

What's new at Plus?

Learning Plus is mainly a matter of learning more calls. However, the Plus program contains more "pattern" calls: long calls with multiple parts. In Mainstream, you learned Grand Square (32 counts) and Spin Chain Thru (about 12 counts). Plus includes Teacup Chain (32 counts), Relay the Deucey (20 counts) and other "long" calls. These calls are fun, but they do require concentration and a lot of repetition to learn. They also require a lot of teamwork! So be patient with yourself and with the other folks in your square.

And most importantly, have fun!

Plus List

Acey Deucey
Teacup Chain
Ping Pong Circulate
Load the Boat
Extend
Peel Off
Linear Cycle (From waves only)
Coordinate
(Anything) & Spread
Spin Chain the Gears
Track II
(Anything) & Roll
Follow Your Neighbor
Explode & (Anything)
Explode the Wave

Relay the Deucey
Peel the Top
Diamond Circulate
Single Circle to a Wave
Trade the Wave
Flip the Diamond
Grand Swing Thru
Crossfire
All 8 Spin the Top
Cut The Diamond
Chase Right
Dixie Grand
3/4 Tag the Line
Spin Chain & Exchange the Gears

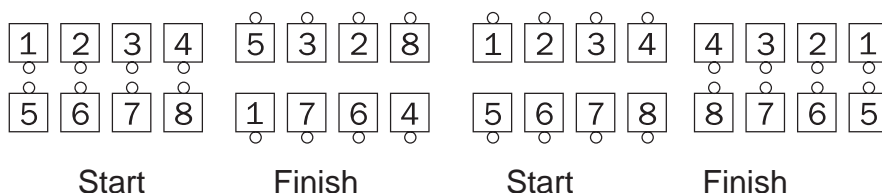
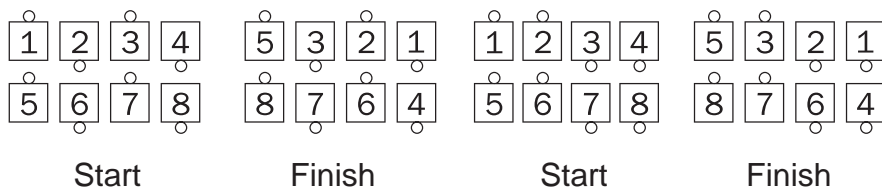
*Note on the definitions:
Unless otherwise noted, the definitions are the official CALLERLAB definitions.
When I have comments, they'll appear in side notes.*

Acey Deucey

Starting Formation: Parallel waves, two-faced lines or any formation where all the centers can trade, and the ends can Circulate and not become centers.

Definition: Ends Circulate while the centers Trade

Ending Formation: Depends on starting formation



This call is deceptively simple. After all, Trades and Circulates aren't hard, right? The tricky part is figuring out (quickly!) whether you're an End or a Center.

If you're an End, circulate to your next spot even if someone's coming towards you (that's what the Right Shoulder Passing Rule is for). If you're a Center, your Trade might be a Partner Trade (if both Centers are facing the same direction) or a Right- or Left-Hand Trade.

Teacup Chain

Starting Formation: Static Square, or proceeding from everyone doing a Left Arm Turn with partner

Definition: The caller will specify two ladies to move to the center at the start of the call, e.g., "Head ladies center for a Teacup Chain". For the rest of the definition, these two ladies will be called the "specified ladies".

The specified ladies (both Head ladies or both Side ladies) move to the center and Star Right three-quarters to meet their corners for a Left Arm Turn. At the same time, the other two ladies move to the right around the perimeter of the square to their corners, and do a Right Arm Turn.

Following the Arm Turns, the specified ladies move around the perimeter of the square to their new corners for a Right Arm Turn, while the other ladies go to the center and Star Left once and a quarter to meet their new corners for a Right Arm Turn.

The specified ladies then move to the center and Star Left once and a quarter to their new corners for a Right Arm Turn, while the other ladies move to their new corners (around the perimeter of the square) for a Left Arm Turn.

Finally, the specified ladies move to their new corners (their original partners) for either a Courtesy Turn or a Left Arm Turn leading into the next command, while the other ladies move to the center and Star Right three-quarters to meet their new corners (their original partners) for either a Courtesy Turn or a Left Arm Turn leading into the next command. Everyone finishes with his/her original partner.

If the caller desires the men to execute the ladies part and vice versa, as described above, the starting formation is a Static Square with all couples half-sashayed, or proceeding from everyone doing a Left Arm Turn with their partner. The proper call is the "Head/Side Men Center for a Teacup Chain".

Ending Formation: Squared set (usually)

Whew! Quite a definition, eh? Fortunately, Teacup Chain is pretty easy, once you get the idea that the girls just move around the square towards their right, doing an arm turn with each boy, except that every time a girl gets to the head position (assuming the Head girls were specified to start), she takes a detour into the center to do an arm turn with her opposite girl.

Many straight dancers don't like this call and consider it boring. That's because they're so quiet! Gay dancers treat it like the extravagant call it is, and whoop and holler, especially when they do the arm turns in the center.

This call was invented by a woman caller. She used teacups to work the call out (on her kitchen table, of course); hence the name "Teacup Chain".

I couldn't think of an easy way to diagram this call, so you'll just have to wait and see how it works up close and personal.

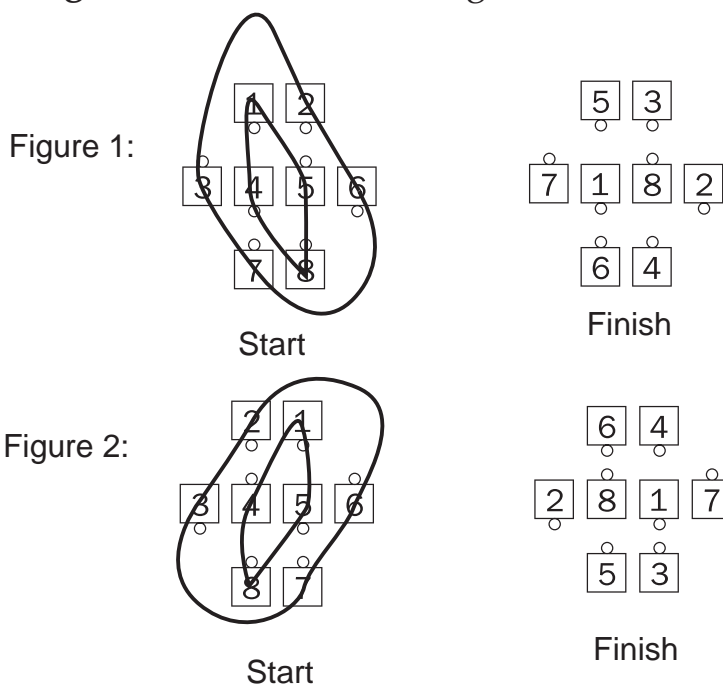
Ping Pong Circulate

Starting Formation: Quarter Tag

Definition: The movement starts and ends in a Quarter Tag formation. Each dancer Circulates, or moves forward one position along the path shown in Figure 1. The movement may also be called when there is a left-hand wave in the center. In this case, the path circulated along is as shown in Figure 2.

It should be noted that the Circulate paths are independent of each other. Therefore, it is possible for only those on the outside path (dancers numbered 3, 2, 6, & 7 in Figures 1 & 2) to Ping Pong Circulate or only those on the inside path (dancers numbered 1, 4, 5 & 8 in Figures 1 & 2) to Ping Pong Circulate.

Ending Formation: Quarter Tag



Dancers clap on this call (maybe to remind themselves to not grab hands with the first people they pass).

Load the Boat

Starting Formation: Lines of four, with centers facing in, and the ends of each line facing the same (in or out) direction

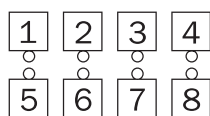
Definition: The end dancers move forward around the outside, passing right shoulders with three moving end dancers, and turn one-quarter in (90°) to stand beside the third person passed, facing the center of the set as a couple. Simultaneously, the center four dancers Pass Thru, turn their backs to their momentary partners, Partner Trade with their new partners, and Pass Thru.

Ending Formation: From facing lines: 8 Chain Thru

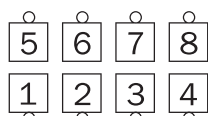
The centers have the hard part with this call. What can I say; it takes a lot of practice.

Dancers make boat noises with this call; at weekends and big dances, you'll occasionally see someone with their special "load the boat" whistle, just for blowing during Load the Boat. Isn't that special...

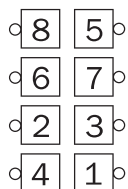
Load the Boat, cont.



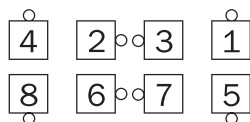
Start



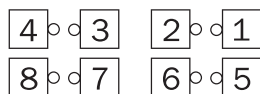
After Ends Pass first person and the centers Pass Thru



After Ends pass second person and the Centers turn their back on their partner (Quarter Out)



After Ends pass third person and the Centers Partner Trade



After Ends face in and the Centers Pass Thru

Extend

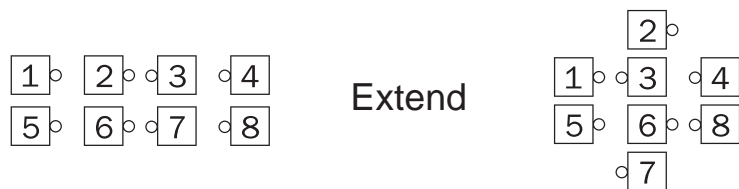
Starting Formation: Double Pass Thru, Parallel Ocean Waves (1/2 Tag), any Tag (1/4 or 3/4) formation.

Definition: All dancers release handholds (if necessary), step forward and form an ocean wave with the couple they are facing. If the Extend leaves dancers facing no one, they remain facing out. If the starting formation is right-handed, dancers Extend to a right-handed formation; if the starting formation is left-handed, dancers Extend to a left-handed formation. From a Double Pass Thru formation, dancers Extend to a right-hand Quarter Tag formation. From a Quarter Tag formation, dancers Extend to parallel waves. From parallel waves, dancers Extend to a 3/4 Tag formation, from a 3/4 Tag formation, dancers Extend to a completed Double Pass Thru formation.

Ending Formation: Depends on the starting formation.

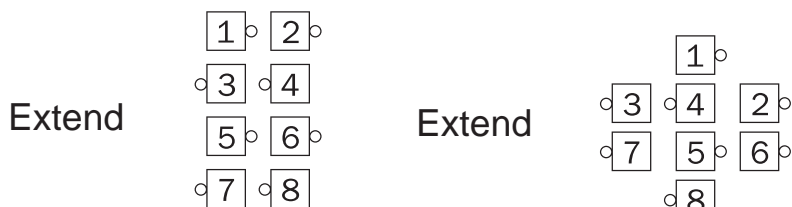
This call was originally called "Extend the Tag". It means "move to the next tag formation."

Extend, continued



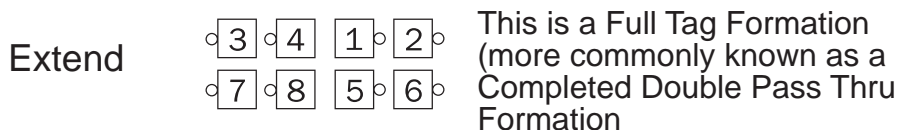
This is a 0 Tag formation (more commonly known as a Double Pass Thru formation)

This is a 1/4 Tag Formation



This is a 1/2 Tag Formation (more commonly known as Parallel Waves)

This is a 3/4 Tag Formation

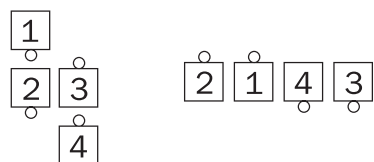
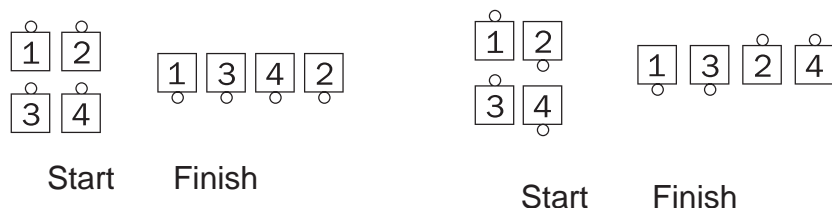


Peel Off

Starting Formation: One couple following another, box circulate or Z formation.

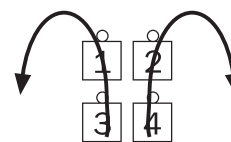
Definition: Each lead dancer turns away from the center of the starting formation, walks in a semi-circle and steps forward to become an end dancer of the new line. Meanwhile, each trailing dancer steps forward and does a U turn back, turning away from the center of the starting formation to become the center dancer of the new line.

Ending Formation: From one couple following another, the ending formation is a line of four; from a Z, the ending formation is a two-faced line; from a box circulate, dancers may have to take one step forward to adjust to a two-faced line.



Can you see the relationship between Extend and Tag the Line? In Extend, you move from one Tag Formation to another. In a Tag the Line, you face the center of your line and then move to a Full Tag Formation. In a Half Tag, you face the center of your line and move to a Half Tag Formation. Could you do a Quarter Tag the Line? A 3/4 Tag the Line?

Think of peeling the skin off a banana; the visual image may help you with this call.

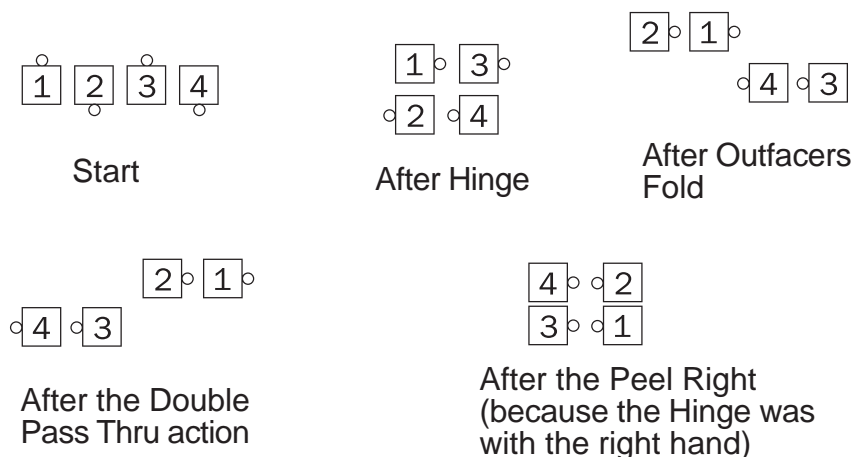


Linear Cycle

Starting Formation: Wave

Definition: Part 1. The ends and adjacent centers hinge. Part 2. Those facing out fold behind those facing in and all dancers will then move forward in a Double Pass Thru action. Part 3. If the hinge is right-handed, peel right; if the hinge is left-handed, peel left to end as facing couples.

Ending Formation: Facing Couples



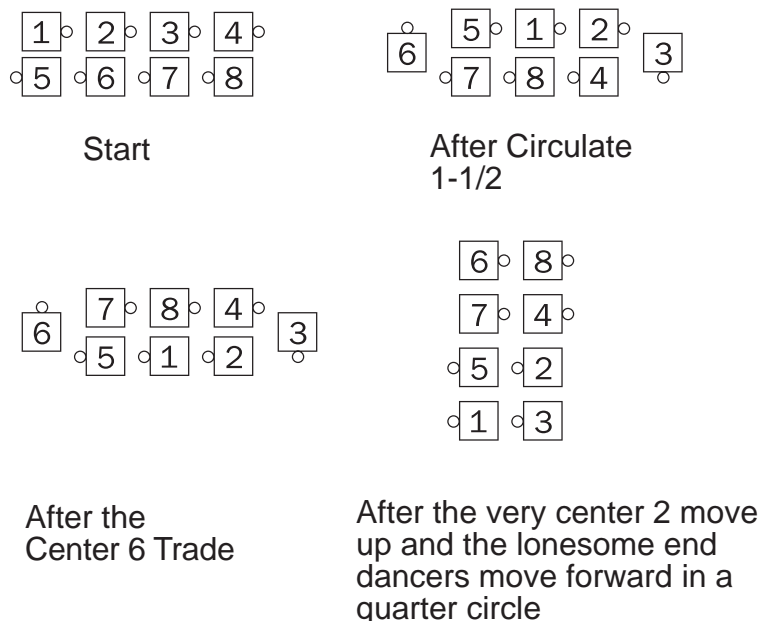
This is the one where the dancers say "Hinge, Fold, Follow, Peel" to help them remember the definition. Or maybe we do it just to make some noise...

Coordinate

Starting Formation: Columns

Definition: All dancers Single File Circulate once and a half. The center six (three adjacent pairs) Trade (turn 180°). The very center two dancers release handholds and walk diagonally outward to the end of the forming lines. The two lonesome dancers walk ahead, moving in a quarter circle, to become the other ends of the forming lines.

Ending Formation: Usually Two-Faced Lines



The trailing dancers in the starting columns (Dancers 1 and 8 in the diagrams) can anchor this call. They can see each other when the call begins and they know that they're going to meet in the middle after circulating 1-1/2 spots. If they stop in the right place, the other dancers will stop too.

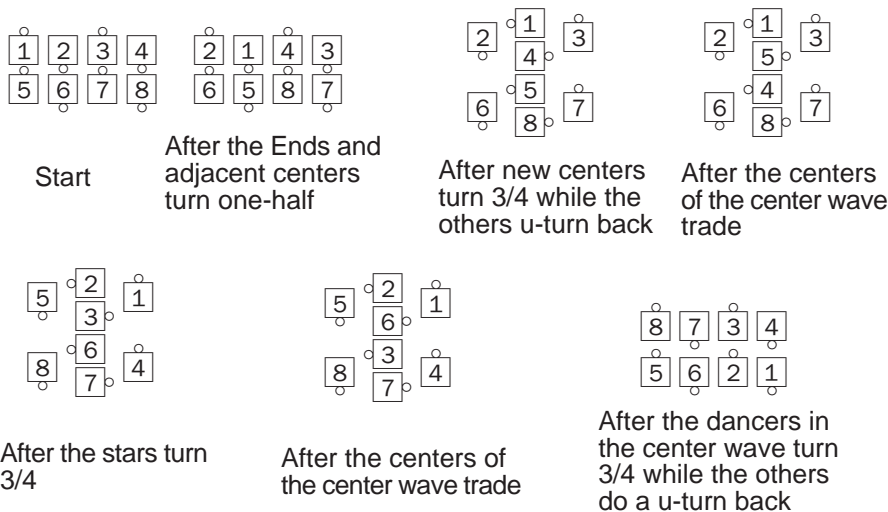
Another way to figure out how far to go on the Circulate 1-1/2 is that you will pass two people and connect with the third person (turning the corner on the ends counts as passing a person even though no one's there). In Southern California, you'll hear dancers say "No, No, YES!" as they move.

Spin Chain the Gears

Starting Formation: Parallel Waves

Definition: Each end and the adjacent center dancer turn one-half (180°). The new centers of each ocean wave turn three-quarters (270°) to form a new ocean wave across the set, as the other four dancers do a U Turn Back (turning in toward the center). The centers of the wave Trade and then release hands with each other. Four dancers on each side of the square now form a four-hand star and turn the star three-quarters, forming a new wave across the set. Centers of this wave Trade momentarily reforming the wave across the set. The two outside pairs of dancers of the center wave now turn three-quarters (270°) as the other four dancers turn back (turning away from the center).

Ending Formation: Parallel Waves



I think this call seems more complicated than it is. It's actually just a series of alternating half turns and 3/4 turns, with a couple of u-turn backs just to make things interesting.

Think about it: first there's a turn 1/2, then a turn 3/4 and the very centers turn 1/2 (it starts just like Spin Chain Thru). Now we add the gears part: the stars turning 3/4, then there's another very centers trade, and a 3/4 turn.

So there's lots of action in this call, but because it has a regular pattern, it's not hard to learn.

<Anything> and Spread

Starting Formation: Various

Definition: This call can be used in three ways:

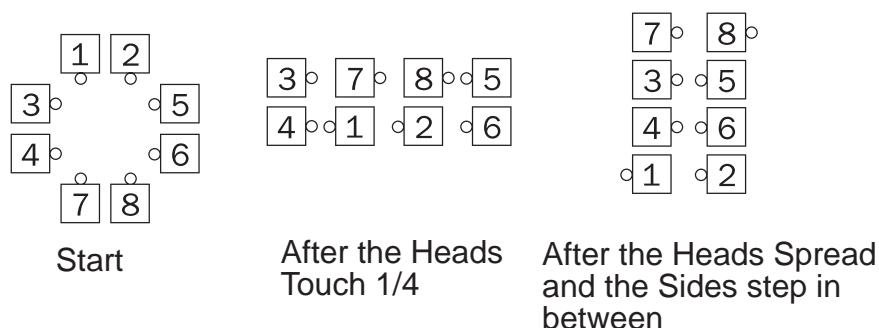
(1) If only some of the dancers are directed to Spread (e.g., from a static square, Heads Star Thru & Spread), they slide apart sideways to become ends, as the inactive dancers step forward between them.

(2) If the <Anything> call finishes in lines or waves (e.g., Follow Your Neighbor), the centers anticipate the Spread action by sliding apart sideways to become the new ends, while the original ends anticipate the Spread action by moving into the nearest center position.

(3) If the <Anything> call finishes in tandem couples (e.g., Wheel & Deal from a line of four), the lead dancers slide apart sideways, while the trailing dancers step forward between them..

Ending Formation: Various

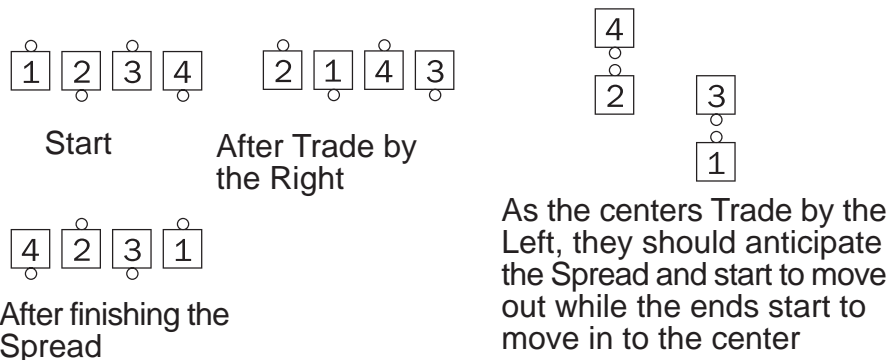
Heads Touch 1/4 and Spread



The key to dancing this call is anticipation. Don't finish the <anything> call completely before you start the Spread action; your dancing will be smoother if you move into the Spread as you're finishing the preceding call.

This is especially true if the <anything> call finishes in waves or lines. If you completely finish the <anything>, you'll probably end up having to back up to do the Spread.

Swing Thru and Spread



Who spreads? First, remember that everybody has a part: some dancers spread apart, but the other dancers have to move in between the spreaders.

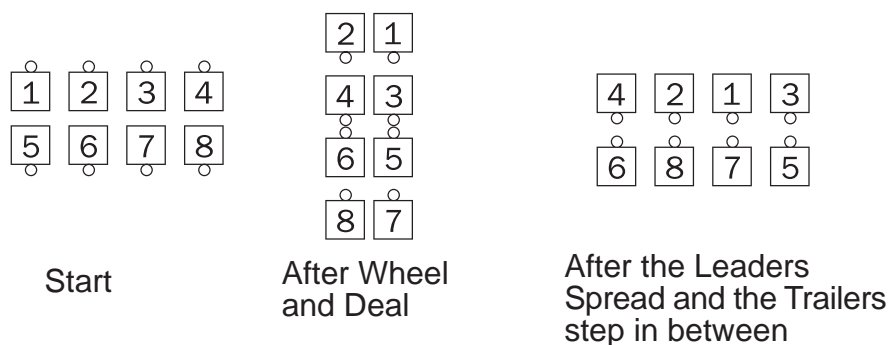
For #1, the active dancers (those who did the <anything>) spread and the inactives move in between.

For #2, the center dancers spread and the ends move in between. This one feels different for the dancers who move in between because they're sliding to the side rather than stepping forward.

For #3, the lead dancers spread and the trailing dancers move in between.

Whew! Who'd'a thought such a short call would have so many details?

Wheel and Deal and Spread

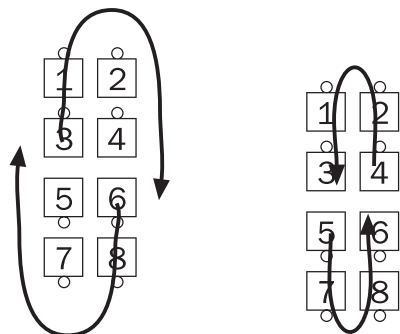


Track II

Starting Formation: Completed Double Pass Thru

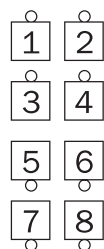
Definition: The dancers work in "tandem", that is, the trailing dancers follow the lead dancers. Those in the right "track" move single file to the left, counter-clockwise, staying to the inside of the dancers on the left "track", who move single file, clockwise, to the right on the outside. The movement continues as in a Double Pass Thru, until the dancers have reached parallel right-hand ocean waves.

Ending Formation: Parallel RH Waves

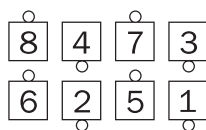


The outer or "left" track.

The inner or "right" track.

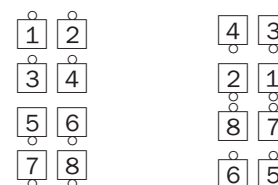


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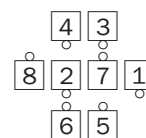
Finish

This call also has a relationship to Extend. One way to think about the call is to do an "in tandem" partner trade and then without pausing, Extend two times (thus, Track 2).

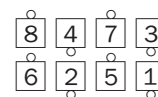


Start

After in tandem partner trade



After first Extend



After second extend

Originally, there was a Track 1, Track 2, Track 3, and Track 4

<Anything> and Roll

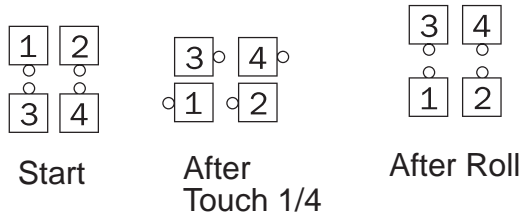
Starting Formation: Various

Definition: The term "... & Roll" may be added to any call which, by definition, causes one or more dancers to have turning body flow to the right or left as they complete their portion of the call. It is an instruction to those dancer(s) to turn individually, in place, one quarter (90°) more in the direction of body flow determined by the preceding command.

Note that if "... and Roll" is added to a call, which by definition, has some dancers walking in a straight line at the completion of their portion of the call, those dancers will do nothing for the "... and Roll".

<Anything> and Roll, cont.

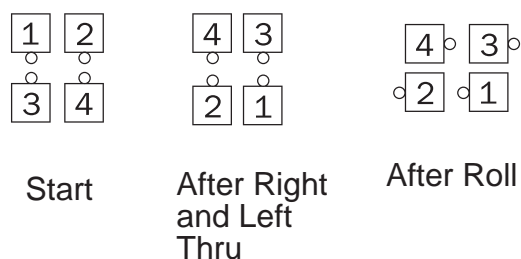
Touch 1/4 and Roll



Slide Thru and Roll



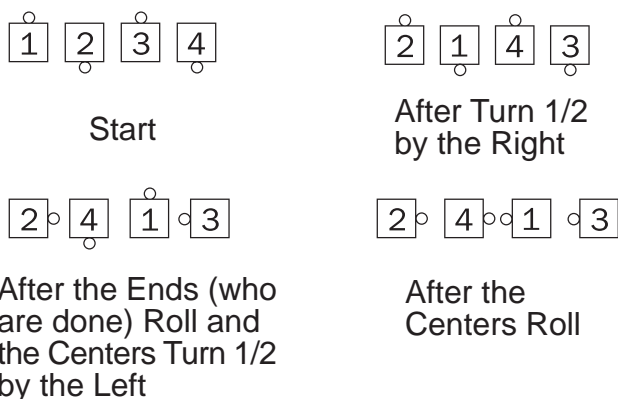
Right and Left Thru and Roll



Boys Run and Roll



Swing Thru and Roll



Note that your feet stay in the same location; you're just turning them 1/4.

Note that the Roll is an individual action: even if the preceding call is done as a couple, you still need to roll as an individual. Look at "Right and Left Thru and Roll." You Courtesy Turn as a couple, but then you need to drop hands and individually roll in place.

Note that if you have no turning action, you can't roll. Look at "Boys Run and Roll." The girls can't roll because all they did was slide over without turning.

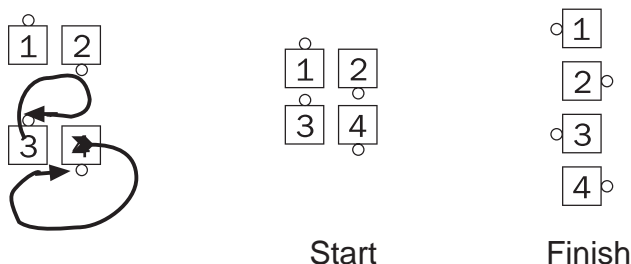
Note that you do your roll after you finish your part of the call. In Swing Thru and Roll (from a right-hand wave), some people are done after the first right-hand turn; they do their roll then.

Follow Your Neighbor

Starting Formation: Box Circulate

Definition: Dancers facing in release hands with the person next to them (their "neighbor") and step straight forward, join adjacent forearms with the one they meet, and turn three-quarters (270°) to become centers of a new wave. At the same time, the dancers facing out follow their "neighbors" by moving forward in a three-quarter looping turn (270°), turning towards their "neighbor" to finish adjacent to their "neighbor" as the ends of the new ocean wave.

Ending Formation: Wave



This call can be done from a right- or left-handed set up. The infacers always turn with their inside hand (as with Scoot Back). If you start in a right-hand set up, you'll end up in a left-hand wave. And vice-versa, of course.

You can think about this call as: infacers Extend and Cast Off 3/4 while the outfacers Fold and Roll. However, the styling is different. Infacers use an forearm hold (as with Scoot Back) and then change to an up (wave) hand hold. Outfacers, exaggerate the fold and roll to make a loop, rather than tightly turning in place.

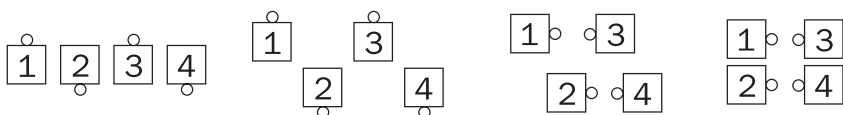
You can also think of it as everybody extend (outfacers extend to PHANTOMS) and everybody Cast Off 3/4 (outfacers, you're casting with a PHANTOM).

Explode and <Anything>

Starting Formation: Four-dancer Wave

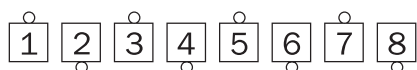
Definition: Everyone releases handholds, steps forward and turns a quarter in (90°) to face the adjacent dancer, and does the (Anything) call (e.g., Right & Left Thru, Star Thru, etc.).

Ending Formation: Depends on the <Anything> call. After the Explode, you'll be in facing couples.

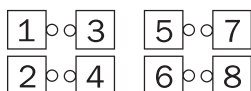


After dropping hands and stepping forward

After turning a quarter to face in. Note that you're a little misaligned here, so it's a good idea to adjust so that you're standing side-by-side. Now you're ready for whatever the <Anything> call is



Start



After Explode (you're waiting for the <Anything> call)

It'll be tempting to get used to always turning a certain way (right or left) when you explode. Don't think in those terms. Which way you turn depends on the handed-ness of the wave (left or right) and on your position in the wave (end or center). If you turn to face towards the person from your wave who is standing beside you after you step forward, you'll always be okay.

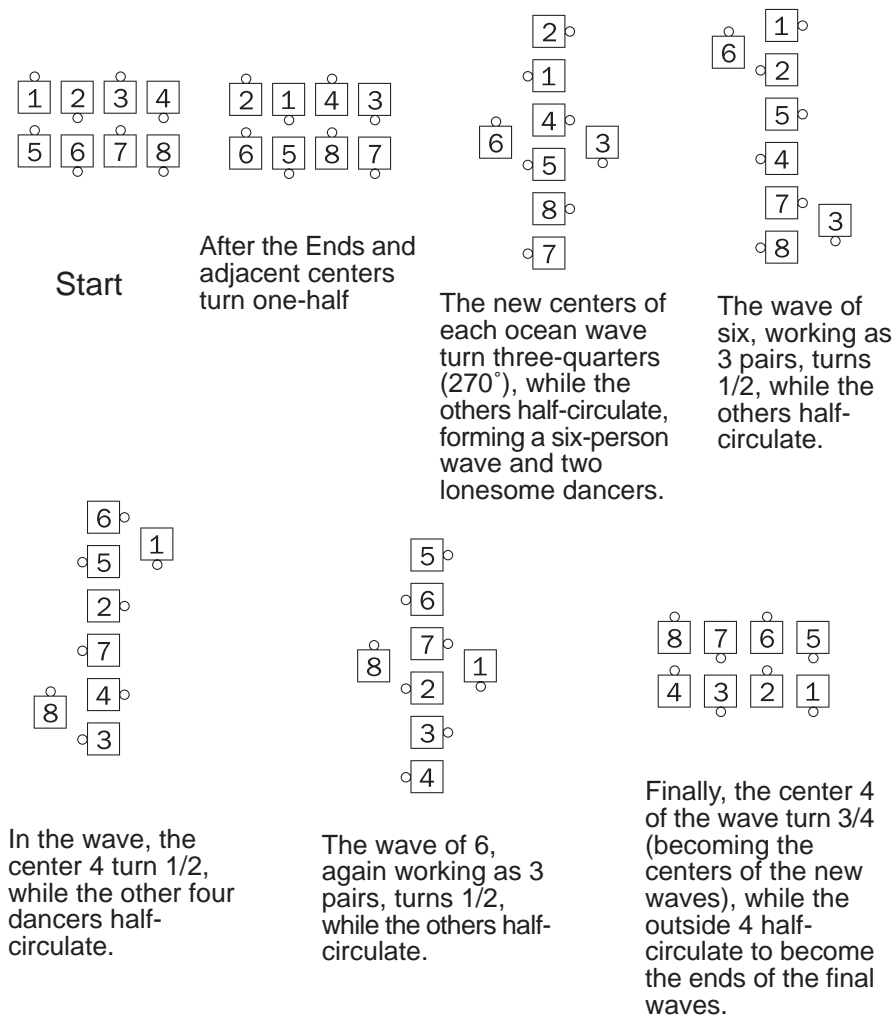
Relay the Deucey

Starting Formation: Parallel Ocean Waves

Definition: All Circulates in this definition refer to the Original Circulate path established by the ends of the original ocean waves. No dancer ever stops moving during this call; the pauses written into the definition (i.e., the action described as “half-circulate”) are there for clarity of description and for teaching purposes only.

Each end and the adjacent center dancer turn one-half (180°). The new centers of each ocean wave turn three-quarters (270°), while the others half-circulate, forming a six-person wave and two lonesome dancers. The wave of six, working as 3 pairs, turns 1/2, while the others half-circulate. In the wave, the center 4 turn 1/2, while the other four dancers half-circulate. The wave of 6, again working as 3 pairs, turns 1/2, while the others half-circulate. Finally, the center 4 of the wave turn 3/4 (becoming the centers of the new waves), while the outside 4 half-circulate to become the ends of the final waves.

Ending Formation: Parallel Ocean Waves



Relay the Deucey is probably the quintessential Plus call. It's long (it takes about 20 beats to do it), incorporates lots of movement, and is harder to define than it is to do!

Don't worry too much about the definition. The diagrams might help, particularly if you try to follow and visualize the movements of one dancer.

We'll start by learning Relay the Deucey from waves with the boys on the ends and the girls in the middle. Relay the Deucey is called from this starting set-up 99% of the time.

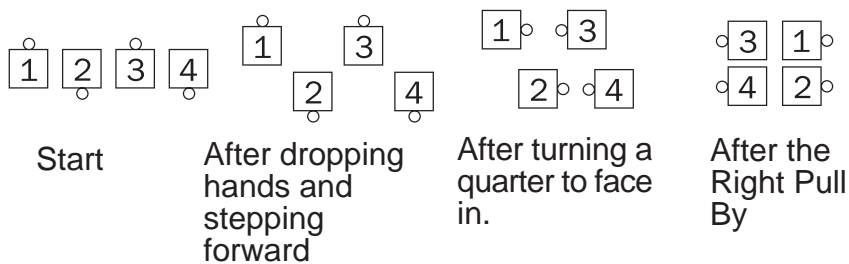
If you're dancing boy, pick the end dancer facing in (#4 or #5) or the end dancer facing out (#1 or #8). If you're dancing girl, look at the center dancer facing in (#2 or #7) or the center dancer facing out (#3 or #6).

Notice that you'll always finish next to the same dancer you started next to, and that you'll finish on the other side of the square from where you started. If you started facing in, you'll finish facing in; if you started on the end, you'll finish on the end.

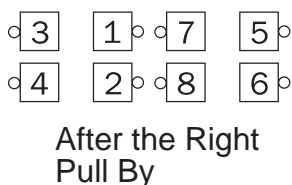
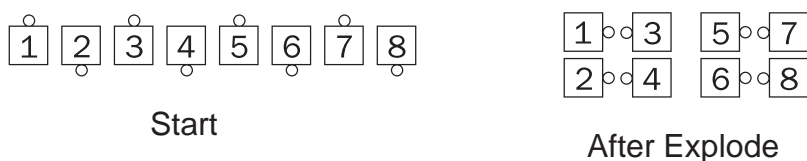
Explode the Wave

Starting Formation: Any four-dancer ocean wave

Definition: Everyone releases handholds, steps forward and turns a quarter in (90°) to face the adjacent dancer, and right hand pull by that person, to end as couples back-to-back.



This is just “Explode and Right Pull By”. The tricky part, when you know both calls, is to not do an Explode the Wave when the caller says “Explode”. Listen carefully for the telltale “and”. If you hear that, don’t do a right pull by; wait for the follow-up call.

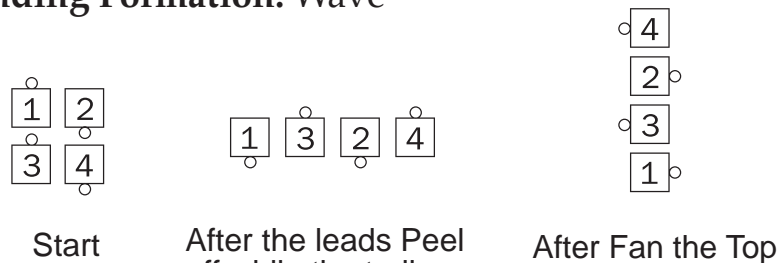


Peel the Top

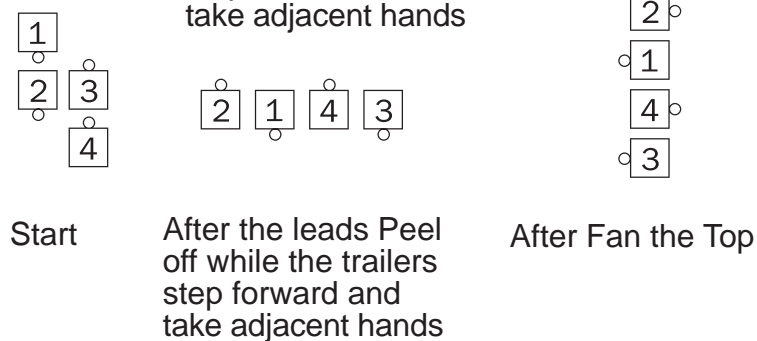
Starting Formation: Box Circulate or Z formation

Definition: The lead dancers Peel Off as the trailing dancers step straight forward and take adjacent hands; everyone then does a Fan the Top.

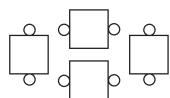
Ending Formation: Wave



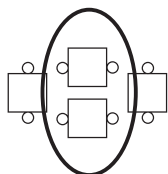
The name describes the action: Peel the Top is a combination of a Peel Off and a Fan the Top



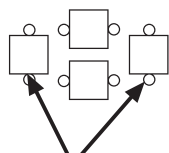
New Formation: Diamond



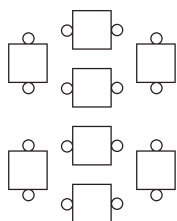
Diamond



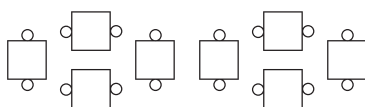
Centers of the Diamond



Points of the Diamond



Twin Diamonds



Point-to-point Diamonds

Every program introduces some new formations; at Plus, you get Diamonds. A Diamond is the first formation that is “disconnected”: the points are part of the diamond, but they’re not holding hands with anybody. This makes working with diamonds a little harder than working in other formations.

Be careful with point-to-point diamonds. It’s easy to accidentally transform them into twin diamonds during diamond circulates. Remember that if you start as a point, you will become a center after a diamond circulate, and if you start as a center, you will become a point.

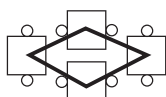
In a “trailing” diamond, you can “follow a back” during a diamond circulate. In a “facing” diamond, the diamond circulate will feel like a pass thru (remember that right shoulder pass), but you have to remember to turn 1/4 towards the center of the diamond. (Does that mean you can roll after a diamond circulate? Yes, everybody can roll.)

Diamond Circulate

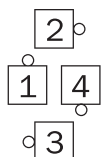
Starting Formation: Any diamond

Definition: Each dancer moves forward to the next position in his diamond, changing his original facing direction one-quarter (90°) toward the center of the diamond. Points become centers, and vice versa. If the call is directed to facing diamonds, all must pass right shoulders.

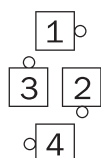
Ending Formation: Diamond



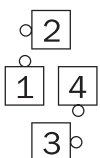
Diamond Circulate Path



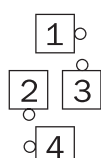
Start



Finish



Start



Finish

Trailing Diamond

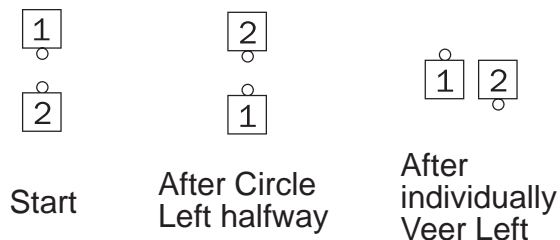
Facing Diamond

Single Circle to a Wave

Starting Formation: Facing dancers

Definition: Facing dancers join both hands with each other and Circle Left halfway. Without stopping, they drop hands with each other and individually Veer Left, blending into a right-hand mini-wave. If the caller directs "Single Circle 3/4 to a Wave", facing dancers join both hands with each other and Circle Left 3/4, then continue to execute the rest of the call as above.

Ending Formation: Right hand miniwave.



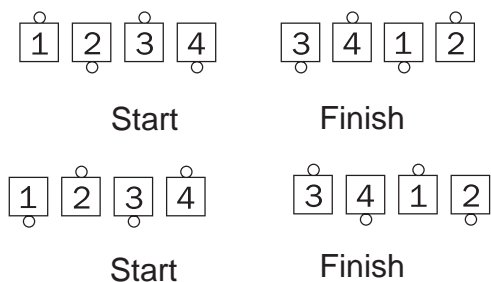
Sometimes the handhold can be a problem with this call. Typically, when a boy is facing a girl, the boy holds both hands palm up and the girl places her hands palm down. This doesn't work well when same sexes are facing each other. A more consistent approach is to hold your left hand palm down and your right hand palm up. However, my experience has been that whoever gets their hands out first determines what the other person will do. My advice? Don't make an issue out of it, do a quick adjustment as necessary, and do the call.

Trade the Wave

Starting Formation: Four-person Ocean Wave

Definition: Dancers facing the same direction in the wave Trade with each other. Right-hand waves become left-hand waves and vice versa. Ends of the wave become centers and vice versa.

Ending Formation: Four-person Ocean Wave of opposite handedness



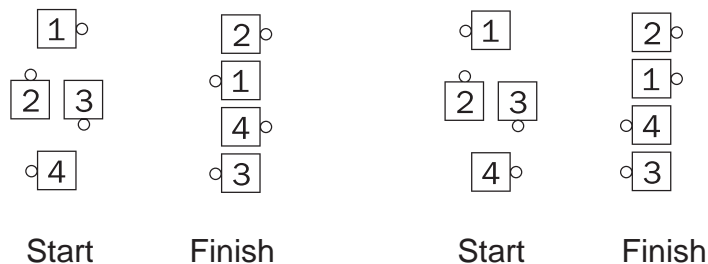
Trade the Wave is surprisingly tricky because everyone drops hands and moves at once. Be sure you know where you're going before you start to move; "taking a peek" is a good idea even if the caller doesn't tell you to do it.

Flip the Diamond

Starting Formation: Any diamond

Definition: The centers of the diamond do a Diamond Circulate to the next position in their diamond, while the points Run (“Flip” 180°) into the nearest center position and join hands to become the centers of the forming wave or line. When “flipping” a facing diamond, the points always take the inside path, and the centers always take the outside path.

Ending Formation: Depends on starting diamond; usually a wave or two-faced line.



Styling: This is the “who!” call. Flip your hands up and exclaim “who!” as you flip into your position.

Grand Swing Thru

Starting Formation: Usually, 6- or 8-person wave

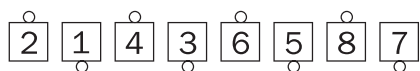
Definition: Those who can turn by the right one-half (180°), then those who can turn by the left one-half (180°). If “right” is not specified preceding the command to Grand Swing Thru, it is understood to be a right-handed Grand Swing Thru. If Grand Left Swing Thru is required, it must be specifically directed -“Grand Left Swing Thru”, in which case, those who can turn by the left one-half (180°), then those who can turn by the right one-half (180°).

Ending Formation: Same as starting

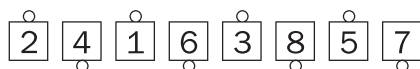
This is a no-brainer call: it’s what you naturally want to do when you’re in a tidal setup and you hear “Swing Thru”. The hard part is to do a **regular** (not Grand) Swing Thru in a tidal wave...



Start



After Turn Half by the Right



After Turn Half by the Left

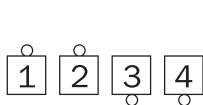
Crossfire

Starting Formation: Two faced line, Parallel lines of four, Inverted Line(s).

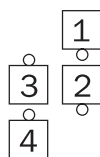
Definition: As the centers begin to Trade, the ends Cross Fold. Upon completing their Trade, the centers release hands and step straight forward forming an ocean wave or mini-wave with the dancers they are facing. If the Trade leaves the original centers facing no one, they step forward and remain facing out.

Ending Formation: Depends on Starting Formation.

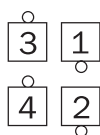
For some reason, people seem to have a hard time with this call. I'm not sure why. It helps to memorize the definition. Then figure out whether you're an End or a Center and do your part.



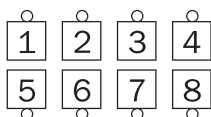
Start



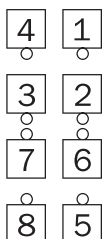
After Centers Trade and Ends Cross Fold



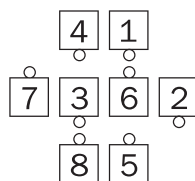
After Centers step forward to make a mini-wave



Start



After Centers Trade and Ends Cross Fold



After Centers step forward to make a wave

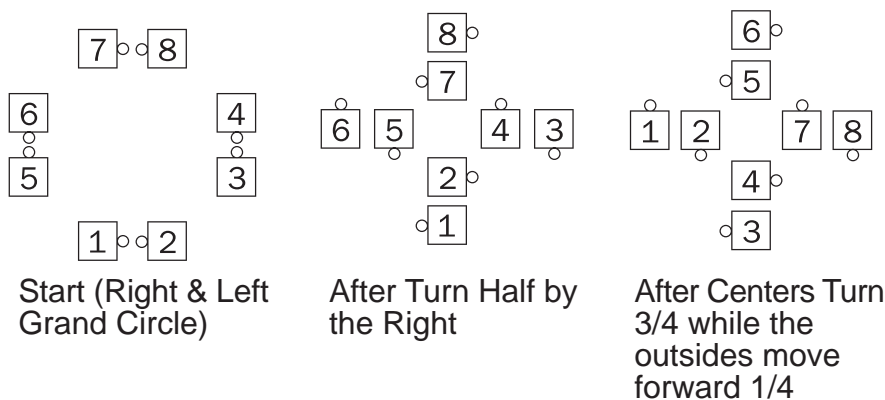
All 8 Spin the Top

Starting Formation: Wrong-way Thar, Right and Left Grand Circle, Thar Star

Definition: If started from a Thar Star, the handholds forming the center star are released as each center dancer and the adjacent outside dancer Arm Turn one-half (180°). Those now in the middle Star three-quarters (walking forward), while the new outsides move forward one-quarter around the perimeter of the circle to join hands with the same person again in a Thar Star formation.

If started from a Right & Left Grand Circle, everyone turns by the right halfway (180°) with the person they are facing, then completes the call as above (new centers Star left three-quarters, etc.)

Ending Formation: Thar Star



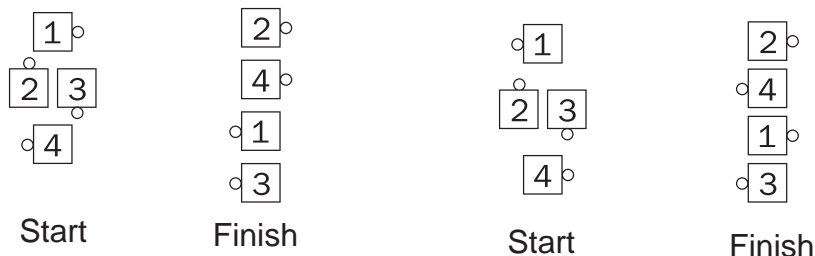
It's pretty easy to get lost on this call. Be sure the first arm turn is exactly 1/2 so that the people on the inside can get into a star. Then drop hands and move forward until you meet that same person.

Cut the Diamond

Starting Formation: Any Diamond

Definition: The centers of the diamond do a Diamond Circulate to the next position in their diamond, while the points slide together and Trade.

Ending Formation: Line or Wave



Styling: The points do a "karate chop" type of action as they slide in to trade.

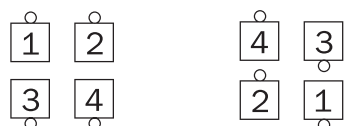
Points to watch out for: It's important that the points slide together first (without changing their facing direction) and then Trade. The points could be facing the same direction, in which case, their Trade would be a Partner Trade rather than an arm turn trade.

Chase Right

Starting Formation: Couples back-to-back

Definition: Each right-hand dancer does an exaggerated Zoom action, moving into the position previously occupied by the right-hand dancer behind him, to finish facing in the same direction as when he started the Zoom action. (The net result is the same as if the right-hand dancer had done a right face U Turn Back & Box Circulate twice). The left-hand dancer follows ("Chases") the right-hand dancer by doing a Box Circulate two positions. The call finishes in a Box Circulate formation.

Ending Formation: Box Circulate



Start

Finish

Sometimes, dancers say "Chase me, chase me" for this call. Sometimes, the caller will say "chase me, chase me" instead of Chase Right.

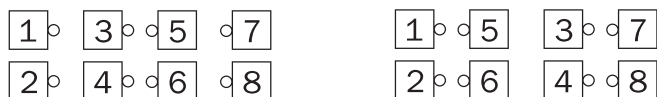
There's also Left Chase, in which the left hand dancer does a left-faced U Turn Back and then all Box Circulate twice.

Dixie Grand

Starting Formation: Dixie Grand Circle, Double Pass Thru, Quarter Tag, or any formation where at least two dancers can start.

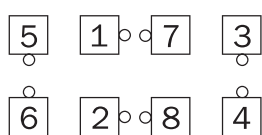
Definition: Those who can start the call by joining right hands with the facing dancer and pulling by. Each dancer moves ahead around the circle and gives a left hand to the next, pulling by, and a right hand to the next, pulling by. Regardless of the starting formation, as the movement progresses, the formation converts to a circle.

Ending Formation: A circle, usually ready for an Allemande Left

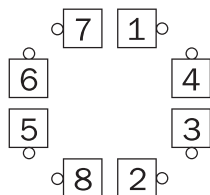


Start

After Right Pull By



After Left Pull By



After Right Pull By

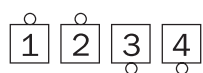
This call is virtually always followed by an Allemande Left, although it could be followed by other circle calls that can start with the left hand (can you say Do Paso?).

3/4 Tag the Line

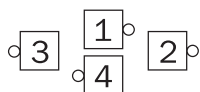
Starting Formation: Parallel Lines of Four, Inverted Line(s), Two Faced Line(s), 3 & 1 Line(s).

Definition: Each dancer turns individually to face the center of the line and walks forward passing right shoulders with oncoming dancers. Lead dancers pass by two dancers and end facing out. Trailing dancers pass by one dancer and step to a right-hand Ocean Wave in the center of the set.

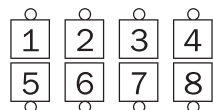
Ending Formation: 3/4 Tag formation. If the call is done from any single line of four, it ends with a mini-wave between two out-facing dancers.



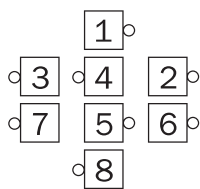
Start



Finish



Start



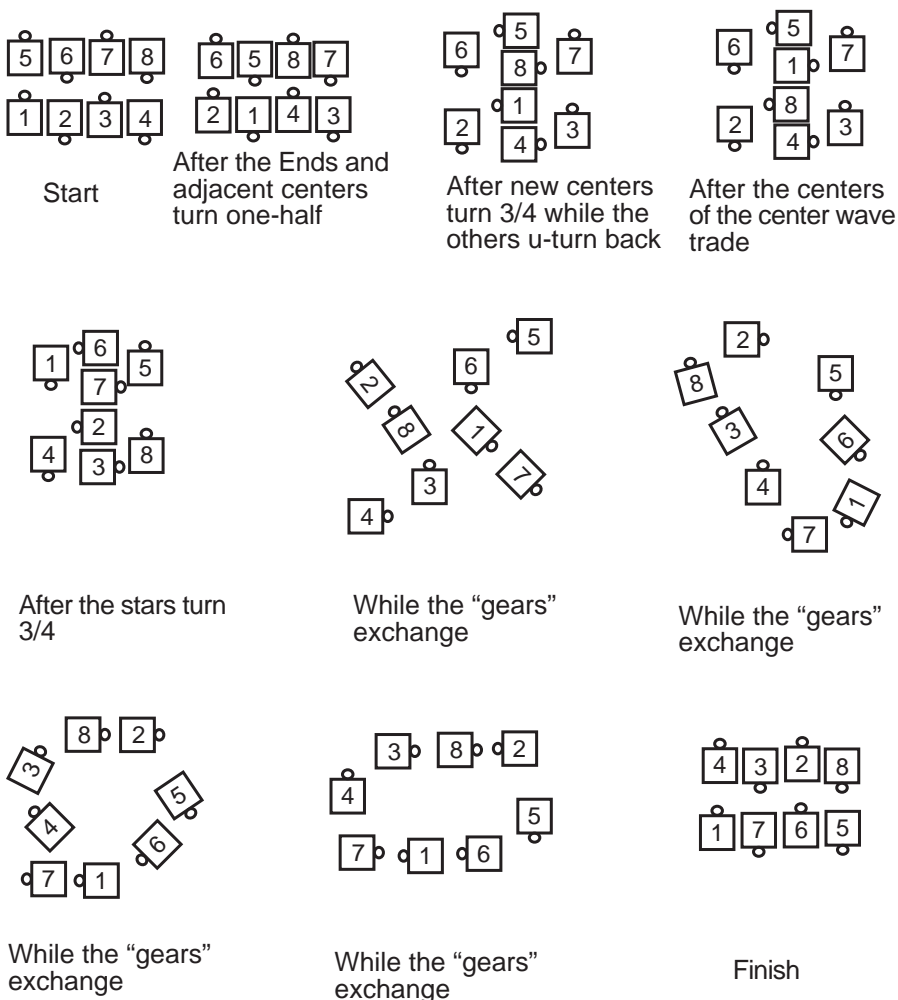
Finish

Spin Chain and Exchange the Gears

Starting Formation: Parallel Ocean Waves (RH for ease of description)

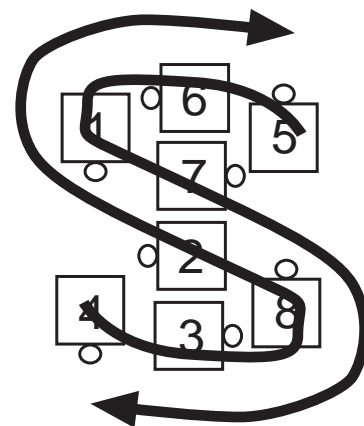
Definition: Start as in a normal Spin Chain the Gears --Ends and adjacent centers turn $1/2$, new centers turn $3/4$, while the ends U-Turn Back, and the very two centers of the wave Trade. All form two left-hand stars (but before turning them, the out-facing point should raise a hand, indicating "follow me" --they will be the "leaders of the exchange") and turn the stars $3/4$. The "leaders of the exchange" will now lead the star out to the right, around the outside of the other star, like an S pattern, then into a momentary column of four, single file through the sides position. The first three dancers in the momentary column Quarter right-face, as the fourth dancer does a Quarter left-face, and the original "leader of the exchange" runs right, forming two parallel right-hand ocean waves

Ending Formation: Parallel Ocean Waves



Last call, and one of the most fun. It's important that the out-facing point let everybody know that they should follow her

This is sort of what the path looks like. Dancers 2 and 7 are leading the exchange; the others in their star follow.



As a gimmick, the caller may designate another dancer to be the leader of the exchange.