

# NEWS 'n NOTES<sup>©</sup>

...for Western-Style Square Dance Callers

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for material & choreography

PUBLISHED MONTHLY



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## 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.

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

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## 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.

MAINSTREAM 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 SPLIT CIRCULATE - MEN TRADE (\*)  
ALL SPIN THE TOP - RECYCLE  
SLIDE THRU - L.A.

#2

Zero Box:

SWING THRU - SPLIT CIRCULATE  
CENTERS TRADE - SCOOT BACK (\*)  
MEN FOLD - DPT - CLOVERLEAF  
LADIES SWING 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  
SPIN CHAIN THRU - ENDS CIRCULATE ONCE  
SPLIT CIRCULATE (\*)  
MEN TRADE (\*)  
ALL 8 CIRCULATE 1½  
RIGHT & LEFT GRAND

#4

Zero Box:

PASS THE OCEAN - LADIES TRADE  
SWING THRU (\*) - LADIES FOLD  
ALL PEEL OFF  
COUPLES HINGE - COUPLES CIRCULATE  
1/2 TAG THE LINE - CENTERS TRADE  
SWING THRU - LADIES FOLD  
DPT  
MEN TURN BACK - STAR THRU - MEN TRADE  
BEND THE LINE - FLUTTER WHEEL  
CENTERS SQUARE THRU - ON 3rd HAND  
EVERYBODY SLIDE THRU  
L.A.

#5

Zero Lines:

SLIDE THRU  
TOUCH 1/4 - SCOOT BACK (\*)  
CENTERS TRADE - ALL SPLIT 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 (\*)  
SINGLE HINGE - LADIES TRADE  
SPIN THE TOP (\*)  
SPIN CHAIN THRU - MEN CIRCULATE ONCE  
LADIES RUN - TAG THE LINE RIGHT  
THOSE FACING OUT: CALIF. TWIRL  
ALL SLIDE THRU  
L.A.

#7

Zero Lines:

PASS THRU - LADIES TRADE  
ALL WITH RIGHT HANDS: CAST OFF 3/4  
MEN TRADE (\*) - SPIN 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  
GIRLS DIAGONALLY PASS THRU  
OUTSIDES CLOVERLEAF - CENTERS SQUARE THRU  
ALL SLIDE 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    | 4. Ends Run                    |
| 2. Tag the Line     | 5. Those facing out: Turn Back |
| 3. 1/2 Tag the Line | 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 O.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 RIGHT - CENTERS TRADE

COUPLES CIRCULATE 1½

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.

#3

4 LADIES CHAIN - SIDES ROLL 1/2 SASHAY

HEADS SQUARE THRU - 4 HANDS

ALL SWING THRU - CENTERS RUN

COUPLES CIRCULATE

IN EACH LINE: MEN TRADE

CENTERS HINGE

DIAMOND CIRCULATE

CENTER MEN OF THE WAVE: TRADE

ALL FLIP THE DIAMOND

MEN TRADE

ALL PASS THE OCEAN

RIGHT & LEFT GRAND

#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

SWING THRU - IN EACH LINE: MEN TRADE

ALL PASS THRU - WHEEL & DEAL

ZOOM - DPT - LEAD COUPLE TRADE

RIGHT & LEFT GRAND

#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.

#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.

**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  
TOUCH 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 &

SQUARE 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

ie. 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

PLUS 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.
- 4 Bar B #6085 - Happy Trails. Excellent version of the Roy Rogers hit. Music has a nice western horse-clopping rhythm. Good record to own.
- 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.
- Cimarron #303 - Honeycomb. Good music for this well-known song made popular by Jimmy Rodgers. Mild background chorus.
- Rawhide #133 - 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.

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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.
3. Overused formations for particular calls. Example: Never calling Follow Your Neighbor except after Heads Square Thru - Touch 1/4.

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)

#7  
HEADS BOX THE GNAT  
SIDES FACE (EACH OTHER)  
HEADS PASS THE OCEAN  
RIGHT AND LEFT GRAND

#8  
HEADS BOX THE GNAT  
PASS THRU - SEPARATE  
AROUND ONE - MAKE A LINE  
RIGHT & LEFT THRU - SLIDE THRU  
(zero box)

#9  
HEADS PASS THE OCEAN - GIRLS TRADE  
SINGLE HINGE - BOX CIRCULATE  
BOYS RUN (home!)  
REVERSE FLUTTERWHEEL - SWEEP 1/4  
PASS THRU (zero box)

#10  
HEADS SWING THRU TWICE  
SINGLE HINGE - WALK & DODGE  
RIGHT & LEFT THRU - VEER LEFT  
COUPLES CIRCULATE - BEND THE LINE  
RIGHT & LEFT THRU  
(zero line)

#11  
HEADS RIGHT & LEFT THRU - VEER LEFT  
GIRLS TRADE - BEND THE LINE  
PASS THRU (zero box)

#12  
HEADS TURN THRU - SEPARATE - AROUND 1  
MAKE A LINE - SQUARE THRU - TRADE BY  
PASS THRU - TRADE BY  
(zero box)

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.
2. Walkers Trade - ends in Left Hand Waves.

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:

1. Heads Touch 1/4 - **Walk & Dodge** - Right & Left Thru - ends in a box.
2. Heads Touch 1/4 - **Walk & Dodge** - Swing Thru - ends in parallel waves.
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 unacustomed 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.
3. Pass Thru - Wheel & Deal - DPT - Centers In - Cast Off 3/4 - Star Thru will set up the starting double pass thru formation again.
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

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

#3

Zero Lines:

RIGHT & LEFT THRU

PASS THRU - WHEEL & DEAL

DPT - PEEL OFF

PASS THRU - WHEEL & DEAL

DPT - PEEL OFF

PASS THRU - BOYS CROSS FOLD

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.

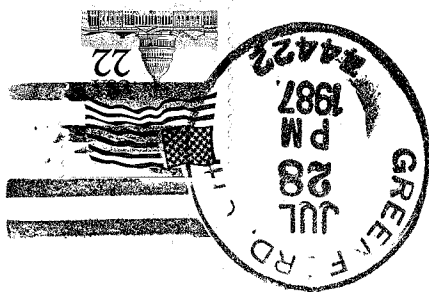
#2  
 Zero Lines:  
 TOUCH 1/4  
EACH BOX FOLLOW YOUR NEIGHBOR & SPREAD  
 GRAND SWING THRU  
 CENTER WAVE: RECYCLE - OTHERS HINGE  
 CENTERS TOUCH 1/4  
TRIPLE SCOOT - COORDINATE  
FERRIS WHEEL  
 CENTERS SQUARE THRU 3/4  
 L.A.

#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

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# NEWS 'n NOTES<sup>©</sup>

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## 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 | C. Partner Trade |
| B. Partner Tag  | D. Chase Right   |

2. Centers In - Cast Off 3/4. When the dancers hear Centers In, many will automatically Cast Off 3/4.

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

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

(continued)

COMMENTARY cont.

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 | D. Square Thru |
| B. Veer Left         | E. Swing Thru  |
| C. Touch 1/4         | 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 | C. Outsides California Twirl |
| B. Centers Trade            | 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. box)

#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.

#2  
Zero Lines:  
PASS THRU - WHEEL & DEAL  
CENTERS SWING THRU  
**SCOOT & RELOCATE**  
CENTER WAVE: SWING THRU  
BOYS TRADE - TURN THRU  
L.A.

#3  
HEADS PASS THE OCEAN  
**SCOOT & RELOCATE**  
EXTEND  
**EXPLODE AND:** STAR THRU - OUTSIDES  
CALIF. TWIRL  
PASS TO THE CENTER - SQUARE THRU 3/4  
L.A.

#4  
Zero Lines:  
PASS THRU - WHEEL & SPREAD  
PASS THRU - WHEEL & DEAL  
GIRLS SWING THRU  
**SCOOT & RELOCATE**  
EXTEND & SINGLE HINGE  
BOYS RUN - FERRIS WHEEL  
**DIXIE GRAND** - 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.

#1  
Zero Lines:  
PASS THE OCEAN  
**EXTEND & RELOCATE**  
EXTEND - SPLIT CIRCULATE  
RIGHT & LEFT GRAND

#2  
Zero Lines:  
STAR THRU - PASS THRU  
**RELOCATE**  
EXTEND - SWING THRU  
WALK & DODGE - U TURN BACK  
(zero lines)  
L.A.

#3  
Zero Lines:  
SQUARE THRU - 4 HANDS  
**RELOCATE**  
THE WAVE: **EXPLODE AND:** STAR THRU &  
ROLL 1/2 SASHAY  
CENTERS PASS THRU  
RIGHT & LEFT GRAND

#4  
Zero Lines:  
PASS THE OCEAN  
**SPIN CHAIN & EXCHANGE THE GEARS**  
**EXTEND & RELOCATE**  
EXTEND & BOYS TRADE  
**EXPLODE AND:** SLIDE THRU  
CENTERS SQUARE THRU - ON 3rd HAND START A  
**DIXIE GRAND** - L.A.

**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  
(zero lines out of seq.)  
STAR THRU - PASS THRU  
L.A.

(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 - RECYCLE  
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.

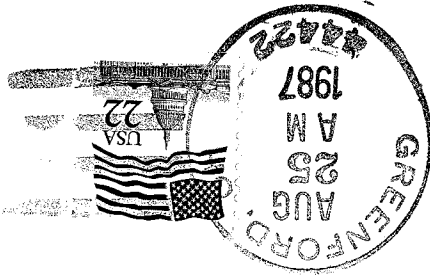
Rawhide #135 - Don't Fence Me In. The traditional cowboy song, music has a nice cowboy flavor. Good music, easy melody to follow, background chorus sings "don't fence me in" approximately 10 times during the record.

## THOUGHT FOR THE MONTH

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

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# NEWS 'n NOTES ©

...for Western-Style Square Dance Callers

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## COMMENTARY

by Art Springer

**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 repertoire, 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

GIRLS TRADE

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

CENTER BOYS TRADE

CENTER 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.

# HINGE FAMILY CONT.

## 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  
CENTERS: 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.

#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)

---

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  
ALLEMANDE LEFT - GO FORWARD 3  
(right-left-right), TURN BACK 1  
ALLEMANDE LEFT - ALAMO RING  
SINGLE HINGE  
BOYS STAR LEFT TO OPPOSITE GIRL  
RIGHT & LEFT GRAND

#4  
ALL PARTNER HINGE  
MEN STAR LEFT TO OPPOSITE GIRL  
SINGLE HINGE & SWING THRU  
SINGLE HINGE  
GIRLS STAR LEFT TO OPPOSITE MAN  
SINGLE HINGE & SWING THRU  
RIGHT & LEFT GRAND

---

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 DEUCEY  
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 a 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 BOATOTHERS SLIDE THRUSPIN CHAIN & EXCHANGE THE GEARS

GIRLS CIRCULATE

EXPLODE AND: RIGHT & LEFT THRU

L.A. (zero lines)

#2

Zero Lines:

PASS THE OCEAN

EXPLODE AND: SINGLE CMINI-WAVE (look for)TRIPLE SCOOTCOORDINATE

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 record.

Sting #202 - Denise, Denise. A remix of a previously issued of the same title. This was a top record before the remix it is even better because the melody is simpler and easier to follow. The new record has a great sound so you can tell this record from the previous great record, especially for good singers, and the sound is so good it can probably carry anyone.

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

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

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

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

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

TNT #260 - Talking Lips. Nice comfortable record, easy to follow.

Lou-Mac #162 - Texas. Upbeat tempo, good music, easy melody to follow. record.

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

THOUGHT FOR THE MONTH

A person's reach should exceed his grasp.