**COMMENTARY**

by Dave Lightly

**ARE SOME DANCERS ROBOTS?** Dancers who anticipate the next call because that is what is "always called next" are robots. They have stopped listening to the caller.

Examples of robots:

1. After Couples Circulate, they automatically start a Bend the Line.
2. After Swing Thru, the boys automatically start to Run.
3. After Double Pass Thru & Centers In, they automatically start to Cast Off.

It is my belief that dancers in the Mainstream program enjoy a bit of a challenge during the dance. One way this can be accomplished is for us as callers to change our choreography, so the dancers do not know what call is coming next. This is not designed to take fun away from the dancer, but rather is seeking to have the dancers listen and concentrate on this particular dance rather than what last week's caller called.

The next few pages contain material which is designed to keep the dancers "honest" by eliminating anticipation, and at the same time offering them something a little different.

We welcome Dave Lightly, Iowa as a guest writer again. His material is creative and very danceable.

**FUTURE ED FOOTE CALLER CLINICS & SCHOOLS**

Aug. 23-26, 1987 - **Bristol, England.** Emphasis on choreography, sight calling, stage presence, presentation and voice.

Aug. 30 - Sept. 2 - **Stockholm, Sweden.** Swedish Association of Callers & Teachers.
MAINTREAM CHOREOGRAPHY WITHOUT USING BOYS RUN

Have you ever tried calling a tip without having the Boys Run? Run appears to be a call which is really over used. On this page there are many situations where Boys Run is commonly used, but instead something different is given.

In the following sequences an asterisk (*) is inserted where Boys Run might normally be called, but instead another basic is used.

#1
Zero Box:
SWING THRU (*) - ALL 8 CIRCULATE (*)
MEN TRADE (*)
ALL SINGLE HINGE - CENTERS TRADE
ALL SPLİT CIRCULATE - MEN TRADE (*)
ALL SPIN THE TOP - RECYCLE
SLİDE THRU - L.A.

#2
Zero Box:
SWING THRU - SPLİT CIRCULATE
CENTERS TRADE - SCOOT BACK (*)
MEN FOLD - DPT - CLOVERLEAF
LADIES SWİNG THRU & TURN THRU
MEN COURTESY TURN THE LADIES &
SEND THEM DIXIE STYLE TO AN O.W.
LADIES CIRCULATE - MEN TRADE
L.A.

#3
Zero Box:
TOUCH 1/4 - CENTERS TRADE
SPİN CHAIN THRU - ENDS CIRCULATE ONCE
SPLİT CIRCULATE (*)
MEN TRADE (*)
ALL 8 CIRCULATE 1 1/2
RIGHT & LEFT GRAND

#4
Zero Box:
PASS THE OCEAN - LADIES TRADE
SWİNG THRU (*) - LADIES FOLD
ALL PEEL OFF
COUPLES HİNGE - COUPLES CIRCULATE
1/2 TAG THE LINE - CENTERS TRADE
SWİNG THRU - LADIES FOLD
DPT
MEN TURN BACK - STAR THRU - MEN TRADE
BEND THE LINE - FLUTTER WHEEL
CENTERS SQUARE THRU - ON 3rd HAND
EVERYBODY SLİDE THRU
L.A.

#5
Zero Lines:
SLİDE THRU
TOUCH 1/4 - SCOOT BACK (*)
CENTERS TRADE - ALL SPLİT CIRCULATE
MEN TRADE (*) - LADIES FOLD
ALL PEEL OFF - LADIES TRADE
ALL TAG THE LINE & FACE IN
TOUCH 1/4 - ALL 8 CIRCULATE (*)
CENTER 4: WALK & DODGE
OUTSIDE MEN TURN BACK
RIGHT & LEFT GRAND

#6
Zero Lines:
TOUCH 1/4 - ALL 8 CIRCULATE (*)
SİNGLE HİNGE - LADIES TRADE
SPİN THE TOP (*)
SPİN CHAIN THRU - MEN CIRCULATE ONCE
LADIES RUN - TAG THE LINE RIGHT
THOSE FACING OUT: CALİF. TWİRL
ALL SLİDE THRU
L.A.

#7
Zero Lines:
PASS THRU - LADIES TRADE
ALL WITH RIGHT HANDS: CAST OFF 3/4
MEN TRADE (*) - SPİN THE TOP
VERY CENTER MEN TRADE
ALL RECYCLE - REVERSE FLUTTER WHEEL
LADIES ROLL 1/2 SASHAY
ALL PASS THRU - ENDS FOLD
SQUARE THRU 3/4 - TRADE BY (zero box)
L.A.

#8
Zero Lines:
SQUARE THRU - ON 3rd HAND TOUCH 1/4 (*)
ALL 8 CIRCULATE
GİRLS DIAGONAL PASS THRU
OUTSIDES CLOVERLEAF - CENTERS SQUARE THRU
ALL SLİDE THRU & TOUCH 1/4
ALL 8 CIRCULATE (*)
CAST OFF 3/4
FAN THE TOP
RIGHT & LEFT GRAND
MAINSTREAM MATERIAL: VARIATIONS AFTER COUPLES CIRCULATE

As callers we give the dancers the opportunity to be robots by always calling Bend the Line following a Couples Circulate. There are many other calls we can use, such as:

1. Centers Trade
2. Tag the Line
3. 1/2 Tag the Line
4. Ends Run
5. Those facing out: Turn Back
6. Fan the Top

It is important to remind the dancers to take hands after a Couples Circulate, so they will be able to do the next call easily.

#1
HEADS LEAD RIGHT - RIGHT & LEFT THRU
VEER LEFT - COUPLES CIRCULATE
LADIES TRADE - MEN TURN BACK
WITH LEFT HAND: CAST OFF 3/4
CENTERS TRADE - CENTERS RUN
BEND THE LINE
PASS THRU - ENDS TRADE - CENTERS TRADE
ALL SQUARE THRU - ON 3rd HAND
TURN THRU
1/2 TAG THE LINE
RIGHT & LEFT GRAND

#2
HEADS LEAD RIGHT - VEER LEFT
LADIES TRADE - TAG THE LINE RIGHT
COUPLES CIRCULATE - MEN TRADE
COUPLES TRADE
LADIES RUN - FAN THE TOP
RIGHT & LEFT THRU
PASS THRU - MEN TRADE
LADIES TURN BACK
ALL PASS THE OCEAN
RIGHT & LEFT GRAND

#3
Zero Lines:
RIGHT & LEFT THRU & ROLL 1/2 SASHAY
PASS THRU - ENDS TURN BACK
CENTERS TRADE
ALL SQUARE THRU 3/4
TAG THE LINE RIGHT
COUPLES CIRCULATE - 1/2 TAG THE LINE
LADIES CIRCULATE - MEN TRADE
RECYCLE - LEFT SQUARE THRU 3/4
RIGHT & LEFT GRAND

#4
HEADS LEAD RIGHT - RIGHT & LEFT THRU
VEER LEFT - COUPLES CIRCULATE
LADIES TRADE - MEN RUN
SPIN CHAIN THRU - MEN CIRCULATE ONCE
SWING THRU - ALL 8 CIRCULATE
MEN TRADE - RECYCLE
RIGHT & LEFT GRAND

#5
Zero Lines:
CENTERS SQUARE THRU - 4 HANDS
ENDS SLIDE THRU
ALL SWING THRU - SPLIT CIRCULATE
CENTERS TRADE & CENTERS RUN
COUPLES CIRCULATE - CENTERS TRADE
COUPLES HINGE - VERY CENTER MEN TRADE
EACH 4: 1/2 TAG - ALL MEN TRADE
ALL 8 CIRCULATE - MEN RUN
DPT - LEAD COUPLE PARTNER TRADE
SQUARE THRU 3/4
L.A.

#6
Zero Lines:
PASS THRU - TAG THE LINE RIGHT
COUPLES CIRCULATE
THOSE FACING OUT: TURN BACK
ALL RIGHT & LEFT THRU
DIXIE STYLE TO 0.W.
LADIES CIRCULATE - MEN TRADE
L.A.

#7
Zero Lines:
TURN THRU
CENTER MEN RUN RIGHT - END MEN TURN BACK
COUPLES CIRCULATE - CENTERS TRADE
THOSE FACING OUT: CALIF. TWIRL
ALL SQUARE THRU - ON 3rd HAND TOUCH 1/4
ALL 8 CIRCULATE - LADIES RUN
CENTERS PASS THRU - ALL PASS THRU
RIGHT & LEFT GRAND

#8
Zero Box:
SWING THRU - MEN TRADE
LADIES TURN BACK
COUPLES CIRCULATE
LADIES RUN LEFT
ALL WITH LEFT HAND: CAST OFF 3/4
CENTERS TRADE - SPLIT CIRCULATE
MEN TRADE
L.A.
VARIATIONS AFTER COUPLES CIRCULATE cont.

#9
Zero Lines:
SQUARE THRU 3/4
TAG THE LINE LEFT - CENTERS TRADE
COUPLES CIRCULATE 1/2
4 MEN: TAG THE LINE RIGHT
CENTER MEN CAST OFF 3/4
CENTER LINE OF 6: 1/2 TAG & TRADE
NEW CENTER LINE OF 4: WHEEL & DEAL
OUTSIDE LADIES TURN BACK
CENTERS PASS THRU
SQUARE THRU 3/4 - L.A.

#10
Zero Box:
SLIDE THRU - SQUARE THRU 3/4
TAG THE LINE RIGHT - CENTERS TRADE
COUPLES HINGE - VERY CENTER MEN TRADE
EACH LINE OF 4: 1/2 TAG - MEN RUN
DPT - LEADERS TURN BACK
OTHERS ROLL 1/2 SASHAY
RIGHT & LEFT GRAND

Same idea using Plus calls

#1
HEADS 1/2 SQUARE THRU
RIGHT & LEFT THRU - VEER LEFT
COUPLES CIRCULATE
CROSSFIRE - SPLIT CIRCULATE
MEN RUN (zero box)
L.A.

#2
HEADS SLIDE THRU - ALL DPT
TRACK 2
LADIES TRADE - LADIES RUN
COUPLES CIRCULATE
MEN HINGE - ALL DIAMOND CIRCULATE
CENTER LADIES OF THE WAVE: TRADE
ALL FLIP THE DIAMOND
RIGHT & LEFT GRAND

VARIATIONS AFTER LEAD TO THE RIGHT

The next time you call Heads Lead Right, hesitate a couple seconds and see what the dancers do. If they stop in an 8 chain thru formation, they are good listeners, but if they start to Circle to a Line, you have some robot dancers on the floor.

#1
HEADS LEAD RIGHT - RIGHT & LEFT THRU
NEW CENTERS MAKE IT A FULL TURN
ALL DPT - LEAD COUPLE TURN BACK
SING THRU - IN EACH LINE: MEN TRADE
ALL PASS THRU - WHEEL & DEAL
ZOOM - DPT - LEAD COUPLE TRADE
RIGHT & LEFT GRAND

#2
4 LADIES CHAIN
HEADS FLUTTER WHEEL - SIDES SASHAY
HEADS LEAD RIGHT - SWING THRU
ENDS CIRCULATE - CENTERS TRADE
LADIES RUN
BOX THE GNAT - SLIDE THRU
8 CHAIN 3 - L.A.

#3
HEADS LEAD RIGHT - TOUCH 1/4
CENTERS TRADE - CENTERS RUN
FERRIS WHEEL - MEN SWEEP 1/4
MEN PASS THRU - MEN TURN LEFT SINGLE FILE
1st MAN AROUND 2 - 2nd MAN AROUND 1
LINE OF 4
CENTERS SQUARE THRU - 4 HANDS
ENDS STAR THRU & CALIF. TWIRL
ALL SWING THRU - TURN THRU
L.A.
PLUS MATERIAL FEATURING SINGLE CIRCLE TO WAVES, BOXES, AND COLUMNS

Single Circle can be used to create nice choreography. If the ending formation will result in something other than a four hand wave, it is a good idea to name this formation for the dancers to keep them comfortable. Single Circle 3/4 is good to use for variety.

#1
**HEADS SINGLE CIRCLE 3/4 TO A BOX**
SIDES ROLL 1/2 SASHAY
ALL MEN PASS THRU
CENTER 4 SWING THRU
SAME 4 LINEAR CYCLE
ENDS TRADE & ROLL
ALL SQUARE THRU - 4 HANDS
TRADE BY - RIGHT & LEFT GRAND

#2
HEADS ROLL 1/2 SASHAY AND
**SINGLE CIRCLE 3/4 TO A BOX**
ALL LADIES PASS THRU
CENTERS SLIDE THRU & TOUCH 1/4
OTHERS TRADE
ALL 8 CIRCULATE
MEN DIAGONALLY PASS THRU
ALL TRADE BY
RIGHT & LEFT GRAND

#3
Zero Lines:
RIGHT & LEFT THRU & ROLL 1/2 SASHAY
**SINGLE CIRCLE 3/4 TO A COLUMN**
COORDINATE
COUPLES CIRCULATE
LADIES CROSS RUN - WHEEL & DEAL
PASS THRU - RIGHT & LEFT GRAND

#4
Zero Lines:
PASS THRU - CENTERS TRADE
ENDS TURN BACK
ALL PASS THRU - WHEEL & SPREAD
LADIES SQUARE THRU - ON 3rd HAND
OUCH 1/4
**MEN SINGLE CIRCLE 3/4 TO A COLUMN**
ALL 8 CIRCULATE - LADIES RUN
CENTER 4: **SINGLE CIRCLE TO AN O.W.**
AND LEFT SWING THRU
EXTEND - RIGHT & LEFT GRAND

#5
Zero Lines:
PASS THE OCEAN
SPIN CHAIN THRU - LADIES CIRCULATE ONCE
SPIN THE TOP AND **ALL ROLL**
LADIES PASS THRU
**SINGLE CIRCLE TO A COLUMN**
ALL 8 CIRCULATE - LADIES RUN
TURN THRU - TRADE BY (zero box)
L.A.

#6
Zero Lines:
CENTERS SQUARE THRU 3/4 - ENDS PASS THRU
ALL TAG THE LINE RIGHT
COUPLES HINGE & **INDIVIDUALLY ROLL**
IN EACH GROUP OF 4: CENTERS PASS THRU
LADIES SINGLE CIRCLE 3/4 TO AN O.W.
MEN TOUCH 1/4 - TRIPLE TRADE
ALL SPIN THE TOP
MEN RUN RIGHT - ALL 1/2 SQUARE THRU
TRADE BY (zero box)
L.A.

#7
Zero Box:
SWING THRU - MEN TRADE
SPIN THE TOP AND **ALL ROLL**
LADIES PASS THRU
**ALL SINGLE CIRCLE TO A COLUMN**
ALL 8 CIRCULATE - LADIES RUN
ALL SQUARE THRU 3/4
TRADE BY - RIGHT & LEFT GRAND

#8
Zero Box:
PASS THE OCEAN - TRIPLE TRADE
EACH WAVE OF 4: TRADE THE WAVE & ROLL
MEN PASS THRU
**ALL SINGLE CIRCLE TO A COLUMN**
MEN DIAGONALLY PASS THRU
OUTSIDES CLOVERLEAF
CENTERS 1/2 SQUARE THRU
RIGHT & LEFT GRAND

#9
Zero Box:
RIGHT & LEFT THRU & VEER LEFT
LADIES TRADE - TAG THE LINE RIGHT
COUPLES HINGE & **INDIVIDUALLY ROLL**
MEN PASS THRU
**ALL SINGLE CIRCLE 3/4 TO A TIDAL WAVE**
TRIPLE TRADE
CENTER WAVE OF 4: LINEAR CYCLE
OTHER 2 MEN RUN & OUTSIDES
BEND THE LINE
CENTERS PASS THRU
ALL SQUARE THRU 3/4
L.A.
PLUS MATERIAL: CHALLENGING Routines FOR EXPERIENCED Plus Dancers

#1
Zero Lines:
RIGHT & LEFT THRU & ROLL 1/2 SASHAY
PASS THRU - TAG THE LINE RIGHT
EACH LINE: LADIES TRADE
WHEEL & DEAL - SWING THRU
ENDS CIRCULATE TWICE
   CENTERS TRADE & CIRCULATE ONCE
SPIN THE TOP
GRAND SWING THRU
LADIES TRADE THE WAVE
SAME SEXES CAST OFF 3/4
THOSE FACING: BEGIN A RIGHT & LEFT THRU
FLUTTER WHEEL
CALIF. TWIRL
ALL TURN BACK - RIGHT & LEFT GRAND

#2
HEADS FAN THE TOP - SIDES SASHAY
CENTER 4: LINEAR CYCLE & SQUARED THRU 2
SWING THRU
ENDS CIRCULATE - CENTERS TRADE
SPIN THE TOP
GRAND SWING THRU
MEN TRADE THE WAVE
SAME SEXES CAST OFF 3/4
THOSE FACING: BEGIN A RIGHT & LEFT GRAND

#3
HEADS LEAD RIGHT - CIRCLE TO A LINE
TOUCH 1/4 - COORDINATE BUT
   HEAD MEN STAY IN THE CENTER
  i.e. DON'T MOVE UP
COLUMNS OF 3 CIRCULATE AND SAME PEOPLE CAST OFF 3/4
SIDE MEN EXTEND
4 MEN FACING DIAMOND CIRCULATE
LINE OF 6 DO A 3 BY 3 WHEEL & DEAL
CENTER MEN TOUCH 1/4
   LADIES PASS THRU & FACE IN
MEN TRADE THE WAVE & EXTEND
ALL FOLLOW YOUR NEIGHBOR & SPREAD
MEN TRADE - RIGHT & LEFT GRAND

#4
Zero Box:
RIGHT & LEFT THRU
ENDS LOAD THE BOAT
   CENTERS TURN THRU & COURTESY TURN
CENTERS SQUARE THRU - 4 HANDS
ALL PASS THRU
L.A.

#5
Zero Lines:
RIGHT & LEFT THRU & ROLL 1/2 SASHAY
ENDS LOAD THE BOAT
   CENTERS RIGHT & LEFT THRU & ROLL 1/2 SASHAY
CENTERS SQUARE THRU 2 HANDS
RIGHT & LEFT GRAND

#6
Zero Box:
SLIDE THRU - LOAD THE BOAT
TOUCH 1/4 - SPLIT CIRCULATE 1 1/2
FLIP THE DIAMOND
EXTEND - RIGHT & LEFT GRAND

#7
Zero Box:
RIGHT & LEFT THRU & VEER LEFT
LADIES TRADE
SIDE MEN CROSS FOLD (behind original partner)
OTHER 6 EXTEND
CENTER 4 CROSSFIRE - OUTSIDES TRADE TRIPLE SCOOT
COORDINATE - BUT LADIES INSTEAD OF TRADING DO A U TURN BACK
SWING THRU - SPLIT CIRCULATE CENTER MEN RUN RIGHT
MEN FERRIS WHEEL - LADIES RECYCLE MEN SWING THRU
EXTEND - CAST OFF 3/4
RIGHT & LEFT GRAND

#8
HEADS PASS THE OCEAN
PING PONG CIRCULATE - OUTSIDES ROLL & OUTSIDES PASS THRU
CENTER LADY TRADE AND RUN RIGHT
LADIES: OBLONG DIAMOND CIRCULATE
EACH DIAMOND: HEADS CIRCULATE MEN HINGE - ALL WITH RIGHT HANDS CAST OFF 3/4
CENTERS HINGE
LADIES ONLY: FACING DIAMOND CIRCULATE CENTER 4: CROSSFIRE - ENDS TOUCH 1/4
COORDINATE
1/2 TAG & FACE PARTNER
RIGHT & LEFT GRAND
PLANS GET-OUTS USING CROSSFIRE

#1 Zero Box:
MAKE A WAVE & LADIES TRADE
SCOOT BACK - SPLIT CIRCULATE
SPIN THE TOP - CENTERS RUN
EACH 4: TAG THE LINE RIGHT
EACH 4: CROSSFIRE
EXTEND - RIGHT & LEFT GRAND

#2
Zero Lines:
PASS THRU - PARTNER TRADE
REVERSE FLUTTER WHEEL
PASS THE OCEAN - SCOOT BACK
SPLIT CIRCULATE - SPIN THE TOP
EACH WAVE: CENTERS RUN
EACH 4: TAG THE LINE RIGHT
EACH 4: CROSSFIRE
RIGHT & LEFT GRAND

PICK OF THE DISKS by Ed Foote

ESP #145 - Forever and Ever, Amen. Fine music, good singers can show their talent with this record.

ESP #146 - Misty. Fine music on this well-known traditional song. A good singer can show off with this record.

ESP #514 - Out of the Blues. Good music on this upbeat record.

ESP #612 - Rhythm of the Road. The current country western hit. Great music, good singers can show their stuff with this record.

Jo Pat #102 - West Virginia. Another version of the John Denver classic. Very good music with a touch of mountain flavor, good beat. This is a good record to own.

Jo Pat #223 - Say Goodbye. Good rhythm on this upbeat record.

Jo Pat #507 - Stay All Night (hoedown). Heavy beat, very mild melody. Back Up (hoedown). Almost all rhythm with strong beat.


Sting #305 - When You Walk In The Room. Excellent music. Good singers will make good use of this record.

Buckskin #1218 - I'll Hold You In My Arms (I'll hold you in my heart until I can ...). Fine music on this well-known song, slow tempo. If you need a good-sounding tear-jerker, this is it.


Rawhide #333 - All My Roads Lead Back To You. Peppy upbeat song, great music, mild background chorus, a fine record.

THOUGHT FOR THE MONTH

Argue for your limitations and sure enough, they're yours.
**NEWS & NOTES**

**July 1987**

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COMMENTARY

by Norm Wilcox

CREATIVE CHOREOGRAPHY FOR THE MAINSTREAM AND PLUS PROGRAMS. When the term "CREATIVE CHOREOGRAPHY" is used, many callers first think in terms of the Advanced or Challenge Programs. They may also think in terms of being intricate and creating puzzles for the dancers to solve. However, any caller can be creative. While it may require channelling thoughts along different lines, it certainly is not a skill which is limited to only a few callers. You do not have to go to great lengths to be creative, and you do not have to be working in the Advanced or Challenge Programs to use creative ideas. Callers can be creative within any of the Programs they are currently calling.

Basically, you have to sit down and say to yourself, "what am I doing now and how can I change it to make it more interesting?" Three areas that bear looking at are:

1. The opening call for the sequence - what do you say first when you start out from a static square?
2. Overused call combinations, such as Swing Thru - Boys Run - Ferris Wheel.

Just a few changes in these three places will right away give your choreography a different, creative "feel" to the dancers.

Dancers have come to expect smooth dancing and smooth flow of figures, so any attempt to be creative in your program is still going to have to incorporate smoothness. As an added bonus, choreography that flows adds to the dancers' success, because quite often the body flow will help to lead them into and through an unusual position or call combination.

When you use creative ideas, remember that you have spent a good deal of time researching these ideas and getting them straight in your own mind. The dancers will get them "cold" and have two beats of music (2/128ths of a minute), or less than 1/2 a second to react to these ideas. Therefore, plan your introduction of a new idea gently.

(continued on page #1218)
FIRST CALLS FROM HOME POSITION

Three very overused first calls are:
1. Heads Square Thru four hands.
2. Heads Lead to the Right.
3. Heads Star Thru.

Consider using other calls from the Mainstream List as the first call. Write down every call from this list that can be called to a Static Square. There are at least 20! Some of them are more desirable than others, but they are there. Examples:

1. Heads Circle 4 Half Way
2. Heads Fan the Top
3. Heads Square Thru 3/4
4. Heads 1/2 Sashay
5. Heads Promenade 3/4
6. Heads California Twirl
7. Heads Box the Gnat
8. Heads Pass the Ocean
9. Heads Swing Thru
10. Heads Right and Left Thru - Veer Left
11. Heads Turn Thru
12. Heads Pass Thru - Separate

In each of the following examples, the sequence is taken to the point of a recognizable formation. This allows them to be "plugged in" at the start of any figure that starts from that formation.

#1
HEADS CIRCLE 4 HALF WAY
REVERSE FLUTTERWHEEL - SQUARE THRU 4
CIRCLE 4 - BREAK TO A LINE
(zero lines)

#2
HEADS FAN THE TOP
RECYCLE - PASS THRU
(zero box)

#3
HEADS SQUARE THRU 3/4
THOSE BOYS RUN
SINGLE HINGE - BOYS TRADE
BOYS RUN - WHEEL & DEAL
PASS THRU
(zero box)

#4
HEADS 1/2 SASHAY
PASS THRU - GIRLS RUN
SINGLE HINGE - GIRLS TRADE
RECYCLE - PASS THRU
(zero box)

#5
HEADS PROMENADE 3/4
SIDES RIGHT & LEFT THRU
SIDES PASS THRU
SWING THRU - RIGHT & LEFT GRAND

#6
HEADS CALIFORNIA TWIRL
SAME 4 PARTNER HINGE - GIRLS TRADE
SWING THRU - BOYS RUN
WHEEL & DEAL - SQUARE THRU 3/4
CIRCLE 4 - BREAK TO A LINE
(zero line)
MAINSTREAM THEME: WALK AND DODGE

Theme: Creative use of WALK AND DODGE — what to call next.

Walk & Dodge has always been one of those calls that require some thought to make the next call flow well. "Walk & Dodge — Partner Trade" is not a smooth flowing combination for the Dodging dancers; a point that has been made many times.

When Walk & Dodge ends in lines facing out, the number of Mainstream "next calls" that maintain smooth flow are very limited.

Two possibilities are:
1. Walkers Fold — ends in a Box.

Both of these make use of the fact that the Walking dancers are moving forward and continue this motion while allowing the Dodging dancers to remain stationary.

If Walk & Dodge is called to the center dancers of an 8 dancer formation, more possibilities open up because now both Walkers and Dodgers can move forward for the next call. Examples:

3. Columns — Centers only Walk & Dodge — those who can Star Thru — others Face In — ends in lines facing in.
4. Two-faced lines or ocean waves — Centers Walk & Dodge — ends in 3/1 lines

Lines Facing Out after the WALK & DODGE

#1
Zero Box:
TOUCH 1/4
WALK & DODGE — BOYS FOLD
TOUCH 1/4 (make waves) — BOYS TRADE
BOYS RUN — BEND THE LINE
STAR THRU — PASS TO THE CENTER
SQUARE THRU 3/4 — L.A.

#2
Zero Box:
TOUCH 1/4
WALK & DODGE — BOYS TRADE
LEFT SWING THRU — CENTERS TRADE
BOYS TRADE (lines facing in)
PASS THRU — WHEEL & DEAL
CENTERS PASS THRU (zero box)
L.A.

#3
Zero Box:
TOUCH 1/4 — WALK & DODGE — BOYS FOLD
SWING THRU — CENTERS RUN
1/2 TAG — SWING THRU — SINGLE HINGE
WALK & DODGE — GIRLS FOLD
TOUCH 1/4 — GIRLS TRADE
RECYCLE — SWEEP 1/4 — RIGHT & LEFT THRU
SLIDE THRU (zero box)
L.A.

#4
Zero Box:
SWING THRU
WALK & DODGE — WALKERS TRADE
LEFT SWING THRU
WALK & DODGE (Left) — WALKERS TRADE
GIRLS TRADE — BOYS CIRCULATE
SWING THRU — BOYS RUN — BEND THE LINE
(zero lines out of sequence)
STAR THRU — PASS THRU
L.A.

WALK & DODGE called to Center dancers of a group of 8

#1
HEADS TOUCH 1/4
WALK & DODGE
ALL RIGHT & LEFT THRU — VEER LEFT
COUPLES CIRCULATE — BEND THE LINE
L.A. (zero lines)

#2
SIDES TOUCH 1/4
WALK & DODGE
ALL SWING THRU — BOYS RUN
COUPLES CIRCULATE — BEND THE LINE
L.A. (zero lines)
WALK & DODGE cont.

Unusual use of Walk & Dodge:

The boxes are very unusual. Point out to the dancers where the boxes are and emphasize the rules for Walk & Dodge.

#1
HEADS TOUCH 1/4 - BOX CIRCULATE
HEAD MEN & SIDE GIRL TOUCH 1/4
IN YOUR OWN BOX: WALK & DODGE
(Boys Walk, Girls Dodge)
CENTERS RIGHT & LEFT THRU
OTHERS TURN BACK & STAR THRU
CENTERS SQUARE THRU 3/4
CENTERS IN - CAST OFF 3/4
ALL STAR THRU
CENTERS PASS THRU - STAR THRU
L.A. (zero lines)

#2
HEADS TOUCH 1/4
GIRLS TOUCH 1/4
IN YOUR OWN BOX: WALK & DODGE
BOYS SQUARE THRU - GIRLS FOLD
TOUCH 1/4 (make waves) - GIRLS TRADE
RECYCLE
PASS TO THE CENTER - SQUARE THRU 3/4
L.A.

COMMENTARY cont.

Another basic idea to keep in mind is that when you inject a little creativity into your choreography that puts the dancers into positions that they are unaccustomed to, get them back to a familiar position as soon as possible. This reduces the "panic" factor. You have taken them to the edge of disaster and let them win.

It is going to take some effort on the caller's part to make it work, but the results are worth the effort. Dancers will benefit because they are dancing calls they already know, and they do not have to learn new vocabulary to dance more interesting figures. You, as the caller, will benefit because you will not get bored calling the "same old stuff" and you will not have to keep looking for a "new call" just to provide variety.

* * * * * * * * * * *

We welcome Norm Wilcox from Canada as guest writer this month. Norm is one of the top callers in Canada and has called for a number of big festivals in the U.S. Norm has the philosophy of "interesting but not difficult" and this has served him well over the years. His address is: RR 4, Georgetown, Ontario, Canada L7G 4S7.

* * * * * * * * * *

Callerlab has announced that SCOOT AND RELOCATE has been selected as the Plus Quarterly Selection for the period beginning August 1, 1987. This call has appeared in NNN on pages 1035, 1149, 1170 and 1179. More material will be presented next month.
MAINSTREAM MATERIAL WITH A THEME

**Theme:** Double Pass Thru – Centers In – Cast Off 3/4 – then what?
Double Pass Thru – Peel Off – then what?

1. Pass Thru – Wheel & Deal – DPT – Centers In – Cast Off 3/4 is a 3 times zero.

2. Pass Thru – Wheel & Deal – DPT – Peel Off is a 3 times zero.


4. Either theme sequence followed by Pass thru – Wheel & Deal, sets up the 4 girls or 4 boys in the middle of the set where they can work together.

5. Both theme sequences finish in facing lines. Now the centers can do one call while the ends do something different. This works especially nice with the Cast Off 3/4 – the flow of the Cast Off aids in the execution of the centers call. Be sure and call the next call in time so that the centers are not waiting.

**DPT – CENTERS IN – CAST OFF 3/4**

1. **Zero Lines:**
   - RIGHT AND LEFT THRU
   - PASS THRU – WHEEL & DEAL

   **DPT – CENTERS IN – CAST OFF 3/4**
   - PASS THRU – WHEEL AND DEAL
   - FOUR GIRLS PASS THRU
   - STAR THRU – PROMENADE HOME

2. **Zero Lines:**
   - PASS THRU – TAG THE LINE IN
   - PASS THRU – WHEEL & DEAL

   **DPT – CENTERS IN CAST OFF 3/4**
   - PASS THRU – WHEEL AND DEAL
   - FOUR BOYS LEFT SQUARE THRU 3/4
   - TOUCH 1/4 – GIRLS TRADE
   - BOYS CIRCULATE
   - RECYCLE (zero box)
   - L.A.

3. **Zero Lines:**
   - PASS THRU – WHEEL & DEAL

   **DPT – CENTERS IN – CAST OFF 3/4**
   - CENTERS RIGHT & LEFT THRU
   - ENDS STAR THRU
   - CENTERS FLUTTERWHEEL & SQUARE THRU
   - ALL RIGHT & LEFT THRU
   - PASS THRU – TRADE BY (zero box)
   - L.A.

**DPT – PEEL OFF**

1. **Zero Lines:**
   - PASS THRU – WHEEL & DEAL

   **DPT – PEEL OFF**
   - PASS THRU – U TURN BACK
   - CENTERS SQUARE THRU – ENDS SLIDE THRU
   - ALL SWING THRU
   - GIRLS CIRCULATE – BOYS TRADE – BOYS RUN
   - FERRIS WHEEL – CENTERS PASS THRU (zero box)
   - L.A.

2. **Zero Lines:**
   - RIGHT & LEFT THRU

   **DPT – PEEL OFF**
   - PASS THRU – WHEEL & DEAL

3. **Zero Lines:**
   - PASS THRU – WHEEL & DEAL

   **DPT – PEEL OFF**
   - PASS THRU – WHEEL & DEAL

   **DPT – PEEL OFF**
   - PASS THRU – TAG THE LINE – CLOVERLEAF
   - FOUR GIRLS SQUARE THRU 3/4
   - ALL STAR THRU – PROMENADE HOME
CALLERLAB PLUS EMPHASIS CALL FOR 3rd QUARTER: ROLL

Themes: CENTERS RUN AND ROLL
        CENTERS TRADE THE WAVE AND ROLL

RUN & ROLL
Caution the dancers that only the "Runners" are going to ROLL.
The others, after they do their part of the Run (ie. slide sideways in the
appropriate direction), are to remain stationary.

Setups:
1. Parallel waves - Swing Thru - CENTERS RUN & ROLL
2. Completed double pass thru - Centers In - CENTERS RUN & ROLL
3. Box - Centers In - CENTERS RUN & ROLL

TRADE THE WAVE & ROLL
Done from Right or Left-Hand Waves, the ending result is a starting double pass thru
formation.

CENTERS RUN & ROLL

#1
Zero Box:
SWING THRU - BOYS RUN & ROLL
GIRLS TRADE & ROLL
GIRLS PASS THRU - ALL STAR THRU
BOYS TRADE - BEND THE LINE
STAR THRU - PASS TO THE CENTER
SQUARE THRU 3/4 - L.A.

#2
Zero Box:
TOUCH 1/4
FOLLOW YOUR NEIGHBOR & SPREAD
GIRLS TRADE - GIRLS RUN & ROLL
BOYS HINGE - CENTER BOY TRADE
EXTEND THE TAG
BOYS RUN - REVERSE THE FLUTTER
(in sequence lines with opp)
RIGHT & LEFT THRU - PASS THE OCEAN
ALL 8 CIRCULATE
SINGLE HINGE & ROLL
RIGHT & LEFT GRAND

#3
HEADS PASS THRU - SEPARATE
AROUND 1 - MAKE A LINE
PASS THRU - WHEEL & DEAL
DPT
CENTERS IN - CENTERS RUN & ROLL
GIRLS PARTNER TRADE
GIRLS SQUARE THRU - 4 HANDS
TOUCH 1/4 - BOYS TRADE
BOYS RUN - BEND THE LINE
(in sequence lines with corner)
RIGHT & LEFT THRU - AND ROLL 1/2 SASHAY
SQUARE THRU 2 HANDS
RIGHT & LEFT GRAND

TRADE THE WAVE & ROLL

#1
Zero Box:
SWING THRU - SPIN THE TOP
RIGHT & LEFT THRU
DIXIE STYLE TO A WAVE
TRADE THE WAVE & ROLL
DPT - CLOVERLEAF
GIRLS LEFT SQUARE THRU 3/4
STEP TO A WAVE - SCOOT BACK
BOYS RUN - STAR THRU
PASS TO THE CENTER
SQUARE THRU 3/4 - L.A.

#2
Zero Box:
STEP TO A WAVE
TRADE THE WAVE & ROLL
BOYS SWING THRU - EXTEND THE TAG
BOYS RUN - PASS THE OCEAN - RECYCLE
PASS THRU - TRADE BY
BOX THE GNAT
RIGHT & LEFT GRAND

#3
Zero Lines:
RIGHT & LEFT THRU
DIXIE STYLE TO A WAVE
TRADE THE WAVE & ROLL
GIRLS SWING THRU - EXTEND THE TAG
SINGLE HINGE - BOYS TRADE - BOYS RUN
COUPLES CIRCULATE - FERRIS WHEEL
CENTERS PASS THRU - L.A.
PLUS THEME: FOLLOW YOUR NEIGHBOR & SPREAD

The call is featured from the following formations:
1. Box in between facing couples
   a. Heads Touch 1/4 – FOLLOW YOUR NEIGHBOR & SPREAD – ends in 1/4 Tag
   b. Heads Slide Thru – Touch 1/4 – FOLLOW YOUR NEIGHBOR & SPREAD
2. Columns
   a. Each Box FOLLOW YOUR NEIGHBOR & SPREAD – ends in Tidal Wave
   b. Center Box only FOLLOW YOUR NEIGHBOR & SPREAD

Because these will be unfamiliar formations from which to use the call, ensure that the Boys and Girls roles are kept standard (Boys Cast Off, Girls Loop) until the dancers are comfortable with the formation. Watch body flow, particularly for the Looping dancers (usually the Girls). Don't have them turning LEFT and then ask them to Loop RIGHT!

BOX IN BETWEEN FACING COUPLES

#1
HEADS SLIDE THRU – TOUCH 1/4
FOLLOW YOUR NEIGHBOR & SPREAD
CENTER GIRLS TRADE – RECYCLE
OTHERS FACE – CENTERS BOX THE GNAT
RIGHT AND LEFT GRAND

#2
HEADS TOUCH 1/4
FOLLOW YOUR NEIGHBOR & SPREAD
LINEAR CYCLE – PASS THRU (zero box)
L.A.

#3
HEADS TOUCH 1/4
FOLLOW YOUR NEIGHBOR & SPREAD
SPIN THE TOP – TURN THRU
CIRCLE 4 – BREAK TO A LINE (zero lines)

#4
HEADS PASS THRU – CHASE RIGHT
FOLLOW YOUR NEIGHBOR & SPREAD
BOYS TRADE – GIRLS FOLD
PEEL OFF – BEND THE LINE
RIGHT & LEFT THRU
(whole sequence = 2 ladies chain)

Columns - Each Box Follow Your Neighbor & Spread

#1
Zero Lines:
TOUCH 1/4
EACH BOX FOLLOW YOUR NEIGHBOR & SPREAD
RIGHT & LEFT THRU (zero lines out of
STAR THRU – PASS THRU seq.)
L.A.

#2
Zero Lines:
TOUCH 1/4
EACH BOX FOLLOW YOUR NEIGHBOR & SPREAD
GRAND SWING THRU
CENTER WAVE: RECYCLE – OTHERS HINGE
CENTERS TOUCH 1/4
TRIPLE SCOOT – COORDINATE
FERRIS WHEEL
CENTERS SQUARE THRU 3/4
L.A.

#3
Zero Lines:
GRAND SWING THRU
WITH RIGHT HAND: CAST OFF 3/4
ALL 8 CIRCULATE TWICE
EACH BOX FOLLOW YOUR NEIGHBOR & SPREAD
EXPLODE AND: (zero box)
L.A.

#4
Zero Lines:
TOUCH 1/4 – TRIPLE SCOOT
EACH BOX FOLLOW YOUR NEIGHBOR & SPREAD
CENTER WAVE ONLY: SWING THRU &
SPIN THE TOP
OTHERS HINGE & THAT BOY RUN
EXTEND THE TAG – GIRLS TRADE
RECYCLE
BOX THE GNAT
RIGHT & LEFT GRAND
August 1987

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**ADVANCED SUPPLEMENT**

| A-2 Theme: Zig/Zag                  | AS-657 |
| A-1 Theme: Quarter In/Quarter Out   | AS-658 |
| A-1 Material Featuring Cross Over Circulate | AS-659 |
| Quick A-2 Material                  | AS-600 |
| A-2 Singing Call Material           | AS-600 |
COMMENTARY

by Ed Foote

CLUMP CALLS. In the July issue Dave Lightly discussed anticipation by the dancers. Continuing with that theme, let us examine clump calls.

A clump call consists of two individual calls which the dancers think of as one call. When the dancers hear the first call, they automatically do the second call without being told.

The problem occurs when the caller, thru a desire to be creative, uses a call which the dancers are not anticipating. The dancers may break down simply because they are not listening to the caller.

Here are some typical clump calls:

1. Pass Thru – Wheel & Deal. Instead of having a line facing out after the Pass Thru, some dancers will have a "V" in anticipation of a Wheel & Deal being called.

Solution: After the Pass Thru, call one of the following:

A. Tag The Line
B. Partner Tag
C. Partner Trade
D. Chase Right


Solution: After the Centers In, call one of the following:

A. Centers Run
B. Centers Cross Run, new centers Trade
C. Centers Fold
D. Cast Off 1/2 (designed to eliminate anticipation that a Cast Off is always 3/4)

(continued)
3. **Lead Right – Circle to a Line.** When the dancers hear Heads or Sides Lead Right, many will automatically Circle to a Line.

   **Solution:** After saying Heads or Sides Lead Right, call:
   
   - A. Right & Left Thru
   - B. Veer Left
   - C. Touch 1/4
   - D. Square Thru
   - E. Swing Thru
   - F. Star Thru

4. **Swing Thru – Boys Run.** Upon hearing the word "Boys", many boys will automatically start to Run.

   **Solution:** Call Swing Thru – Boys Trade.

5. **Do-Sa-Do – make an ocean wave.** Most dancers will automatically step to a wave after hearing a Do-Sa-Do call:

   **Solution:** After the Do-Sa-Do call:
   
   - A. Centers California Twirl
   - B. Centers Trade
   - C. Outsides California Twirl
   - D. Outsides Trade

6. **Circle Left.** Dancers assume that any time they Circle, it will be to the left, because this is all they hear.

   **Solution:** Call Circle Right. This gets the dancers listening, and causes laughter in the square because dancers will repeat the word "right" to everyone else.

The idea is not to take away the dancers' fun by tricking them. Rather, it is to get the dancers listening to the caller. If the dancers are trained to listen, now they have the possibility for more fun because the caller can now use more creative material.

Also, it is not necessary to use the various options listed here all the time. Simply sprinkling them into your calling will get the dancers listening. If you only use these variations 20% of the time, this will train the dancers to listen and not anticipate.

---

**CURRENT CALLERLAB QUARTERLY SELECTIONS**

**Mainstream**

- Connect 4
- Scoot Back 1½

**Plus**

- Compress to a Column
- Scoot & Relocate

**Observation:** Connect 4 does not seem to have caught on, especially in areas which have a lot of Plus and Advanced. Just too many column calls to remember. In addition, Mainstream dancers do not seem to relate well to the action. Scoot Back 1½ seems shaky at Mainstream, due to the quick action of the 1/2.

Compress to a Column will be making a fast exit, now that Scoot & Relocate has been named a Plus Quarterly. The action of Relocate by itself should receive a lot of use this fall.
CALLERLAB MAINSTREAM EMPHASIS CALL FOR 3RD QUARTER: TAG FAMILY

This material is designed to be a little different to lend variety to a program.

#1
Zero Lines:
PASS THRU - **TAG THE LINE RIGHT**
COUPLES CIRCULATE - WHEEL & DEAL
TOUCH 1/4 - SPLIT CIRCULATE
BOX THE GNAT - RIGHT & LEFT GRAND

#2
Zero Lines:
PASS THRU - **TAG THE LINE**
CLOVERLEAF - DPT
PEEL OFF - BEND THE LINE
(zero lines out of seq.)
(repeat all above - gives zero lines)
L.A.

#3
Zero Box:
SLIDE THRU
PASS THRU - **TAG THE LINE LEFT**
COUPLES CIRCULATE
1/2 TAG - SPLIT CIRCULATE
BOYS TRADE - BOYS RUN
WHEEL & DEAL
PASS TO THE CENTER - SQUARE THRU 3/4
L.A.

#4
Zero Lines:
PASS THRU - **1/2 TAG**
CENTERS RUN - COUPLES CIRCULATE
1/2 TAG - GIRLS TRADE
ALL 8 CIRCULATE TO A SLIDE THRU
L.A. (zero lines)

#5
Zero Box:
LEFT SWING THRU - CENTERS RUN
**LEFT 1/2 TAG**
LEFT SWING THRU - SPLIT CIRCULATE
GIRLS CROSS RUN - BOYS TRADE
RECYCLE
PASS THRU - RIGHT & LEFT GRAND

#6
Zero Lines:
TOUCH 1/4 - ALL 8 CIRCULATE
**PARTNER TAG**
**PARTNER TAG AGAIN**
TRADE BY
PASS TO THE CENTER & PASS THRU
L.A. (zero box)

#7
Zero Lines:
PASS THE OCEAN
ALL 8 CIRCULATE TO A SLIDE THRU
RIGHT & LEFT THRU
PASS THRU - **TAG THE LINE - FACE OUT**
WHEEL & DEAL - DPT
**PARTNER TAG** - WHEEL & DEAL
GIRLS (as a couple) WHEEL AROUND
STAR THRU - PROMENADE HOME

#8
HEADS LEAD RIGHT - VEER LEFT
**TAG THE LINE** - PEEL OFF
PASS THRU - **1/2 TAG**
WALK & DODGE - U TURN BACK (zero lines)
L.A.

#9
Zero Lines:
TOUCH 1/4 - ALL 8 CIRCULATE
**PARTNER TAG** - **TAG THE LINE**
**PARTNER TAG** - 1/2 TAG
GIRLS TRADE - SPLIT CIRCULATE
BOYS RUN - FERRIS WHEEL
**ZOOM**
CENTERS SQUARE THRU 3/4
L.A.

#10
Zero Lines:
PASS THRU
**PARTNER TAG** - 3 TIMES
L.A.

#11
Zero Lines:
PASS THRU
**LISTEN FIRST:** PARTNER TAG TWICE &
**PARTNER TRADE ONCE** (zero lines)
L.A.

#12 (gimmick & tough)
Zero Lines:
PASS THRU
**LISTEN FIRST:** PARTNER TAG 3 TIMES,
BUT AFTER EACH ONE DO A PARTNER TRADE
*SLIDE THRU (zero lines)*

*OR: PASS THRU - L.A.*
CALLERLAB PLUS EMPHASIS CALL FOR 3RD QUARTER: ROLL

Theme: Using Roll to set up a tidal column.

Ways to do this:

1. From parallel waves: Spin the Top & Roll
2. From parallel waves: Fan the Top & Roll
3. From parallel two-faced lines: Couples Hinge & individually Roll
4. From adjacent columns: Hinge & Roll
5. From adjacent columns: Cast Off 3/4 & Roll
6. From tidal wave: Each wave Trade the Wave & Roll
7. From tidal wave: Each wave Swing Thru, Centers Run & Roll – others face right

What to call from a tidal column (varies according to facing direction of dancers)

1. Dixie style to O.W. (gives tidal wave)
2. Those facing Pass Thru – Star Thru (gives tidal two-faced line)
3. Those facing Pass Thru – Touch 1/4 (gives tidal wave)
4. Each group of 4: DPT, face right & Bend each Line (gives 8 chain thru)
5. Each group of 4: DPT, face right and Wheel & deal (gives facing lines)
6. Each group of 4: DPT, center 4 DPT, all face right, Bend the big Line (gives facing lines)

#1
Zero Box:
SWING THRU

SPIN THE TOP & ROLL
GIRLS START: DIXIE STYLE TO O.W.
GRAND LEFT SWING THRU
GIRLS RUN LEFT – BEND THE LINE
SWING THRU – TURN THRU
L.A.

#2
Zero Lines:
PASS THE OCEAN
GIRLS START: FAN THE TOP & ROLL
GIRLS PASS THRU – STAR THRU
TRIPLE TRADE
BEND EACH LINE
PASS TO THE CENTER
CENTERS SQUARE THRU – ON 3rd HAND
START A DIXIE GRAND
L.A.

#3
Zero Box:
PASS THE OCEAN
EACH WAVE: TRADE THE WAVE & ROLL
BOYS PASS THRU
TOUCH 1/4 – GIRLS TRADE
EACH WAVE: RECYCLE & SWEEP 1/4 (zero L.A.

#4
Zero Lines:
TOUCH 1/4 – ALL 8 CIRCULATE
HINGE & ROLL
STAR THRU – BOYS TRADE
WHEEL & DEAL
SLIDE THRU
PASS TO THE CENTER – SQUARE THRU 3/4
L.A.

#5
Zero Lines:
SLIDE THRU – PASS THE OCEAN
EACH WAVE SWING THRU
BOYS RUN & ROLL – GIRLS FACE RIGHT
ALL DPT
CENTER 4 DPT
ALL FACE RIGHT
THE BIG LINE; BEND THE BIG LINE
PASS THRU – U TURN BACK (zero lines)
L.A.

#6
Zero Box:
SWING THRU – BOYS RUN
COUPLES CIRCULATE
COUPLES HINGE & INDIVIDUALLY ROLL
EACH GROUP OF 4: DPT
CENTER 4: DIXIE STYLE TO O.W.
OTHER GIRL TURN BACK
THE WAVE: TRADE THE WAVE & FAN THE TOP
OTHERS STAR THRU & BEND TO FACE IN
THE WAVE: EXPLODE THE WAVE
CENTERS PARTNER TAG (zero box)
L.A.
CALLERLAB PLUS QUARTERLY SELECTION: SCOOT & RELOCATE

**Definition:** From a 1/4 tag formation: All Scoot Back, those coming back to the wave do a Fan The Top while the others individually face right and Promenade 1/4 way around the square and then face in to finish as a couple. End in a 1/4 tag formation.

Note: From a normal 1/4 tag formation, if the center wave does a Swing Thru before starting the Scoot & Relocate, this will have the girls starting the Fan the Top action at the end of the call. This will cause the set to finish in a normal 1/4 tag formation.

1. HEADS PASS THE OCEAN SWING THRU SCOOT & RELOCATE CENTER WAVE: RECYCLE SQUARE THRU 3/4 L.A.


(ANYTHING) & RELOCATE

**Definition – Relocate:** From a 3/4 tag or trade-by formation: Centers Fan The Top as the others quarter right, Promenade 1/4 and face in.

Note: This use is almost more versatile than the parent call, because it can be started from a trade-by formation. Consider giving your dancers good exposure to this.


VERY DIFFICULT A.P.D. - D.B.D. MAINSTREAM & PLUS MATERIAL

Warning! This material is tough! It should never be used on an open floor as part of a regular dance - it will break everyone down. This is speciality material designed for a hard go-go tip or at a closed dance for those who desire heavy A.P.D. material. This material will not appear smooth unless danced by excellent A.P.D. dancers.

Note: This material is designed to test dancer knowledge of position and keeping themselves under control. Be sure you understand what is happening before you call it.

#1
HEADS SQUARE THRU - 4 HANDS
CURLIQUE & SPIN CHAIN THRU
SPLIT CIRCULATE
RIGHT & LEFT GRAND

(Note to callers: Say the 2nd line all at once, do not pause. Test for the dancers is whether they will pause after the Curlique to see their wave. Almost no one gets this figure the first time.)

#2
Zero Lines:
PASS THE OCEAN
SINGLE HINGE & LINEAR CYCLE
PASS THRU - TAG THE LINE RIGHT
BEND THE LINE
BOX THE GNAT - RIGHT & LEFT THRU
L.A. (zero lines)

(Key to success: Dancers must remember to Hinge again to start the Linear Cycle.)

#3
Zero Lines:
PASS THE OCEAN
SINGLE HINGE & RELAY THE DEUCEY
BOYS RUN - PARTNER TRADE
STAR THRU - PASS THRU
L.A.

(zero lines out of seq.)

(Key to success: Good positioning on the Hinge followed by the initial Swing 1/2 for the Relay the Deucey.)

#4
Zero Lines:
RIGHT & LEFT THRU
PASS THE OCEAN
SWING 1/2 & SPIN CHAIN THE GEARS
RIGHT & LEFT GRAND

(Key to success: After the initial Swing 1/2, the dancers must remember to Swing 1/2 again to start the Spin Chain the Gears.)

NEW CALL

CATCH THE WAVE (Phil Kozlowski, Ind.). From a starting DPT or trade-by formation: Centers Pass the Ocean while outsides Partner Hinge, all Fan the Top. Finish in parallel waves.

Analysis: Dances well. Be aware that from a normal trade-by, the Fan the Top is with mixed sexes.

#1
HEADS STAR THRU
CATCH THE WAVE
SCOOT BACK - RCIRCLE
PASS TO THE CENTER & PASS THRU
L.A. (zero box)

#2
Zero Box:
PASS THRU - CATCH THE WAVE
SCOOT BACK - BOYS RUN
PASS THRU - WHEEL & DEAL
ZOOM - PASS THRU (zero box)
L.A.
NEW CALL ANALYSIS

GROUP 2 - Basically acceptable. Minor faults, if any, are noted in the analysis.

LACE UP (Phil Kozlowski, Ind.). From an 8 chain thru or adjacent columns: Designated dancers give a right hand pull by, then those who can give left-hand pull by. Caller can designate boys or girls to Lace Up. Example: From an 8 chain thru: (A) Lace Up ends in completed DPT, (B) Boys Lace Up ends with outsides holding left hands and centers facing the outsides.

Analysis: Call seems best suited for Advanced. It can be used with prior programs, but only in a limited way or it becomes too confusing for the dancers. Real mileage can be obtained with the call at Advanced.

RESTORE THE WAVE (Rusty Fennell, Tx.). From parallel waves: Centers Cross Run and Roll, ends slide together and Hinge and Extend. End in parallel waves.

Analysis: Dances nice.

THE SAUSAGE (Stewart Kramer). From a column: Circulate 1/2 – this establishes the Sausage. SAUSAGE CIRCULATE: all Circulate ahead one position in the Sausage.

Get-outs: SLICE THE SAUSAGE: #1 & #3 in the Sausage column Trade and slide apart, other four do a Sausage Circulate. End in parallel two-faced lines.

PEEL THE SAUSAGE: #1 & #3 in the Sausage column Peel away, other four do a Sausage Circulate. From RH Sausage, end in parallel LH waves.

Analysis: The Egg formation, presented in the June NNN has gone over well around the country. The Sausage is simply a variation. (From a Sausage, if the center 6 Trade and slide apart (Squeeze the Sausage), you have an Egg. If you Squeeze the Egg, you have a sausage.

------------------------------------------------------------------------

PICK OF THE DISKS

4 Bar B #6084 - Top of the World. (I'm On the Top of the ...). Excellent music on this well-known song, melody easy to follow, fine record, strongly recommended.

Lou Mac #161 - Rockin' Robin. The rock & roll hit of the late 1950's. Good music, easy melody to follow, a definite jitterbug beat. Speed this record up and you can substitute a jitterbug between tips for the round dance.

Rawhide #135 - Don't Fence Me In. The traditional cowboy song, music has a nice cowboy flavor. Good music, easy melody to follow, background chorus sings "don't fence me in" approximately 10 times during the record.

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THOUGHT FOR THE MONTH

Live so that people are happy to see you arrive and sad to see you leave.
NEWS & NOTES

September 1987

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ADVANCED SUPPLEMENT

| Advanced Commentary by Ed Foote | AS-661 |
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| A-1 & A-2 Get-Outs | AS-664 |
HABIT DANCERS. Recently two of the writers for News 'N Notes have geared their commentary toward the dancers' tendency to anticipate the caller's next command. This usually happens as the caller, in his repertorie, becomes redundant or uninspired and uses the same group of calls in the same order to the same club dancers week after week. At this point the dancer has become so familiar with the call sequence that he probably knows it better than the caller does.

I also have a name for these dancers. I refer to them as HABIT DANCERS. I am not saying we have to be so complicated in our choreography that we take the fun and social aspects out of the program. However, we can work toward making better dancers thru variety, and still maintain the fun and social aspect.

Some examples:

1. From ocean waves with the boys facing in and the girls facing out: after a Scoot Back, the most overly used call is Boys Run.  
   A. Use BOYS TRADE. This will serve to strengthen the dancers' ability to better understand the Trade Family.

2. From a normal 8 chain thru formation, Single Circle to a Wave gives the boys in the center of the ending waves.  
   A. From the same set-up, use STAR THRU & ROLL, then SINGLE CIRCLE TO A WAVE. This gives normal ocean waves with boys on the ends.

3. From a normal trade by formation, the dancers' habit is to anticipate a Trade By, because this is what most callers routinely call from this position.  
   A. Instead call OUTSIDES CLOVERLEAF and give the next call to the centers, such as Square Thru, Star Thru or Pass the Ocean.

It is very easy for the traveling caller to call the same dance night after night to different groups. For the club caller working week after week for the same groups, the job is more difficult to provide interesting variety in the dance program for dancer satisfaction. The above examples help provide this variety.
CALLERLAB MAINSTREAM EMPHASIS CALL FOR 4TH QUARTER 1987: HINGE FAMILY

**Single Hinge theme**

#1
Zero Box:
PASS THE OCEAN
**SINGLE HINGE**
 GIRLS RUN
 TOUCH 1/4 - SCOOT BACK
 **SINGLE HINGE**
*ALL FOLD - L.A.*

*OR: SWING THRU - RECYCLE
 PASS TO THE CENTER
 SQUARE THRU 3/4
 L.A.*

#2
Zero Lines:
FAN THE TOP
**SINGLE HINGE**
SPLIT CIRCULATE TWICE
**SINGLE HINGE**
SAME SEX TRADE - BOYS GO TWICE
CENTERS RUN
WHEEL & DEAL - SWEEP 1/4
SLIDE THRU TWICE (zero lines)
 L.A.*

#3
Zero Box:
CENTERS IN
**ANY HAND** **SINGLE HINGE**
ENDS CROSS FOLD
CENTERS SQUARE THRU 3/4
(Repeat all of above - zero box)
*L.A.*

*OR: LEFT TOUCH 1/4
 BOYS RUN LEFT
 L.A.*

#4
Zero Box:
TOUCH 1/4 - WALK & DODGE
**SINGLE HINGE**
SPLIT CIRCULATE
**SINGLE HINGE** SPLIT CIRCULATE
BOYS RUN - ALL 8 CIRCULATE
WHEEL & DEAL (zero box)
 L.A.

#5
Zero Lines:
PASS THE OCEAN
**SINGLE HINGE**
**CENTERS SINGLE HINGE**
**CENTERS BOYS TRADE**
**CENTERS WAVE (LEFT) SINGLE HINGE**
ENDS CIRCULATE
**SINGLE HINGE**
ALL 8 CIRCULATE - SCOOT BACK
*RIGHT & LEFT GRAND

*OR: **SINGLE HINGE** - BOYS RUN (zero lines)
 L.A.*

#6
Zero Box:
SQUARE THRU 2 HANDS - BOYS RUN
**SINGLE HINGE** - CENTERS TRADE
SWING THRU
SPIN CHAIN THRU
ALL 8 CIRCULATE
*RIGHT & LEFT GRAND

*OR: **SINGLE HINGE** - BOYS RUN (zero lines)
 L.A.*

#7
Zero Lines:
SQUARE THRU 2 HANDS - GIRLS RUN
**LEFT SINGLE HINGE**
**GIRLS TRADE** - GIRLS RUN
WHEEL & DEAL (zero lines out of seq.)
*SWEEP 1/4
SWING THRU - TURN THRU
 L.A.

*OR: SLIDE THRU - 8 CHAIN 1
 L.A.*

#8
Zero Lines:
PASS THRU - PARTNER TRADE
DIXIE STYLE TO O.W.
**LEFT SINGLE HINGE**
**ALL 8 CIRCULATE**
**LEFT SINGLE HINGE**
**GIRLS RUN** - **ENDS CIRCULATE**
**FERRIS WHEEL**
**CENTERS SQUARE THRU 3/4 (zero box)**
 L.A.
Couples Hinge theme

Ways to set up and use Couples Hinge:

1. From normal 8 chain thru:
   RIGHT & LEFT THRU & VEER LEFT
   COUPLES HINGE
   1/2 TAG THE LINE
   ALL 8 CIRCULATE

2. From normal 8 chain thru:
   SWING THRU - GIRLS TURN BACK
   COUPLES HINGE

3. From facing lines:
   CIRCLE UP 4 3/4 & VEER LEFT
   COUPLES HINGE

4. (Plus)
   From tidal 2-faced lines:
   CENTER LINE OF 4: COUPLES HINGE
   OTHERS BEND TO FACE IN
   THOSE FACING: PASS THRU
   THE WAVE: TRADE THE WAVE
   OTHER BOY RUN (gives 1/4 tag)

#1
Zero Box:
RIGHT & LEFT THRU & VEER LEFT
COUPLES HINGE
1/2 TAG THE LINE
CENTER 4 WALK & DODGE
OUTSIDE GIRLS RUN
STAR THRU - CALIF. TWIRL
PASS THE OCEAN - ALL 8 CIRCULATE
BOX THE GNAT - RIGHT & LEFT GRAND

#2
Zero Lines:
CIRCLE UP 4 3/4 AND VEER LEFT
COUPLES HINGE
CENTER: COUPLES HINGE TWICE
EACH LINE: COUPLES HINGE
BEND THE LINE (zero lines)
L.A.

#3
Zero Lines:
PASS THRU - COUPLES HINGE
TAG THE LINE LEFT
COUPLES HINGE - BEND THE LINE (zero lines)
L.A.

#4
Zero Lines:
PASS THRU - COUPLES HINGE
1/2 TAG THE LINE
ALL 8 CIRCULATE TWICE
GIRLS TURN BACK
SPIN CHAIN THRU - GIRLS CIRCULATE 1
*RIGHT & LEFT GRAND

*OR: SINGLE HINGE - BOYS RUN (zero lines)

#5
Zero Box:
SWING THRU - GIRLS TURN BACK
COUPLES HINGE
CENTER 4: COUPLES HINGE - TWICE
EACH LINE: COUPLES HINGE - TWICE
BEND THE LINE
SQUARE THRU 3/4 - TRADE BY (zero box)
L.A.

#6
HEADS SQUARE THRU 3/4 & FINISH
WITH A COURTESY TURN & 1/4 MORE
FOR A 2-FACED LINE
COUPLES HINGE
1/2 TAG THE LINE - WALK & DODGE (equals
SWING THRU - TURN THRU
lead
L.A.
right)

The price of NNN has remained the same for the past 6 years. Steadily increasing costs require us to make a small increase effective this month. Monthly NNN (white pages) will be $24.00/year ($2.00/month), Advanced Supplement will be $22.00/year, and the combined NNN and Advanced Supplement will be $36.00/year ($3.00/month). This increase will occur with your next renewal.

The goal of NNN has always been to provide quality material and information. If you only get one or two ideas a month, you have received a good return for your investment, and most callers report they get numerous stimulating ideas from NNN each month. We will continue to provide the quality of information you are looking for.
Hinge Family Cont.

Partner Hinge theme

#1
HEADS SLIDE THRU & FAN THE TOP
SIDES PARTNER HINGE
BOYS TRADE - SPIN THE TOP
ALL 8 CIRCULATE
SAME SEXES TRADE
RECYCLE - SLIDE THRU (zero lines)
L.A.

#2
Zero Box:
SQUARE THRU 3/4
PARTNER HINGE
FAN THE TOP
BOYS FOLD - PEEL OFF
COUPLES HINGE
BEND THE LINE
*PASS THRU - RIGHT & LEFT GRAND

*OR: BOX THE GNAT - CHANGE HANDS
L.A.

Openers Featuring Hinge

#1
ALLEMANDE LEFT - ALAMO STYLE
SINGLE HINGE
BOYS STAR LEFT TO OPPOSITE GIRL
SINGLE HINGE TO AN ALAMO
LEFT SINGLE HINGE
GIRLS STAR RIGHT TO OPPOSITE BOY
SHOOT THE STAR TO A
WRONGWAY RIGHT & LEFT GRAND

#2
ALLEMANDE LEFT - ALAMO STYLE
SWING THRU
SINGLE HINGE
BOYS STAR LEFT TO OPPOSITE GIRL
TURN THRU - L.A.

#3
Zero Lines:
SQUARE THRU 3/4
PARTNER HINGE
CENTERS TRADE
SPIN CHAIN THRU - GIRLS CIRCULATE 1
GIRLS RUN - FERRIS WHEEL
CENTERS LEFT SQUARE THRU 3/4
*RIGHT & LEFT GRAND

*OR: BOX THE GNAT & SLIDE THRU
(zero lines)

#4
Zero Lines:
PASS THRU - TAG THE LINE
PARTNER HINGE
PASS THRU - PARTNER HINGE
SAME SEXES TRADE
*RIGHT & LEFT GRAND

*OR: SCOOT BACK TO A SLIDE THRU
(zero lines)

Mainstream Get-Outs

#1
Zero Lines:
TOUCH 1/4 - ALL 8 CIRCULATE TWICE
GIRLS TURN BACK
SQUARE THRU 3/4
L.A.

#2
Zero Lines:
TOUCH 1/4 - ALL 8 CIRCULATE TWICE
EACH BOX OF 4: SCOOT BACK
BOYS TURN BACK
RIGHT & LEFT GRAND
FOLLOW YOUR NEIGHBOR & SPREAD VARIATION

FOLLOW YOUR NEIGHBOR & CROSS SPREAD. This is a normal Follow Your Neighbor & Spread, but the ends will do a Cross Run action to finish in the far center position, instead of in the near center position as is normal. Ending position is parallel two-faced lines. Dancers adapt to this variation of Follow Your Neighbor & Spread with no teaching problems.

Checker move equivalent: Uncast 1/4 & centers Slither (slide nose-to-nose).

#1
Zero Lines:
PASS THE OCEAN - SINGLE HINGE
FOLLOW YOUR NEIGHBOR & CROSS SPREAD
ALL 8 CIRCULATE
1/2 TAG THE LINE
FOLLOW YOUR NEIGHBOR & CROSS SPREAD
BOYS ZOOM
*BOYS FOLD - RIGHT & LEFT GRAND

*OR: BEND THE LINE (zero lines)

#2
HEADS PASS THE OCEAN
SINGLE HINGE
FOLLOW YOUR NEIGHBOR & CROSS SPREAD
WHEEL & DEAL - PASS THRU (zero box)
L.A.

#3
Zero Box:
TOUCH 1/4
FOLLOW YOUR NEIGHBOR & CROSS SPREAD
BOYS CIRCULATE - GIRLS TURN BACK
RELAY THE DEUCE
CENTERS RUN - ALL 8 CIRCULATE
PARTNER HINGE
FOLLOW YOUR NEIGHBOR & CROSS SPREAD
BEND THE LINE
STAR THRU & ROLL (zero lines)
L.A.

#4
HEADS FLUTTERWHEEL
HEADS PASS THE OCEAN
SINGLE HINGE
FOLLOW YOUR NEIGHBOR & CROSS SPREAD
1/2 TAG THE LINE LEFT (equals lead right)
SWING THRU - TURN THRU
L.A.

#5
Zero Box:
FAN THE TOP
CAST OFF 3/4
EACH BOX: FOLLOW YOUR NEIGHBOR & CROSS SPREAD
TRIPLE TRADE
EACH LINE: WHEEL & DEAL
LEFT TOUCH 1/4 - SPLIT CIRCULATE
BOYS TURN BACK
SLIDE THRU (zero lines)
L.A.

#6
Zero Lines:
DIXIE STYLE TO O.W.
LEFT SWING THRU
LEFT CAST 3/4
(WORK LEFT) FOLLOW YOUR NEIGHBOR & CROSS SPREAD
GIRLS RUN - CENTERS TRADE
EXPLODE THE WAVE
U TURN BACK (zero lines)
L.A.

PLUS GET-OUTS FEATURING CROSS SPREAD

#1
Zero Lines:
SLIDE THRU - TOUCH 1/4
FOLLOW YOUR NEIGHBOR & CROSS SPREAD
WHEEL & DEAL
*BOX THE GNAT - RIGHT & LEFT GRAND

*OR: PASS THRU - L.A.

#2
Zero Lines:
RIGHT & LEFT THRU - FLUTTER WHEEL
SLIDE THRU - TOUCH 1/4
FOLLOW YOUR NEIGHBOR & CROSS SPREAD
COUPLES TRADE - BOYS FOLD
RIGHT & LEFT GRAND
CALLERLAB PLUS EMPHASIS CALL FOR 4TH QUARTER: EXPLODE THE WAVE
EXPLODE AND (ANYTHING)

Most callers use Explode the Wave from parallel waves. For variety, try using it from tidal waves where each wave does the action or where just the center wave does the call. Also, have the wave in 1/4 tag formation do an Explode the Wave.

#1
HEADS REVERSE FLUTTER WHEEL
HEADS PASS THE OCEAN
FAN THE TOP
**EXPLODE THE WAVE** (zero box)
L.A.

#2
HEADS FLUTTER WHEEL
HEADS PASS THRU & CHASE RIGHT
SINGLE HINGE & FAN THE TOP
**EXPLODE THE WAVE** (zero box)
L.A.

#3
HEADS RIGHT & LEFT THRU
HEADS PASS THE OCEAN
HEADS FAN THE TOP
**EXPLODE THE WAVE** (equals lead right)
GIRLS WALK - BOYS DODGE
FACE IN - MAKE LINES (zero lines)
SLIDE THRU - SQUARE THRU 3/4
L.A.

#4
Zero Lines:
GRAND SWING THRU
**CENTER WAVE OF 4: EXPLODE THE WAVE**
OTHERS CAST OFF 3/4
THOSE WHO CAN: STAR THRU
OTHERS PEEL OFF & BEND THE LINE
SQUARE THRU 2 HANDS - TRADE BY
L.A. (zero box)

#5
Zero Lines:
FAN THE TOP
GIRLS RUN - BOYS SINGLE HINGE
DIAMOND CIRCULATE
GIRLS **EXPLODE THE WAVE**
GIRLS RUN & ROLL
BOYS TRADE & ROLL
DPT - BOYS TRADE
LEFT TOUCH 1/4 - **EXPLODE THE WAVE**
PARTNER TRADE (zero lines)
L.A.

#6
HEADS PASS THRU & PARTNER TRADE
HEAD LADIES CHAIN
DIXIE STYLE TO O.W.
FAN THE TOP
**EXPLODE THE WAVE** (equals lead right)
PASS THRU
OUTSIDES TRADE
CENTERS SWING THRU - TURN THRU
L.A.

#7
Zero Box:
PASS THE OCEAN - **EXPLODE THE WAVE**
GIRLS RUN LEFT
(LEFT) CAST OFF 3/4
**EXPLODE THE WAVE**
PARTNER TAG - PARTNER TRADE
SLIDE THRU (zero box)
L.A.

#8
Zero Box:
SINGLE CIRCLE TO A WAVE
SPIN THE TOP
**EXPLODE THE WAVE**
OUTSIDES CLOVERLEAF
CENTERS PASS THE OCEAN
EXTEND THE TAG - RECYCLE
SQUARE THRU 3/4 - TRADE BY (zero box)
* L.A.

*OR: LEFT TOUCH 1/4 & ROLL
PASS THRU - RIGHT & LEFT GRAND

#9
HEADS DIXIE STYLE TO O.W.
**EXPLODE AND: STAR THRU**
PASS THRU (equals lead right)
SWING THRU - TURN THRU
L.A.

#10
HEADS PASS THE OCEAN - GIRLS TRADE
**EXPLODE AND: TOUCH 1/4**
WALK & DODGE (zero box)
L.A.
EXPLODE AND (ANYTHING) CONT.

#1
Zero Lines: DIXIE STYLE TO O.W.
EXPLODE AND: CENTERS LOAD THE BOAT OTHERS SLIDE THRU
SPIN CHAIN & EXCHANGE THE GEARS GIRLS CIRCULATE
EXPLODE AND: RIGHT & LEFT THRU L.A. (zero lines)

#2
Zero Lines: PASS THE OCEAN
EXPLODE AND: SINGLE OF MINI-WAVE (look for
TRIPLE SCOOT COORDINATE GIRLS CIRCULATE - 1/2 T
SPLIT CIRCULATE BOYS RUN (zero lines) L.A.

---------------------------------------------------------------------

PICK OF THE DISKS by Ed Foote

Sting #307 - It Doesn't Matter Any More. A long-time pop
sound, great rhythm and beat. Get this recor

Sting #202 - Denise, Denise. A remix of a previously iss
of the same title. This was a top record be
remix it is even better because the melody is
and easier to follow. The new record has a
do you can tell this record from the previous
is so good it can probably carry anyone.

Note: The quality of music on Sting records continues to be out
has one of the best sounds in square dancing today.

Rawhide #131 - Plenty of Money and You. Uplifting old fash
modern music, good beat.

Rawhide #137 - Forever and Ever Amen. Good music, steady b
fine record.

Blue Star #2352 - Give My Regards to Broadway. Excellent vers
known song. Fine music with a big band sour
follow. Get this record.

TNT #258 - Tequila Sheila. (Pour me another....). A e
easy melody to follow.

TNT #260 - Talking Lips. Nice comfortable record, eas;

Lou-Mac #162 - Texas. Upbeat tempo, good music, easy me
record.

Bogan #1368 - Joy In My Heart. The long-time traditional
singing call.

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THOUGHT FOR THE MONTH

A person's reach should exceed his grasp.