

ADVANCED COMMENTARY by Ben Rubright

BAD ADVANCED CHOREOGRAPHY

#1

From 1/4 tag:

CHAIN REACTION - ACEY DEUCEY

or

MOTIVATE - ACEY DEUCEY

or

SPIN CHAIN THE GEARS - ACEY DEUCEY

Comment: Overflow for the centers. The first call ends with a Cast 3/4 for the centers, Acey Deucey has the centers doing another Cast 1/2. I have seen a number of callers use this opening sequence: Heads Pass the Ocean, Chain Reaction, Acey Deucey, Right & Left grand. Don't use this - the effect is terrible!

#2

From left hand ocean waves:

RECYCLE (wave) - RECYCLE (facing couples)

Comment: Recycle from a left-hand wave gives all dancers a body flow in the opposite direction to that required by the facing couple Recycle.

#3

From lines facing out:

WHEEL & DEAL - SPIN THE WINDMILL LEFT

Comment: Direct reversal of body flow for the outside dancers. Their body flow is to the right, then they must reverse to the left. Instead call: Spin the Windmill Right - this dances very smooth.

Note: From lines facing out, the combination of Wheel & Deal - Spin the Windmill In or Out will be awkward for 2 of the 4 outside dancers. The only smooth call for everyone here is Spin the Windmill Right.

#4

From normal waves:

CENTERS RUN - CROSSOVER CIRCULATE

Comment: Explained in last month's issue. Here is how to smooth it out: have the new centers Trade before calling the Crossover Circulate.

Example: From normal waves:

Don't call: Swing Thru - boys Run
Crossover Circulate

OK to call: Swing thru - boys Run
Girls Trade
Crossover Circulate

When the boys did the Run, the girls had to dodge to the right; to do an immediate Crossover Circulate means they must reverse direction back to their left. The girls Trade helps to erase the effect of the dodge.

In this month's Advanced Supplement, AS Page 582 is by Art Springer, the last 2 pages are by Ed Foote. RCW is an ideal call for use at Advanced - note the interesting variations by Art.

USING THE EXPERIMENTAL - RCW - IN THE ADVANCED PROGRAM WITH VARIATIONS

by Art Springer

This call was featured in the white pages of NNN last month. Reviewing the definition:

RCW (Relay, Cycle & Wheel). From parallel waves or 8 chain thru: Start like a Relay the Deucey - Swing 1/2 right, centers Cast Left 3/4 as ends Circulate 1/2, wave of 6 Swing Thru, ends of wave drop off and turn the corner while other Circulators hook on to become new ends of the 6-hand wave. Wave of 6 Cast Right 3/4 to form 2 columns of 3, with the lone people moving up to stop at the center pair to form a two-faced line - then Wheel & Deal; meanwhile, in the end two mini waves, those facing out turn back. End in a starting DPT.

In the following examples, we will replace or add to the center Wheel and Deal. End results will vary, depending on the call given.

#1 (A-1)

Zero Box:

RCW - REPLACE WHEEL & DEAL WITH
A TURN & DEAL

CENTERS PASS THRU

HALF BREED THRU

*PASS THRU - L.A.

*OR: SLIDE THRU (zero lines)

#2 (A-1)

Zero Lines:

DOUBLE STAR THRU

RIGHT ROLL TO O.W.

LOCKIT

RCW - WHEEL & DEALERS SWEEP 1/4
TO A SPLIT SQUARE THRU

TRADE BY

HALF BREED THRU

SWING THRU - TURN THRU

L.A.

#3 (A-1)

Zero Lines:

TOUCH 1/4

SPLIT TRANSFER

QUARTER THRU

RCW - WHEEL & DEALERS SWEEP 1/4

TO A LEFT SQUARE CHAIN THRU (zero box)
L.A.

#4 (A-1 - 1/2 sashayed)

Zero Box:

PASS THRU - RIGHT ROLL TO O.W.

RCW - REPLACE WHEEL & DEAL WITH A
1/2 TAG & BOX TRANSFER

CENTER 2 BOYS DIAGONALLY PASS THRU
RIGHT & LEFT GRAND

#5 (A-2)

HEADS RIGHT & LEFT THRU

HEADS SQUARE THRU

RECYCLE (facing)

SWING THRU

RCW - REPLACE WHEEL & DEAL WITH
TAG THE LINE - ZIG ZAG

SCOOT CHAIN THRU (from 1/4 tag)

SPIN THE WINDMILL LEFT

TRADE CIRCULATE

RIGHT & LEFT GRAND

#6 (A-2 - mixed sexes)

Zero Lines:

RECYCLE (facing)

IN ROLL CIRCULATE

RCW - REPLACE WHEEL & DEAL WITH
1/2 TAG - BOX COUNTER ROTATE &

SPREAD

BOYS PASS THE OCEAN

ALL FLIP THE DIAMOND

RECYCLE

SWING THRU - TURN THRU

L.A.

#7 (A-2 - 1/2 sashayed)

Zero Lines:

LEFT TOUCH 1/4

TRIPLE SCOOT

PEEL & TRAIL

RCW - WHEEL & DEALERS SWEEP 1/4
TO A SPLIT SQUARE CHAIN THRU

CLOVER AND: PASS OUT

*TOUCH 1/4 - RIGHT & LEFT GRAND

*OR: STAR THRU - PROMENADE HOME

MAINSTREAM & PLUS DBD IN A-1 MATERIAL

#1
Zero Box:
CENTERS IN - CAST OFF 3/4
ALL 8 CIRCULATE (inverted lines)
EXPLODE THE LINE
LEFT CHASE TO A
FOLLOW YOUR NEIGHBOR & SPREAD (LH)
GIRLS TRADE
EXPLODE THE WAVE
WHEEL & DEAL
CENTERS TURN BACK
ARKY ALLEMANDE
ARKY GRAND

#2
HEADS STAR THRU
DPT
GIRLS RUN
COORDINATE (LH)
AS COUPLES: LEFT 1/4 THRU
EACH LINE OF 4: LOCKIT
CROSS OVER CIRCULATE
CAST A SHADOW
FOLLOW YOUR NEIGHBOR & SPREAD
ACEY DEUCEY TO A
SQUARE THRU - ON 3rd HAND
RIGHT & LEFT GRAND

#3
SIDES 1/2 SASHAY
HEADS 1/2 SQUARE THRU
SLIDE THRU (same sex)
ALL 8 CIRCULATE TWICE (inverted lines)
STEP & SLIDE
CLOVER AND: LEFT SPIN THE TOP
EXTEND (gives LH waves)
GIRLS TRADE
TRADE THE WAVE
RIGHT & LEFT GRAND

#4
SIDE LADIES CHAIN
HEADS DOUBLE STAR THRU & ROLL
DPT
HORSESHOE TURN
SLIDE THRU (same sex)
ALL 8 CIRCULATE (inverted lines)
WHATEVER HAND YOU HAVE: START A 3/4 THRU
PASS THE OCEAN
ALL 8 CIRCULATE
BOYS ZOOM
GIRLS FOLLOW YOUR NEIGHBOR & SPREAD (LH)
DIAMOND CIRCULATE
CUT THE DIAMOND
BOX THE GNAT - RIGHT & LEFT GRAND

MAINSTREAM & PLUS DBD IN A-2 MATERIAL

#1
Zero Lines:
PASS THRU - WHEEL & DEAL
CENTERS WHEEL AROUND
PASS & ROLL
FOLLOW YOUR NEIGHBOR - TWICE
SPLIT CIRCULATE
SLIP & TRADE THE WAVE
SLIP THE CLUTCH
L.A.

#2
Zero Lines:
PASS THRU - WHEEL & DEAL
CENTERS WHEEL AROUND & ROLL
CENTERS COUNTER ROTATE
BOYS SLIDE THRU (same sex)
GIRLS: PEEL OFF & BEND THE LINE
ALL 8 CIRCULATE
ENDS ZOOM
CENTERS RIGHT ROLL TO O.W. & LOCKIT
DIAMOND CIRCULATE
6 BY 2 ACEY DEUCEY
FLIP THE DIAMOND
RECYCLE
RIGHT & LEFT GRAND

#3
Zero Lines:
RIGHT & LEFT THRU
PASS THE SEA
WITH LEFT HAND: RELAY THE DEUCEY
FOLLOW YOUR NEIGHBOR (LH)
IN ROLL CIRCULATE
EXPLODE AND ROLL
STAR THRU - BOYS TRADE
CAST A SHADOW
ALL 8 CIRCULATE
RIGHT & LEFT GRAND

#4
Zero Box:
8 CHAIN 2 1/2 (gives waves)
REMAKE THE WAVE
TRADE CIRCULATE
ENDS FOLD - PEEL THE TOP (from LH wave)
GIRLS: SLIP-SLIDE & LOCKIT
BOYS EXPLODE AND:
ALL CHAIN REACTION
BOYS TRADE - SPLIT CIRCULATE
RECYCLE
RIGHT & LEFT GRAND

CROSS OVER CIRCULATE FROM 3 & 1 LINES AND INVERTED LINES

Quick reminder hints for the dancers:

1. Facing in: Circulate and 1/2 sashay with adjacent position as you go.
2. Facing out: Tag the Line In.

Note: Use 3 & 1 lines first, because this has 4 of the 8 dancers doing the call "normal".

Examples #1-5 use 3 & 1 Lines, #6-8 use inverted lines. Examples #4-5 use Cut the Diamond from a mixed diamond (follow-up to AS Page 578, 12/85 issue).

#1
HEADS TOUCH 1/4 & SPREAD
ALL CROSS OVER CIRCULATE
CENTERS WALK & DODGE
EXPLODE THE LINE
U TURN BACK
SLIDE THRU
RIGHT & LEFT THRU (zero box)
L.A.

#2
HEADS SQUARE THRU
SIDE BOY RUN
CENTERS IN - CAST OFF 3/4
CROSS OVER CIRCULATE
CYCLE & WHEEL
DPT
LEADERS TRADE - PASS THRU
ARKY ALLEMANDE
ARKY GRAND

#3
SIDES TOUCH 1/4 & SPREAD
ALL CROSS OVER CIRCULATE
CENTERS WALK & DODGE
EXPLODE THE LINE
END BOY RUN
ALL CROSS OVER CIRCULATE
GIRLS PASS THE OCEAN
DIAMOND CIRCULATE
CUT THE DIAMOND
WHEEL & DEAL
*PASS THRU - L.A.

*OR: BOX THE GNAT - RIGHT & LEFT GRAND

#4
HEADS SQUARE THRU
SIDE BOY RUN
CENTERS IN - CAST OFF 3/4
CROSS OVER CIRCULATE
CENTERS HINGE
ALL CUT THE DIAMOND (careful)
CENTERS PASS THE OCEAN
ALL FLIP THE DIAMOND
SPLIT CIRCULATE
ALL 8 CIRCULATE
BOX THE GNAT - RIGHT & LEFT GRAND

#5
Zero Lines:
PASS THE OCEAN
CENTERS WALK & DODGE
CROSS OVER CIRCULATE
CENTERS 1/4 THRU
ALL CUT THE DIAMOND (careful)
CYCLE & WHEEL
SLIDE THRU
TOUCH 1/4 - COORDINATE
TURN & DEAL
RIGHT & LEFT GRAND

#6
Zero Box:
CENTERS IN - CAST OFF 3/4
CROSS OVER CIRCULATE
*ENDS CROSS FOLD - CENTERS PASS THRU (zero box)
L.A.

*OR: ENDS FOLD - CENTERS PASS THRU
ARKY ALLEMANDE
ARKY GRAND

#7
Zero Lines:
PASS THRU - CENTERS TRADE
ALL CROSS OVER CIRCULATE
ENDS FOLD - CENTERS PASS THRU
SQUARE THRU - ON 3rd HAND
RIGHT & LEFT GRAND

#8
Zero Lines:
CENTERS PASS THRU
ALL CROSS OVER CIRCULATE
STEP & SLIDE - HORSESHOE TURN
*SQUARE THRU 3/4
L.A.
*OR: CENTERS IN - CAST OFF 1/2
CROSS OVER CIRCULATE - TWICE
STEP & SLIDE - PARTNER TRADE
RIGHT & LEFT GRAND

ADVANCED COMMENTARY by Ed Foote

Hints to tell Advanced dancers about the Advanced calls:

A-1 calls

Acey Deucey. Centers: Be prepared for the fact that both of you could be facing the same direction.

Cycle and Wheel. Always look at the facing direction of the ends, because this tells you ahead of time how you will finish. Why? Because the call is related to Wheel & Deal, as follows:

On a Wheel & Deal, if the ends are facing opposite directions, the ending position is always facing couples. Same thing is true on Cycle & Wheel.

On a Wheel & Deal, if the ends are facing the same direction, the right-side couple goes first - ie. finishes in front of the left-side couple. Same thing is true on Cycle & Wheel. How do you know who the right-side couple is on Cycle & Wheel, if the ends are facing the same direction? Pretend everyone in the line is facing that direction and it is readily apparent.

Explode the Line. Centers must take a giant step forward, not a baby step. Ends: rock back 1/2 step before facing in - this will completely clear you from the centers and enable your pull by to be done smoothly.

Fractional Tops. The star must form in the center every time. If even one of the four inside dancers does not have his hand in the star, the set is close to a breakdown.

Pair Off. The rule is: Turn your back on the center of the set. Don't try to relate this call to your partner - always relate to the center of the set.

Pass In/Out vs. Quarter In/Out. The rule is: All ins and outs always relate to the center of the set unless you hear the word "Quarter"; if you hear "Quarter", the in or out relates to your partner or designated group of four (such as a diamond).

Wheel Thru. The right-side dancers must never step forward; if they do, they body-block the left-side dancers out of position. The right-side dancers must quarter right in place. Only exception to this rule is from a squared set - here the right-side dancer must step forward. Because many callers tend to only call Wheel Thru from a squared set, dancers tend to think the exception is really the rule, and this causes problems when Wheel Thru is called from other formations. Same rule applies to the left-side dancers for Left Wheel Thru.

A-2 calls

In Roll Circulate/Out Roll Circulate. Two rules to follow: (1) the designated dancers (ends facing in or out) should raise a hand to indicate they have been designated. The others will see this upraised hand, and this will help them roll quickly toward that spot. (2) If you are in the center of the wave, don't assume the designated dancers will remember to raise his hand; turn your head sideways in both directions before you move to see which direction you should go. This action keeps you under control.

Motivate. (1) Be sure all 4 hands touch in the center star. (2) The two dancers coming to the star from the ends of the wave must be sure to form the star - they are the controlling dancers. (3) Be sure that all 4 hands hold the star for the full half-turn.

A-2 THEME: SINGLE PASS & ROLL

The idea: A single column of 4 does a Pass & Roll while the other dancers do something else.

How to set up single column of 4:

1. From diamonds: Diamond Circulate & new centers Roll.
2. From normal waves: Switch to a Diamond & boys Roll.
3. From waves or two-faced lines: Centers Hinge & roll.
4. From squared set: Heads Right & Left Thru, Heads Dixie Style to O.W. & Roll.
5. From squared set: Head boys (or girls) Fold.
6. From normal starting DPT: Centers Slide Thru, Centers Right & Left Thru, Centers Dixie Style to O.W. & Roll.
7. From normal 1/4 tag: In the wave - girls Run & Roll and boys quarter right, center boys Pass Thru.
8. From 1/4 tag: Switch the Wave & Roll, center 2 Pass Thru.
9. From 1/4 tag: The wave Slip-Slide-Swing & Roll.
10. From columns: Centers Hinge & Roll.
11. From starting DPT: Centers Fan the Top & Roll.

Comment: Technically a Single Pass & Roll as a separate call does not exist, because a normal Pass & Roll from an 8 chain thru formation is really a Single Pass & Roll for each column. So in the examples that follow, the word Single could be deleted. However, for many years callers have inserted the word Single as an aid to the dancers, and the dancers seem to benefit from hearing this word when only 4 dancers in the set are doing a Pass & Roll. Thus, it is recommended that the word Single be maintained as a help to the dancers.

#1

Zero Lines:

PASS THE OCEAN - GIRLS TRADE
SWITCH TO A DIAMOND
 DIAMOND CIRCULATE - GIRLS ROLL
GIRLS SINGLE PASS & ROLL
 BOYS CIRCULATE ONCE
 BEND THE LINE (zero lines)
 L.A.

#2

Zero Lines:

PASS THE OCEAN - GIRLS TRADE
SWITCH TO A DIAMOND
 DIAMOND CIRCULATE
 DIAMOND CIRCULATE AGAIN - BOYS ROLL
BOYS SINGLE PASS & ROLL
 GIRLS CIRCULATE ONCE
 COUPLES CIRCULATE
 WHEEL & DEAL
 RIGHT & LEFT GRAND

#3

Zero Box:

SWING THRU
SWITCH TO A DIAMOND - GIRLS ROLL
GIRLS SINGLE PASS & ROLL
 BOYS CIRCULATE ONCE
 FERRIS WHEEL - DIXIE GRAND
 L.A.

#4

Zero Lines:

PASS THE OCEAN
 GIRLS HINGE & ROLL
GIRLS SINGLE PASS & ROLL
 BOYS CIRCULATE ONCE & TURN BACK
 LEFT SWING THRU
 *ALL 8 CIRCULATE 1½
 L.A.

*OR: TRADE CIRCULATE

BOX THE GNAT - RIGHT & LEFT GRAND

#5

Zero Box:

SWING THRU
 BOYS HINGE & ROLL
BOYS SINGLE PASS & ROLL
 GIRLS ZOOM
 BOYS TRADE
TURN & DEAL
 SWING THRU
 EXPLODE THE WAVE
 *QUARTER OUT
 L.A.

*OR: QUARTER IN

RIGHT & LEFT GRAND

SINGLE PASS & ROLL cont.

#6

HEADS RIGHT & LEFT THRU
HEADS DIXIE STYLE TO O.W. & ROLL
HEADS SINGLE PASS & ROLL
OTHERS DIVIDE & TOUCH 1/4
COORDINATE
BEND THE LINE (zero lines w/opp.)
RIGHT & LEFT THRU
PASS THE SEA
ALL 8 CIRCULATE 1 1/2
L.A.

#7

SIDES RIGHT & LEFT THRU
SIDES PASS THE OCEAN
SIDE GIRLS RUN & ROLL
SIDE BOYS QUARTER RIGHT & PASS THRU
SIDES SINGLE PASS & ROLL
HEADS DIVIDE & PASS IN
CENTERS WALK & DODGE
TOUCH 1/4 - SPLIT CIRCULATE
ALL 8 CIRCULATE
RIGHT & LEFT GRAND

#8

HEADS RIGHT & LEFT THRU
HEADS PASS THE OCEAN
THAT WAVE: SWITCH THE WAVE & ROLL
CENTER BOYS PASS THRU
CENTERS SINGLE PASS & ROLL
OTHERS DIVIDE & TOUCH 1/4
TRIPLE SCOOT - BOYS RUN
PASS THRU
CLOVER AND STAR THRU
CENTERS SWAP AROUND (zero box)
L.A.

#9

Zero Lines:
TOUCH 1/4 - ALL 8 CIRCULATE
CENTER 4 HINGE & ROLL
CENTER 4 SINGLE PASS & ROLL
OTHERS PARTNER TAG, MOVE ALONG & PASS IN
CENTER BOY RUN
CENTERS WHEEL THRU
PASS TO THE CENTER & PASS THRU (zero box)
L.A.

DIFFERENT USE OF SINGLE PASS & ROLL

Here we use the idea of Single Pass & Roll, with all 8 dancers doing the Pass & Roll.

Set-ups:

1. From columns: All Hinge & Roll.
2. From tidal wave: Centers of each wave Run & Roll - others Trade & Roll, centers Pass Thru.
3. From normal trade-by: Partner Hinge & Roll, girls Pass Thru.
4. From parallel waves: Lockit & Roll.

#1

Zero Lines:
TOUCH 1/4 - ALL 8 CIRCULATE
ALL HINGE & ROLL
EACH GROUP OF 4: SINGLE PASS & ROLL
ALL 8 CIRCULATE
CENTERS WALK & DODGE
OTHER BOY RUN
PASS THRU - TRADE BY (zero box)
L.A.

#2

Zero Lines:
GRAND SWING THRU
BOYS RUN & ROLL
GIRLS TRADE & ROLL
GIRLS PASS THRU
EACH GROUP OF 4: SINGLE PASS & ROLL
SPLIT CIRCULATE
BOYS RUN
*RIGHT & LEFT THRU (zero box)
L.A.

*OR: CROSS TRAIL THRU
RIGHT & LEFT GRAND

ADVANCED MATERIAL FEATURING SINGLE PASS & ROLL

#1

SIDES PASS THE OCEAN
SIDES SLIP-SLIDE-SWING & ROLL
CENTER 4: SINGLE PASS & ROLL

OTHERS DIVIDE - PASS 1 -
MEET PARTNER & TOUCH 1/4
ALL HINGE - RIGHT & LEFT GRAND

#2

HEADS RIGHT & LEFT THRU
HEADS PASS THE OCEAN - GIRLS TRADE
ALL CHAIN REACTION
SWING THRU
GIRLS HINGE & ROLL
GIRLS SINGLE PASS & ROLL

BOYS CIRCULATE & FOLD
RIGHT & LEFT GRAND

#3

Zero Lines:
PASS THE OCEAN
SWITCH TO A DIAMOND
DIAMOND CIRCULATE & GIRLS ROLL
GIRLS SINGLE PASS & ROLL

BOYS CIRCULATE
TRADE CIRCULATE TO A
CAST A SHADOW

*EXTEND - RIGHT & LEFT GRAND

*OR: BOYS TRADE - BOYS RUN
WHEEL & DEAL (zero box)
L.A.

#4

Zero Box:
SWING THRU
LOCKIT & ROLL
BOYS PASS THRU
EACH GROUP OF 4: SINGLE PASS & ROLL
TRAIL OFF

WHEEL & DEAL (zero box)
TOUCH 1/4 & ROLL
PASS THRU - RIGHT & LEFT GRAND

#5

HEADS RIGHT & LEFT THRU
HEADS START: SPLIT SQUARE CHAIN THRU
CLOVER AND: BOYS FAN THE TOP & ROLL
CENTER 2 BOYS PASS THRU
BOYS SINGLE PASS & ROLL

GIRLS DIVIDE & TOUCH 1/4
TRANSFER THE COLUMN
ALL 8 CIRCULATE
RIGHT & LEFT GRAND

#6

SIDES STAR THRU
ALL DPT
PEEL & TRAIL
ENDS LOAD THE BOAT - CENTERS FAN THE
TOP & ROLL

CENTER GIRLS PASS THRU
CENTER 4: SINGLE PASS & ROLL

OTHERS DIVIDE & PASS IN
THOSE WHO CAN PASS IN
OTHERS PEEL OFF & BEND THE LINE
PASS THRU - ON TO THE NEXT
FAN THE TOP
RIGHT & LEFT GRAND

ADVANCED GIMMICKS

Note: Good Advanced dancers will enjoy this type of material if it is sprinkled in occasionally. Weak Advanced dancers will not like this material.

#1

Zero Lines:
PASS THE OCEAN
ALL 8 CIRCULATE
CAST A SHADOW 3 TIMES, BUT
AFTER EACH ONE DO A MIX

TURN & DEAL
PASS TO THE CENTER & PASS THRU (zero box)
L.A.

#2

Zero Lines:
RIGHT & LEFT THRU
PASS THE OCEAN
ALL 8 CIRCULATE
CAST A SHADOW 3 TIMES, BUT
AFTER EACH ONE DO A TRADE CIRCULATE

TURN & DEAL (zero box)
L.A.

RESOLVES AT HOME by Art Springer

There is a trend in Advanced calling that has the dancers returned to their home position at the completion of the patter call, without the use of a Left Allemande or Right & Left Grand. This is not a new idea, but one that has slowly become popular.

This idea is not something you would use on every sequence, but sprinkled throughout your dance it gives a touch of variety and difference. The dancers accept it with a feeling of amazement for your accomplishment. However, don't forget that most dancers still look for the reward of a Left Allemande or the walk into a Right & Left Grand at the completion of a good successful sequence, so do not overdo the resolves at home idea.

Here are some ideas which I hope will stir your interest. Note: any time you wish to resolve at home, you must start the sequence from a squared set. You can not start from a Promenade - Heads Wheel Around situation, because the squares will finish at different places depending on where everyone was when the Wheel Around was called.

A-1

#1

Zero Box:

RIGHT & LEFT THRU

DOUBLE STAR THRU - CENTERS

FINISH A TRIPLE STAR THRU

CENTERS PARTNER TRADE

OTHERS TURN BACK

YOU'RE HOME!

#2

Zero Box:

DOUBLE STAR THRU

CROSS CLOVER AND: TURN & LEFT THRU

YOU'RE HOME!

#3

Zero Box:

PASS THRU

CLOVER AND: SQUARE THRU

BUT ON 4th HAND & EXPLODE &

BACK AWAY

HOME!

#4

SIDE LADIES CHAIN

HEADS SQUARE THRU

RIGHT & LEFT THRU & VEER LEFT

CAST A SHADOW

ALL 8 CIRCULATE

GIRLS RUN

FERRIS WHEEL - CENTERS SWEEP 1/4

OTHERS SWAP AROUND & PARTNER TRADE

HOME!

A-2

#5

Zero Box:

RECYCLE (facing)

BOYS RUN - ALL 8 CIRCULATE

AS COUPLES: REMAKE

FERRIS WHEEL

CENTERS PASS IN

ALL 4 COUPLES RIGHT & LEFT THRU
HOME!

#6

Zero Box Ocean Wave:

MOTIVATE

BOYS RUN

PASS THRU - QUARTER IN

PASS TO THE CENTER

CENTERS: LEFT SQUARE CHAIN THRU

CENTERS PARTNER TRADE

HOME!

#7

Zero Lines:

TOUCH 1/4 - ALL 8 CIRCULATE

CENTERS: BOX COUNTER ROTATE

CENTERS 1/4 THRU

ALL BOYS RUN

CENTER LINE: BEND THE LINE

HOME!

#8

Zero Lines:

PASS THRU - SINGLE WHEEL

GIRLS PASS THRU - ALL PASS & ROLL

SPLIT CIRCULATE - BOYS RUN

STAR THRU - PASS TO THE CENTER

CENTERS: SQUARE CHAIN THRU

CENTERS PARTNER TRADE

HOME!

A-1 MATERIAL: DANCING CHAIN REACTION USING FRACTIONAL STARS

#1
HEADS PASS THE OCEAN
CHAIN REACTION: BUT TURN THE STAR 1/2
1/4 THRU
EXPLODE AND SQUARE CHAIN THRU
TRADE BY
SQUARE THRU 3/4
L.A.

#2
Zero Box:
CENTERS IN - CAST OFF 3/4
STEP & SLIDE
CLOVER AND: PASS THE OCEAN
CHAIN REACTION: BUT TURN THE STAR 3/4
BOYS RUN
GIRLS: WALK & DODGE
CYCLE & WHEEL
SQUARE THRU 3/4
L.A.

#3
Zero Box:
TOUCH 1/4
EXTEND THE TAG - GIRLS TRADE
CENTERS SWING THRU
CHAIN REACTION: BUT TURN THE STAR 1/2
SPLIT CIRCULATE
RECYCLE (zero box)
L.A.

#4
Zero Lines:
PASS THE OCEAN
SPLIT CIRCULATE
RECYCLE
GIRLS: RIGHT ROLL TO O.W. & SWING THRU
CHAIN REACTION: BUT TURN THE STAR 3/4
RECYCLE & TOUCH 1/4
ACEY DEUCEY
RECYCLE - RIGHT & LEFT GRAND

A-1 MATERIAL

DANCING CLOVER/CROSS CLOVER & ANYTHING IN COMBINATION WITH STEP & SLIDE

#1
Zero Lines:
PASS THRU - STEP & SLIDE
CLOVER AND: RIGHT ROLL TO O.W.
THE WAVE: LOCKIT
EXTEND - ALL 8 CIRCULATE
RIGHT & LEFT GRAND

#2
HEADS STAR THRU
ALL DPT
CENTERS IN - STEP & SLIDE
CLOVER AND: PARTNER TAG
*CROSS TRAIL THRU
RIGHT & LEFT GRAND

*OR: PASS TO THE CENTER
CENTERS SQUARE THRU 3/4
L.A.

#3
Zero Box:
CENTERS IN - CAST OFF 3/4
STEP & SLIDE
CLOVER AND: WHEEL THRU
SWING THRU - RIGHT & LEFT GRAND

#4 (side boys: remember who you are)
Zero Box:
TOUCH 1/4
STEP & SLIDE
TRIPLE TRADE
SIDE BOYS SPREAD
ALL HEADS EXTEND
CLOVER AND: EXPLODE AND: PASS IN
CENTERS START: SPLIT SQUARE THRU
PARTNER TAG - QUARTER IN
BOX THE GNAT - RIGHT & LEFT GRAND

#5
Zero Lines:
DOUBLE STAR THRU
STEP & SLIDE
CROSS CLOVER AND: RIGHT ROLL TO O.W.
CENTER WAVE: EXPLODE AND DOUBLE STAR THRU
ALL QUARTER IN (zero lines)
L.A.

#6
Zero Lines:
CURLY CROSS
CLOVER AND: PASS OUT
ALL PASS THRU
BOYS RIGHT & GIRLS LEFT ROLL TO O.W.
CAST OFF 3/4
STEP & SLIDE
CROSS CLOVER AND: WHEEL THRU
PASS IN & SLIDE THRU (zero box)
L.A.

A-2 BASICS: CUT & FLIP THE HOURGLASS

Called from hourglass where points are facing same direction.

This is a follow-up to the Decemter, 1985 NNN where Cut the Diamond with points facing the same direction was used. Note that from this set-up, the new centers at the end of the call will both be facing the same direction.

Tell the points that when they are doing their slide sideways, they should not turn toward each other. As explained in the December issue, tell the points to "slide perfectly sideways until you bump a shoulder, then trade with that shoulder." A short walk-thru on this type of material will reap great success.

#1

Zero Box:

CENTERS IN - CAST OFF 3/4

CENTERS: PASS THE OCEAN &

SWITCH TO A DIAMONDCUT THE HOURGLASS

ALL 8 CIRCULATE

CENTERS RUN & ROLL

NEW CENTERS: BOX COUNTER ROTATETO A WALK & DODGE (zero box)

L.A.

#2

Zero Lines:

RECYCLE (facing)LOCKITSWITCH TO AN HOURGLASSHOURGLASS CIRCULATE

LEAD GIRL: U TURN BACK

BOYS DIAMOND CIRCULATE

ALL CUT THE HOURGLASSBOYS CIRCULATE - ALL CYCLE & WHEELSWING THRU - RIGHT & LEFT GRAND

#3

Zero Lines:

PASS THRU - SINGLE WHEEL

DPT

GIRLS TRADE & ROLL

BOYS: RIGHT ROLL TO O.W.BOYS: SWITCH TO A DIAMONDCUT THE HOURGLASSCYCLE & WHEEL (zero box)

L.A.

#4

Zero Box:

TOUCH 1/4 - SPLIT COUNTER ROTATE

ALL 8 CIRCULATE

PEEL & TRAIL

GIRLS: WALK & DODGE

SWITCH TO AN HOURGLASS

GIRLS CIRCULATE

ALL CUT THE HOURGLASSGIRLS SQUARE THRU 3/4ALL CYCLE & WHEEL TO ARIGHT & LEFT GRAND

#5

Zero Box:

PASS INTOUCH 1/4 - CHECKMATE THE COLUMN

LEAD GIRLS U TURN BACK

BOYS CIRCULATE 1 1/2

FLIP THE HOURGLASSEXPLODE THE LINE

BOYS CROSS FOLD

ALL STAR THRU - WHEEL & DEAL

DOUBLE STAR THRUU TURN BACK (zero box)

L.A.

#6

HEADS PASS THE OCEAN

PING PONG CIRCULATE - HEADS ROLL & PASS
THRUCENTER WAVE: SWITCH TO A DIAMONDALL FLIP THE HOURGLASS

ALL 8 CIRCULATE

STEP & SLIDECLOVER AND: PARTNER TRADE & ROLLDIXIE GRAND

L.A.

#7

Zero Lines:

CENTERS: PASS THE OCEAN &

SWITCH TO A DIAMONDFLIP THE HOURGLASSSTEP & SLIDECROSS CLOVER AND: BOX COUNTER ROTATE

GIRLS: PASS IN

BOYS: PEEL OFF & BEND THE LINE

CENTERS: PASS THE SEA &

SWITCH TO A DIAMONDFLIP THE HJOURGLASS

ALL 8 CIRCULATE

END GIRL RUN LEFT AROUND 1

ALL HALF BREED THRU (zero lines)

L.A.

ADVANCED EXPERIMENTAL: LOCK THE CHAIN

LOCK THE CHAIN (author unknown). From 1/4 or 3/4 tag formation: Center wave will Lockit as other dancers do a Hinge (partner or arm turn); this forms a tidal wave; each wave now does a Lockit. End in parallel waves.

Comment: Easy call to teach, dancers adapted well to it. Call strengthens dancers' reaction to Lockit from end-to end waves.

A-1

#1
HEADS PASS THE OCEAN
LOCK THE CHAIN
SWING THRU - GIRLS RUN
ALL 8 CIRCULATE
CAST A SHADOW
ALL 8 CIRCULATE
RECYCLE
SWING THRU - RIGHT & LEFT GRAND

#2
Zero Lines:
CURLY CROSS
CENTERS STEP TO A WAVE
LOCK THE CHAIN
ENDS CIRCULATE
SPLIT TRANSFER
BOYS RUN
SQUARE THRU 3/4
TRADE BY (zero box)
L.A.

#3
Zero Lines:
SQUARE CHAIN THRU
CLOVER AND: PASS THE OCEAN
LOCK THE CHAIN
CAST A SHADOW
ACEY DEUCEY
BOYS RUN
RECYCLE
PASS IN (zero lines)
L.A.

#4 (1/2 sashayed)
ALL 4 COUPLES 1/2 SASHAY
SIDES PASS THE OCEAN
LOCK THE CHAIN
EXPLODE AND SLIDE THRU
DOUBLE STAR THRU
U TURN BACK (zero box)
L.A.

A-2

#5
HEADS PASS THE OCEAN
SCOOT CHAIN THRU
LOCK THE CHAIN
IN ROLL CIRCULATE
CAST OFF 3/4
BOYS RUN (zero lines)
L.A.

#6
Zero Box:
RECYCLE (facing)
EXTEND
LOCK THE CHAIN
OUT ROLL CIRCULATE
SWING-SLIP SWING
EXPLODE AND SLIDE THRU (zero box)
L.A.

#7
Zero Lines:
PASS THE OCEAN
MOTIVATE
EXTEND
LOCK THE CHAIN
SWITCH TO A DIAMOND
SIX-TWO ACEY DEUCEY
CUT THE DIAMOND
WHEEL & DEAL (zero box)
L.A.

#8 (left-handed)
Zero Box:
PASS THE SEA
SINGLE HINGE (w/left hand)
ALL 8 CIRCULATE
CENTER 4: BOX COUNTER ROTATE TO A
FOLLOW YOUR NEIGHBOR & SPREAD
LOCK THE CHAIN
IN ROLL CIRCULATE
MIX
SINGLE WHEEL - RIGHT & LEFT GRAND

ADVANCED COMMENTARY by Ed FooteTHE 3 LEVELS OF ADVANCED DIFFICULTY TODAY

Easy Advanced (called Soft Advanced in some areas). Calls are presented from only one or two positions, and the caller is always ready to give heavy directional cuing. There may be 10-20 Mainstream or Plus calls given between each Advanced call.

Most of the dancers have little understanding of various positions for MS and Plus calls, primarily because their caller never bothered to present this in Advanced class or use it at Advanced dances. Positioning is usually sloppy. All-position workshop is difficult for the caller to give, because the dancers' foundation knowledge is so weak that there is little to build upon.

This level is really a glorified Plus, with many dancers having no desire to really do Advanced dancing, but simply wishing to know some additional call names. The number of Easy Advanced dancers is increasing sharply, because dancers want to call themselves "Advanced" without putting forth any effort, and because many callers go along with this.

Middle Advanced. The dancers can do some all-position dancing of the Advanced calls with good cuing. They also have a fair understanding of position. All-position workshop is easy for the caller to give, because the dancers have some foundation knowledge. Two or three Advanced calls can be stacked together with no problem, and several short stacking situations can be given in each sequence.

There are a large number of dancers in this category, probably equal with the number of Easy Advanced dancers.

It should be noted that not all dancers are Easy Advanced when they graduate from Advanced class. Depending on the caliber of the class members and the quality of instruction, many dancers are Middle Advanced when they graduate from class.

Solid Advanced. People at this level understand what they are dancing. All-position use of the Advanced calls is no problem, and cuing is needed only for difficult or unusual situations. Stacking Advanced calls 6 or 7 deep is no problem. Many dancers enjoy an occasional experimental that is based on the fact that they have a good foundation knowledge of the basics.

There are many Solid Advanced dancers, but not as many as in the previous two categories. The percentage of Solid Advanced dancers in the total Advanced population has slipped sharply due to the large increase in Easy Advanced.

Callerlab labels of Advanced difficulty. A pamphlet from the Callerlab Advanced Committee names the 3 levels of Advanced as: Easy, Standard and Hard.

"Standard" is not defined in the pamphlet, except to say that it falls between the other two categories. Unfortunagely, the word "Standard" means standard position in the eyes of many callers and dancers. This could result in confusion, since Advanced is supposed to contain various position use of the calls.

"Hard" is a poor word choice. It implies a constant emphasis on difficult material, and this is not the case with Solid Advanced. True, Easy Advanced dancers would find the material at Solid Advanced "hard", but anything appears "hard" if it is beyond what a person is presently doing. Callerlab has never put a "hard" label on any part of any other program, and all this label can do is discourage dancers from progressing in Advanced. Some feel that this word was chosen with that intent.

VARIATION ON A POPULAR EXPERIMENTAL: RCW "BUT"

Definition: Do a full RCW, except that the center line of four at the end of the call does not do the Wheel & Deal - the line will wait for another call. An RCW "But" will end in a 1/4 line formation (the dancers facing out on the outside still do the U Turn Back) prior to the "But" call being given.

Comment: RCW is currently in heavy use at Plus and Advanced (see NNN 12/85, p.1060). The variation described here is probably best reserved for Advanced, although it could be used with selected good Plus groups.

Calling hint: Insert the words "the center line" between the word "But" and the call command. This makes everyone more comfortable, and the dancers react better. Example: RCW, but the center line 1/2 tag.

Examples of calls which can be given to the center line:

- | | |
|---------------------------|------------------------------|
| 1. 1/2 tag | 5. Ends Run (or Centers Run) |
| 2. Turn & Deal | 6. 1/2 Tag & 1/4 Thru |
| 3. Turn & Deal & Roll | 7. 1/2 Tag & Counter Rotate |
| 4. Tag the Line - Zig Zag | 8. 1/2 Tag & Box Transfer |

#1
Zero Lines:
PASS THE OCEAN
RCW - BUT
CENTER LINE: TURN & DEAL
CENTERS CROSS TRAIL THRU (zero box)
L.A.

#2
Zero Box:
RCW - BUT
CENTER LINE: TAG THE LINE,
ZIG ZAG
EXTEND - SPLIT CIRCULATE
GIRLS TRADE
RIGHT & LEFT THRU
PASS TO THE CENTER
SQUARE THRU 3/4
L.A.

#3
Zero Lines:
PASS THE OCEAN
ALL 8 CIRCULATE
RCW - BUT
CENTER LINE: 1/2 TAG,
COUNTER ROTATE - WALK & DODGE
PASS THRU
CLOVER AND: SLIDE THRU
CENTERS SQUARE THRU - ON 3rd HAND START A
DIXIE GRAND
L.A.

#4
Zero Lines:
SLIDE THRU
RCW - BUT
IN CENTER LINE: BOYS RUN
CHAIN REACTION
*SINGLE HINGE - RIGHT & LEFT GRAND

*OR: TURN THRU
ARKY ALLEMANDE - ARKY GRAND

#5 (mixed sex)
Zero Lines w/opp.
TOUCH 1/4
SPLIT TRANSFER
RCW - BUT
CENTER LINE: TAG THE LINE,
ZIG ZAG
EXTEND - RIGHT & LEFT GRAND

#6
Zero Box:
RCW - BUT
CENTER LINE: GIRLS HINGE AND
FLIP THE DIAMOND
WHILE OUTSIDES 1/2 SASHAY
EXTEND - RIGHT & LEFT GRAND

Examples #5 & #6 are from Martin Mitchum (Mo.).

Note: The experimental My Way on page 1090 of this issue is an excellent call for Advanced. Consider using it.

A-2 THEME: SINGLE PASS & ROLL YOUR NEIGHBOR

A follow-up to the Single Pass & Roll Theme in the Feb. 1986 issue. See page AS 586 for ways to set up a single column of 4.

#1

Zero Lines:

PASS THE OCEAN

GIRLS HINGE & ROLL

GIRLS SINGLE PASS & ROLL YOUR NBR.

BOYS CIRCULATE TWICE

(gives facing diamonds)

DIAMOND CIRCULATE

CUT THE DIAMOND

EXPLODE THE WAVE

MOVE ON TO THE NEXT - FAN THE TOP

BOX THE GNAT - RIGHT & LEFT GRAND

#2

Zero Lines:

PASS THE OCEAN - SWING THRU

BOYS HINGE & ROLL

BOYS SINGLE PASS & ROLL YOUR NBR.

GIRLS CIRCULATE 1½

CENTER DIAMOND: CIRCULATE

OTHERS HINGE

CENTER DIAMOND: FLIP THE DIAMOND

THOSE FACING: PASS THRU

GIRLS WHEEL & DEAL - BOYS TRADE

GIRLS TURN BACK

TOUCH 1/4 - RIGHT & LEFT GRAND

#3

SIDES FAN THE TOP & ROLL

SIDE GIRLS PASS THRU

CENTER 4: SINGLE PASS & ROLL YOUR NBR.

OUTSIDES QTR. RIGHT & CIR. TWICE

(gives diamonds)

DIAMOND CIRCULATE

CUT THE DIAMOND

WHEEL & DEAL

STAR THRU - BOYS TRADE

COUPLES CIRCULATE

CAST A SHADOW

RIGHT & LEFT GRAND

#4

SIDE LADIES CHAIN

HEADS SQUARE THRU

SLIDE THRU

PASS THE OCEAN - ALL 8 CIRCULATE

SWITCH TO A DIAMOND - BOYS ROLL

BOYS SINGLE PASS & ROLL YOUR

NBR. & SPREAD

GIRLS CIRCULATE ONCE & QTR. IN

EXTEND - SCOOT & WEAVE

EXTEND - RIGHT & LEFT GRAND

#5 (Opener)

HEAD LADIES CHAIN

HEAD BOYS FOLD

HEADS SINGLE PASS & ROLL YOUR

NBR. & SPREAD

CHAIN REACTION

RIGHT & LEFT GRAND

#6

Zero Box:

SWING THRU

SWITCH TO A DIAMOND - GIRLS ROLL

GIRLS SINGLE PASS & ROLL YOUR NBR.

BOYS CIRCULATE 1½

WAVE OF 6: GRAND SWING THRU

CENTER GIRL RUN RIGHT

LINE OF 6: GRAND 1/2 TAG

CENTER LINE: WHEEL & DEAL

OTHER BOYS RUN

CENTERS SWAP AROUND - L.A.

#7

Zero Lines:

GRAND SWING THRU

BOYS RUN & ROLL

GIRLS TRADE & ROLL

GIRLS PASS THRU

EACH GROUP OF 4: SINGLE PASS & ROLL

YOUR NEIGHBOR

GIRLS RUN - BEND THE LINE (zero box)

L.A.

#8

Zero Lines:

TOUCH 1/4 - ALL 8 CIRCULATE

ALL HINGE & ROLL

EACH GROUP OF 4: SINGLE PASS & ROLL

YOUR NBR. & SPREAD

BOYS RUN - BEND THE LINE (zero box)

L.A.

#9

Zero Lines:

TOUCH 1/4 - ALL 8 CIRCULATE

ALL HINGE & ROLL

EACH GROUP OF 4: SINGLE PASS & ROLL

YOUR NBR. & SPREAD & MIX

EACH WAVE: EXPLODE AND PASS THRU

RIGHT & LEFT GRAND

Correction: AS Page 586, item #11 in list of how to set up single column of 4:
Place comma after Roll, then add: "very center 2 Pass Thru."

A-1 SINGING CALL FIGURES

Submitted by Bob Fehrmann (mo.)

#1

HEADS SQUARE THRU
TOUCH 1/4
FOLLOW YOUR NEIGHBOR & SPREAD
EXPLODE THE WAVE
EXPLODE THE LINE
QUARTER OUT
LEFT ALLEMANDE
SWING & PROMENADE

#2

HEADS SQUARE CHAIN THRU
SIDES 1/2 SASHAY
EVERYONE HALF BREED THRU
SWING THRU
BOYS RUN - BEND THE LINE
STAR THRU - PASS THRU - TRADE BY
ALLEMANDE LEFT
SWING & PROMENADE

#3

HEADS PROMENADE 1/2
DOWN THE MIDDLE - RIGHT & LEFT THRU
SAME TWO PAIR OFF
SWING THRU
BOYS RUN - BEND THE LINE
TOUCH 1/4
SPLIT TRANSFER
SWING THE CORNER - PROMENADE

#4

HEADS PASS THRU - U TURN BACK
HEADS START: SPLIT SQUARE THRU
TRADE BY
SWING THRU - BOYS RUN
CROSSOVER CIRCULATE
TURN & DEAL
DOUBLE STAR THRU - U TURN BACK
SWING & PROMENADE

#5

HEADS START: SPLIT SQUARE THRU 3/4
STEP & SLIDE
CLOVER AND: PEEL OFF
PEELERS STAR THRU
EVERYBODY DOUBLE PASS THRU
LEADERS RIGHT ROLL TO AN O.W.
SCOOT BACK
SWING & PROMENADE

#6

HEADS PASS OUT & ROLL
HEADS START: SPLIT SQUARE THRU 3/4
TURN & DEAL
DOUBLE PASS THRU
TRACK 2
RECYCLE
SWING THE CORNER - PROMENADE

#7

HEADS WHEEL THRU
CIRCLE TO A LINE
PASS THE OCEAN
GIRLS WALK & DODGE
ALL CYCLE & WHEEL
STAR THRU
PASS THRU - WHEEL & DEAL
SQUARE THRU 3/4
SWING THE CORNER - PROMENADE

#8

HEADS PASS THE OCEAN - EXTEND
1/4 THRU - CENTERS RUN
TURN & DEAL
STAR THRU - GIRLS TRADE
FERRIS WHEEL
SQUARE THRU 3/4
SWING THE CORNER - PROMENADE

#9

HEADS PAIR OFF
TOUCH 1/4
SPLIT CIRCULATE 1 1/2
6 BY 2 ACEY DEUCEY
CUT THE DIAMOND
TURN & DEAL
STAR THRU - WHEEL & DEAL
SWING THE CORNER - PROMENADE

#10

HEADS PROMENADE 1/2
DOWN THE MIDDLE - DOUBLE STAR THRU
CLOVER AND: TRIPLE STAR THRU
PARTNER TRADE
SLIDE THRU - PASS THRU - TRADE BY
ALLEMANDE LEFT
SWING & PROMENADE

ADVANCED COMMENTARY by Ben RubrightTECHNIQUES FOR RESOLVING AT HOME

In the March, 1986 issue of NNN, Art Springer presented several sequences that resulted in the resolution of the dancers to a squared set. Within the past two years, this technique has been used sparingly at Advanced and Challenge with good effect. The obvious question: how to sight call to resolve the square at home. There is no one specific formula, but there are techniques one can practice which will increase your competency to do the resolve. Here are things to think about when calling:

1. You must know not only partner-corner relationships in your pilot squares, but you must also know what position your primary man occupies. Do not be afraid to write this down on paper.
2. Do not force a resolve.
 - A. If you can see that it will take you a long time to do the resolve, then don't do it.
 - B. Don't compromise your choreography for the resolve. If part of your floor is broken down and are in lines, just get out or pick them up and abort the resolve. Note: If you do the resolve with squares not dancing, make sure you announce to the floor that everyone is home, so that the others have time to get squared up.

Techniques to work on:

1. Always be on the lookout for it to happen naturally. Some of the best getouts occur when we as callers least expect them. The same is true of resolves. Always be ready to take it when it presents itself.
2. Anytime you have 2-faced lines with one couple paired and the other couple not paired, look to see if the paired couples are facing toward or away from their squared up wall. If they are, the first thing to do is get these couples in their squared set positions. How do we do this?
 - A. By using Couples Circulate, Ferris Wheel, Zoom, etc., we can get the matched couples outside in their home position.
 - B. The center dancers can then be placed in their positions by Star Thru, or Right & Left Thru & Star Thru.
3. If you have 2-faced lines with one couple paired and the other couple not paired, and the paired couples are not facing toward or away from their squared up wall:
 - A. Call Bend the Line, Pass Thru, Wheel & Deal. This will get them facing toward or away from the wall.
 - B. Now with Zoom, Centers Pass Thru, Pass to the Center, etc. you can maneuver the paired up couples to their squared up positions, and finish up from there.
4. If you have 2-faced lines or lines of 4, all with original partners, then 2 of the 4 couples are facing toward or away from their squared up wall. Using Ferris Wheel (2-faced setup), or Pass Thru - Wheel & Deal (line of 4 setup) will permit you to begin the resolve process.

ADVANCED COMMENTARY cont.

The preceding thoughts are merely suggestions, not hard and fast rules. Remember that the whole idea of the resolve is to be a surprise to the dancers. If you always approach it the same way, it will no longer be a surprise, and therefore the effect is lost as well as the reason for doing it. The best advice is to be relaxed and take it when it presents itself.

Examples of relaxed thinking:

(1) You have just done a Ping Pong Circulate, and you notice the outside couples are paired at home, and the center wave is normal:

- A. If end boy of wave is at home, it is either: Explode and back away, or girls Trade - Explode and back away.
- B. If end boy is not at home, it is either (1) Explode the Wave - Partner Trade; or Recycle & Sweep 1/4 (both accomplish same thing); or (2) Swing Thru, Boys Run, Bend the Line; or Girls Trade, Explode the Wave, Partner Trade (both accomplish same thing).

(2) You have just called Pass to the Center. You are planning to call Centers Square Thru 3/4 - L.A., but you see the outside couples are paired up at home. Instead of having the centers Square Thru 3/4, you can use either of these 2 options:

- A. Centers Right & Left Thru, Centers Star Thru & back away.
- B. Centers Touch 1/4, centers Counter Rotate & Walk & Dodge & Quarter In.

What if the opportunity presents itself for a resolve at home, but you are not ready yet? Use your ability to do Isolated Sight Calling to keep them together until you are ready.

An excellent way to practice is to sight call 2 couple dancing and return the dancers to where they started. This will greatly improve your ability to do resolves at home.

Here is some material with accompanying information for resolving at home. It will help your overall understanding if you follow your checkers thru these figures.

- | | |
|--|---|
| (1) HEADS STAR THRU - PASS THRU -
CIRCLE TO A LINE
(Resolve) | (the paired up couple is looking at squared
up set wall)
PASS THRU - WHEEL & DEAL,
CENTERS PASS THRU, PASS TO THE CENTER,
CENTERS RIGHT & LEFT THRU & STAR THRU |
| (2) HEADS WHEEL THRU, SWING THRU,
BOYS RUN, 1/2 TAG, SCOOT BACK
BOYS RUN, FAN THE TOP,
EXPLODE THE WAVE, CHASE RIGHT
BOYS RUN
(Resolve) | (all are paired up with the heads facing
away from their squared up wall)
PASS THRU - WHEEL & DEAL,
CENTERS LEFT WHEEL THRU, STEP FORWARD &
TRADE |
| (3) HEADS WHEEL THRU, SLIDE THRU
FAN THE TOP, EXPLODE THE WAVE
SINGLE WHEEL, DPT,
GIRLS RIGHT ROLL TO O.W. BOYS RUN
(Resolve) | (heads are facing their squared up wall)
PASS THRU - WHEEL & DEAL
CENTERS PASS THRU, PASS TO THE CENTER,
CURLICROSS, CENTERS STEP FORWARD & TURN
TURN BACK |

ADVANCED MATERIAL RESOLVING AT HOME

All of this material was worked out using square dance checkers. If you write material, this will increase your ability to recognize resolves at home when sight calling.

(A-1)

#1

SIDES RIGHT & LEFT THRU

HEADS PASS THE OCEAN

CHAIN REACTION

SPIN THE TOP

EXPLODE THE WAVE

HORSESHOE TURN

PASS IN - TOUCH 1/4

TRANSFER THE COLUMN

CENTERS TRADE - RECYCLE

TOUCH 1/4 - GIRLS TRADE

GIRLS RUN - TURN & DEAL

CURLICROSS

TURN & DEAL

CENTERS SLIDE THRU - HOME!

#2

ALL 4 COUPLES PROMENADE 1/2

HEADS PASS THE OCEAN - EXTEND THE TAG

ACEY DEUCEY

GIRLS RUN & ROLL

BOYS TRADE & ROLL

ALL DPT

BOYS CLOVERLEAF - GIRLS CHASE RIGHT

GIRLS WALK & DODGE - GIRLS TRADE

GIRLS PASS THE OCEAN

CHAIN REACTION

RECYCLE - STAR THRU - BOYS TRADE

CAST A SHADOW

LOCKIT - SINGLE HINGE

SPLIT TRANSFER

SCOOT BACK

RECYCLE - CENTERS ROLL

CENTERS 1/4 THRU & SLIDE THRU

HOME!

#3

HEADS WHEEL THRU

SWING THRU - ALL CAST RIGHT 3/4

CENTERS TRADE - EXPLODE THE WAVE

ENDS BEND - SPLIT SQUARE THRU 2

CLOVER AND: PASS THE OCEAN

CHAIN REACTION

EXTEND

CENTERS SWING THRU - OTHERS QTR. RIGHT

DIAMOND CIRCULATE - FLIP THE DIAMOND

CENTERS TRADE - CENTERS RUN

TURN & DEAL

CENTERS RIGHT ROLL TO O.W. & SLIDE THRU

HOME!

(A-2)

#4

SIDES RIGHT & LEFT THRU

HEADS STAR THRU - ALL DPT

PEEL & TRAIL

TOUCH 1/4 - ALL 8 CIRCULATE 1 1/2

BOYS TRADE & SPREAD

HOURLASS CIRCULATE

BOYS DIAMOND CIRCULATE

6 BY 2 ACEY DEUCEY

FLIP THE HOURLASS

SLIP & RECYCLE

PASS & ROLL YOUR NEIGHBOR & SPREAD

FAN THE TOP

TURN THRU - BOYS RUN

MOTIVATE

BOYS RUN - FERRIS WHEEL

CENTERS SWEEP 1/4 - HOME!

#5

SIDE LADIES CHAIN

HEADS STAR THRU - PASS THRU

SQUARE CHAIN THRU

SINGLE WHEEL

GIRLS SWING THRU

CHAIN REACTION

IN ROLL CIRCULATE

BOYS TRADE - SWITCH TO A DIAMOND

GIRLS SPIN THE TOP - HINGE &

COUNTER ROTATE 1/4

ALL CROSS OVER CIRCULATE

BOYS 1/4 THRU

6 BY 2 ACEY DEUCEY

CENTER 4 EXPLODE THE WAVE

GIRLS SASHAY - ALL STEP & SLIDE

CLOVER AND CAST 3/4

SLIDE THRU - HOME!

#6

SIDE LADIES CHAIN

HEADS PASS THRU & TURN BACK & START A

SPLIT SQUARE CHAIN THRU

HORSESHOE TURN

PASS IN - TWICE

DPT

CROSS CLOVERLEAF

CENTERS TURN THRU

LEFT SWING & MIX

RECYCLE

PASS & ROLL

SLIP & SCOOT CHAIN THRU

BUT CENTERS AFTER YOU SWING THRU &

SWING 1/2 RIGHT - SLIDE THRU

HOME!

CENTERS TRADE IN SUPPORT OF ADVANCED

Centers Trade can be one of your most important tools at Advanced, as well as at other programs. The sequences below use Centers Trade in the important role of formation stabilizer, as well as providing smoothness at the "seams" between calls.

(A-1)

#1

HEADS STAR THRU
ALL DPT - BOYS RUN
TRANSFER THE COLUMN
CENTERS TRADE
SWING THRU - BOYS FOLD
ALL DPT
GIRLS TRADE & ROLL & START A
SPLIT SQUARE THRU
CLOVER AND: SPIN THE TOP
EXTEND - CENTERS TRADE
RECYCLE - STAR THRU - BOYS TRADE
CAST A SHADOW
BOYS TRADE
RECYCLE - SWEEP 1/4
SQUARE CHAIN THRU
RIGHT & LEFT GRAND

#2

HEADS TOUCH 1/4 - WALK & DODGE
SINGLE CIRCLE TO A WAVE
BOYS TRADE - SPIN THE TOP
EXPLODE AND: TOUCH 1/4
CENTERS TRADE
SWING THRU
FOLLOW YOUR NEIGHBOR & SPREAD
GIRLS TRADE
RECYCLE - VEER LEFT
GIRLS 1/4 THRU - ALL DIAMOND CIRCULATE
BOYS EXPLODE THE WAVE
ALL EXPLODE THE LINE
BEAUS RUN - CENTERS TRADE
EXPLODE THE WAVE
TURN & DEAL
DIXIE GRAND - L.A.

#3

HEADS WHEEL THRU - TOUCH 1/4
CENTERS TRADE - SPIN THE TOP
EXPLODE THE WAVE
CLOVER AND: LEFT SQUARE THRU 2
STAR THRU - BOYS TRADE - BOYS RUN
LOCKIT - HINGE
ALL 8 CIRCULATE
SPLIT TRANSFER
CENTERS TRADE - SPLIT CIRCULATE
GIRLS TRADE - GIRLS RUN
CROSSFIRE
CENTER 4 SCOOT BACK
ALL SPLIT TRANSFER
EXTEND - RIGHT & LEFT GRAND

(A-2)

#4

HEADS PASS THE OCEAN
CHAIN REACTION
SPIN THE TOP
EXPLODE AND: TOUCH 1/4
SLIP & IN ROLL CIRCULATE
CENTERS TRADE
SWITCH TO A DIAMOND
CENTER WAVE: SLIP & SLIDE
ALL CUT THE DIAMOND
TRADE THE WAVE - SCOOT BACK
CENTERS TRADE - RECYCLE
PASS THRU - TRADE BY (zero box)
L.A.

#5

HEADS SQUARE CHAIN THRU
TOUCH 1/4
SLIP & SWING THRU
IN ROLL CIRCULATE
BOYS RUN - RIGHT & LEFT THRU
DIXIE STYLE TO O.W.
BOYS 1/4 THRU - GIRLS TURN BACK
DIAMOND CIRCULATE
6 BY 2 ACEY DEUCEY
FLIP THE DIAMOND
SLIP - SLIDE & RECYCLE & VEER RIGHT
COUPLES CIRCULATE
WHEEL & DEAL & ROLL
TRADE CIRCULATE
TRADE THE WAVE
RIGHT & LEFT GRAND

#6

HEADS STAR THRU - ALL DPT
TRACK 2
GIRLS RUN - ALL TURN & DEAL
PASS & ROLL
SLIP & SCOOT CHAIN THRU
BOYS RUN - REVERSE FLUTTER WHEEL
DIXIE STYLE TO O.W.
SLIP & TRADE CIRCULATE
SLIP & RELAY THE DEUCEY
GIRLS RUN - BOYS TRADE
1/2 TAG - FOLLOW YOUR NEIGHBOR &
RIGHT & LEFT GRAND SPREAD

HOW TO SIGHT CALL UN-SYMETRIC ADVANCED MATERIAL by Ed Foote

1. In a squared set, tell one couple to 1/2 sashay.
2. Call anything you wish for the square, but do not use any sex calls, such as Star Thru, Slide Thru, Box the Gnat.
3. When you want to get out: Get the square in parallel lines or waves with all boys having a girl beside them. Now call:
 - A. If in waves:
 1. Boys Run - couples facing out Calif. Twirl
 2. Centers Run - Tag the Line In - 1/2 Breed Thru
 3. Explode and 1/2 Breed Thru
 - B. If in lines facing out:
 1. Tag the Line In - 1/2 Breed Thru
 2. Explode and 1/2 Breed Thru

Calling Hints:

1. To get all boys with a girl, consider using All 8 Circulate, or Acey Deucey, or All 8 Circulate - centers go twice, or centers Trade.
2. Be careful of saying: "those facing out Bend the Line." This works, but will often be a reversal of body flow unless there is a long pause between this and the preceding call.
3. Do not sashay two adjacent couples at the outset - only sashay one couple. If you sashay two adjacent couples, this gives big problems in resolving.

Specific Get-Out Examples:

1. Facing lines, 3 boys adjacent in one line, 3 girls adjacent in other line: Pass Thru - Wheel & Deal, centers Pass Thru, Touch 1/4 - boys Run, couple facing out Calif. Twirl.
2. Parallel waves, boys are ends in one wave and adjacent as end & center in other wave:
 - A. All 8 Circulate - centers go twice, boys Run, couple looking out Calif. Twirl.
 - B. Split Circulate, centers Trade, boys Run, couple looking out Calif. Twirl.

Why use un-symetric material

1. It strengthens the dancers, because they have to understand the calls. They can no longer think "boys do this and girls do that"; instead they must know the true definition of the calls. This results in strong dancers who are comfortable dancing material in a variety of positions.
2. Greatly increases the variety of material you can present. You are using the same calls, but it feels different to the dancers with 3 boys in one line and 3 girls in the other.

ADVANCED QUARTERLY SELECTIONS

Shuttle has been dropped as a Quarterly by vote of Callerlab Advanced QS Committee. Linear Action and Zing have been dropped because both were added to the C-1 list. Current Advanced Quarterlies are Change Lanes, Checkover, Mini Busy.

UN-SYMETRICAL ADVANCED MATERIAL

A-1

#1
COUPLE #1 1/2 SASHAY
HEADS SQUARE CHAIN THRU
SWING THRU
EXPLODE THE WAVE
EXPLODE THE LINE
TAG THE LINE IN
1/2 BREED THRU (zero lines)
L.A.

#2
COUPLE #2 1/2 SASHAY
SIDES WHEEL THRU
PASS THRU - HORSESHOE TURN
PASS THRU - RIGHT ROLL TO O.W.
ALL 8 CIRCULATE - CENTERS GO TWICE
CENTERS RUN
TAG THE LINE IN
1/2 BREED THRU
PASS THRU - WHEEL & DEAL
CENTERS SQUARE THRU 3/4
L.A.

#3
COUPLE #3 1/2 SASHAY
SIDES PASS THE OCEAN
CHAIN REACTION
BOYS RUN
COUPLE FACING OUT: CALIF. TWIRL
PASS THRU - WHEEL & DEAL
DIXIE GRAND
L.A.

#4
COUPLE #4 1/2 SASHAY
HEADS START: SPLIT SQUARE THRU
CLOVER AND: WHEEL THRU
SWING THRU
ALL 8 CIRCULATE
BOYS RUN
COUPLE FACING OUT: CALIF. TWIRL
L.A.

#5
COUPLE #1 1/2 SASHAY
HEADS WHEEL THRU
ALL WHEEL THRU
EXPLODE THE LINE
TURN & DEAL
DPT
HORSESHOE TURN
CENTERS QUARTER IN &
1/2 BREED THRU & BACK AWAY
OTHERS MOVE IN & WHEEL THRU (zero box)
L.A.

A-2

#6
COUPLE #1 1/2 SASHAY
HEADS SQUARE THRU
SWING & MIX
TRADE CIRCULATE
MOTIVATE
CAST OFF 3/4
CENTERS CIRCULATE
EXPLODE AND: 1/2 BREED THRU
PASS THRU - WHEEL & DEAL
CENTERS SQUARE THRU 3/4
L.A.

#7
COUPLE #1 1/2 SASHAY
HEADS SQUARE CHAIN THRU
TOUCH 1/4
IN ROLL CIRCULATE
BOYS RUN
COUPLE FACING OUT: CALIF. TWIRL
PASS THRU - WHEEL & DEAL
DIXIE GRAND
L.A.

#8
COUPLE #4 1/2 SASHAY
HEADS PASS THE OCEAN
CHAIN REACTION
IN ROLL CIRCULATE
SCOOT CHAIN THRU
ALL 8 CIRCULATE
EXPLODE AND: 1/2 BREED THRU
PASS THE OCEAN
ACEY DEUCEY
BOX THE GNAT - RIGHT & LEFT GRAND

#9
COUPLE #2 1/2 SASHAY
SIDES PAIR OFF
RELAY THE DEUCEY
RECYCLE
PASS & ROLL YOUR NEIGHBOR & SPREAD
ALL 8 CIRCULATE
BOYS RUN
COUPLE FACING OUT: CALIF. TWIRL
ALL CURLI-CROSS
TRADE BY
PASS THRU - RIGHT & LEFT GRAND

A-2 VARIATION: ALL 8 PASS & ROLL/NEIGHBOR

All 8 PASS & ROLL: From a squared set, have the girls Fold. Definition:

All Pass Thru, girls right-face U Turn Back while boys make a right-hand star and turn it all the way back to their home position - there they step out of the star and make a 1/4 left-face turn to face their original partner; all Pass Thru, boys right-face U Turn Back while girls right-hand star across the set - there they step out of the star and make a 1/4 left-face turn to take right hands with their original opposite man.

Ending formation is a squared set of two-faced pairs, or dancers can be directed to make an alamo ring. (Note: to be technically correct, the dancers should not make an alamo ring unless told to do so by the caller. If the caller says nothing, dancers end in a squared set of two-faced pairs.)

Naturally the boys can Fold at the start instead of the girls. All 8 Pass & Roll can also be called from a normal starting DPT: have the centers star thru and back away and all 4 girls Fold.

#1

SQUARED SET:

ALL GIRLS FOLD

ALL 8 PASS & ROLL

1/4 THRU

RIGHT & LEFT GRAND

#2

SQUARED SET:

ALL GIRLS FOLD

ALL 8 PASS & ROLL

ALL 8 CIRCULATE (boys RH star across)

CAST OFF 3/4

RIGHT & LEFT GRAND

#3

4 LADIES CHAIN

ALL GIRLS FOLD

ALL 8 PASS & ROLL

SINGLE HINGE - RIGHT & LEFT GRAND

#4

SQUARED SET:

ALL GIRLS FOLD

ALL 8 PASS & ROLL

MAKE AN ALAMO RING

SWING THRU

RIGHT & LEFT GRAND

#5

SQUARED SET:

ALL BOYS FOLD

ALL 8 PASS & ROLL

1/4 THRU

BOX THE GNAT - RIGHT & LEFT GRAND

#6

SQUARED SET:

ALL BOYS FOLD

ALL 8 PASS & ROLL

ALL 8 WALK & DODGE (girls RH star across)

QUARTER IN - RIGHT & LEFT GRAND

All 8 Pass & Roll Your Neighbor: Definition: Same as All 8 Pass & Roll, but when the girls make the right-hand star they turn it all the way back to their home position and hold the star; the boys right-face turn 3/4. End in an allemande thar, girls in center, all with original partner. **And Spread:** Same definition but original partners will slide nose-to-nose at finish. End in a wrongway thar, boys in center, all with original partner.

#1

SQUARED SET:

ALL GIRLS FOLD

ALL 8 PASS & ROLL YOUR NEIGHBOR

GIRLS RUN - BEND THE LINE

(zero at home)

#2

SQUARED SET:

ALL BOYS FOLD

ALL 8 PASS & ROLL YOUR NEIGHBOR

SLIP THE CLUTCH - L.A.

#3

SQUARED SET:

ALL GIRLS FOLD

ALL 8 PASS & ROLL YOUR NEIGHBOR & SPREAD

RIGHT & LEFT GRAND

#4

SQUARED SET:

ALL BOYS FOLD

ALL 8 PASS & ROLL YOUR NEIGHBOR & SPREAD

BOX THE GNAT - RIGHT & LEFT GRAND

ADVANCED EXPERIMENTAL: SCOOT AND RELOCATE

Definition: From a 1/4 tag formation: All Scoot Back; those in the wave Fan the Top while the others face right - promenade 1/4 around the outside of the set - and face in. End in 1/4 tag formation.

Analysis: This call is receiving considerable use, as it has been on the Pulse Poll every month in 1986. It is ideal for Advanced because of the many variations which are available thru directional calling. These variations can be built in a step-by-step process during a weekend or in successive weeks with a club.

Teaching Hint: Put all the same sex in the center wave.

Variations - given as the wave is starting the Fan the Top and the outsides are promenading single file:

1. Outsides Roll - gives facing diamonds.
2. Outsides don't face in - gives normal diamonds.
3. Fan the Top & Spread - gives left 1/4 tag.
4. Fan the Top & Spread, outsides Roll - gives left-hand diamonds.
5. Instead of Fan the Top, have the center wave Lockit or Spin the Top.
Both give a 1/4 tag.

If Scoot & Relocate is started from a left 1/4 tag formation, the outsides will quarter left after the Scoot Back, and the centers will re-form a left-hand wave for the Fan the Top. Name is still the same (not Left Scoot & Relocate), since there is no such thing as a Left Scoot Back.

#1

HEADS STAR THRU & SPREAD
ALL PASS THRU - WHEEL & DEAL
CENTERS MAKE A WAVE

SCOOT & RELOCATE

EXTEND

1/4 THRU

BOYS RUN - WHEEL & DEAL
PASS TO THE CENTER
SQUARE THRU 3/4
L.A.

#2

Zero Box:

SWING THRU
SPLIT CIRCULATE

CENTERS RUN

FERRIS WHEEL

BOYS SWING THRU

SCOOT & RELOCATE

BOYS EXPLODE THE WAVE - GIRLS TAG

ALL WHEEL & DEAL

CENTERS CROSS TRAIL THRU

SQUARE THRU - ON 3rd HAND

RIGHT & LEFT GRAND

#3 (Opener)

SIDES RIGHT & LEFT THRU

HEADS PASS THE OCEAN

SCOOT & RELOCATE

RIGHT & LEFT GRAND

#4

HEADS RIGHT & LEFT THRU

HEADS PASS THE OCEAN

SCOOT & RELOCATE

CENTER WAVE: SWING THRU

CHAIN REACTION

RIGHT & LEFT GRAND

#5

Zero Lines:

PASS THRU - WHEEL & SPREAD

PASS THRU - WHEEL & DEAL

ZOOM

BOYS SWING THRU

SCOOT & RELOCATE

SPIN THE WINDMILL RIGHT

SLIP THE CLUTCH

L.A.

ADVANCED COMMENTARY by Ed Foote

Hints to tell Advanced dancers about the A-2 calls:

Recycle (facing couples). The person who is adjacent to you at the start will also be adjacent when the call is completed.

Single Wheel. Two things to remember: (1) This call tends to spread out the set. Be extra conscious of taking hands after doing this call. (2) If Single Wheel is done from two dancers facing opposite directions, be sure to drop hands with that dancer at completion and take hands with your new partner. If hand contact is maintained with the dancer in front, you are likely to break down on several available calls which could be called next.

Slip/Slide/Swing/Slither. Rules for smooth dancing: (1) If Slide follows Slip, or if Slither follows Swing: stop your turning motion on the first call just short of completion, so you can blend into the next call. These combinations dance roughly only if everyone does each individual call and comes to a complete stop before doing the next call. On all calls in square dancing we blend from one call to the next for smoothness. Do it smoothly here - think blend.

(2) The reason dancers tend to stop after each individual call, which causes roughness, is because they are saying each call out loud. Some dancers learn these calls by saying them out loud, but eventually this verbalizing of the calls should be dropped for reason of smoothness.

Spin the Windmill. The circulators must be precise - know ahead of time where your two Circulates will put you. Don't assume you will always end in a line with the centers - you may not. Circulators who just take off and assume they will take hands with the centers on the other side of the set are out of control.

Hint to remember: If the outsides go in, they finish looking in; if the outsides go out, they finish facing out.

Split Counter Rotate. For smooth dancing, do not drag the other person along. Merely maintain fingertip contact.

Swing and Mix. The initial Swing 1/2 must be completed - this will almost force the new centers to do their Cross Run correctly. This call breaks down when the Swing 1/2 is stopped short - now the new centers tend to float on the Cross Run and will often finish facing the wrong direction.

The new ends must do a perfect sideways slide into the center for the final Trade. They must not turn their bodies at all until they touch an arm. If they start to turn their bodies before touching an arm, they are likely to finish facing the wrong direction on completion of the Trade. This is especially so when the new ends are facing the same direction.

Regarding Scoot & Relocate, featured in last month's Advanced Supplement: Subscriber Rex Stearns writes that from a left 1/4 tag, while it is not necessary to say Left Scoot & Relocate, it will add to dancer success to add the phrase "outsides go left." A good observation and is recommended.

A-2 MATERIAL

- #1
Zero Lines:
RIGHT & LEFT THRU
DIXIE STYLE TO O.W.
SLIP - SLIDE & GIRLS CAST OFF 3/4
BOYS CIRCULATE $1\frac{1}{2}$
WAVE OF 6: SWING THRU
BOYS DIAMOND CIRCULATE
HEAD MEN: RUN LEFT AROUND BOTH GIRLS
SIDE GIRLS CAST 3/4
BOYS DIAMOND CIRCULATE
CENTER 2-FACED LINE: CROSS FIRE
OTHERS SINGLE WHEEL & ROLL
(gives columns)
ALL 8 CIRCULATE
PEEL & TRAIL
BOYS RUN - FERRIS WHEEL
DIXIE GRAND
L.A.
- #2
HEADS WHEEL THRU
TOUCH 1/4 - EXTEND
SPIN THE WINDMILL RIGHT
BOYS WALK & DODGE
BOYS WORK AS A COUPLE & GO RIGHT AND
ALL CAST A SHADOW
BOYS PASS THE SEA
ALL DIAMOND CIRCULATE
FLIP THE DIAMOND TO A
SLIP - SLIDE - SLIP
RECYCLE
RIGHT & LEFT THRU
CROSS TRAIL THRU
RIGHT & LEFT GRAND
- #3
HEADS WHEEL THRU
SWING THRU
GIRLS ONLY: DO YOUR PART OF AN
HOURLASS CIRCULATE
BOYS TRADE & SPREAD
GIRLS FLIP THE DIAMOND
BOYS CIRCULATE - GIRLS RECYCLE & ROLL
ALL CAST A SHADOW - GIRLS TRADE
IN ROLL CIRCULATE
SCOOT CHAIN THRU
RIGHT & LEFT GRAND
- #4
Zero Lines:
PASS THE OCEAN
MOTIVATE
SPLIT COUNTER ROTATE 1/4
ENDS TRADE
CHECKMATE THE COLUMN
CENTERS WALK & DODGE
ALL CYCLE & WHEEL
SQUARE THRU: GIRLS 3 HANDS & BOYS 4 HANDS
GIRLS CLOVERLEAF
ALL PASS & ROLL
SPLIT COUNTER ROTATE 1/4
PEEL & TRAIL
GIRLS CROSS RUN - EXTEND
RIGHT & LEFT GRAND
- #5
HEADS PASS THE OCEAN & SWING THRU
EXTEND - IN ROLL CIRCULATE
MOTIVATE
SPLIT CIRCULATE $1\frac{1}{2}$
BOYS EXPLODE THE WAVE
ALL STEP & SLIDE
GIRLS COUNTER ROTATE 1/4 & ROLL
BOYS TRADE
ALL DPT
PEEL & TRAIL
TOUCH 1/4 - TRANSFER THE COLUMN BUT
CENTERS HOLD THE WAVE AFTER THE CAST 3/4
HEADS PASS THRU
GIRLS TURN & DEAL & ROLL
BOYS HINGE AND HEAD MEN FOLD (make a wave)
SWING THRU
RIGHT & LEFT GRAND
- #6
HEADS TOUCH 1/4 - ALL GIRLS PASS THRU
CENTERS PASS THE OCEAN
ENDS HINGE - ALL BOYS TRADE
GRAND SWING THRU - RECYCLE
RIGHT & LEFT THRU
SQUARE CHAIN THRU
CENTERS PASS THRU
ALL PEEL & TRAIL & ENDS BEND & START A
SPLIT SQUARE THRU 3/4
STEP & SLIDE - PEEL OFF - BEND THE LINE
TOUCH 1/4 - CHECKMATE THE COLUMN
CROSS OVER CIRCULATE
BOYS WHEEL & DEAL - GIRLS TURN & DEAL
TOUCH 1/4 - RIGHT & LEFT GRAND

A-2 MATERIAL

#1

HEADS TOUCH 1/4 - GIRLS PASS IN
 CENTER 4 CIRCULATE
BOYS ONLY WHEEL THRU
ALL STEP & SLIDE
CROSS CLOVER AND: 1/4 THRU
CHAIN REACTION
 BOYS RUN & ROLL - GIRLS PARTNER TAG
PASS & ROLL
OUT ROLL CIRCULATE - IN ROLL CIRCULATE
 SPLIT CIRCULATE 1 1/2
 FLIP THE DIAMOND
 BOYS RUN - BEND THE LINE (zero lines)
 L.A.

#2

ALL 4 COUPLES RIGHT & LEFT THRU
ALL 4 GIRLS LEAD: DIXIE STYLE TO O.W.
 (gives an allemande thar)
 BOYS DIAMOND CIRCULATE
ALL 8 LEFT SWING THRU
 GIRLS RUN - ALL PROMENADE
 HEADS WHEEL AROUND
SQUARE CHAIN THRU
 CENTERS PASS THE OCEAN - ENDS HINGE
 GRAND SWING THRU
 EXPLODE AND: TOUCH 1/4
 GIRLS TRADE - LINEAR CYCLE
 (zero lines out of seq.)
 RIGHT & LEFT THRU & ROLL 1/2 SASHAY
PASS THE SEA
 TRADE THE WAVE
 RIGHT & LEFT GRAND

#3

HEADS STAR THRU
 ALL DPT
PEEL & TRAIL
 TOUCH 1/4 - ALL 8 CIRCULATE 1 1/2
 CENTER 2 GIRLS TRADE & SPREAD
BOYS 1/4 THRU - GIRLS DIAMOND CIRCULATE
 SIDES DIAMOND CIRCULATE
GIRLS WORK AS A COUPLE AND CENTER 6
SWING THRU
 CENTER DIAMOND CIRCULATE
 WAVE OF 6 - WITH RIGHT HAND SPIN THE TOP
 CENTER GIRL U TURN BACK & EXTEND
 ALL SWING THRU - EXPLODE THE WAVE
STEP & SLIDE - PEEL OFF (zero lines out of seq.)
 PASS THRU - PARTNER TRADE & ROLL
 RIGHT & LEFT GRAND

#4

Zero Lines:
 RIGHT & LEFT THRU & ROLL 1/2 SASHAY
 ENDS LOAD THE BOAT WHILE
CENTERS SQUARE CHAIN THRU
ALL PASS & ROLL
1/4 THRU
 SPLIT CIRCULATE
BOYS COUNTER ROTATE 1/4
BOYS PEEL & TRAIL
 DIAMOND CIRCULATE
CUT THE DIAMOND - TURN & DEAL
 SLIDE THRU
CURLI-CROSS
 RIGHT & LEFT GRAND

#5

HEADS CURLI-CROSS
 ALL SWING THRU
SWITCH TO A DIAMOND
CENTER WAVE: SLIP & SLIDE
 BOYS ONLY: DIAMOND CIRCULATE
 CENTER 2 FACED LINE: CROSS FIRE
 ENDS TOUCH 1/4 - ALL 8 CIRCULATE
SPLIT TRANSFER
1/4 THRU
 EXPLODE AND: RIGHT & LEFT THRU
PASS THE SEA
LEFT SWING & MIX
 RIGHT & LEFT GRAND

#6

HEADS TOUCH 1/4
 ALL SUBSTITUTE
CENTERS RECYCLE
6 BY 2 ACEY DEUCEY
OUTER 6 WALK & DODGE
 (4 walk, 2 dodge)
SPIN THE WINDMILL BUT
THE ENDS TRADE & ROLL
 (gives parallel 3 & 1 lines)
JUST THE SIDES CROSS OVER CIRCULATE
GIRLS 1/4 THRU - BOYS PASS IN
 GIRLS TURN THRU - ALL PASS IN
 TOUCH 1/4 - ALL 8 CIRCULATE
CHECKMATE THE COLUMN - BOYS ROLL
GIRLS: DO YOUR PART OF A 1/2 TAG
 BOYS EXTEND (to a wave)
 ALL SWING THRU
TRADE CIRCULATE
 L.A.

SINGING CALL FIGURES USING ADVANCED CALLS

A-1

#1
HEADS SQUARE THRU 4
RIGHT & LEFT THRU & VEER LEFT
CROSS OVER CIRCULATE

TURN & DEAL
RIGHT & LEFT THRU
PASS THRU - TRADE BY
DOUBLE STAR THRU
U TURN BACK
SWING CORNER - PROMENADE

#2
HEADS LEAD RIGHT - VEER LEFT
COUPLES CIRCULATE
CROSS OVER CIRCULATE

TURN & DEAL
RIGHT & LEFT THRU
SWING THRU
ALL 8 CIRCULATE $1\frac{1}{2}$
SWING CORNER - PROMENADE

#3
HEADS WHEEL THRU
DOUBLE STAR THRU
U TURN BACK & SWING THRU
ACEY DEUCEY
BOYS RUN - TURN & DEAL
PASS THRU
ROLL RIGHT
SWING CORNER - PROMENADE

#4
HEADS PROMENADE $1/2$
SIDES PASS THE OCEAN
CHAIN REACTION
BOYS RUN
FERRIS WHEEL - CENTERS SWEEP $1/4$
CENTERS WHEEL THRU
ALL PASS IN & ROLL
SWING CORNER - PROMENADE

#5
HEADS SQUARE CHAIN THRU
SIDES ROLL $1/2$ SASHAY
SWING THRU - BOYS RUN
RIGHT & LEFT THRU
DIXIE STYLE TO O.W.
SLIP
ALL 8 CIRCULATE $2\frac{1}{2}$
SWING CORNER - PROMENADE

A-2

#6
HEADS SQUARE THRU 4
PASS & ROLL
SPLIT CIRCULATE - GIRLS TRADE
SWING THRU - BOYS RUN - BEND THE LINE
SQUARE THRU $3/4$
SWING CORNER - PROMENADE

#7
HEADS SQUARE THRU 4
SWING THRU
SWITCH TO AN HOURGLASS
HOURGLASS CIRCULATE
FLIP THE HOURGLASS
RECYCLE
PASS THRU - TRADE BY
SWING CORNER - PEOMENADE

#8
ALL 4 COUPLES RIGHT & LEFT THRU
HEADS PASS THE OCEAN
CHAIN REACTION
BOYS RUN - FERRIS WHEEL
DPT - CLOVERLEAF
DIXIE GRAND
SWING CORNER - PROMENADE

#9
HEADS PROMENADE $1/2$
SIDES PASS THE OCEAN
CHAIN REACTION - TURN THE STAR $3/4$
SWITCH TO A DIAMOND
DIAMOND CIRCULATE
FLIP THE DIAMOND - RECYCLE
PASS TO THE CENTER & SQUARE THRU $3/4$
SWING CORNER - PROMENADE

#10
HEADS FAN THE TOP
CHAIN REACTION
SWITCH THE WAVE
COUPLES CIRCULATE
BOYS RUN - SCOOT BACK
MOTIVATE
SINGLE HINGE & ROLL
SWING CORNER - PROMENADE

A-2 BASIC: SCOOT CHAIN THRU

Figures #1-6 use Scoot Chain Thru from right-hand waves, #7-8 is from left-hand waves, and #9-11 is from the 1/4 tag position.

#1

Zero Lines:

PASS THE OCEAN - SCOOT CHAIN THRU
IN ROLL CIRCULATE
SCOOT CHAIN THRU
REMAKE THE WAVE - ACEY DEUCEY
RIGHT & LEFT GRAND

#2

Zero Lines:

PASS THE OCEAN - SCOOT & WEAVE
SCOOT CHAIN THRU
OUT ROLL CIRCULATE
SLIP - SCOOT CHAIN THRU
IN ROLL CIRCULATE - BOYS RUN
PASS THE OCEAN - RECYCLE (zero box)
L.A.

#3

Zero Lines:

PASS THE OCEAN - MOTIVATE
SCOOT CHAIN THRU
SLIP - REMAKE THE WAVE
RIGHT & LEFT GRAND

#4

Zero Box:

MAKE A WAVE & MOTIVATE
SCOOT CHAIN THRU
PASS & ROLL
IN ROLL CIRCULATE
BOYS RUN (zero lines out of seq.)
GIRLS ONLY: CROSS OVER CIRCULATE
1/4 THRU
RIGHT & LEFT GRAND

#5

4 LADIES CHAIN

HEADS RIGHT & LEFT THRU
 HEADS PASS THRU - SEPARATE AROUND 1
 LINES OF 4
 PASS THRU - BEAUS RUN
SCOOT CHAIN THRU
RIGHT & LEFT GRAND

#6

Zero Box:

MAKE A WAVE & RECYCLE TWICE
SCOOT CHAIN THRU
SLIP - SLIDE & TRADE CIRCULATE
SCOOT CHAIN THRU
ACEY DEUCEY
BOYS RUN - WHEEL THRU
RIGHT ROLL TO A
RIGHT & LEFT GRAND

#7 (LH waves)

Zero Box:

TOUCH 1/4 - FOLLOW YOUR NEIGHBOR
 (with left hand) SCOOT CHAIN THRU
SLIP & TRADE CIRCULATE
BOYS RUN (zero lines)
L.A.

#8 (LH waves)

Zero Box:

SWING & MIX
 (with left hand) SCOOT CHAIN THRU
SLIP - SLIDE & TRADE CIRCULATE
 (with left hand) SCOOT CHAIN THRU
TRADE CIRCULATE
SINGLE HINGE - EXTEND
RIGHT & LEFT GRAND

#9 (1/4 tag)

HEADS FAN THE TOP

SCOOT CHAIN THRU
SPIN THE WINDMILL LEFT
SLIP & SLIDE - BOYS RUN
PASS THE OCEAN - RECYCLE (zero box)
L.A.

#10 (1/4 tag)

HEADS PASS THE OCEAN

SCOOT CHAIN THRU
CLOBER AND: FAN THE TOP
SCOOT CHAIN THRU
CLOVER AND: FAN THE TOP
EXTEND & PASS TO THE CENTER
CENTERS SQUARE THRU 3/4
L.A.

#11

HEADS PASS THE OCEAN

SCOOT CHAIN THRU
SPIN THE WINDMILL RIGHT
CROSS OVER CIRCULATE
FERRIS WHEEL - CENTERS MAKE A WAVE
SCOOT CHAIN THRU
THE WAVE: SWING THRU & RECYCLE
OTHERS TRADE
CENTERS PASS THRU
RECYCLE - RIGHT & LEFT GRAND

SINGING CALL FIGURE

HEADS SQUARE THRU

TOUCH 1/4 - SCOOT CHAIN THRU - TWICE
1/4 THRU
SLIP - SWING CORNER - PROMENADE

ADVANCED MATERIAL FEATURING THE EXPERIMENTAL: COMPRESS TO A COLUMN

Definition: From parallel two-faced lines: Centers facing in: Extend & Trade;
Centers facing out: Step ahead & Fold (right for RH 2-faced lines, left for LH 2-faced lines); Ends slide together & Trade; all step ahead to a column.

Compress to a Column is featured in the white pages of this issue.

A-1

#1

HEADS LEAD RIGHT & VEER LEFT

COMPRESS TO A COLUMN

SPLIT TRANSFER

1/4 THRU

RIGHT & LEFT GRAND

#2

Zero Box:

RIGHT & LEFT THRU & VEER LEFT

CROSS OVER CIRCULATE

COMPRESS TO A COLUMN

ALL 8 CIRCULATE - BOYS RUN

SLIDE THRU - SQUARE CHAIN THRU

RIGHT ROLL TO A

RIGHT & LEFT GRAND

#3

Zero Lines:

FAN THE TOP - CENTERS RUN

CROSS OVER CIRCULATE

COMPRESS TO A COLUMN

TRANSFER THE COLUMN

1/4 THRU - BOYS RUN (zero lines out

PASS THRU - ENDS FOLD of seq.)

RIGHT & LEFT GRAND

#4

HEADS LEAD RIGHT - VEER LEFT

GIRLS HINGE - DIAMOND CIRCULATE

CUT THE DIAMOND

COMPRESS TO A COLUMN

SINGLE HINGE & FAN THE TOP

BOX THE GNAT - RIGHT & LEFT GRAND

#5 (LH 2-faced lines)

HEADS LEAD LEFT & VEER RIGHT

COMPRESS TO A COLUMN

GIRLS TURN BACK

RIGHT & LEFT GRAND

A-2

#6

Zero Lines:

PASS THE SEA - CAST A SHADOW

COMPRESS TO A COLUMN

CHECKMATE THE COLUMN

TURN & DEAL

PASS THRU - TRADE BY (zero box)

L.A.

#7

Zero Box:

STEP TO A WAVE & SWITCH THE WAVE

CROSS OVER CIRCULATE

COMPRESS TO A COLUMN

REMAKE THE COLUMN

PEEL & TRAIL

TRADE THE WAVE - RIGHT & LEFT GRAND

#8

Zero Lines:

RIGHT & LEFT THRU

TOUCH 1/4 - CHECKMATE THE COLUMN

COMPRESS TO A COLUMN

PEEL & TRAIL & MIX

SWING THRU - RIGHT & LEFT GRAND

#9 (LH 2-faced lines)

Zero Lines:

PASS THE OCEAN

SLIP - SLIDE - SLITHER

CROSS OVER CIRCULATE

COMPRESS TO A COLUMN

PEEL OFF

COMPRESS TO A COLUMN

SPLIT COUNTER ROTATE

ACEY DEUCEY - 1/4 THRU

ACEY DEUCEY - RIGHT & LEFT GRAND

#10 (LH 2-faced lines)

Zero Box:

RIGHT & LEFT THRU & VEER LEFT

TRADE CIRCULATE

COMPRESS TO A COLUMN

TRAIL OFF - TRADE CIRCULATE

COMPRESS TO A COLUMN

TRAIL OFF - FERRIS WHEEL

CENTERS PASS THRU (zero box)

L.A.

ADVANCED OPENERS by Mike Callahan

A-1

#1
HEADS ROLLAWAY
SIDES START: SPLIT SQUARE THRU 4
RIGHT & LEFT GRAND

#2
HEADS FAN THE TOP
CHAIN REACTION BUT TURN STAR 3/4
RIGHT & LEFT GRAND

#3
HEADS DOUBLE STAR THRU
HEADS CLOVERLEAF
SIDES DOUBLE STAR THRU
PASS THRU - RIGHT & LEFT GRAND

#4
HEADS WHEEL THRU
ALL WHEEL THRU
RIGHT ROLL TO A
RIGHT & LEFT GRAND

#5
ALLEMANDE LEFT
ALL 8 SWING THRU
1/2 TOP
RIGHT & LEFT GRAND

#6
HEADS WHEEL THRU
PASS THRU
CROSS CLOVER & CURLY CROSS
PASS THRU - RIGHT & LEFT GRAND

#7
HEAD LADIES CHAIN RIGHT
SIDES ROLLAWAY
HEADS CURLY CROSS
RIGHT & LEFT GRAND

#8
HEADS PASS IN & PASS OUT
CLOVER AND: PASS IN & PASS OUT
PASS THRU - RIGHT & LEFT GRAND

#9
HEAD LADIES CHAIN RIGHT
ALL 1/2 SASHAY
HEADS FORWARD UP & BACK
HEADS WHEEL THRU
RIGHT & LEFT GRAND

A-2

#10
HEADS CURLY CROSS
ALL PASS & ROLL
SLIP
IN ROLL CIRCULATE TWICE
RIGHT & LEFT GRAND

#11
HEADS WHEEL THRU TO A WAVE
MOTIVATE
3/4 THRU
CAST A SHADOW
PROMENADE

#12
HEADS WHEEL THRU - SWING THRU
SWITCH THE WAVE
3/4 TAG THE LINE
SPIN THE WINDMILL LEFT
L.A.

#13
HEADS STAR THRU - PASS THRU
SWING THRU
MOTIVATE
TURN THRU - ARKY ALLEMANDE

#14
HEADS RIGHT & LEFT THRU
HEADS DIXIE STYLE TO O.W.
MIX
CHAIN REACTION
RIGHT & LEFT GRAND

#15
4 LADIES CHAIN
SIDES RIGHT & LEFT THRU
HEADS 1/2 SASHAY
HEADS WHEEL THRU
ALL PASS IN
PASS THRU - BELLES TRADE
RIGHT & LEFT GRAND

#16
HEADS SQUARE CHAIN THRU
SIDES 1/2 SASHAY
MAKE A WAVE - RECYCLE
PASS & ROLL YOUR NEIGHBOR & SPREAD
RIGHT & LEFT GRAND

#17
SIDE LADIES CHAIN
HEADS WHEEL THRU - CIRCLE TO A LINE
SLIDE THRU - TOUCH 1/4
MOTIVATE
RIGHT & LEFT GRAND

A-1 BASIC: 3/4 THRU

3/4 Thru is a good call to use with newer Advanced dancers, to make them aware of how far 3/4 is. Tell the dancers to use walls, where possible, as a guide in doing the 3/4 cast.

From any parallel RH waves:

3/4 THRU - SWING THRU
3/4 THRU - SWING THRU
= ZERO

#1

Zero Lines:

PASS THE OCEAN - ALL 8 CIRCULATE

3/4 THRU - SWING THRU

3/4 THRU - CENTERS RUN

CROSS OVER CIRCULATE

TURN & DEAL

SLIDE THRU (zero lines)

L.A.

#2

Zero Lines:

PASS THE OCEAN - SWING THRU

3/4 THRU - SPLIT CIRCULATE

3/4 THRU - SWING THRU

BOYS RUN (zero lines out of seq.)

SLIDE THRU - PASS THRU

L.A.

#3

Zero Box:

3/4 THRU - ALL 8 CIRCULATE

3/4 THRU - BOYS RUN

PASS THRU - WHEEL & DEAL

CENTERS PASS THRU (zero box)

L.A.

#4

Zero Lines:

RIGHT & LEFT THRU

TOUCH 1/4 - TRANSFER THE COLUMN

CENTERS TRADE - 3/4 THRU

RECYCLE

RIGHT & LEFT GRAND

#5

HEADS LEAD RIGHT - VEER LEFT

CALIF. TWIRL - CAST A SHADOW

CENTERS TRADE - 3/4 THRU

SPLIT CIRCULATE

SINGLE HINGE - ACEY DEUCEY

BOYS RUN - SLIDE THRU

SINGLE CIRCLE TO A

RIGHT & LEFT GRAND

Since 3/4 Thru always starts with a right hand (unless the call is Left 3/4 Thru), from left-hand waves the centers will start the call.

#6

Zero Lines:

RIGHT & LEFT THRU

DIXIE STYLE TO O.W.

CENTERS START: 3/4 THRU

CUT THE DIAMOND - CENTERS RUN

NEW CENTERS START: 3/4 THRU

FLIP THE DIAMOND

EXPLODE AND SLIDE THRU

BOX THE GNAT - RIGHT & LEFT GRAND

#7

Zero Box:

TOUCH 1/4 - FOLLOW YOUR NEIGHBOR

ALL 8 CIRCULATE

CENTERS START: 3/4 THRU

CUT THE DIAMOND

ALL 8 CIRCULATE - CENTERS TRADE

SWING THRU - RIGHT & LEFT GRAND

From facing diamonds with centers having right hands joined, the centers will Cast 3/4 and then Cast 1/2 by the left with the diamond point. End in left-handed waves.

#8

Zero Lines:

PASS THE OCEAN - CENTERS HINGE

DIAMOND CIRCULATE

BOYS SWING THRU - GIRLS CIRCULATE

BOYS START: 3/4 THRU

GIRLS HINGE - DIAMOND CIRCULATE TWICE

GIRLS SWING THRU - BOYS CIRCULATE

GIRLS START: 3/4 THRU

BOYS CROSS FOLD

ALL SLIDE THRU (zero lines out of seq.)

PASS THE OCEAN

SCOOT BACK - RIGHT & LEFT GRAND

From an alamo ring, 3/4 Thru gives a thar, and from a thar it gives an alamo ring.

#9

ALLEMANDE LEFT - ALL 8 SWING THRU

3/4 THRU - RIGHT & LEFT GRAND

THEME: MIXED WAVE THAR - SWING THRU

Idea: Establish a thar consisting of one right-hand wave and one left-hand wave. Then call "Swing Thru".

The action: The dancers must realize that Swing Thru always starts with a right hand. Thus, for the initial 1/2 turn by the right, the RH wave will have the center and adjacent outside dancer swing 1/2, but in the LH wave the centers will swing 1/2 - because this is where their right hand is. Then, for the second 1/2 turn by the left, the RH wave will do a centers trade while the LH wave has the center and adjacent outside dancer swing 1/2.

Dancer reaction: The dancers will tend to forget that Swing Thru starts with a right hand. They will all tend to swing 1/2 on the outside and then trade in the center. But if they attempt this, the trade in the center will break down, because the center 4 are in a facing diamond.

Reasons for using this idea:

1. Simple call name that all dancers recognize.
2. Emphasizes the idea that Swing Thru starts with the right hand.
3. Requires mental discipline by the dancers, but not excessively so.
4. Interesting choreographic idea that provides variety.

Clues for dancer success:

1. Tell the dancers to establish a thar. Otherwise, one wave will not realize it is a wave.
2. Tell the dancers to establish a tight thar - ie. bend the elbows on the inside arm. Small sets always have more chance for success.
3. The first 3 times this is called, you must emphasize to the dancers that the action will start with the right hand. You might even say: "Squeeze the right hand".
4. The call is simply "Swing Thru." It will confuse the dancers if you say All 8 Swing Thru.
5. You might help the dancers by saying: "In your own ocean wave, ready with the right hand, Swing thru."

Clues for callers:

1. You must guide the dancers thru this idea the first few times. If you simply call it "cold" with no assistance, the floor will break down and the dancers will be frustrated. But if the dancers succeed because of your help, they will be appreciative of your efforts.
2. 6 dancers are always active during the Swing Thru; ie. 6 are turning 1/2 by the right and 6 are turning 1/2 by the left.
3. The center 4 dancers may get in each other's way. If this happens, the fault is in the execution, not the idea. If all are doing their 1/2 turn at the same time, no one will bump. Point this out if bumping is a problem.

THEME: MIXED WAVE THAR - SWING THRU cont.

How to set up a mixed wave thar:

1. Squared set: Heads Pass the Sea, sides Partner Hinge.
2. Facing lines: Pass the Sea, Extend, outsides Partner Hinge.
3. Facing lines: Dixie style to O.W., Lockit, center wave of 4 - Lockit & Trade the Wave
4. Starting OPT: Centers Pass the Sea, others Divide & Touch 1/2.
5. Starting DPT: Centers Pass the Sea & Lockit, others Partner Hinge.
6. Starting DPT: Centers Slide Thru & Right & Left Thru & Dixie Style to O.W. others Partner Hinge
7. Starting DPT: Centers Slide Thru & Pass the Ocean, others Partner Hinge & U Turn Back
8. Starting DPT: Centers Swing Thru, others face & left touch 1/2.

How to get out (after calling the Swing Thru):

1. From normal waves: Boys (or girls) Run, move up to a line.
2. From same sex waves: Explode and, boys (or girls) square thru.

#1

HEADS PASS THE SEA

SIDES PARTNER HINGE

MAKE A THAR

STARTING WITH RIGHT HAND: SWING THRU

BOYS RUN - ALL MOVE UP

1/2 BREED THRU

PASS THE OCEAN

ALL 8 CIRCULATE

BOX THE GNAT - RIGHT & LEFT GRAND

#2

Zero Lines:

RIGHT & LEFT THRU

DIXIE STYLE TO O.W.

LOCKIT

CENTER WAVE OF 4: LOCKIT &

TRADE THE WAVE

MAKE A THAR

STARTING WITH RIGHT HAND: SWING THRU

BOYS RUN - ALL MOVE UP

PASS THRU - WHEEL & DEAL

DIXIE GRAND

ARKY ALLEMANDE

ARKY GRAND

#3

Zero Lines:

PASS THRU - WHEEL & DEAL

CENTERS PASS THE SEA

OTHERS DIVIDE & TOUCH 1/2

MAKE A THAR

STARTING WITH RIGHT HAND: SWING THRU

BOYS RUN - ALL MOVE UP

PASS THRU - WHEEL & DEAL

ZOOM

CENTERS CROSS TRAIL THRU (zero box)

L.A.

#4

Zero Lines:

PASS THRU - WHEEL & SPREAD

PASS THRU - WHEEL & DEAL

GIRLS SWING THRU

BOYS HINGE & TURN BACK

MAKE A THAR

STARTING WITH RIGHT HAND: SWING THRU

ALL EXPLODE AND:

BOYS SQUARE THRU 2 HANDS

STAR THRU - GIRLS TRADE

WHEEL & DEAL (zero box)

L.A.

ADVANCED OPENERS

#1

HEADS SPIN THE TOP

CHAIN REACTION

SINGLE HINGE

RIGHT & LEFT GRAND

#2

SIDES RIGHT & LEFT THRU

HEADS DOUBLE STAR THRU & ROLL

OTHERS QUARTER IN

RIGHT & LEFT GRAND

A-2 VARIATION: LEFT PASS & ROLL/NEIGHBOR

Left Pass & Roll: All Left Pass Thru, centers Left Turn Thru while outsides left face U Turn Back, all Double Pass Thru passing left shoulders, leaders Left Roll to an Ocean Wave. End in parallel left-hand waves.

Left Pass & Roll Your Neighbor: Same idea, with those in the center casting left 3/4 at the end of the call while the outsides Fold Left and Roll. End in parallel right-hand waves. **And Spread** - gives parallel left-hand waves.

Checker move equivalents:

Left Pass & Roll - Centers Left Roll to Ocean Wave, all Extend the Tag
 Left Pass & Roll Your Neighbor - All Quarter Left
 Left Pass & Roll Your Neighbor & Spread - All Left Touch 1/4

Comment: Interesting variation for a night, and the dancers do not have to learn a new name.

Sight calling hint: Precede Left Pass & Roll with body flow motion to the right. This will have the dancers moving toward the left shoulder for the initial Pass Thru. Example: Recycle from left-hand waves and Wheel & Deal from left-hand two-faced lines are good precursors; Recycle from right-hand waves and Wheel & Deal from right-hand two-faced lines will make for an awkward initial Pass Thru.

#1
 Zero Box:
LEFT PASS & ROLL
 SPLIT CIRCULATE
 EXPLODE AND: SLIDE THRU (zero box)
 L.A.

#2
 Zero Lines:
 SLIDE THRU
LEFT PASS & ROLL
 SPLIT CIRCULATE
 SLIP THE CLUTCH
 L.A.

#3
 Zero Box:
LEFT PASS & ROLL YOUR NEIGHBOR
 1/4 THRU
 RECYCLE
 RIGHT & LEFT THRU (zero box)
 L.A.

#4
 Zero Lines:
 RIGHT & LEFT THRU
 SLIDE THRU
LEFT PASS & ROLL YOUR NEIGHBOR
 CAST OFF 3/4
 RIGHT & LEFT GRAND

#5
 Zero Box:
LEFT PASS & ROLL YOUR NEIGHBOR & SPREAD
 LEFT 1/4 THRU
 GIRLS RUN - WHEEL & DEAL (zero box)
 L.A.

#6
 Zero Lines:
 SLIDE THRU
LEFT PASS & ROLL YOUR NEIGHBOR & SPREAD
 BOYS RUN
 PASS THRU - U TURN BACK (zero lines)
 L.A.

#7
 HEADS PASS THE OCEAN
 CHAIN REACTION
TRADE CIRCULATE
 RECYCLE
LEFT PASS & ROLL
 EXPLODE AND: SLIDE THRU
 DPT - DIXIE GRAND
 L.A.

#8
 Zero Lines:
 PASS THE SEA
 ALL 8 CIRCULATE
 RECYCLE
LEFT PASS & ROLL YOUR NEIGHBOR & SPREAD
IN ROLL CIRCULATE
 RECYCLE & OUTSIDES SASHAY
 PASS THRU - RIGHT & LEFT GRAND

A-2 SINGING CALL FIGURES

#1
HEADS SQUARE THRU
SLIDE THRU
PASS THE OCEAN
MOTIVATE - TURN THE STAR 3/4
ALL 8 CIRCULATE
SWING THIS ONE - PROMENADE

#2
HEADS SQUARE THRU
SWING & MIX
EXPLODE THE WAVE
EXPLODE THE LINE
PARTNER TRADE
STAR THRU - PASS THRU
L.A. - RIGHT & LEFT GRAND
SWING PARTNER - PROMENADE

#3
HEADS SQUARE THRU
SLIDE THRU
PASS THE OCEAN - GIRLS TRADE
TRADE CIRCULATE
BOYS CROSS FOLD
TOUCH 1/2 - RIGHT & LEFT GRAND
SWING
PROMENADE

#4
HEADS START: SPLIT SQUARE THRU
HORSESHOE TURN
SWING & MIX
EXPLODE THE WAVE
EXPLODE THE LINE
PARTNER TRADE & ROLL
SWING
PROMENADE

#5
HEADS SQUARE THRU
RIGHT & LEFT THRU
SLIDE THRU
PASS THRU - SINGLE WHEEL
DPT
HORSESHOE TURN
STAR THRU - GIRLS TRADE - BOYS FOLD
RIGHT & LEFT GRAND

#6
HEADS SQUARE THRU
SLIDE THRU - TWICE
PASS & ROLL
SPLIT CIRCULATE
SWITCH THE WAVE
TURN & DEAL
SWING & PROMENADE

#7
HEADS SQUARE THRU
RIGHT & LEFT THRU
SLIDE THRU - TOUCH 1/4
CHECKMATE THE COLUMN
TURN & DEAL
CURLI CROSS
QUARTER IN
SWING & PROMENADE

#8
SIDES SQUARE THRU
RIGHT & LEFT THRU
SWING THRU
SWITCH THE WAVE
GIRLS TRADE
TURN & DEAL
RIGHT & LEFT GRAND
PROMENADE

#9 (not easy)
SIDES SQUARE THRU
SLIDE THRU
RIGHT & LEFT THRU
DIXIE STYLE TO O.W.
GIRLS FOLD - TRAIL OFF
TURN & DEAL
SWING
PROMENADE

#10 (not easy)
SIDES SQUARE THRU
SLIDE THRU
PASS THE SEA
SWITCH TO A DIAMOND
DIAMOND CIRCULATE
BOYS HINGE - GIRLS TURN BACK
RIGHT & LEFT GRAND
PROMENADE

Note: The ability level of the group will determine the amount of time available at the end of each sequence. Experienced groups will move thru the sequences more rapidly and will have more time at the finish than weaker groups. Adjust your calling accordingly.

ADVANCED COMMENTARY by Ben Rubright

Left-handed material. There seems to be a fairly widespread belief among callers and dancers that to be an Advanced dancer you must be able to execute all Mainstream, Plus and Advanced calls as well left-handed as you do right-handed. (The exception is Chain Reaction, which is not suitable for use at Advanced from a left 1/4 tag starting position.) In observing some callers, I see this belief put into practice, with the result that the majority of squares are broken down and very few are dancing. Why do these left-handed breakdowns occur? Does it mean these dancers are not suitable for Advanced? Quite the contrary.

Some calls are as easy left-handed as they are right-handed. For example, Explode the Wave isn't much more difficult (if any) from a left-handed wave than a right-handed one. How about Relay the Deucey? Many times more difficult! Can you expect an A-2 dancer to do it left-handed? Generally not. Oh, there are some callers who drill their dancers to be able to do Relay the Deucey left-handed, but there is no way this can be called on an open A-2 floor. Some calls require so much discipline on the part of all 8 dancers to do them left-handed that very few squares short of C-3 will be successful.

The following is my list of what I expect of an Advanced dancer at an open dance, or at a festival where I get them for only 1 hour perhaps twice a day. You may disagree with me in either direction, because we all know dancers who can handle more and less.

Left-handed Plus

- | | |
|----------------------|--|
| Coordinate | - Guaranteed floor buster. |
| Diamond Circulate | - No problem. |
| Flip the Diamond | - No problem. |
| Remake the Thar | - No problem. |
| Trade the Wave | - If you are going from a right-hand wave to a left-hand wave, be sure they "take a peek." |
| Triple Scoot | - No problem. |
| Relay the Deucey | - Guaranteed floor buster. Only use if you have had the dancers all weekend, and you have done other left-handed things to tune them in for this, and even then you need a lot of directional cuing. |
| Spin Chain the Gears | - Can only be done with a lot of help, and by pointing out before they start that it is left-handed. Only use a standard sex setup. |

Left-handed Advanced

- | | |
|--|--|
| Cross Over Circulate/
Trade Circulate | - No problem. |
| Curlicross | - Forget it. |
| Cut the Diamond | - No problem. |
| Mix (from RH wave
to LH wave) | - Ok with a little help. |
| Motivate | - Draw attention to it and help. |
| Pass & Roll | - Can not be used unless it is workshopped first. |
| Scoot & Weave | - Draw attention to it and help. |
| Scoot Chain Thru | - Draw attention to it and help. Be sure to have the same sex going into the center. |
| Split Square Thru | - Should go ok. |
| Square Chain Thru | - Must be walked, and even then it will need a lot of words. |
| Switch the Wave | - Draw attention to it and help. |
| Switch to dia./H.G. | - Big trouble, especially the Hourglass. |
| Turn & Deal | - Warn them before you call it. |

GOOD EXAMPLES OF BAD ADVANCED CHOREOGRAPHY

Have you ever danced to a caller that treated Advanced as though he was putting you through an obstacle course? In order to survive, you had to dodge all the obstacles the threw in your path. The obstacles were in the form of call combinations that gave bad body flow.

The following are examples of what not to call for two reasons:

1. It is not comfortable for those that can get thru it.
2. Bad combinations promote broken squares.

HEADS SQUARE THRU
SWING THRU - BOYS RUN
CROSS OVER CIRCULATE

Picture yourself as the girl looking in after the boys Run. She just dodged right, now she must Cross Over Circulate to her left. Solution: Trade the girls before giving the Cross Over Circulate.

From 8 chain thru:
PASS THRU - TRADE BY
VEER LEFT

This feels terrible. Solution: Call Right & Left Thru, then Veer Left.

From 8 chain thru with girls as centers:
STAR THRU
CAST A SHADOW

Direct reversal of body motion for the lead girl. Solution: Trade the boys before the Cast a Shadow. This breaks up the reversal of motion for the lead girl.

From facing couples:
RIGHT & LEFT THRU
WHEEL THRU

So obviously bad - a direct reversal of motion for the girls, yet so many callers use this combination. Solution: Call Left Wheel Thru, or set up the Wheel Thru with a preceding call such as Linear Cycle, Wheel & Deal, or Turn & Deal.

From parallel waves:
MOTIVATE - ACEY DEUCEY
or

CHAIN REACTION - ACEY DEUCEY

Overflow for the centers. Solution: Motivate and Spread, then Acey Deucey.

From back-to-back lines:
TURN & DEAL & SPREAD

4 people have to reverse their direction.

From left-handed waves:
RECYCLE - RECYCLE

Since the facing Recycle is always right handed, this causes a horrible reversal of direction.

From parallel waves:
SCOOT & DODGE
BEND THE LINE

This is the same idea as Walk & Dodge, Bend the Line, which should never be called because of its reversal effect on 4 of the 8 dancers.

From parallel waves:
SCOOT & WEAVE
FAN THE TOP

Overflow for the resulting centers. Solution: Scoot & Weave to a Spin the Top; or Scoot & Weave, Scoot Back, Fan the Top.

DANCING A-2 FEATURING SINGLE WHEEL

All of these figures feature Single Wheel from various formations. Recognize that many dancers do not execute Single Wheel well, so be prepared to help.

#1

HEADS PASS THE OCEAN
CHAIN REACTION
SWITCH THE WAVE
1/2 TAG - SCOOT & WEAVE
EXPLODE THE WAVE
SINGLE WHEEL
DPT
GIRLS TRADE & ROLL & START A
SPLIT SQUARE THRU 3/4
GIRLS SINGLE WHEEL
BOYS TURN BACK & PASS IN
GIRLS DIXIE STYLE TO O.W. & MIX
EXTEND - 1/4 THRU
RIGHT & LEFT GRAND

#2

HEADS LEFT WHEEL THRU
PASS THRU - SINGLE WHEEL
GIRLS LEAD: DIXIE STYLE TO O.W.
EACH WAVE MIX
RECYCLE
REVERSE FLUTTER & ROLL 1/2 SASHAY
PASS THRU - SINGLE WHEEL
BOYS SPIN THE TOP & START A
SPLIT SQUARE THRU 3/4
GIRLS RUN & PASS IN
BOYS SINGLE WHEEL & ROLL
BOYS MIX
EXTEND & REMAKE THE WAVE
SLIP & IN ROLL CIRCULATE
ALL 8 CIRCULATE
RIGHT & LEFT GRAND

#3

HEADS STAR THRU - ALL DPT
HORSESHOE TURN
TOUCH 1/4 - LOCKIT
EXPLODE THE WAVE
CLOVER AND: PASS OUT
STAR THRU - BOYS TRADE
SINGLE WHEEL
ALL 8 CIRCULATE 1 1/2
GIRLS TRADE & SPREAD
HOURLASS CIRCULATE
GIRLS CUT THE DIAMOND
GIRLS 1/2 TAG - ALL 1/2 TAG
SWITCH THE WAVE - BEND THE LINE
PASS THRU - SINGLE WHEEL
DPT - TRACK 2
BOYS TRADE - RIGHT & LEFT GRAND

#4

HEADS SQUARE CHAIN THRU
PASS & ROLL
1/4 THRU - SCOOT CHAIN THRU
GIRLS FOLD - DPT
SINGLE WHEEL
QUADRUPLE PASS THRU - ALL FACE RIGHT
BOYS TURN & DEAL - BOYS PASS THE OCEAN
GIRLS SINGLE WHEEL
DIAMOND CIRCULATE
GIRLS LEFT SWING & MIX - BOYS CIRCULATE
FLIP THE DIAMOND - FAN THE TOP
TURN THRU
SINGLE WHEEL & ROLL
TRADE CIRCULATE - BOYS TRADE
ALL 8 CIRCULATE 1 1/2
RIGHT & LEFT GRAND

#5

HEADS LEFT WHEEL THRU - SWING THRU
SWITCH TO A DIAMOND - DIAMOND CIRCULATE
BOYS SWITCH TO A DIAMOND
HOURLASS CIRCULATE
GIRLS CUT THE DIAMOND
GIRLS SINGLE WHEEL & ROLL
ALL MOVTTIVATE
SWITCH THE WAVE - FERRIS WHEEL
DPT - ALL SINGLE WHEEL & ROLL
EACH WAVE: TRADE THE WAVE
BOYS TRADE THE WAVE - ALL CAST OFF 3/4
THOSE FACING PASS THRU
HORSESHOE TURN
PASS & ROLL
RIGHT & LEFT GRAND

#6 (challenging)

HEADS PASS THE OCEAN
CHAIN REACTION
SPIN THE TOP - EXPLODE AND SPIN THE TOP
SINGLE WHEEL (gives lines of 4)
SINGLE WHEEL (gives comp. DPT)
SINGLE WHEEL - QUADRUPLE PASS THRU
BOYS ZIG - GIRLS ZAG
AS COUPLES: SWING THRU
ALL SINGLE WHEEL (gives LH waves)
TRADE CIRCULATE
RECYCLE
PASS TO THE CENTER - CENTERS SLIDE THRU
HOME!

ADVANCED EXPERIMENTAL: RUN THE WHEEL

RUN THE WHEEL (Chuck Myers & Dave Hodson, Ohio) From couples back to back: Designated dancers Run and do their part of a Wheel Thru with each other (their part is always the shoulder passing part); others do their part of a normal Partner Trade & Roll. End in mini waves (box of 4). If the Run is to the right, the Wheel Thru action is passing right shoulders, and vice versa. (Note: the non-designated dancer does not need to be facing out - they can be facing in.)

A-1

#1
Zero Lines:
PASS THRU - BOYS RUN THE WHEEL
BOYS RUN
SWING THRU - TURN THRU
L.A.

#2
HEADS PASS THE OCEAN
CHAIN REACTION
SWING THRU - EXPLODE THE WAVE
BOYS RUN THE WHEEL
BOYS RUN
TOUCH 1/4 - SCOOT BACK
1/4 THRU
RECYCLE - SWEEP 1/4
REVERSE FLUTTER WHEEL
DIXIE STYLE TO O.W. - TRADE THE WAVE
EXPLODE AND: SLIDE THRU
PASS THRU - BOYS RUN THE WHEEL
BOYS FOLD - GIRLS TURN THRU
STAR THRU - BOYS TRADE
ALL CAST A SHADOW
BOYS TRADE - ALL 8 CIRCULATE
RIGHT & LEFT GRAND

#3
HEADS WHEEL THRU
TOUCH 1/4 - CENTERS TRADE
SWING THRU - SPLIT CIRCULATE
CAST OFF 3/4 - FAN THE TOP
TURN & LEFT THRU & ROLL 1/2 SASHAY
PASS THRU - GIRLS RUN THE WHEEL
SPLIT TRANSFER - 1/4 THRU
EXPLODE THE WAVE
TAG THE LINE IN
PASS THRU - GIRLS RUN THE WHEEL
GIRLS RUN - STAR THRU
BOYS RUN THE WHEEL
BOYS TURN BACK
RIGHT & LEFT GRAND

A-2

#4
HEADS PASS THE OCEAN
CHAIN REACTION
SWITCH THE WAVE - CROSS OVER CIRCULATE
TURN & DEAL
PASS THRU - BOYS RUN THE WHEEL
SPLIT CIRCULATE - GIRLS RUN THE WHEEL
GIRLS RUN - STAR THRU
SINGLE WHEEL
DPT - HORSESHOE TURN
PASS & ROLL YOUR NEIGHBOR & SPREAD
SLIP - SLIDE & MIX
RECYCLE
CENTER 4: BOYS RUN THE WHEEL
OTHERS DIVIDE & TOUCH 1/4
GIRLS TURN BACK
BOX THE GNAT - RIGHT & LEFT GRAND

#5
HEADS SQUARE CHAIN THRU
TOUCH 1/4 - SCOOT & WEAWE
LINEAR CYCLE
TOUCH 1/4 - TRANSFER THE COLUMN
CENTERS TRADE - BOYS RUN THE WHEEL
CENTER 4 ONLY: GIRLS RUN THE WHEEL
CENTERS COUNTER ROTATE 1/4
BOYS RUN THE WHEEL
EXTEND - SPIN THE WINDMILL RIGHT
1/2 TAG - 1/4 THRU
EXTEND - RIGHT & LEFT GRAND
WHEN YOU MEET: BOX THE GNAT & SLIDE THRU
HOME!

#6
HEADS STAR THRU - ALL DPT
LEADERS TRADE - SLIDE THRU
PASS THRU - GIRLS RUN THE WHEEL (run is left)
PEEL & TRAIL
SWITCH TO A DIAMOND
GIRLS EXPLODE THE WAVE (see your line)
ALL EXPLODE & TOUCH 1/4
CENTER 4: LEAD BOYS RUN THE WHEEL
BOYS SCOOT & WEAWE - GIRL FACING OUT RUN
CHAIN REACTION
IN ROLL CIRCULATE
RECYCLE - TWICE
RIGHT & LEFT GRAND

CREATIVE CHOREOGRAPHY FOR A-1 DANCERS

by Art Springer

This material is good for a medium to strong A-1 floor and also is fine for A-2. A weak floor would probably enjoy a workshop presentation of the ideas. Use this type of material sparingly - do not saturate the dancers to where they do not appreciate your efforts.

#1

Zero Lines:

CURLIQUE & GIRLS ROLL

SPLIT CIRCULATE

ENDS CIRCULATE

BOYS: PEEL OFF

GIRLS: SINGLE HINGE

ALL 8 CIRCULATE

CYCLE & WHEEL

TOUCH 1/4 - CENTERS TRADE

RECYCLE (zero box)

L.A.

#2 (Using QS)

Zero Lines:

PASS THRU - RIGHT ROLL TO O.W.

GRAND SWING THRU

ALL CAST OFF 3/4

CENTERS: SCOOT BACK

BOYS: CHECKOVER

GIRLS: EXTEND & 1/4 THRU

CENTER GIRL RUN

GIRLS EXTEND

AS COUPLES: SCOOT BACK

1/2 TAG

ALL 8 CIRCULATE

EXPLODE AND SLIDE THRU (zero box)

L.A.

#3

HEADS PASS IN

ALL DPT

LEAD GIRL: U TURN BACK & TOUCH 1/4

ALL WALK & DODGE

ALL 8 CIRCULATE & ROLL

ALL PASS THRU

SPLIT CIRCULATE 1 1/2

RECYCLE & PASS IN

CENTERS SWAP AROUND

SQUARE THRU 3/4

QUARTER IN (zero lines)

L.A.

#4

Zero Box:

WHEEL THRU & ROLL

CENTERS: BOX TRANSFER

ENDS: TRADE & ROLL

CENTERS: FOLLOW YOUR NEIGHBOR & SPREAD

ENDS: TOUCH 1/4

ALL 6 BY 2 ACEY DEUCEY

IN THE WAVE: SWING THRU

OTHER BOY: U TURN BACK

ALL CHAIN REACTION

RECYCLE

CROSS TRAIL THRU & U TURN BACK (zero box)

L.A.

#5

Zero Box:

ALL PARTNER TAG

3/4 TAG THE LINE - LEADERS U TURN BACK

CHAIN REACTION - BUT GIRLS HOLD YOUR

WAVE & TRADE THE WAVE

ALL DIAMOND CIRCULATE & GIRLS ROLL

EXTEND

SPLIT TRANSFER

SPLIT CIRCULATE - TWICE

GIRLS: U TURN BACK (zero box)

L.A.

#6

4 LADIES CHAIN

ALLEMANDE LEFT TO AN ALAMO RING

SWING THRU

ORIGINAL HEADS: BOX CIRCULATE & 1/4 THRU

SIDE GIRLS: U TURN BACK

ALL CHAIN REACTION

ACEY DEUCEY

*RIGHT & LEFT GRAND

*OR: BOYS RUN - BEND THE LINE
(zero lines)

The Callerlab Advanced Quarterly Selection Committee has announced "No New Movements" for the next quarter.

A-2 WORKSHOP THEME: SWITCH THE WAVE FROM LEFT-HAND WAVES

Switch the Wave is primarily called from right-hand waves, which results in the centers developing a habit pattern of always wanting to Run Right whenever they hear Switch the Wave. To build and maintain dancer understanding of the call, it will help to use Switch the Wave from left-hand waves frequently.

A pre-flowing command prior to calling Switch the Wave, such as Centers Trade, will enhance dancer success.

Examples #1-4 use no A-2 figures except Switch the Wave, and thus are good to use with weaker A-2 groups and those who have not been exposed to much left-handed Switch the Wave. Examples #5-8 use A-2 figures.

#1

Zero Box:
LEFT SWING THRU
SWITCH THE WAVE
COUPLES CIRCULATE - BOYS TRADE
FERRIS WHEEL
DPT
DIXIE GRAND
L.A.

#2

Zero Box:
TOUCH 1/4
FOLLOW YOUR NEIGHBOR
SWITCH THE WAVE
CROSS OVER CIRCULATE
CAST A SHADOW
ALL 8 CIRCULATE
EXPLODE THE WAVE
U TURN BACK (zero lines)
L.A.

#3

Zero Lines:
CURLY CROSS
LEFT ROLL TO AN O.W.
CENTERS TRADE
SWITCH THE WAVE
WHEEL & DEAL
*RIGHT & LEFT GRAND

*OR: SLIDE THRU - PARTNER TAG
L.A.

#4

Zero Lines:
RIGHT & LEFT THRU
DIXIE STYLE TO O.W.
BOYS TRADE
SWITCH THE WAVE
ALL 8 CIRCULATE
CAST A SHADOW
GIRLS TRADE - GIRLS RUN
WHEEL & DEAL
PASS THRU - RIGHT & LEFT GRAND

#5

Zero Box:
RECYCLE
TRADE CIRCULATE
CENTERS TRADE
SWITCH THE WAVE
WHEEL & DEAL
CROSS TRAIL THRU
RIGHT & LEFT GRAND

#6

Zero Lines
TOUCH 1/4 - TRIPLE SCOOT
PEEL & TRAIL
SWITCH THE WAVE
ALL 8 CIRCULATE
TRADE CIRCULATE
ALL 8 CIRCULATE - BEND THE LINE (zero lines)
L.A.

#7

Zero Box:
PASS & ROLL YOUR NEIGHBOR
SWITCH THE WAVE
ALL 8 CIRCULATE
1/2 TAG THE LINE & MIX
SWITCH THE WAVE
CROSS OVER CIRCULATE
WHEEL & DEAL (zero box)
L.A.

#8

Zero Lines:
PASS THE SEA - CENTERS TRADE
SWITCH TO A DIAMOND
DIAMOND CIRCULATE
VERY CENTER BOYS TRADE
BOYS: SWITCH THE WAVE
BOYS: BEND THE LINE
ALL 8 CIRCULATE
CYCLE & WHEEL
RIGHT & LEFT THRU (zero box)
L.A.

A-2 WORKSHOP THEME: SWITCH THE LINE

Although this usage of Switch is not listed on the A-2 program, it provides a strengthening tool for the dancers in applying Switch calls. Consider workshopping this for a night with your group.

Note: Caution the dancers that for good traffic flow, always let the center dancers vacate their positions first before the ends work to the center.

2-faced lines

#1
Zero Box:
TOUCH 1/4 - SPLIT COUNTER ROTATE
TRAIL OFF
ALL 8 CIRCULATE
SLIP
SWITCH THE LINE
ACEY DEUCEY - CENTERS GO TWICE
RECYCLE
*RIGHT & LEFT GRAND
*OR: BOX THE GNAT & SLIDE THRU
(zero lines)

#2
Zero Lines
LEFT TOUCH 1/4 - ALL 8 CIRCULATE
PEEL & TRAIL
CENTERS RUN
ALL 8 CIRCULATE
TRADE CIRCULATE
CENTERS TRADE
SWITCH THE LINE
RECYCLE
CROSS TRAIL THRU - U TURN BACK (zero box)
L.A.

Lines facing & back to back

#1
Zero Lines:
DOUBLE STAR THRU
SWITCH THE LINE
TOUCH 1/4 - CHECKMATE THE COLUMN
CENTERS TRADE
SWITCH THE LINE
OUT ROLL CIRCULATE
*EXPLODE AND:
L.A.
*OR: SINGLE WHEEL
RIGHT & LEFT GRAND

#2
Zero Box:
PASS IN - TWICE
DPT
PEEL & TRAIL
SWITCH THE LINE
* EXPLODE AND: SLIDE THRU (zero box)
L.A.
*OR: SWITCH THE LINE AGAIN
PASS THRU - SINGLE WHEEL
CENTERS: SWING THRU & TURN THRU
SLIDE THRU - 3 TIMES (zero lines)
L.A.

3 & 1 lines

#1
Zero Box:
TOUCH 1/4 - SPLIT COUNTER ROTATE
TRAIL OFF
BOYS: WALK & DODGE
SWITCH THE LINE
ENDS: TOUCH 1/4
CENTERS: SPLIT COUNTER ROTATE
ALL SPLIT COUNTER ROTATE
IN ROLL CIRCULATE
EXPLODE AND: PASS THE OCEAN
RIGHT & LEFT GRAND

#2
Zero Lines:
PASS THE OCEAN - REMAKE THE WAVE
CENTERS: WALK & DODGE
ACEY DEUCEY
SWITCH THE LINE
ALL 8 CIRCULATE - CENTERS TRADE
SWITCH THE LINE
CYCLE & WHEEL & ROLL
ALL 8 CIRCULATE 1½
RIGHT & LEFT GRAND

ADVANCED EXPERIMENTAL: STERLING CHAIN THRU

Definition: From parallel waves, 2-faced lines, or 3 & 1 lines which have both centers facing in or out: The ends function as the points of a diamond and will do a Diamond Chain Thru (Diamond Circulate, Centers Trade, Cast Off 3/4); at the same time the centers will Trade & spread apart and then Circulate one position around the outside. Right-hand wave end in left-hand waves & vice versa, right-hand 2-faced lines end in right-hand 2-faced lines. (Author: Lee Kopman, N.Y.)

Teaching hint: Make the initial teach from right-hand 2-faced lines. Have the centers Single Hinge to show the positions the diamond circulators will go to, then have the centers move back to their starting formation and walk the call. Tell the centers to Trade & Spread quickly for dance smoothness. Mention that ends become centers and centers become ends.

Analysis: This is a good call for Advanced and easy to teach. However, the weaker dancers may have a problem with the initial Diamond Circulate, since there is no one standing there to identify their circulating position.

A-1

#1
Zero Box:
RIGHT & LEFT THRU & VEER LEFT
STERLING CHAIN THRU (2-faced lines)
WHEEL & DEAL
PASS THRU - RIGHT & LEFT GRAND

#2
Zero Lines:
CURLY CROSS
RIGHT ROLL TO AN O.W.
STERLING CHAIN THRU (RH waves)
EXPLODE AND: SQUARE CHAIN THRU
TRADE BY - SLIDE THRU (zero lines)
L.A.

#3
Zero Box:
PASS THE OCEAN - LOCKIT
CENTERS: WALK & DODGE
STERLING CHAIN THRU (3 & 1 lines)
BOYS: CROSS RUN - GIRLS TRADE
CYCLE & WHEEL (Zero Box)
L.A.

#4
Zero Box:
WHEEL THRU & ROLL
SPLIT TRANSFER
CENTERS: WALK & DODGE
STERLING CHAIN THRU (3 & 1 lines)
ENDS BEND & STAR THRU
CENTERS: WALK & DODGE
HALF BREED THRU
CURLY CROSS - U TURN BACK (zero lines)
L.A.

A-2

#1
Zero Box:
RECYCLE
BOYS TRADE & BOYS RUN
STERLING CHAIN THRU
BEND LINE
STAR THRU - TRADE BY - RIGHT & LEFT THRU
L.A. (zero box)

#2
Zero Lines:
PASS THE SEA
SLIP-SWING & MIX
STERLING CHAIN THRU
LEFT SWING & MIX
ACEY DEUCEY - CENTERS GO TWICE
RECYCLE (zero box)
L.A.

#3 (LH waves)
Zero Box:
PASS THE SEA - LOCKIT
SCOOT BACK
STERLING CHAIN THRU
SINGLE WHEEL (zero box)
L.A.

#4
Zero Lines:
PASS THE OCEAN - SWITCH THE WAVE
BOYS: WALK & DODGE
STERLING CHAIN THRU
GIRLS RUN - ALL CYCLE & WHEEL
PASS IN - REVERSE FLUTTERWHEEL (zero lines)
L.A.

ADVANCED COMMENTARY

by Ed Foote

Hints to tell Advanced dancers about the A-2 calls:

Arky Star Thru. Always use the inside hand. This means the hand next to your partner.

Scoot Chain Thru. It is suggested that callers use this call from parallel waves saying the definition over the mike. Then use the call from the 1/4 tag formation - those who believe and understand the words of the definition will succeed, others will have trouble. My personal rule of thumb: Using Scoot Chain Thru from the 1/4 tag formation firmly cements the definition in the dancers' minds.

Trade Circulate (from waves). Always point to the person with whom you are working, both as a Trader or as a Circulator. Establish eye contact. Even though you may feel confident enough in the call to not need eye contact yourself, the other person may not be that confident - if that person breaks down the set, you will be standing with them.

Trail Off/Peel and Trail. These calls will always end in some kind of line of four. Remembering the line of four rule will help if you get lost during the call. The line of four will always be established 1/2 way between the original leader/trailer setup.

Hint to callers: Many dancers seem to have no idea where the physical location of the ending line should be. I have found it helps to specifically point this out to them. These are the words I use:

"The ending line of four will split the difference in space between the lead dancer and the trailing dancer. This means the location of the line will be at a point 1/2 way between the heels of the lead dancer and the toes of the trailing dancer."

If your dancers have trouble with Trail Off, get them in position to do the call, stop the music, and explain the location of the ending line. You should see instant improvement.

The Advanced Quarterly Selection Committee of Callerlab has announced there will be no new quarterly figure for the quarter beginning December 1, 1986. The Committee felt there was no suitable call worthy of placement on the Advanced Quarterly Selection List at this time.

Current Advanced Quarterly Selections are:

Change Lanes

Checkover

Mini Busy

SPIN THE WINDMILL AHEAD

The directional command "ahead" for the outsides is not used very often, but it provides an opportunity for creative choreography.

The idea: On a normal Spin the Windmill, the outsides make a quarter turn in the direction named, and then Circulate twice. If the command for the outsides is "ahead", the outsides simply eliminate any quarter turn and merely do two Circulates.

Starting formations:

1. Facing lines
2. Inverted lines (centers facing in)
3. Diamonds

Note: The command "ahead" can not be used from the "normal" 1/4 tag starting formation, because the outsides can not Circulate straight ahead thru the center 4 dancers. Also, from a 1/4 tag formation, "ahead" can not be interpreted to mean side-step sideways and then Circulate around the perimeter; this action is considered a fudge.

#1

Zero Lines:

RIGHT & LEFT THRU

SPIN THE WINDMILL AHEAD

CENTERS WALK & DODGE

OUTSIDES START: SPLIT SQUARE THRU 2
HORSESHOE TURN

PASS THRU - TRADE BY

RIGHT & LEFT GRAND

#2

Zero Lines:

SPIN THE WINDMILL AHEAD

CENTER 4 CIRCULATE

OTHERS TOUCH 1/4

ALL TRIPLE SCOOT

BOYS RUN

CENTERS PASS THRU - SLIDE THRU

(zero lines out of seq.)

SLIDE THRU

SWING & MIX

TRADE THE WAVE - RIGHT & LEFT GRAND

#3

Zero Lines:

SPIN THE WINDMILL AHEAD

OUTSIDES GO 2 1/2 PLACE & HINGE

(gives columns)

TRAIL OFF

TURN & DEAL (zero box)

SLIDE THRU - PASS THE OCEAN

SLIP SLIDE SLIP

L.A.

#4

Zero Box:

CENTERS IN - CAST OFF 3/4

SPIN THE WINDMILL AHEAD

CENTERS WALK & DODGE

OTHERS TURN BACK & START A

SPLIT SQUARE THRU 3/4

PARTNER TRADE

STAR THRU - CALIF. TWIRL

CENTERS PASS THRU (zero box)

L.A.

#5

Zero Box:

CENTERS IN - CAST OFF 3/4

SPIN THE WINDMILL AHEAD

CENTER 4: BOX COUNTER ROTATE

(gives 3 & 1 lines)

ALL 8 CIRCULATE

CENTER 4: SINGLE HINGE & SWING THRU

OTHERS BOX THE GNAT

ALL RIGHT & LEFT GRAND

#6

Zero Lines:

PASS THE OCEAN - GIRLS TRADE

ALL SWITCH TO A DIAMOND

SPIN THE WINDMILL AHEAD

(gives 2-faced lines)

CROSSOVER CIRCULATE

WHEEL & DEAL (zero box)

STAR THRU & ROLL 1/2 SASHAY

SQUARE THRU - 4 HANDS

RIGHT & LEFT GRAND

GRAND SPIN THE TOP

Definition: From a right-hand tidal wave: All Cast 1/2 by the right, those who can Cast 3/4 by the left (3 groups of 2) while the lone outside dancer step slightly ahead and quarter right to join right hands with nearest dancer. End with 2 outside waves of 3 dancers and a middle wave of 2 dancers.

Hint for the 2 lone dancers moving up: They will finish holding right hands with the same person they had initially by the right hand in the original tidal wave.

Comment: This is an excellent call to workshop for a night or on a weekend. It is easily learned and provides the opportunity for easy creative choreography.

Notes to callers:

1. The outside waves of 3 are not precisely parallel with each other - the lone dancer who moved up is offset to the side.
2. Be sure to tell the very center 2 dancers to freeze after they Cast Left 3/4 - their instinct will be to step ahead.
3. Grand Spin the Top does not have to start from a tidal wave. Facing lines can simply step up to begin.

#1

Zero Lines:

SLIDE THRU - PASS THE OCEAN

GRAND SPIN THE TOP

COLUMNS OF 3: CIRCULATE

GIRL LOOKING IN: EXTEND TO A
CENTER WAVE

THAT WAVE: SWING THRU

OTHERS TRADE & ROLL

THE WAVE: BOX THE GNAT

ALL RIGHT & LEFT GRAND

#2

Zero Lines: (step to a wave)

GRAND SPIN THE TOP

COLUMNS OF 3: CIRCULATE TWICE

OTHER GIRL EXTEND TO A CENTER WAVE

THAT WAVE: SWING THRU

OTHER BOYS TURN BACK

ALL CHAIN REACTION

BOYS RUN

ACEY DEUCEY - BEND THE LINE

SLIDE THRU (zero box)

L.A.

#3

Zero Lines:

GRAND SWING THRU

GRAND SPIN THE TOP

COLUMNS OF 3: DOUBLE SCOOT

(same as triple scoot, but there are only 4 dancers working)

OUTSIDE BOY EXTEND TO A CENTER WAVE

BOYS RECYCLE - GIRL LOOKING OUT: RUN

BOYS CROSSTAIL THRU

ALL SQUARE THRU 3/4

ARKY ALLEMANDE

ARKY GRAND

#4

Zero Box:

SWING THRU

LOCKIT

GRAND SPIN THE TOP

COLUMNS OF 3: CIRCULATE TWICE

COLUMNS OF 3: CAST OFF 3/4

LONE BOYS PROMENADE AHEAD TO BECOME

AN END OF A TIDAL WAVE

GIRLS IN YOUR WAVE: RECYCLE

BOYS EXPLODE AND:

*GIRLS START: LEFT SPLIT SQUARE THRU 2 HANDS

ARKY ALLEMANDE

*OR: GIRLS PASS OUT

ALL TOUCH 1/4 - RIGHT & LEFT GRAND

GET-OUT

Zero Lines: PASS THE OCEAN, MOTIVATE BUT TURN THE STAR 3/4,
ALL 8 CIRCULATE, RIGHT & LEFT GRAND

QUICK AND TOUGH ADVANCED MATERIAL

This material can provide fun excitement for a floor, especially in the second half of the dance. However, this material has a strong gimmick flavor, and thus should be used very sparingly - two of these figures per night is the maximum.

Calling hint: After getting the dancers in position, it helps to say "listen first" before giving the long command. This will keep people from moving too soon and will guarantee they hear the entire command. After giving the full command, I usually say "go", to indicate it is now time to move.

Figures #1 & #2 are A-1, the rest are A-2.

#1

Zero Lines:

TOUCH 1/4

LISTEN FIRST: SPLIT TRANSFER TWICE

BUT AFTER EACH ONE DO AN

ALL 8 CIRCULATE

GIRLS TURN BACK

ALL PASS THRU - TRADE BY (zero box)

L.A.

Note: If you want Split Transfer

3 times, etc., the get-out is:

1/4 THRU - EXTEND

RIGHT & LEFT GRAND

#2

Zero Lines:

TOUCH 1/4

LISTEN FIRST: SPLIT TRANSFER TWICE

BUT AFTER EACH ONE DO A FOLLOW

YOUR NEIGHBOR & SPREAD

ALL STEP AHEAD & U TURN BACK

STAR THRU - CALIF. TWIRL

CENTERS PASS THRU - SQUARE THRU 3/4

L.A.

Note: for increased difficulty, use Follow Your Neighbor with no spread; This makes the 2nd Split Transfer and Follow Your Neighbor left-handed. Get-out for this is:

ALL STEP AHEAD & U TURN BACK

STAR THRU - CALIF. TWIRL

CENTERS PASS THRU

*ALL PASS THRU - L.A.

*OR: BOX THE GNAT - RIGHT & LEFT GRAND

#3

Zero Lines:

PASS THE OCEAN

LISTEN FIRST: IN ROLL CIRCULATE TWICE

BUT AFTER EACH ONE DO A TRADE CIRCULATE

ALL 8 CIRCULATE

BOX THE GNAT - RIGHT & LEFT GRAND

#4

Zero Lines:

SLIDE THRU - TOUCH 1/4

LISTEN FIRST: FOLLOW YOUR NEIGHBOR TWICE

BUT AFTER EACH ONE DO A MIX

*EXPLODE AND: 1/2 BREED THRU (zero lines)
L.A.

*OR: 1/4 THRU - BOYS RUN

GIRLS TRADE - BEND THE LINE (zero
L.A. lines)

Note: If you want Follow Your Neighbor 3 times, etc., the get-out is:

BOX THE GNAT - RIGHT & LEFT GRAND

#5

Zero Lines:

SLIDE THRU - TOUCH 1/4

LISTEN FIRST: FOLLOW YOUR NEIGHBOR TWICE

BUT AFTER EACH ONE DO A TRADE CIRCULATE

*SINGLE HINGE - RIGHT & LEFT GRAND

*OR: 1/4 THRU

BOYS TRADE - RIGHT & LEFT GRAND

Note: If you want Follow Your Neighbor 3 times, etc., the get-out is:

ALL 8 CIRCULATE

BOX THE GNAT - RIGHT & LEFT GRAND

#6

Zero Lines:

PASS THE OCEAN - ALL 8 CIRCULATE

LISTEN FIRST: CAST A SHADOW TWICE

BUT AFTER EACH ONE DO A TRADE CIRCULATE

EXPLODE THE WAVE

PARTNER TRADE & ROLL

RIGHT & LEFT GRAND