Rotate  
 Sock It To Me  
 <anything> And Circle  
 Press  
 3x1 Triangle Circulate  
 Zip Code  
 With the Flow  
 Unwrap  
 Ripple the Wave  
 Peel / Trail to a Diamond  
 Like a Ripple  
 Scoot and Little More

Stretched Line / Wave / Box  
 Scoot and Cross Ramble  
 (Single) Bounce <anyone>  
 Vertical <anything>  
 Vertical Tag your Neighbor  
 Flip your Neighbor  
 Triple Line / Wave  
 Hubs Trade Back  
 Relocate the Diamond  
 Rims Trade <anything>  
 Cross Trade & Wheel  
 Single Cross Trade & Wheel  
 Lateral Substitute  
 Triangle Peel & Trail etc.  
 Drop In / Out / Left / Right  
 Criss Cross your Neighbor  
 Stagger

**This issue:**

Inlet  
 Outlet  
 Grand Single Cross & Wheel  
 Grand Single Cross Trade & Wheel  
 Grand Cross Trade & Wheel  
 Funny  
 Interlocked Triangles (Regular and 3x1)  
 Reverse Cut / Flip the Galaxy  
 Hubs Trade <anything>  
 Disconnected  
 Dodge <anything>  
 Solid  
 3x1 Transfer the Column  
 3x1 Checkmate  
 Flip the Galaxy  
 Cut the Galaxy  
 Grand Cross Back

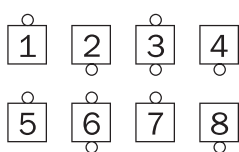


## New Call: Inlet

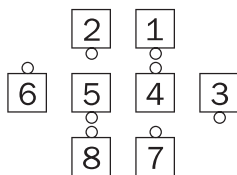
**Starting Formation:** Parallel Waves or 3&1 Lines with Ends in tandem

**Definition:** Lead End and adjacent dancer Recycle as the Trailing End and adjacent dancer do your part of a Split or Facing Recycle adjusting to end in the Center Wave.

**Ending Formation:** Quarter Tag



Start



Finish

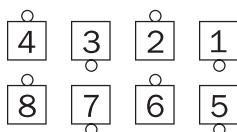
Inlet goes from Waves to a Quarter Tag; Outlet goes from a Quarter Tag to Parallel Waves.

## New Call: Outlet

**Starting Formation:** Applicable general Quarter Tag

**Definition:** Outsides do their part of a Facing or Split Recycle as the Centers do their part of a Facing or Split Recycle working on the diagonal with the outside dancers with whom the End of the Center Line is facing.

**Ending Formation:** Parallel Waves



Start

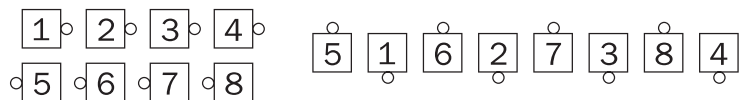
Finish

## New Call: Grand Single Cross & Wheel

**Starting Formation:** Columns, 8 chain thru, etc

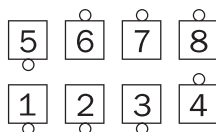
**Definition:** All Hinge. The center 6 Step, while the two ends Fold. Finishes in parallel 3-and-1 lines. This call cannot be fractionalized.

**Ending Formation:** Parallel 3-and-1 lines



Start

After Center 6  
Step while the  
Ends Fold

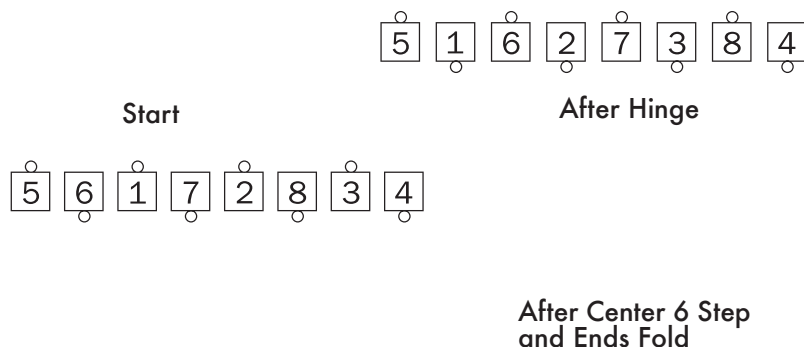


## New Call: Grand Single Cross Trade & Wheel

**Starting Formation:** Columns, 8 chain thru, etc

**Definition:** All Hinge and Triple Trade. The center 6 Step, while the two ends Fold. Finishes in parallel 3-and-1 lines. This call cannot be fractionalized.

**Ending Formation:** Twin Diamonds

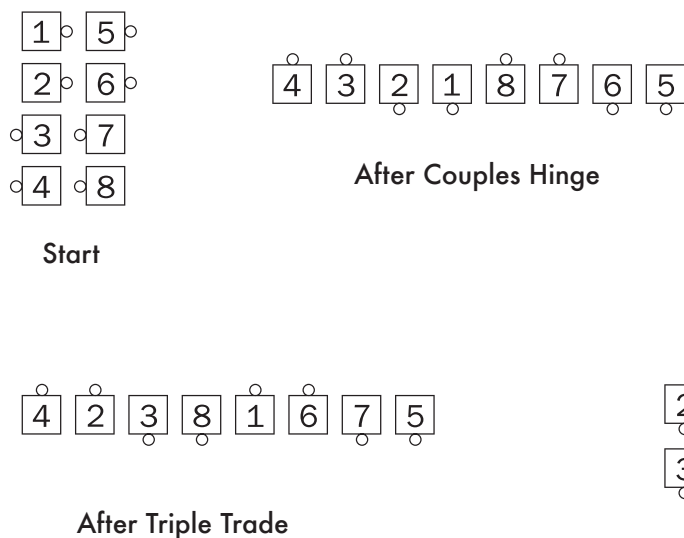


## New Call: Grand Cross Trade and Wheel

**Starting Formation:** Parallel Lines or 2-faced lines composed entirely of couples

**Definition:** Couples Hinge; Triple Trade; As Couples Step and Fold.

**Ending Formation:** 2-Faced Lines



Here are all the Cross and Wheel calls:

**Cross and Wheel:** As Couples Hinge, As Couples Step and Fold

**Cross Trade and Wheel:** Same except the very center 2 Trade before the Step and Fold

**Grand Cross Trade and Wheel:** Same except replace the very centers Trade with a Triple Trade.

**Single Cross and Wheel:** Hinge, Step and Fold

**Single Cross Trade and Wheel:** Same as Single Cross and Wheel, except add a Centers Trade before the Step and Fold.

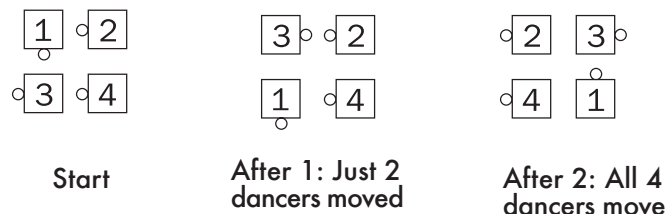
**Grand Single Cross and Wheel:** Hinge, Center 6 Step while the End 2 Fold

**Grand Single Cross Trade and Wheel:** Same as Grand Single Cross and Wheel, except add a Triple Trade before the Step and Fold.

## New Concept: Funny

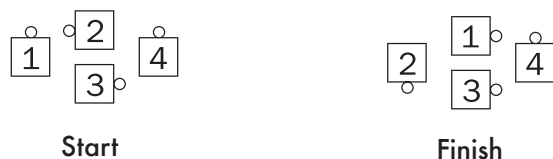
**Definition:** “Funny” is a “Those Who Can” concept. On each part of the call being done, as many people as possible do that part, so long as no two people finish on the same spot.

### Funny Box Circulate 2



The tricky part on “Funny” calls is to figure out who can move and who can’t. In most C2 usages that I’ve seen, who goes is pretty obvious.

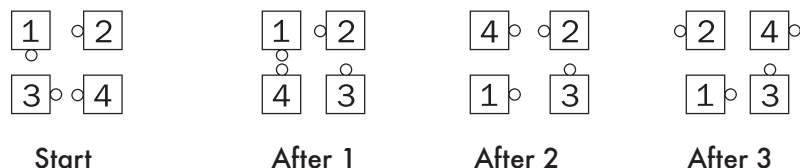
### Funny Diamond Circulate



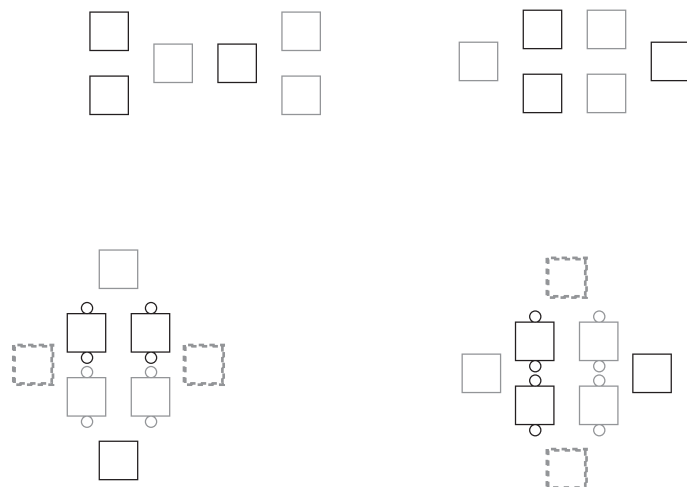
## New Call: Funny Square Thru

**Definition:** As many dancers as possible do each part of the call (each part is “Pull By and 1/4 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 (as in the diagram below), Funny Square Thru would be “Those facing Pull By and Quarter In”, repeat twice, then those facing Pull By again but do not Quarter In.

Remember to Quarter In after a Pull By unless it’s the very last Pull By, even if you can’t do another Pull By.

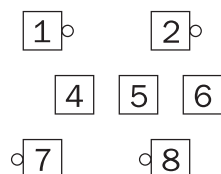


**Definition:** Interlocked Triangles consist of two adjacent Triangles whose centermost dancers are working with the furthest outside dancers in a triangle.



Interlocked Tandem-Based Triangles

There are 4 sets of interlocked triangles in twin diamonds. Can you find them all?



### Interlocked 3x1 Triangles



### Interlocked 3x1 Triangle Circulate



Start

Finish

Interlocked Triangles in Twin Diamonds:

Inside Interlocked Triangles  
(also called Interlocked  
Diamond Inside Triangles):  
1,5,7 and 8,4,2

Outside Interlocked Triangles  
(also called Interlocked  
Diamond Inside Triangles):  
3,2,8 and 6,7,1

Inpoint Interlocked Triangles  
(also called Interlocked  
Diamond Inpoint Triangles):  
1,5,3 and 8,4,6

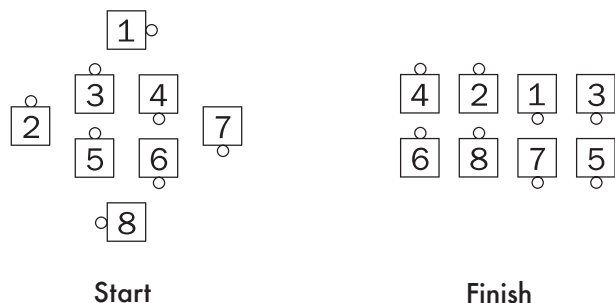
Outpoint Interlocked  
Triangles (also called  
Interlocked Diamond  
Outpoint Triangles): 7,3,5  
and 2,6,4.

## New Call: Reverse Cut the Galaxy

**Starting Formation:** Galaxy

**Definition:** The centers Squeeze, while the points Galaxy Circulate

**Ending Formation:** Parallel Lines or Waves



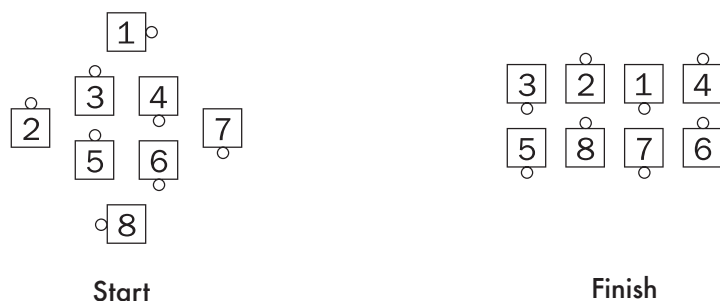
In a regular Cut or Flip, the Points do the Cutting or Flipping, while the Centers do the Formation Circulate. In a Reverse Cut or Flip, the Centers do the Cutting/Flipping while the Points do the Circulating.

## New Call: Reverse Flip the Galaxy

**Starting Formation:** Galaxy

**Definition:** The centers flip away from each other, while the points Galaxy Circulate.

**Ending Formation:** Parallel Lines or Waves



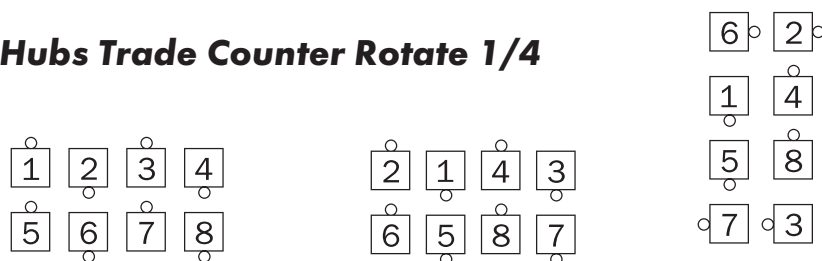
## New Call: Hubs Trade <Anything>

**Starting Formation:** Lines or other appropriate formations

**Definition:** All Partner Trade then the original centers do the "Anything" call.

**Ending Formation:** Depends

**Hubs Trade Counter Rotate 1/4**

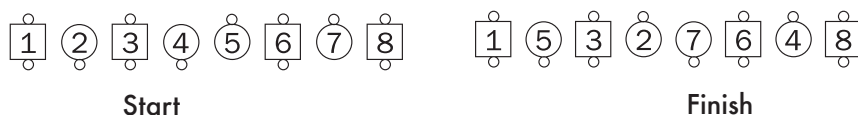


After original  
Centers Counter  
Rotate 1/4

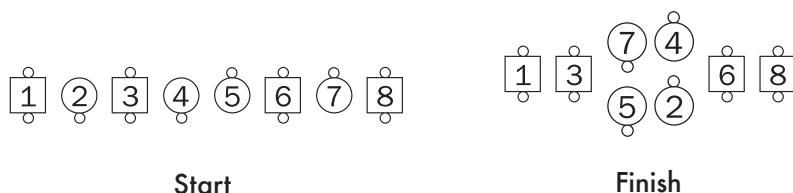
## New Concept: Disconnected

Definition: 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 Cross Fire, below). For example, Women Disconnected Cross Roll to a Wave:

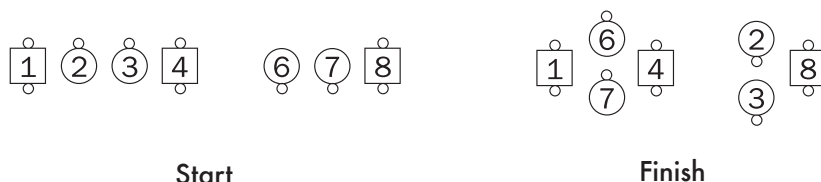
### Girls Disconnected Cross Roll to a Wave



### Girls Disconnected Cross Fire



### Girls Disconnected Cross Fire



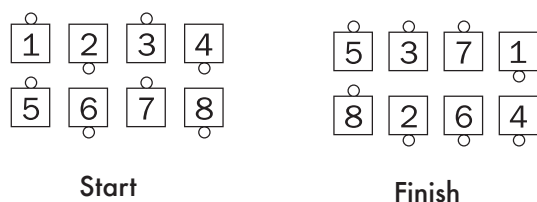
## New Call: Dodge <Anything>

**Starting Formation:** Any 2x4 formation with centers in a Box Circulate

**Definition:** Center four Walk and Dodge, while the Ends do their part of the "Anything".

**Ending Formation:** Depends

### Dodge Circulate

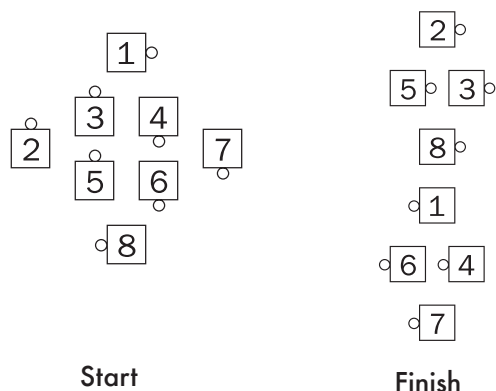


Actually, this could be done in any formation where the centers are in a 2x2 (after all, we can do T-Boned Walk and Dodges, right?)

## New Concept: Solid

**Definition:** 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.

### ***Tandem-Based Triangles Work Solid, All Cut the Diamond***



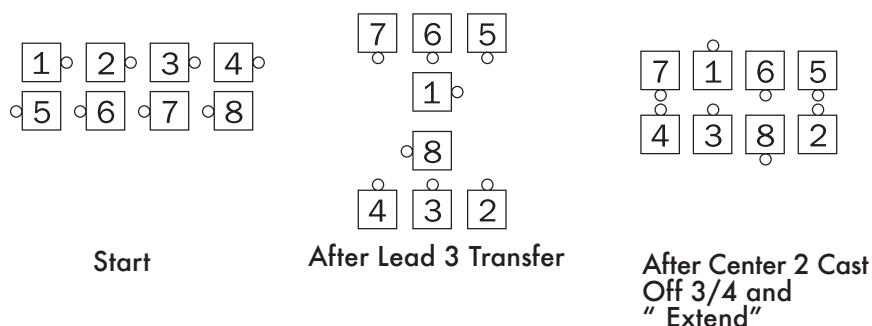
*As Couples, Tandem, and Siamese are examples of dividing the dancers into multi-dancer units that act as one dancer.*

## New Call: 3x1 Transfer the Column

**Starting Formation:** Columns

**Definition:** The first 3 dancers in each column do the Promenade part of Transfer the Column, and 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.

**Ending Formation:** 3 and 1 Lines



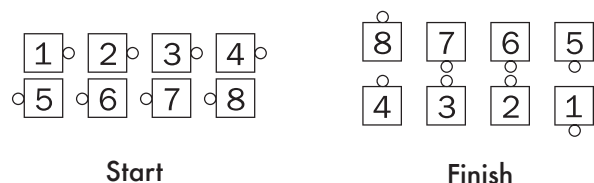


## New Call: 3x1 Checkmate

**Starting Formation:** Columns

**Definition:** Numbers 1, 2, and 3 in each column  
Circulate 4 spots and Face In, while #4 in each column  
Circulate 3 times, Face In, and Circulate. Ends in parallel  
3-and-1 lines..

**Ending Formation:** 3 and 1 Lines

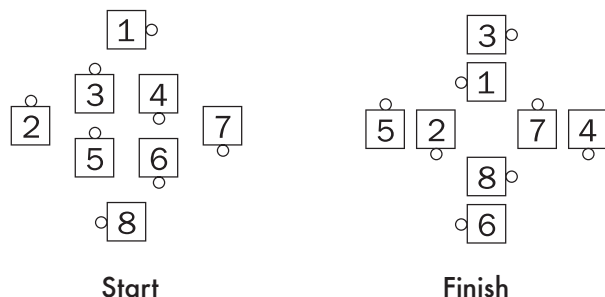


## New Call: Flip the Galaxy

**Starting Formation:** Galaxy

**Definition:** Centers Galaxy Circulate while the points  
Run to the nearest center. Gives a thar or promenade.

**Ending Formation:** Thar or Promenade

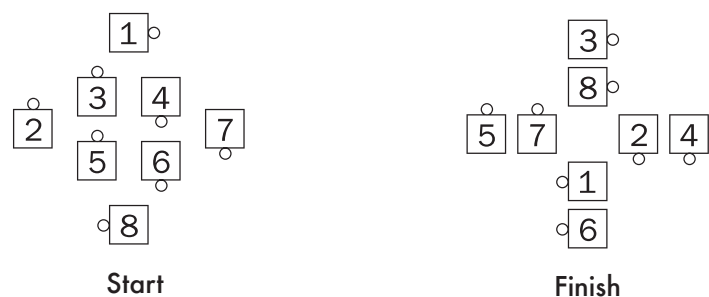


## New Call: Cut the Galaxy

**Starting Formation:** Galaxy

**Definition:** Block dancers Galaxy Circulate as others  
(diamond dancers) slide together and Trade (Star 1/2).  
Finishes in a thar or promenade.

**Ending Formation:** Thar or Promenade



3x1 Transfer and Checkmate are specific examples of a more general  $\{n\} \times \{m\}$  Concept applied to Transfer and Checkmate. A normal Checkmate is a  $2 \times 2$  Checkmate,

At C2, the  $\{n\} \times \{m\}$  Concept is generally limited to  $\{n\} \times 1$  Transfer or Checkmate, where  $\{n\}$  is either 2 (for columns of 6) or 3.

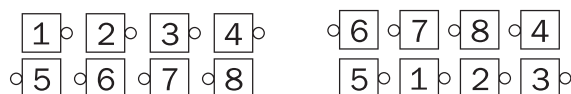
# New Call: Grand Cross Back

C2 Notes  
No. 11, p. 10

**Starting Formation:** Columns

**Definition:** Triple Cross as the #1 Dancer U-Turn Backs.

**Ending Formation:** Opposite-handed columns



Start

Finish

<b>No. 1</b> Catch {n} Scoot & Counter Tag Your Neighbor Grand Chain 8 Rims Trade Back Cross Concentric Concept Sets In Motion	<b>No. 5</b> Alter and Circulate Perk Up Split Swap Reverse Split Swap Rotary <anything> File to a Line Crazy Fascinate / Fascinating Cross the K <Anything> the K Reshape the Triangle Loop	<b>No. 8</b> Exchange the Diamond Rotate Sock It To Me <anything> And Circle Press 3x1 Triangle Circulate Zip Code With the Flow Unwrap Ripple the Wave Peel / Trail to a Diamond	<b>No. 11</b> Lateral Substitute Triangle Peel & Trail etc. Drop In / Out / Left / Right Criss Cross your Neighbor Stagger Inlet Outlet Grand Single Cross & Wheel Grand Single Cross Trade & Wheel Funny Interlocked Triangles (Regular and 3x1) Reverse Cut / Flip the Galaxy Hubs Trade <anything> Disconnected Dodge <anything> Solid 3x1 Transfer the Column 3x1 Checkmate Flip the Galaxy Cut the Galaxy Grand Cross Back
<b>No. 2</b> Stack the Line Once Removed Anything Wheel the Ocean / Sea Kick Off Cross Kick Off Chisel Thru Walk Out to a Wave	<b>No. 6</b> Hocus Pocus Circle to a Wave Turn to a Line Cross & Wheel Single Cross & Wheel Here Comes the Judge Split Trade Circulate Single Rotate Offset Line / Wave Chain the Square Lines <anything> Thru	<b>No. 9</b> Like a Ripple Scoot and Little More Stretched Line / Wave / Box Scoot and Cross Ramble (Single) Bounce <anyone> Vertical <anything> Vertical Tag your Neighbor	
<b>No. 3</b> Parallelogram Invert the Column Detour Swap the Wave Shazam	<b>No. 7</b> Cross Invert the Column Truck	<b>No. 10</b> Flip your Neighbor Triple Line / Wave Hubs Trade Back Relocate the Diamond Rims Trade <anything> Cross Trade & Wheel Single Cross Trade & Wheel	
<b>No. 4</b> Swing Along / Along Criss Cross the Shadow Checkpoint Cross Back			

3x1 Checkmate.....	11	Funny.....	11	Rotary <anything>.....	5
3x1 Transfer the Column.....	11	Grand Chain 8.....	1	Rotate.....	7
3x1 Triangle Circulate.....	8	Grand Cross Back.....	11	Scoot & Counter.....	1
<anything> And Circle.....	7	Grand Cross Trade & Wheel.....	11	Scoot and Cross Ramble.....	9
<Anything> the K.....	5	Grand Single Cross & Wheel.....	11	Scoot and Little More.....	9
Alter and Circulate.....	4	Grand Single Cross Trade & Wheel.....	11	Sets In Motion.....	1
Anything.....	2	Here Comes the Judge.....	6	Shazam.....	3
(Single) Bounce <anyone>.....	9	Hocus Pocus.....	6	Single Cross & Wheel.....	6
Catch {n}.....	1	Hubs Trade <anything>.....	11	Single Cross Trade & Wheel.....	10
Chain the Square.....	6	Hubs Trade Back.....	10	Single Rotate.....	6
Checkpoint.....	4	Inlet.....	11	Sock It To Me.....	7
Chisel Thru.....	2	Interlocked Triangles (Regular and 3x1).....	11	Solid.....	11
Circle to a Wave.....	6	Invert the Column.....	3	Split Swap.....	4
Crazy.....	5	Kick Off.....	2	Split Trade Circulate.....	6
Criss Cross the Shadow.....	4	Lateral Substitute.....	10	Stack the Line.....	2
Criss Cross your Neighbor.....	10	Like a Ripple.....	9	Stagger.....	10
Cross & Wheel.....	6	Lines <anything> Thru.....	6	Stretched Line / Wave / Box.....	9
Cross Back.....	4	Loop.....	5	Swap the Wave.....	3
Cross Concentric Concept.....	1	Offset Line / Wave.....	6	Swing Along / Along.....	4
Cross Invert the Column.....	7	Once Removed.....	2	Tag Your Neighbor.....	1
Cross Kick Off.....	2	Outlet.....	11	Triangle Peel & Trail etc.....	10
Cross the K.....	5	Parallelogram.....	3	Triple Line / Wave.....	10
Cross Trade & Wheel.....	10	Peel / Trail to a Diamond.....	8	Truck.....	7
Cut the Galaxy.....	11	Perk Up.....	4	Turn to a Line.....	6
Detour.....	3	Press.....	7	Unwrap.....	8
Disconnected.....	11	Relocate the Diamond.....	10	Vertical <anything>.....	9
Dodge <anything>.....	11	Reshape the Triangle.....	5	Vertical Tag your Neighbor.....	9
Drop In / Out / Left / Right.....	10	Reverse Cut / Flip the Galaxy.....	11	Walk Out to a Wave.....	2
Exchange the Diamond.....	7	Reverse Split Swap.....	4	Wheel the Ocean / Sea.....	2
Fascinate / Fascinating.....	5	Rims Trade <anything>.....	10	With the Flow.....	8
File to a Line.....	5	Rims Trade Back.....	1	Zip Code.....	8
Flip the Galaxy.....	11	Ripple the Wave.....	8		
Flip your Neighbor.....	10				