

A-2 MATERIAL FEATURING REMAKES cont.

#11

Zero Lines:

PASS THE OCEAN

SCOOT CHAIN THRU

OUT ROLL CIRCULATE

RECYCLE & VEER LEFT

CROSSFIRE

CENTER 4 REMAKE

ENDS TAG & CROSS FOLD

CENTER 4 FOLLOW YOUR NEIGHBOR & SPREAD

ALL EXTEND - RIGHT & LEFT GRAND

#12

Zero Box:

RIGHT & LEFT THRU - VEER LEFT

LADIES REMAKE - MEN CIRCULATE

AS COUPLES REMAKE, BUT AFTER THE 2ND

FRACTION DO AN AS COUPLES TRADE THE

WAVE, THEN FINISH THE REMAKE

CAST A SHADOW

MEN REMAKE - LADIES CIRCULATE

RIGHT & LEFT GRAND

UN-SYMETRICAL ADVANCED CHOREOGRAPHY

For all of this material, remind the dancers to remember their couple number.
Also, give the dancers extra time and be very clear in your commands.

#1

COUPLES #2 & #3 ROLL 1/2 SASHAY

AT THE SIDES: SQUARE THRU 3/4

AND THEN CLOVERLEAF

HEADS SWAP AROUND

PASS & ROLL

SPLIT CIRCULATE

SWITCH TO A DIAMOND

DIAMOND CIRCULATE

CENTER WAVE SWING THRU

SIDES IN OBLONG DIAMOND: CIRCULATE

ALL FLIP THE DIAMOND

MEN RUN

THOSE FACING: SQUARE THRU 3/4

OTHERS CALIF. TWIRL

SLIP - WHEEL & DEAL

PASS THRU - L.A.

#2

COUPLE #2 ROLL 1/2 SASHAY

HEADS SQUARE THRU 3/4

COUPLE #1 CLOVERLEAF

COUPLE #3 CROSS CLOVERLEAF

SIDES PASS THRU

ALL PASS & ROLL

MOTIVATE

LADIES BOX TRANSFER

MEN BOX COUNTER ROTATE 1/4

ALL TRANSFER THE COLUMN

SPLIT CIRCULATE

(caller note: sides are now in
one wave, heads are in the other)

SIDES SWING THRU

ALL OUT ROLL CIRCULATE

LADIES RUN

THOSE FACING PASS THRU

BEND THE LINE

PASS THE OCEAN - RIGHT & LEFT GRAND

#3

COUPLE #2 ROLL 1/2 SASHAY

SIDES FACE AND DO 8 STEPS OF

A GRAND SQUARE

HEADS PASS THE OCEAN

#1 MAN BEGIN A SPIN THE TOP

EXTEND - SPLIT CIRCULATE

MOTIVATE

SWITCH THE WAVE

IN ROLL CIRCULATE

ENDS CROSS FOLD - CENTERS PASS THRU

STAR THRU - CENTERS TRADE

WHEEL & DEAL

PASS THRU - L.A.

#4

COUPLES #1 & #4 ROLL 1/2 SASHAY

HEADS SINGLE CIRCLE TO AN O.W. & SLIP

SIDES DIVIDE & PASS IN

ALL EXTEND - SPLIT CIRCULATE

SCOOT & WEAVE

MEN 1/4 THRU

LADIES BOX COUNTER ROTATE 1/4

MEN RECYCLE - LADIES BOX TRANSFER

MEN SLIDE THRU - LADIES TRADE

(check your waves)

LOCKIT & HINGE

EACH GROUP OF 4: FOLLOW YOUR NEIGHBOR
& SPREAD

ALL MEN RUN RIGHT

(caller note: all are now facing the
caller & are with original partner)

END COUPLES CALIF. TWIRL

ALL, AS COUPLES, HINGE

IN EACH LINE: LADIES TRADE - BEND THE LINE

BOX THE GNAT - FAN THE TOP

RIGHT & LEFT GRAND

A-1 SINGING CALL FIGURES

Figures #1-4 feature Chain Reaction, figures #5-8 feature Transfer the Column.
You may have to adjust the Left Allemande, Corner Swing or Right & Left Grand to fit your particular singing call.

#1
HEADS FAN THE TOP & SWING THRU

CHAIN REACTION

1/4 THRU

ALL 8 CIRCULATE
MEN RUN - BEND THE LINE
SQUARE THRU 3/4
SWING & PROMENADE

#2
HEADS FAN THE TOP - SIDES SASHAY

CHAIN REACTION

SWING THRU - SPLIT CIRCULATE
RECYCLE
PASS THRU - TRADE BY
L.A.
RIGHT & LEFT GRAND & PROMENADE

#3
4 LADIES CHAIN
SIDES FAN THE TOP

CHAIN REACTION

3/4 THRU

SPLIT CIRCULATE - RECYCLE
L.A.
SWING PARTNER & PROMENADE

#4
SIDES PASS THE OCEAN - SWING THRU
CHAIN REACTION BUT TURN THE STAR 1/2
LADIES RUN - FERRIS WHEEL
DPT - TRACK 2
TURN THRU - L.A.
SWING PARTNER & PROMENADE

#5
HEADS LEAD RIGHT & VEER LEFT
CROSSFIRE

TRANSFER THE COLUMN

CENTERS TRADE - MEN RUN
SLIDE THRU - PASS THRU
SWING & PROMENADE

#6
HEADS STAR THRU & SPREAD
SQUARE THRU - ON 3rd HAND TOUCH 1/4
SPLIT CIRCULATE - MEN TRADE

TRANSFER THE COLUMN

RECYCLE
SQUARE THRU 3/4 - TRADE BY
SWING & PROMENADE

#7
SIDES SQUARE THRU - CIRCLE TO A LINE
TOUCH 1/4 - TRANSFER THE COLUMN

SPLIT CIRCULATE
MEN RUN - BEND THE LINE
SQUARE THRU 3/4
SWING & PROMENADE

#8
HEADS STAR THRU - ALL DPT
LEAD COUPLE RIGHT ROLL TO O.W.

CENTERS TRADE
EXPLODE AND: TOUCH 1/4
TRANSFER THE COLUMN
LADIES TRADE
SWING THRU - TURN THRU
L.A. - PROMENADE

A-2 SINGING CALL FIGURES

These figures feature Remake.

#1
HEADS WHEEL THRU - PASS & ROLL

SCOOT BACK

REMAKE THE WAVE

MEN TRADE - TURN THRU
TRADE BY - L.A.
SWING & PROMENADE

#2
HEADS LEAD RIGHT - CIRCLE TO A LINE
RIGHT & LEFT THRU & ROLL 1/2 SASHAY
TOUCH 1/4 - ALL 8 CIRCULATE

REMAKE THE COLUMN

ALL 8 CIRCULATE - MEN RUN
SWING & PROMENADE

ADVANCED OPENERS by Dave Lightly

#1 thru #3 are A-1, #4 thru #6 are A-2.

#1

HEADS WHEEL THRU

CENTERS IN

IN EACH LINE: LADIES TRADE

WHATEVER HAND YOU HAVE: CAST OFF 3/4
LOAD THE BOAT (from inverted lines)

CLOVER AND: CROSS TRAIL THRU

RIGHT & LEFT GRAND

#2

4 LADIES CHAIN

HEADS FLUTTER WHEEL

SIDES ROLL 1/2 SASHAY

HEADS SQUARE THRU - ON 3rd HAND

DO A CURLY CROSS

CENTERS IN - CAST OFF 3/4

ENDS BEND

RIGHT & LEFT GRAND

#3

4 LADIES CHAIN

HEADS SQUARE THRU - ON 3RD HAND

HOLD ON & MAKE A WAVE & LOCKIT

CHAIN REACTION

EXPLODE THE WAVE

EACH LINE: MEN TRADE & GIRLS TURN BACK

SQUARE THRU 2 HANDS

CAREFULLY: ALL CLOVERLEAF

YOU'RE HOME!

#4

REMEMBER IF YOU ARE HEADS OR SIDES!

ALLEMANDE LEFT - ALAMO STYLE

REMAKE THE ALAMO

ORIGINAL SIDES - RAISE YOUR HANDS:

YOU FOLLOW YOUR NEIGHBOR & SPREAD

HEAD LADIES RUN RIGHT

ALL CHAIN REACTION - TURN THE STAR 1/2

RIGHT & LEFT GRAND

#5

HEADS SQUARE THRU 2

RIGHT & LEFT THRU - VEER LEFT

LISTEN FIRST: CAST A SHADOW 3 TIMES

BUT AFTER EACH ONE DO A TRADE CIRCULATE

RIGHT & LEFT GRAND

#6

Zero Box:

STEP TO A WAVE & MOTIVATE - BUT

AFTER THE CAST 3/4, FREEZE AT A TIDAL
WAVE OF 6

THAT WAVE: GRAND SWING THRU

NOW FINISH THE MOTIVATE

(outside pairs trade, star turn 1/2)

SCOOT CHAIN THRU

ACEY DEUCEY

EXTEND - RIGHT & LEFT GRAND

ADVANCED GETOUTS

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

#1

Zero Box:

SQUARE THRU - ON 3rd HAND

CURLY CROSS

PARTNER TRADE

SQUARE CHAIN THRU

RIGHT & LEFT GRAND

#2

Zero Lines:

CURLY CROSS

CLOVER AND: SQUARE CHAIN THRU

PASS THRU - RIGHT & LEFT GRAND

#3

Zero Lines:

SLIDE THRU - PASS & ROLL

REMAKE THE WAVE

RIGHT & LEFT GRAND

#4

Zero Lines:

PASS THE OCEAN

ALL 8 CIRCULATE

IN ROLL CIRCULATE

SCOOT CHAIN THRU

RIGHT & LEFT GRAND

#5

Zero Lines:

PASS IN - DPT

HORSESHOE TURN

PASS & ROLL

RIGHT & LEFT GRAND

#6

Zero Box:

MAKE A WAVE & MOTIVATE

SCOOT & WEAVE

RIGHT & LEFT GRAND

A-2 MATERIAL FEATURING REMAKES

#1

STATIC SQUARE:

HEADS WHEEL THRU

RIGHT & LEFT THRU - VEER LEFT

LADIES REMAKE - MEN CIRCULATE

TURN & DEAL

RIGHT & LEFT GRAND

#2

STATIC SQUARE:

HEADS LEAD RIGHT - VEER LEFT

SLIP - CAST A SHADOW

LADIES REMAKE - MEN CIRCULATE

RECYCLE

PASS THRU - RIGHT & LEFT GRAND

#3

STATIC SQUARE:

HEADS BOX THE GNAT & START A

SPLIT SQUARE THRU

TRADE BY

PASS & ROLL

REMAKE THE WAVE

ALL 8 CIRCULATE $1\frac{1}{2}$

MEN RUN - BEND THE LINE

YOU'RE HOME!

#4

STATIC SQUARE:

HEADS STAR THRU & SPREAD

ALL PASS THRU - TAG THE LINE RIGHT

CROSSFIRE - SPLIT CIRCULATE

LADIES REMAKE - MEN TRADE

ALL 8 CIRCULATE

REMAKE THE COLUMN

TRANSFER THE COLUMN

ACEY DEUCEY

EXTEND - RIGHT & LEFT GRAND

#5

STATIC SQUARE:

HEADS FAN THE TOP

CHAIN REACTION

IN ROLL CIRCULATE

REMAKE THE WAVE

ACEY DEUCEY

RIGHT & LEFT GRAND

#6

STATIC SQUARE:

4 LADIES CHAIN

HEADS PASS THE OCEAN

CHAIN REACTION - TURN THE STAR $1\frac{1}{2}$

SCOOT CHAIN THRU

SLIP - SLIDE - SWING

SPLIT CIRCULATE

MEN REMAKE - LADIES CIRCULATE

L.A.

#7

STATIC SQUARE:

HEADS WHEEL THRU

PASS & ROLL

SPLIT CIRCULATE

LADIES HINGE - DIAMOND CIRCULATE

MEN START: REMAKE THE SET-UP

(men $1\frac{1}{4}$, $1\frac{1}{2}$ with lady, ladies $3\frac{3}{4}$)

CUT THE DIAMOND

RIGHT & LEFT GRAND

#8

STATIC SQUARE:

HEADS LEAD RIGHT - VEER LEFT

SLIP

HEADS ONLY CROSS OVER CIRCULATE

AS COUPLES: REMAKE

SIDES ONLY CROSS OVER CIRCULATE

MEN REMAKE - LADIES CIRCULATE

$1\frac{1}{2}$ TAG - SCOOT & WEAVE

ALL 8 CIRCULATE

RIGHT & LEFT GRAND

#9

STATIC SQUARE:

REMEMBER IF YOU ARE A HEAD OR A SIDE

HEADS LEAD RIGHT - VEER LEFT

SLIP

HEAD MEN CROSS FOLD - OTHER 6 EXTEND

CENTER 4 CROSSFIRE (gives columns)

ALL 8 CIRCULATE $1\frac{1}{2}$

CENTER 6 REMAKE & SIDE LADY ROLL

HEAD LADY PROMENADE $1\frac{1}{4}$ & FACE IN

4 LADIES DIXIE STYLE TO O.W.

CENTER 6 CIRCULATE

ALL LADIES RUN

CENTER 4 TURN & DEAL & PASS THRU

SQUARE THRU - ON 3rd HAND

RIGHT & LEFT GRAND

#10

Zero Lines:

REMEMBER IF YOU ARE A HEAD OR A SIDE

PASS THE SEA

MEN REMAKE - LADIES CIRCULATE $1\frac{1}{2}$

AND THEN QUARTER LEFT

SIDE MEN RUN RIGHT

MEN ARCH - SUBSTITUTE OVER SIDE LADY

SIDE LADY TOUCH $1\frac{1}{4}$

ALL LADIES EXTEND & REMAKE

MEN DIVIDE & TOUCH $1\frac{1}{4}$

SPLIT TRANSFER

LADIES TRADE

SPLIT CIRCULATE

RIGHT & LEFT GRAND

HOW TO CALL ADVANCED AT THE NATIONAL CONVENTION

Having participated in 4 of the last 5 National Conventions has provided me an opportunity to observe numerous callers in the Advanced Hall. Many were successful, many were not.

In recent years, due to the tremendous growth of Advanced dancing, the Advanced floors at the National have become very large. In Indianapolis in 1986 it was quite common to have between 75 and 100 sets on both the A-1 and A-2 floors at the same time. If a caller normally calls for only a small Advanced group at home, it can be quite a shock to suddenly be calling for such a large floor.

Here are some practical things to consider in calling Advanced at a National.

1. Be loud. The volume control on the equipment (which you are not touching, a technician is handling this) can only do so much, and it can not overcome a weak timid voice. If the dancers have to strain to hear the commands, they will likely break down in a large hall, where they might not break down as part of a 5 set floor in a small hall. Be loud and be in command.
2. Project your voice. This is phase 2 of being loud. Look at the back squares in the hall and pretend you are calling directly to them - this will cause your voice to project. Mental picture you want to have: Think of your voice as a laser beam going to the back of the hall.
3. Call a little slower. Reduce your speed and timing by 10% from normal. A large hall of dancers will react slower than a small hall. The sound man will play your record at whatever speed you tell him, so consider dropping down one number from normal (ie. 44 instead of 45). Allow a little extra time between calls.
4. Reduce heavy directional calling. A large floor does not react well to a lot of detailed directional calling. A little is ok, but a lot will tend to overwhelm the floor.
5. Keep material reasonably standard. Let the floor dance. Many callers make the mistake of trying to use the same creative material they use with their home group. Often this fails, because the large floor has never heard this caller before and therefore may not understand what he wants or have the ability to do what he wants. Say this statement to yourself just before calling: "This floor is not nearly as good as my home club - I must adjust my calling accordingly."
6. Consider theming one or two ideas, instead of trying to call every Advanced call once. This will keep the floor relaxed.
7. Observe what the caller immediately before you called. Theme something different to provide variety for the floor. Observe any mistakes he made, such as not being loud enough, calling too hard, appearing unsure, and turn these to your advantage by being in total control.

(to be continued next month)

Correction: January, 1987 issue, AS Page 629, Advanced Openers section, figure #3. Insert Heads Right & Left Thru as the first line before 4 ladies chain. Keep the 4 ladies chain.

UNUSUAL CAST A SHADOW

Idea: Establish 3 & 1 lines with same sexes adjacent, have the same sex pair that is facing the same direction be facing out. Now call: (assume the girls are the couple facing out) "GIRLS WORK AS A COUPLE - ALL CAST A SHADOW."

So the girls will cast back as a couple and cast 3/4 with the end facing in, and spread apart; the two center boys facing out will do the normal centers facing out part (ie. looping away to become a center facing in). End in normal two-faced lines.

Ways to set this up:

1. From normal 8 chain thru: Touch 1/4, Centers Walk & Dodge, girls work as a couple - all Cast a Shadow.
2. From 1/2 sashayed 8 chain thru: Touch 1/4, Centers Walk & Dodge, boys work as a couple - all Cast a Shadow.
3. From normal RH waves (girls in center): Single Hinge, Centers Walk & Dodge, girls work as a couple - all Cast a Shadow.
4. From normal RH waves (girls in center): Swing Thru, Single Hinge, Centers Walk & Dodge, boys work as a couple - all Cast a Shadow.
5. From zero lines: Touch 1/4, Centers Walk & Dodge, Centers In - Cast Off 3/4, All 8 Circulate, girls work as a couple - all Cast a Shadow.
6. From zero lines: Touch 1/4, All 8 Circulate, Centers Walk & Dodge, Centers In - Cast Off 3/4, All 8 Circulate, boys work as a couple - All 8 Circulate.

Ending position: All of the above end in parallel left-hand two-faced lines.

Things to be aware of:

- A. All of these set-ups have the same sex couple that is facing the same direction be facing out. Reason is that this will naturally cause them to relate to being ends and to cast back as a couple.

If you have the same sex couple that is facing the same direction be facing in, they will tend to want to work as centers facing in, not as ends. You can get them to work as ends, but it will take extra effort and directional cuing on your part and will place extra strain on the dancers. Thus, you may wish to avoid this situation, and this is why no examples of this are presented here.

- B. All of the above set-ups result in the same sex couple that is facing the same direction be facing out on the left side of the line, and the ending position is left-hand two-faced lines.

If you want the couple facing out to be on the right side and the ending position to be right-hand two-faced lines, start with everything left-handed. This means:

1. From 8 chain thru position call: Left Touch 1/4.
2. Parallel waves are left-handed.
3. From zero lines call: Left Touch 1/4.

UNUSUAL CAST A SHADOW cont.

- C. Never use Cast a Shadow in this manner if the ends are both facing out.
The cast back will result in an awkward fumbling of hands and the whole thing will die. (Technically, it is everyone to the same spot, so right hands are used, but this situation is much too difficult for Advanced.)

If you use the list of examples given, no problem, since all result in one end facing out and one end facing in. But if you free-wheel on your own with sight calling, be aware that you could inadvertently set up 3 & 1 lines that have both ends facing out.

Remember: On each side, one end must be facing out and one end must be facing in.

All material here is A-1.

#1

Zero Box:

TOUCH 1/4 - CENTERS WALK & DODGE

GIRLS WORK AS A COUPLE:

ALL CAST A SHADOW

COUPLES CIRCULATE - BEND THE LINE

STAR THRU - CALIF. TWIRL

ZOOM

CENTERS SWAP AROUND (zero box)

L.A.

#2

Zero Lines:

PASS THE OCEAN - SINGLE HINGE

CENTERS WALK & DODGE

GIRLS WORK AS A COUPLE:

ALL CAST A SHADOW

COUPLES CIRCULATE - BEND THE LINE

PASS THE OCEAN - SPLIT CIRCULATE

ACEY DEUCEY

RIGHT & LEFT GRAND

#3

Zero Lines:

TOUCH 1/4 - CENTERS WALK & DODGE

CENTERS IN - CAST OFF 3/4

ALL 8 CIRCULATE

GIRLS WORK AS A COUPLE:

ALL CAST A SHADOW

FERRIS WHEEL

CENTERS CROSS TRAIL THRU

STAR THRU - GIRLS TRADE

WHEEL & DEAL

*PASS THRU - L.A.

*OR: SLIDE THRU (zero lines)

#4

Zero Box:

PASS THRU - U TURN BACK

TOUCH 1/4 - CENTERS WALK & DODGE

BOYS WORK AS A COUPLE:

ALL CAST A SHADOW

FERRIS WHEEL

GIRLS PASS THRU - STAR THRU

PROMENADE (out of seq.)

HEADS WHEEL AROUND

STAR THRU - PASS THRU

L.A.

#5

Zero Lines:

PASS THE OCEAN - SWING THRU

SINGLE HINGE - CENTERS WALK & DODGE

BOYS WORK AS A COUPLE:

ALL CAST A SHADOW

COUPLES CIRCULATE - BEND THE LINE

SLIDE THRU - DIXIE GRAND

L.A.

#6

Zero Lines:

TOUCH 1/4 - ALL 8 CIRCULATE

CENTERS WALK & DODGE

CENTERS IN - CAST OFF 3/4

ALL 8 CIRCULATE

BOYS WORK AS A COUPLE:

ALL CAST A SHADOW

BEND THE LINE

*STAR THRU - OUTSIDES CALIF. TWIRL (zero box)
L.A.

*OR:

STAR THRU - CALIF. TWIRL

CENTERS SQUARE THRU 3/4

L.A.

SCOOT CHAIN THRU FROM 1/4 TAG FORMATION

The action: In doing a Scoot Chain Thru we know that those looking at someone will Extend, Swing Thru and Turn Thru; all will now step ahead to form an ocean wave. From a 1/4 tag start all are looking at someone, so all will step ahead to form two waves, all will Swing Thru & Turn Thru, and those coming to the center of the set will step to an ocean wave. End in a 3/4 tag formation.

Dancer reaction. If dancers are not thinking, they will tend to only do a Scoot Back; ie. they will Extend and Swing 1/2 and Extend again. So remind the dancers of the definition, emphasizing that they must do a full and complete Swing Thru.

Note: Scoot Chain Thru can be started from a left 1/4 tag formation also. In this situation all will Extend to left hand waves, do a Left Swing Thru and a Left Turn Thru, and end in a left 3/4 tag formation.

#1
HEADS PASS THE OCEAN
SCOOT CHAIN THRU
CLOVER AND: EXPLODE THE WAVE
ALL PASS IN
PASS THRU - WHEEL & DEAL
*CENTERS PASS THRU (zero box)
L.A.

*OR: DPT - DIXIE GRAND
L.A.

#2
SIDES PASS THE OCEAN
SCOOT CHAIN THRU
CROSS CLOVER AND: RECYCLE
CENTERS STAR THRU & CROSS TRAIL THRU
STAR THRU - CALIF. TWIRL (zero lines)
L.A.

#3 (Opener)
HEADS RIGHT & LEFT THRU
HEADS PASS THE OCEAN
SCOOT CHAIN THRU
CLOVER AND: LOCKIT
CHAIN REACTION
ALL 8 CIRCULATE 1½
RIGHT & LEFT GRAND

#4
Zero Box:
CIRCLE TO A LINE
PASS THE OCEAN - EXTEND
CLOVER AND: LOCKIT
SCOOT CHAIN THRU
SPIN THE WINDMILL LEFT
TRADE CIRCULATE
SPLIT CIRCULATE
RIGHT & LEFT GRAND

#5
Zero Lines:
PASS THRU - WHEEL & DEAL
CENTERS SWING THRU
SCOOT CHAIN THRU
CLOVER AND: EXPLODE AND
ALL DPT
CLOVER AND: BOYS RIGHT ROLL TO AN O.W.
BOYS LOCKIT
SCOOT CHAIN THRU
CLOVER AND: RECYCLE
CENTERS START: SPLIT SQUARE THRU 4
TRADE BY
RIGHT & LEFT GRAND

#6
Zero Lines:
STAR THRU - PASS THRU
CLOVER AND: FAN THE TOP
SCOOT CHAIN THRU
SPIN THE WINDMILL IN
ALL 8 CIRCULATE
ALL CYCLE & WHEEL
GIRLS PASS THRU
STAR THRU - BOYS TRADE - BEND THE LINE
SLIDE THRU
*PASS TO THE CENTER
SQUARE THRU 3/4
L.A.

*OR: RIGHT & LEFT THRU & VEER LEFT
TURN & DEAL
PASS THRU - RIGHT & LEFT GRAND

#7 (from left 1/4 tag)
HEADS PASS THE SEA
(LEFT) SCOOT CHAIN THRU
CLOVER AND: RECYCLE
CENTERS STAR THRU - CALIF. TWIRL
ALL PASS IN (zero lines out of seq.)
PASS THE OCEAN
IN ROLL CIRCULATE TWICE
RIGHT & LEFT GRAND

ADVANCED COMMENTARY

by Ed Foote

HOW TO CALL ADVANCED AT THE NATIONAL CONVENTION

(continued from February issue)

8. Sight call? It will probably keep you more relaxed if you can sight call to the floor. But only try sight calling if:

- A. You can easily remember primary and secondary couples in a minimum of 4 sets, preferably 5. At a normal dance, remembering 3 sets is sufficient, but the odds drop for a very large floor, so you really need a 4th set.
- B. You have some friends who will form one or two pilot squares down front. This is an ideal situation - you should try to pre-schedule this if you can. Important: Do not call to the abilities of these friends - you will likely call too hard for the floor. Undercall to your friends' abilities and rely on them primarily for resolving the floor.

Have some zeros and equivalents ready, even if you plan to sight call. If A & B above do not apply for you, then don't sight call. However, remember: Written prepared material always comes across to the floor as being much more difficult than if the same material is sight called. So go slow and allow extra time if you use written material.

9. Workshopping. If you are scheduled to do a workshop, be careful what you choose to show. If you are assigned a specific call to teach, ok. But if you are to choose whatever you want, such as variations of calls, keep it simple. Use good judgement. Remember that you will have additional weak dancers in the hall, simply because it is labeled "workshop." If you choose something difficult to show, half the floor is likely to not get it.

At one National I saw an experienced caller try to teach Chain Reaction from a 1/4 line to a 100 set A-2 floor. This is tough for established C-1 dancers, and thus is much too difficult for Advanced dancers. The floor literally died, with only a handful of squares being successful. Yet this caller seemed unaware of the problem and kept repeating the material over and over. It was a total disaster.

Plan the words ahead of time you will use in your workshop. Don't try to "wing it" as you might with your home club, plan your words and actually say them to yourself. This will keep you much more relaxed, and your teach will go over well.

Correction: February, 1987 issue, AS Page 634, "Ways to set this up" section, item #6. The last command should be "All Cast a Shadow", not all 8 Circulate.

UNUSUAL CAST A SHADOW

A continuation from last month. Some callers requested examples where the same sex pair that is facing the same direction be facing in.

Idea: Establish 3 & 1 lines with same sexes adjacent, have the same sex pair that is facing the same direction be facing in. Now call: (assume the girls are the couple facing in) "GIRLS WORK AS A COUPLE AND ARE ENDS - ALL CAST A SHADOW."

So the lead boy will cast back and cast 3/4 with the girls working as a couple, and spread apart; the two center boys facing in will do the normal centers facing in part (ie. extend, hinge & extend).

Ways to set this up: Use the same examples listed on Page AS 634 in last month's issue, but change as follows:

#1 thru #4: Add "All 8 Circulate" after "centers Walk & Dodge."

#5: Eliminate the "All 8 Circulate." #6: Eliminate the 2nd "All 8 Circulate."

Things to be aware of:

1. The listed set-ups will have the same sex couple that is facing the same direction be facing in on the left side of the line.
2. Ending position after Cast a Shadow is left-hand two-faced lines.
3. If you sight call this, remember the ends must always be facing the opposite directions prior to calling Cast a Shadow.

All material here is A-1.

#1

Zero Box:

TOUCH 1/4 - CENTERS WALK & DODGE

ALL 8 CIRCULATE

GIRLS WORK AS A COUPLE AND ARE ENDS:

ALL CAST A SHADOW

COUPLES CIRCULATE

FERRIS WHEEL

DPT

LEADERS TRADE & TOUCH 1/4

RIGHT & LEFT GRAND

#2

Zero Lines:

PASS THE OCEAN - SINGLE HINGE

CENTERS WALK & DODGE

ALL 8 CIRCULATE

GIRLS WORK AS A COUPLE AND ARE ENDS:

ALL CAST A SHADOW

COUPLES CIRCULATE - BEND THE LINE

PASS THE OCEAN - SPLIT CIRCULATE

EXPLODE THE WAVE - WHEEL & DEAL

DIXIE GRAND

L.A.

#3

Zero Box:

PASS THRU - U TURN BACK

TOUCH 1/4 - CENTERS WALK & DODGE

ALL 8 CIRCULATE

BOYS WORK AS A COUPLE AND ARE ENDS:

ALL CAST A SHADOW

FERRIS WHEEL

DPT - LEADERS TRADE

SQUARE THRU - ON 3rd HAND TURN THRU

ARKY ALLEMANDE

ARKY GRAND

#4

Zero Lines:

TOUCH 1/4 - ALL 8 CIRCULATE

CENTERS WALK & DODGE

CENTERS IN - CAST OFF 3/4

BOYS WORK AS A COUPLE AND ARE ENDS:

ALL CAST A SHADOW

COUPLES CIRCULATE - BEND THE LINE

STAR THRU - OUTSIDES CALIF. TWIRL. (zero
L.A. box)

A-1 CALL: SWAP AROUND

Occasionally dancers will say they do not like Swap Around because it is awkward and does not dance smoothly. What this tells me is the callers they dance to are not using a preceding call designed to enhance the flow of Swap Around.

Preceding calls which make Swap Around smooth:

- Best:
1. Recycle (from RH waves)
 2. Wheel & Deal (from RH two-faced lines)
 3. Turn & Deal (from RH two-faced lines)
- Average:
4. Zoom (from starting DPT), then centers Swap Around
 5. Partner Trade (from lines facing out)

Do NOT use these preceding calls before Swap Around:

1. Right & Left Thru. The Swap Around will be a direct reversal of body flow for the boy.
2. U Turn Back. If dancers turn toward their partner for the U Turn Back, this will result in a reversal of body flow for the left-side dancer in doing the Swap Around.
3. Any call which has a sweeping motion to the left, such as Recycle from left-hand waves and Wheel & Deal from left-hand two-faced lines.

Big trap to avoid:

Do not call this combination: Pass thru - Wheel & Deal - centers Swap Around. This is a reversal of body flow for the left-side dancer.

Problem: Most of us know this combination is a get-out to a Left Allemande from zero lines, so we use it. If you are seriously interested in good body flow, consider dropping this combination from your repertoire.

All examples here use "normal" boy-girl couples for the Swap Around.

#1
Zero Lines:
PASS THE OCEAN - GIRLS TRADE
RECYCLE
SWAP AROUND
CENTERS PASS THRU
ALL PEEL OFF - BEND THE LINE
STAR THRU
CENTERS SWAP AROUND (zero box)
L.A.

#2
Zero Box:
RIGHT & LEFT THRU & VEER LEFT
COUPLES CIRCULATE - WHEEL & DEAL
SWAP AROUND
CENTERS SWAP AROUND - OTHERS TRADE
*PASS THRU - L.A.

*OR: SLIDE THRU (zero lines)

#3
HEADS LEAD RIGHT - VEER LEFT
CROSS OVER CIRCULATE
TURN & DEAL
SWAP AROUND
CENTERS PASS THRU - OTHERS QUARTER IN
& START A SPLIT SQUARE THRU 3/4
PARTNER TRADE & SWAP AROUND
EXPLODE THE LINE
WHEEL & DEAL
CENTERS PASS THRU
RIGHT & LEFT GRAND

#4
HEADS STAR THRU
CENTERS START: SWAP AROUND - 3 TIMES
HORSESHOE TURN - SLIDE THRU
PASS THE OCEAN - ACEY DEUCEY
ALL 8 CIRCULATE
BOX THE GNAT - RIGHT & LEFT GRAND

A-2 CHOREOGRAPHY WITH A THEME

Theme: From parallel same sex right hand waves call:
"SINGLE WHEEL & BOYS ROLL, GIRLS TOUCH 1/4"

(Or call: SINGLE WHEEL & GIRLS ROLL, BOYS TOUCH 1/4)

Ending position is inverted lines.

#1

Zero Lines:

RIGHT & LEFT THRU

PASS THE OCEAN - SPLIT CIRCULATE

SINGLE WHEEL & BOYS ROLL

GIRLS TOUCH 1/4

CENTERS PASS THE OCEAN

ALL CUT THE DIAMOND (Note: ends
are facing same direction)

ALL 8 CIRCULATE

ALL CYCLE & WHEEL

TOUCH 1/4 - SPLIT CIRCULATE

EXTEND - RIGHT & LEFT GRAND

#2

Zero Box:

SWING THRU - SPLIT CIRCULATE

SINGLE WHEEL & BOYS ROLL

GIRLS TOUCH 1/4

ALL 8 CIRCULATE

ALL CAST OFF 3/4

ACEY DEUCEY

ENDS BEND - CENTERS TOUCH 1/4
(see your line)

ALL 8 CIRCULATE

CYCLE & WHEEL (gives starting DPT)

CENTERS PASS THRU

SQUARE THRU - ON 3rd HAND

RIGHT & LEFT GRAND

#3

Zero Box:

SWING THRU - SPLIT CIRCULATE

SINGLE WHEEL & GIRLS ROLL

BOYS TOUCH 1/4

CENTERS PASS THE OCEAN

JUST THE GIRLS DIAMOND CIRCULATE

POINTS OF THE DIAMOND: CAST A SHADOW

BUT DON'T SPREAD

CENTER LINE WHEEL & DEAL

CENTERS PASS THRU

THOSE WHO CAN: STAR THRU

OTHERS PEEL OFF & BEND THE LINE (zero
L.A. lines)

#4

Zero Lines:

PASS THE OCEAN

IN ROLL CIRCULATE

SINGLE WHEEL & GIRLS ROLL

BOYS TOUCH 1/4

ENDS PASS IN - OTHERS TRADE & START A

SPLIT SQUARE CHAIN THRU

CROSS CLOVER AND: WHEEL THRU

*TOUCH 1/4 - BOYS TRADE

SPLIT CIRCULATE

BOX THE GNAT - RIGHT & LEFT GRAND

*OR: LEFT TOUCH 1/4 - GIRLS TRADE

ALL 8 CIRCULATE 1½

L.A.

PASS & ROLL YOUR NEIGHBOR VARIATIONS

#1

Zero Box:

PASS & ROLL YOUR NEIGHBOR & SPREAD

& HINGE & EXTEND

RIGHT & LEFT GRAND

#2

Zero Box:

PASS & ROLL YOUR NEIGHBOR & MIX

1/4 THRU

RECYCLE (zero box)

L.A.

#3

Zero Box:

LEFT PASS & ROLL YOUR NEIGHBOR & SPREAD

& SLITHER & MIX

COUPLES CIRCULATE - WHEEL & DEAL

PASS THRU

CLOVER AND: WHEEL THRU

STAR THRU - GIRLS TRADE - BEND THE LINE
(zero lines out of seq.)

RIGHT & LEFT THRU & ROLL 1/2 SASHAY

PASS THE SEA

TRADE THE WAVE

RIGHT & LEFT GRAND

ADVANCED COMMENTARY

by Ed Foote

USING WRITTEN MATERIAL. Although most callers can sight call an entire Advanced dance, there is a definite place for written material at this level. Its main function is to provide variety and give more choreographical enjoyment to the dancers. Written material can be used in the following ways:

A. Provide ideas. A caller glances at a card containing a prepared sequence; he notes the theme of the card and then sight calls the theme. The entire tip might be devoted to sight calling this theme, with the caller's goal being to read the card in its entirety as a graduation for the dancers at the end of the tip, if he feels they can handle it.

B. Provide solid dancing for very good Advanced groups. When a group can handle precise positioning and the stacking of Advanced calls, written material provides a great uplift for the dancers. For this type of group, the first half of the dance is usually sight called using themes we know are contained in the written material. In the second half of the dance, more and more written material is introduced. The last 2 tips might be all prepared material. If the dancers can dance the calls with proper timing, and the caller can deliver the calls with proper timing, the uplift which written material can provide is tremendous.

Hints for calling written material. We are talking about actually calling one or more complete cards of material verbatim as written.

1. Write your notes in large print, so you do not have to strain to read the words. A 5 x 7 card works much better than a 3½ x 5 card, because you can write bigger and also get more material on the card.

2. Consider having no more than 3 calls per line, preferably only 2 calls. If you have to follow a line of material well to the right with your eyes, it is sometimes difficult to get your eyes to jump back to the left and find the proper next line in a split second and at the same time watch the floor. Consider writing your material vertically (as is done in News 'N Notes) rather than horizontally.

3. Use eyecatcher marks to avoid losing your place. If a card has 12 to 15 lines vertically, sometimes these all blend together and your eyes have to search for where the next line is. Solution: Every 4 or 5 lines use an eyecatcher mark. This is a 1/2 inch horizontal line starting out in the left margin and running under the 1st 2 letters of a line. Your card may have 1, 2 or 3 of these lines depending on the length of the sequence. The effect of this line is to block the material into segments. Your eyes will relate to these marks instinctively and find the appropriate next line of material more easily.

4. Underline the Advanced calls and any unusual situations. This will further help your eyes in reading the material, and will also call your attention to exactly which Advanced calls you are using, in case you need to go slower on some because of the ability of the floor.

(to be continued)

MIX (from various lines)

Mix from ocean waves and two-faced lines is quite common. But interesting variety can be provided by also calling Mix from:

1. Lines facing out
2. Inverted lines
3. 3 & 1 lines

Problem area: Usually occurs when the ends are facing the same direction. In order to do their part correctly, they must do a perfect sideways slide into the center and then a perfect Trade. Unfortunately, one or both ends may turn their body on an angle so as to do the Trade by casting 1/2, since a casting Trade is what has been "normal" for them in ocean waves and two-faced lines.

In teaching Mix where the ends are facing the same direction, I use the following informal language to create a mental picture of what is desired, as follows:
"Ends: slide perfectly sideways until you bump a shoulder, then Partner Trade with that shoulder."

#1

Zero Lines:

PASS THRU - MIX

(repeat the above - zero
to facing lines)

L.A.

#2

Zero Lines:

RIGHT & LEFT THRU

PASS THRU - MIX

LOAD THE BOAT

RIGHT & LEFT GRAND

#3

Zero Lines:

PASS THRU - EXPLODE THE LINE

MIX (zero lines out of seq.)

PASS THE OCEAN - SCOOT BACK

RIGHT & LEFT GRAND

#4

Zero Lines:

PASS THRU - WHEEL & DEAL

DPT

CENTERS IN & MIX

PASS THE OCEAN - GIRLS TRADE

SPLIT CIRCULATE

BOX THE GNAT - RIGHT & LEFT GRAND

#5

Zero Box:

CENTERS IN - MIX

STEP & SLIDE

PARTNER TRADE (zero box)

L.A.

#6

Zero Lines:

PASS THRU - WHEEL & DEAL

CENTERS PASS THRU

CENTERS IN - MIX

EXPLODE THE LINE

PARTNER TRADE

PASS THE OCEAN - GIRLS TRADE

BOX THE GNAT - RIGHT & LEFT GRAND

#7

Zero Lines:

STAR THRU

CENTERS IN & MIX

EXPLODE THE LINE

PARTNER TRADE (zero lines out of seq.)

SLIDE THRU - PASS THRU

L.A.

#8

Zero Box:

CENTERS IN - CAST OFF 3/4

ALL 8 CIRCULATE & MIX

ENDS FOLD - PEEL OFF - BEND THE LINE

STAR THRU - TRADE BY (zero box)

L.A.

#9 (3 & 1 lines, ends facing opp. dir.)

HEADS SQUARE THRU - 4 HANDS

SIDE BOYS RUN

CENTERS IN - CAST OFF 3/4

ALL 8 CIRCULATE & MIX

CENTERS WALK & DODGE

EXPLODE THE LINE - PARTNER TRADE

SLIDE THRU (zero box)

L.A.

(ANY HAND) SWING & MIX

From an inverted line, a Swing & Mix involves an initial right-arm turn by two dancers and a left-arm turn at the same time by the other two dancers, followed by a Mix. The call ends in another inverted line. To avoid any dancer confusion, most callers say Any Hand Swing & Mix, or similar introductory words. For the initial teach it helps to start out saying: "Whatever hand you have start a Swing & Mix" and then subsequently shorten it to "Any Hand Swing & Mix."

Problem area: The initial Swing 1/2 is sometimes stopped too soon, which then causes the new centers to think their Cross Run must be done by sliding in front of each other. If this is done, they will finish facing the wrong way.

Solution: Emphasize that the initial Swing 1/2 must be completed - this will almost force the new centers to do their Cross Run correctly. Have the dancers hesitate a moment after the initial Swing 1/2 in your teach so they can see how far a Swing 1/2 is.

Problem area #2: The ends sliding together to Trade. See comment about this on preceding page (AS Page 642).

It is recommended that dancers be exposed to the material on AS Page 642 before they are given (Any Hand) Swing & Mix.

Good calls to call after (Any Hand) Swing & Mix are: (1) Explode the Line (only if centers are facing out), (2) Step & Slide, (3) Ends Fold.

#1
Zero Box:
CENTERS IN AND
(Whatever hand you have start a)
SWING & MIX
EXPLODE THE LINE
U TURN BACK & SLIDE THRU
RIGHT & LEFT THRU (zero box)
L.A.

OR: CROSS TRAIL THRU
RIGHT & LEFT GRAND

#2
Zero Lines:
CENTERS PASS THRU
(Whatever hand you have start a)
SWING & MIX
EXPLODE AND: STAR THRU
CENTERS PASS THRU & STAR THRU
(zero lines out of seq.)
*SLIDE THRU
BOX THE GNAT - RIGHT & LEFT GRAND
*OR: REPEAT ALL ABOVE (zero lines)
L.A.

#3
SIDES RIGHT & LEFT THRU
HEADS SQUARE THRU - 4 HANDS
CENTERS IN - CAST OFF 3/4
ALL 8 CIRCULATE
(ANY HAND) SWING & MIX
STEP & SLIDE
RIGHT & LEFT GRAND

#4
Zero Lines:
PASS THRU - WHEEL & DEAL
CENTERS PASS THRU
CENTERS IN AND
(ANY HAND) SWING & MIX
STEP & SLIDE
U TURN BACK & SLIDE THRU (zero lines,
2 girls chained)

*PASS THE OCEAN
SLIP-SLIDE & MIX
BOX THE GNAT - RIGHT & LEFT GRAND

*OR: REPEAT ALL ABOVE (zero lines)
L.A.

ADVANCED MATERIAL (A-2) by Ross Howell

Ross Howell (Texas) is one of the country's top Advanced choreographers. We are pleased to have his material in News 'N Notes again.

#1

HEADS CURLY CROSS

JUST THE GIRLS PASS THRU

CENTERS WALK & DODGE

THOSE FACING: TOUCH 1/4

EACH BOX OF 4 DO YOUR PART OF:

HEADS WALK & DODGE

SIDES BOX COUNTER ROTATE 1/4

CLOVER AND: 1/4 THRU

CHAIN REACTION - BUT TURN STAR 1/2

1/4 THRU

EXPLODE AND: TOUCH 1/4

ALL 8 CIRCULATE

TRAIL OFF

FERRIS WHEEL

DPT - TRACK 2

SPLIT CIRCULATE - GIRLS TRADE

SPLIT CIRCULATE

RIGHT & LEFT GRAND

#2

HEADS BOX THE GNAT & START A

SPLIT SQUARE THRU 3/4

BOYS RUN

SPLIT COUNTER ROTATE 1/4

CHECKMATE THE COLUMN

BOYS 1/4 THRU - ALL CUT THE DIAMOND

COUPLES CIRCULATE

LEAD COUPLE WHEEL AROUND

ALL DIXIE STYLE TO O.W. & MIX

EXPLODE AND: TOUCH 1/4

TRAIL OFF - TURN & DEAL

SLIDE THRU & ROLL

RIGHT & LEFT GRAND

#3

HEAD LADIES CHAIN & COURTESY TURN

1/4 MORE - MAKE A 2-FACED LINE

GIRLS PASS THRU

CENTERS SPIN THE TOP - OTHERS CAST 3/4

ALL FAN THE TOP

SPIN CHAIN THE GEARS

BOYS CIRCULATE - EXPLODE THE WAVE

SINGLE WHEEL - DPT

PEEL & TRAIL

PASS THRU - WHEEL & DEAL

CENTERS START: TRIPLE STAR THRU & ROLL

SQUARE THRU 3/4

L.A.

#4

HEADS CURLY CROSS

ALL SQUARE THRU 2 HANDS

WHEEL & DEAL

BOYS SPIN THE TOP

GIRLS DIVIDE & PASS IN

CHAIN REACTION

OUT ROLL CIRCULATE

MOTIVATE

SPLIT COUNTER ROTATE 1/4

SPLIT TRANSFER

BOYS RUN - L.A.

#5

HEADS PASS THE OCEAN

CHAIN REACTION

SWITCH THE WAVE

GIRLS COUNTER ROTATE 1/4 & TRAIL OFF

BOYS CIRCULATE 1 1/2

CENTER DIAMOND: FLIP THE DIAMOND

OTHERS BEND THE LINE

EXTEND THE TAG TWICE

CROSS CLOVER AND: HINGE

CENTERS WALK & DODGE

SQUARE THRU 3/4 - TRADE BY (zero box)

L.A.

#6

HEADS STAR THRU - ALL DPT

PEEL & TRAIL

PASS THRU - STEP & SLIDE

CENTERS CHASE RIGHT - OUTSIDE BOY RUN

CHECKMATE THE COLUMN

3/4 TAG THE LINE

SPIN THE WINDMILL RIGHT

COUPLES CIRCULATE - TURN & DEAL

PASS THRU

BOYS SQUARE THRU 3/4 - GIRLS TRAIL OFF

CENTERS IN - STEP & SLIDE

TRADE BY

TOUCH 1/4 - RIGHT & LEFT GRAND

Singing call:

HEADS SQUARE CHAIN THRU

SLIDE THRU - TOUCH 1/4

CHECKMATE THE COLUMN

COUPLES CIRCULATE - TURN & DEAL

SQUARE THRU 3/4

CORNER SWING & PROMENADE

ADVANCED QUARTERLY SELECTION, STARTING 2ND QUARTER 1987: COVER UP

Definition: From parallel waves or 8 Chain Thru: All 8 Circulate $1\frac{1}{2}$, center wave recycle while others Pass In. End in starting DPT.

#1

Zero Lines:
PASS THE OCEAN

COVER UP

CENTERS SWAP AROUND

SLIDE THRU (zero lines out of seq.)

STAR THRU - PASS THRU

L.A.

#2

Zero Box:
SLIDE THRU - PASS THE OCEAN

COVER UP

DPT

HORSESHOE TURN

SWING THRU - TURN THRU

L.A.

#3

Zero Lines:
PASS THE OCEAN - SWING THRU

COVER UP

DPT

PEEL OFF - STAR THRU

CENTERS PASS THRU (zero box)

L.A.

#4

Zero Box:
RIGHT & LEFT THRU

SWING THRU

COVER UP

CENTERS PASS THRU

RIGHT & LEFT GRAND

Cover Up from lines facing in and lines facing out. The ending formation is T-bone lines. (If, from a squared set, the heads take one step forward, this is what the ending formation looks like.)

#1

Zero Lines:

COVER UP

CENTERS START: SPLIT SQUARE
THRU - 4 HANDS

TRADE BY - STAR THRU

PASS THRU - WHEEL & DEAL

DIXIE GRAND

L.A.

#2

Zero Lines:

COVER UP

CENTERS TOUCH 1/4 - WALK & DODGE
ALL PASS IN

COVER UP

CENTERS SQUARE THRU - 2 HANDS

ALL PASS IN

PASS THRU - TURN & DEAL

DIXIE GRAND

L.A.

#3

Zero Lines:

PASS THRU - COVER UP

CENTERS WHEEL THRU (1/2 sashay)

TOUCH 1/4 - GIRLS TRADE

SPLIT CIRCULATE

RIGHT & LEFT GRAND

#4

Zero Lines:

PASS THRU - EXPLODE THE LINE

COVER UP

CENTERS TOUCH 1/4

CENTER BOYS DIAGONAL PASS THRU

RIGHT & LEFT GRAND

#5

Zero Lines:

PASS THE OCEAN - ACEY DEUCEY

EXPLODE THE WAVE

COVER UP

CENTERS START: SPLIT SQUARE THRU - 2 HANDS

RIGHT ROLL TO O.W.

RIGHT & LEFT GRAND

ADVANCED QUARTERLY SELECTION, STARTING 2ND QUARTER 1987: OPEN UP THE COLUMN

Definition: From twin columns: #1 person in each column does a Cross Cloverleaf, #2 person in each column steps forward and does a Cloverleaf, #3 & #4 step ahead to form a momentary box of four in the center - then Cast 3/4 & Extend. End in parallel waves.

Right-hand columns end in right-hand waves; left-hand columns end in left-hand waves.

#1
Zero Lines:
TOUCH 1/4
OPEN UP THE COLUMN
*GIRLS TRADE - RECYCLE (zero box)
L.A.

*OR: EXPLODE AND: SLIDE THRU
L.A. (zero box)

#2
Zero Box:
SLIDE THRU - TOUCH 1/4
OPEN UP THE COLUMN
ALL 8 CIRCULATE
*EXPLODE THE WAVE - PARTNER TRADE
L.A. (zero lines)

*OR: GIRLS TRADE - RECYCLE
BOX THE GNAT
RIGHT & LEFT GRAND

#3
Zero Lines:
RIGHT & LEFT THRU
TOUCH 1/4 - ALL 8 CIRCULATE
OPEN UP THE COLUMN
RIGHT & LEFT GRAND

#4
Zero Lines:
TOUCH 1/4 - TRIPLE SCOOT
OPEN UP THE COLUMN
EXTEND - RIGHT & LEFT GRAND

#5
Zero Box:
RIGHT & LEFT THRU - SLIDE THRU
TOUCH 1/4 - ALL 8 CIRCULATE
OPEN UP THE COLUMN
EXTEND - RIGHT & LEFT GRAND

#6
Zero Lines:
PASS THRU - WHEEL & SPREAD
TOUCH 1/4
OPEN UP THE COLUMN
1/4 THRU
*TRADE CIRCULATE
L.A.

*OR: ALL 8 CIRCULATE
SWING 1/2 - EXTEND
RIGHT & LEFT GRAND

From left-hand columns:

#1
HEADS STAR THRU - PASS THRU
CIRCLE TO A LINE
LEFT TOUCH 1/4
OPEN UP THE COLUMN
BOYS TRADE
SLIP THE CLUTCH - L.A.

#2
Zero Lines:
LEFT TOUCH 1/4
TRIPLE SCOOT
OPEN UP THE COLUMN
EXPLODE AND: STAR THRU - CALIF. TWIRL
L.A. (zero box)

Comment by Ed Foote. Advanced dancers currently must know three Quarterlies, all of which involve columns: Connect Four (MS Quarterly), Compress to a Column (Plus Quarterly), and Open Up the Column (Advanced Quarterly). This would appear to be excessive. Reason this happened is that each Callerlab Quarterly Selection Committee operates without knowing what the other committees are doing. While there may be valid reasons for this, the result is the unfortunate situation we now have.

A-1 MATERIAL FEATURING TURN & DEAL

by Ben Rubright

#1

SIDE LADIES CHAIN
HEADS STAR THRU - ALL DPT
HORSESHOE TURN
SINGLE CIRCLE TO O.W.
LOCKIT - SINGLE HINGE
ALL 8 CIRCULATE - PARTNER TAG
TURN & DEAL
DPT
BOYS RUN - TRANSFER THE COLUMN
CENTERS TRADE - RECYCLE
STAR THRU - BOYS TRADE
TURN & DEAL
RIGHT & LEFT GRAND

#2

HEADS PASS THE OCEAN - EXTEND
1/4 THRU - EXPLODE THE WAVE
BOYS TRADE - COUPLES CIRCULATE
TURN & DEAL & ROLL
TRADE THE WAVE - RECYCLE
STAR THRU - PARTNER TRADE
FAN THE TOP - ALL 8 CIRCULATE
SCOOT BACK
EXTEND - RIGHT & LEFT GRAND

#3

HEADS WHEEL THRU - ALL FAN THE TOP
GRAND SWING THRU - BOYS RUN
TURN & DEAL & ROLL
ALL 8 CIRCULATE
PEEL OFF - TURN & DEAL
SLIDE THRU - TOUCH 1/4
TRANSFER THE COLUMN - CENTERS TRADE
FOLLOW YOUR NEIGHBOR & SPREAD
RIGHT & LEFT GRAND

#4

HEADS PASS THE OCEAN
CHAIN REACTION
RECYCLE & ROLL (gives LH waves)
TURN & DEAL
TRANSFER THE COLUMN
1/4 THRU
SPLIT CIRCULATE 1 1/2
6 BY 2 ACEY DEUCEY
FLIP THE DIAMOND - CENTERS TRADE
1/4 THRU
1/2 CIRCULATE - BOX THE GNAT
RIGHT & LEFT GRAND

#5

HEADS CURLY CROSS - TOUCH 1/4
SPLIT CIRCULATE - BOYS TRADE
SPIN THE TOP - RECYCLE
REVERSE FLUTTER & ROLL 1/2 SASHAY
BOYS LEAD: DIXIE STYLE TO O.W.
GIRLS TRADE - TRADE THE WAVE
BOYS RUN - GIRLS TRADE
TURN & DEAL
RIGHT & LEFT GRAND

#6

HEADS SQUARE THRU - 2 HANDS
TOUCH 1/4 - SPLIT CIRCULATE 1 1/2
6 BY 2 ACEY DEUCEY
CUT THE DIAMOND - CROSS OVER CIRCUL
TURN & DEAL
PASS IN - LOAD THE BOAT
TOUCH 3/4 - BOYS TRADE
EXTEND - RIGHT & LEFT GRAND

#7

HEADS WHEEL THRU
CENTERS IN - CAST OFF 3/4
ENDS CROSS FOLD & ROLL
CENTERS TURN THRU
SPLIT SQUARE THRU - 2 HANDS
CLOVER AND: SPIN THE TOP
EXTEND - SWING THRU
TURN & DEAL
GIRLS RUN - CENTERS PASS THRU
L.A. (zero box)

#8

HEADS FLUTTERWHEEL
HEADS WHEEL THRU
ALL SQUARE CHAIN THRU
LEFT CHASE
TRADE THE WAVE - FAN THE TOP
GRAND SWING THRU
EACH WAVE: TURN & DEAL
CENTERS TRADE - TURN & DEAL
GIRLS RUN - DPT
LEADERS TRADE
RIGHT & LEFT GRAND

A-2 MATERIAL FEATURING PEEL & TRAIL by Ben Rubright

#1

HEADS STAR THRU - ALL DPT

PEEL & TRAIL

FAN THE TOP

SCOOT & WEAVE

EXPLODE AND: TOUCH 1/4

ALL 8 CIRCULATE

PEEL & TRAIL

IN ROLL CIRCULATE - MIX

EXTEND - RIGHT & LEFT GRAND

#2

HEADS WHEEL THRU

ALL PASS OUT

SINGLE WHEEL - CENTERS TURN THRU

LEFT TOUCH 1/4 TO A SLIP & SLIDE

SCOOT CHAIN THRU

SPLIT COUNTER ROTATE 1/4

PEEL & TRAIL

SPLIT CIRCULATE

GIRLS TRADE - RECYCLE

LEFT SQUARE THRU 3/4

RIGHT & LEFT GRAND

#3

HEADS SQUARE THRU - 2 HANDS

SINGLE CIRCLE TO O.W.

FAN THE TOP - GRAND SWING THRU

RECYCLE & ROLL

PEEL & TRAIL

MOTIVATE

SCOOT CHAIN THRU

FOLLOW YOUR NEIGHBOR & SPREAD

ALL 8 CIRCULATE

RIGHT & LEFT GRAND

#4

HEADS PASS THE OCEAN - EXTEND

MOTIVATE

SCOOT BACK 1½ - CROSSFIRE

PEEL & TRAIL

TRADE CIRCULATE - EXPLODE THE WAVE

SINGLE WHEEL & ROLL - TRADE THE WAVE

SWITCH THE WAVE

1/2 TAG - 1/4 THRU

BOX THE GNAT - RIGHT & LEFT GRAND

#5

HEADS START: SPLIT SQUARE CHAIN THRU

CLOVER AND: PASS THE OCEAN

CHAIN REACTION

SCOOT & WEAVE

RECYCLE & ROLL

SPLIT COUNTER ROTATE 1/4

ALL 8 CIRCULATE

PEEL & TRAIL

FOLLOW YOUR NEIGHBOR & SPREAD

SLIP & ALL 8 CIRCULATE

RIGHT & LEFT GRAND

#6

ALL 4 COUPLES RIGHT & LEFT THRU

HEAD LADIES GO BACK: DIXIE STYLE TO O.W.

EXTEND & MIX

LINEAR CYCLE & ROLL

PEEL & TRAIL

SPIN THE TOP - TURN & DEAL

FOLLOW YOUR NEIGHBOR

RIGHT & LEFT GRAND

RESOLVES AT HOME by Ben Rubright

#1 (A-1)

SIDES FLUTTER WHEEL

HEADS SQUARE CHAIN THRU

SWING THRU - SCOOT BACK

FAN THE TOP - RECYCLE

REVERSE FLUTTER & ROLL 1/2 SASHAY

BOYS LEAD: DIXIE STYLE TO O.W.

GIRLS TRADE - TRADE THE WAVE

ALL 8 CIRCULATE

GIRLS FOLD - PEEL THE TOP

CAST OFF 3/4

BOYS RUN - CURLY CROSS

BOYS TRADE

FOLLOW YOUR NEIGHBOR & SPREAD

CENTERS TRADE - SWING THRU - BOYS TRADE

EXPLODE AND: PASS THE OCEAN

ENDS BOX THE GNAT - ALL SLIDE THRU

HOME!

#2 (A-2)

HEADS PASS THE OCEAN - EXTEND

MOTIVATE

SWITCH THE WAVE - TRADE CIRCULATE

BOYS TRADE & ROLL

SPLIT SQUARE THRU - 4 HANDS

BOYS TRADE - FERRIS WHEEL

DPT - PEEL & TRAIL

BOYS LOAD THE BOAT

GIRLS SQUARE CHAIN THRU

TOUCH 1/4 - ACEY DEUCEY 1½

WAVE OF 6: GRAND SWING THRU

GIRLS: DIAMOND CIRCULATE & CUT IT

BOYS HINGE & ROLL

GIRLS BEND THE LINE

TURN & LEFT THRU

PASS THRU - TURN & DEAL

CENTERS LEFT WHEEL THRU & TURN BACK

HOME!

ADVANCED COMMENTARY

by Ed Foote

Hints for calling written material. (continued from 4/87 issue)

5. Raise the material off the table. If your material rests on the table, it is too low for your eyes to follow it and the dancers at the same time. So your eyes will be going back and forth between your notes and the dancers, which often results in choppy calling and can cause you to lose your place on the card. Get the material up, so you can see it and the dancers at the same time.

You can raise the material by putting it in the lid of your record case or on top of a suitcase. An attache case is usually not high enough by itself, but it is better than having the notes on the table.

6. Look at several calls in a row, to prevent choppy calling. Remember these and look at the dancers while calling them. Only look back at your notes as you are giving the last of these calls.

7. Written material is always more difficult than the same material given through sight calling. We tend to write material with fewer fill-in calls, and we tend to call it at a faster pace than we would sight call. Be aware of this and mentally slow yourself down when you present written material.

HEADS (OR SIDES) WHEEL THRU AND VEER LEFT. This is a common opening to many sequences. Unfortunately, it just does not seem to dance smoothly. The girl is quartering to the right and then has to adjust sharply to the left.

Some callers disagree that this combination is un-smooth. They say it is the same as Heads Lead Right and Veer Left, which is generally accepted as smooth. However, there is a difference. Heads Lead Right and Veer Left is done as a couple holding hands, and thus naturally lends itself to a blending of the two calls. Wheel Thru is an individual action call - each person is working alone. The result is an awkward motion for the girl.

Call Heads Lead Right and Veer Left, then call Heads Wheel Thru and Veer Left. Watch the head girls each time and determine for yourself which appears smoother.

A-1 SINGING CALL MATERIAL

Submitted by Ross Howell, Texas.

#1

HEADS SQUARE CHAIN THRU

SIDES ROLLAWAY

SWING THRU - BOYS RUN

TOUCH 1/4 - TRANSFER THE COLUMN

SWING THRU - BOYS RUN

DOUBLE STAR THRU

SWING CORNER - PROMENADE

#2

HEADS STAR THRU - ALL DPT

HORSESHOE TURN

SWING THRU - GIRLS TURN BACK

CAST A SHADOW - CENTER BOY GO 3/4

ACEY DEUCEY

STEP THRU - SWING CORNER

PROMENADE

A-1 ADVANCED MATERIAL FEATURING AS COUPLES CONCEPT

Material is by Norm Wilcox, Canada.

#1

4 LADIES CHAIN

HEADS PAIR OFF

SWING THRU - BOYS RUN

COUPLES HINGE

CENTER 4: COUPLES HINGE

NEW CENTER 4: CUT THE DIAMOND

WAVE OF 6: GRAND SWING THRU

4 GIRLS DIAMOND CIRCULATE

VERY CENTER BOYS: HINGE

CENTER WAVE OF 4: TRADE THE WAVE

ALL THE BOYS RUN

PROMENADE HOME!

#2

Zero Box:

TOUCH 1/4 - SCOOT BACK

CENTERS RUN - NEW CENTERS TRADE

AS COUPLES: SCOOT BACK

AS COUPLES: HINGE

AS COUPLES: SWING THRU

AS COUPLES: BOYS RUN

AS COUPLES: GIRLS HINGE

AS COUPLES: DIAMOND CIRCULATE

4 BOYS: WHEEL & DEAL

GIRLS BEND TO FACE IN

BOYS PASS THRU - TOUCH 1/4

ALL 8 CIRCULATE

GIRLS TRADE - RECYCLE

PASS THRU - TRADE BY (zero box)

L.A.

#3

Zero Box:

SWING THRU - BOYS RUN

COUPLES HINGE

AS COUPLES: SWING THRU

AS COUPLES: CENTERS RUN

AS COUPLES: CENTERS HINGE

VERY CENTER GIRLS TRADE

CENTER 4: TAG THE LINE RIGHT

4 GIRLS SEE YOUR DIAMOND: DIAMOND CIRCULATE

CENTER 4 IN A DIAMOND: DIAMOND CIRCULATE

4 GIRLS: TURN & DEAL

BOYS BEND TO FACE IN

GIRLS PASS THRU - GIRLS TURN BACK

ALL DPT - GIRLS TURN BACK

ARKY GRAND

#4

Zero Box:

SWING THRU - BOYS RUN

COUPLES HINGE

AS COUPLES: SWING THRU

AS COUPLES: CENTERS RUN

AS COUPLES: CENTERS HINGE

VERY CENTER GIRLS TRADE

AS COUPLES: DIAMOND CIRCULATE

4 GIRLS: CUT THE DIAMOND

LINE OF 6: TURN & DEAL

OTHERS QUARTER IN

VERY CENTER GIRLS PASS THRU

TOUCH 1/4 - RIGHT & LEFT GRAND

OPENERS

#1

1 & 3 1/2 SASHAY

2 & 4 START A SPLIT SQUARE THRU - 4

RIGHT & LEFT GRAND

#2

HEADS WHEEL THRU

PASS & ROLL

1/4 THRU

SCOOT & WEAVE

SPLIT CIRCULATE TWICE

SINGLE WHEEL

RIGHT & LEFT GRAND

#3

HEADS PAIR OFF

PASS THRU

CLOVER AND: QUARTER IN

RIGHT & LEFT GRAND

#4

HEADS LEAD RIGHT - VEER LEFT

TAG THE LINE - ZIG ZAG

RIGHT & LEFT GRAND

#5

HEADS PASS THE OCEAN

CHAIN REACTION

MEN RUN

TURN & DEAL

LEFT SQUARE THRU 3/4

RIGHT & LEFT GRAND

#6

SIDES LEAD RIGHT - VEER LEFT

TAG THE LINE

GIRLS RIGHT ROLL TO AN O.W.

CAST OFF 3/4

RIGHT & LEFT GRAND

VARIATIONS OF CURRENT CALLERLAB QUARTERLIES

OPEN UP AND (ANYTHING). Open Up the Column, but after #3 and #4 form the box in the center they do the (Anything) command.

Possible (Anything) Commands

- | | |
|-----------------|-------------------------------|
| 1. 1/4 Thru | 3. Box Counter Rotate |
| 2. Walk & Dodge | 4. Single Hinge & Fan the Top |

Suggested word usage: Open Up the Column but the centers.....

#1
Zero Lines:
TOUCH 1/4
OPEN UP THE COLUMN
BUT THE CENTERS 1/4 THRU
EXTEND - BOYS TRADE
SPLIT CIRCULATE
BOX THE GNAT - RIGHT & LEFT GRAND

#2
Zero Lines:
TOUCH 1/4
OPEN UP THE COLUMN
BUT THE CENTERS WALK & DODGE
CLOVER AND: SWAP AROUND
PASS THRU - TRADE BY (zero box)
L.A.

#3
Zero Lines:
TOUCH 1/4 - ALL 8 CIRCULATE
OPEN UP THE COLUMN
BUT THE CENTERS BOX COUNTER ROTATE
CENTERS 1/4 THRU
CENTERS BOX THE GNAT & START A
SPLIT SQUARE THRU - 4 HANDS
TRADE BY - TOUCH 1/4
BOYS TRADE
SPLIT CIRCULATE
BOX THE GNAT - RIGHT & LEFT GRAND

COVER UP AND ROLL

Starting Position

RH waves
Lines facing in or out

Ending Position

3 & 1 lines
Left-hand center box
between facing ends of lines

#1
Zero Lines:
PASS THE OCEAN
COVER UP & ROLL
ALL 8 CIRCULATE
CYCLE & WHEEL
BOYS CROSS TRAIL THRU
BOX THE GNAT - PULL BY
ARKY ALLEMANDE - ARKY GRAND

#2
Zero Box:
SWING THRU
COVER UP & ROLL
CENTERS WALK & DODGE
EXPLODE THE LINE
WHEEL & DEAL
DIXIE GRAND
L.A.

#3
Zero Lines:
COVER UP & ROLL
CENTERS WALK & DODGE
OTHERS START A SPLIT SQUARE THRU - 4
CLOVER AND: PARTNER TAG
RIGHT & LEFT GRAND

#4
Zero Lines:
PASS THRU
COVER UP & ROLL
OUTSIDES PASS THRU - CENTERS
COUNTER ROTATE
ALL CYCLE & WHEEL
ZOOM
CENTERS CROSS TRIAL THRU
TOUCH 1/4 - RIGHT & LEFT GRAND

NEW EXPERIMENTAL

CAROUSEL CHASE (Dave Hodson, Ohio). From a completed double pass thru position: Centers Chase Right and then do a 3/4 Thru, others Trade & Spread and then Circulate $1\frac{1}{2}$; this establishes a tidal wave, each wave of 4 will do a Fan the Top. End in parallel waves.

Teaching hint: The dancers doing the Trade at the completion of the 3/4 Thru are the ones who move up as ends on the Fan the Top. Emphasize this to the dancers during the walkthru, since some people have trouble realizing they are the ends in the Fan the Top action.

Comment: This call has excellent timing and smooth flow and is one of the best new calls for Advanced in recent memory. If you need a call for a weekend or just a nice call to incorporate into your program, use this.

#1
Zero Lines:
PASS THRU - WHEEL & DEAL
DPT
CAROUSEL CHASE
*RECYCLE
RIGHT & LEFT THRU (zero box)
L.A.

*OR: EXPLODE THE WAVE
WHEEL & DEAL
CENTERS SQUARE THRU - ON 3rd HAND
START A DIXIE GRAND
L.A.

#2
HEADS STAR THRU
ALL DPT
CAROUSEL CHASE
ALL 8 CIRCULATE
BOX THE GNAT - RIGHT & LEFT GRAND

#3
Zero Box:
SLIDE THRU
PASS THRU - WHEEL & DEAL
DPT
CAROUSEL CHASE
EXPLODE THE WAVE - WHEEL & DEAL
CENTERS WHEEL AROUND
*PASS THRU - L.A.

*OR: BOX THE GNAT - RIGHT & LEFT GRAND

#4 (1/2 sashayed)
Zero Lines:
RIGHT & LEFT THRU & ROLL 1/2 SASHAY
PASS THRU - WHEEL & DEAL
DPT
CAROUSEL CHASE
BOYS RUN - WHEEL & DEAL
PASS TO THE CENTER
CENTERS SQUARE THRU 3/4
L.A.

QUICK AND TOUGH ADVANCED MATERIAL

#1
Zero Lines:
PASS THRU - LISTEN FIRST:
DO A MIX TWICE, BUT AFTER EACH ONE
DO A WHEEL & SPREAD
CAST OFF 3/4
1/2 BREED THRU
PASS THE OCEAN
*GIRLS TRADE
BOX THE GNAT - RIGHT & LEFT GRAND

*OR: SLIP & SWING
RIGHT & LEFT GRAND

Note: If you want the mix 3 times etc.,
It is a zero to the original line facing
out. Get out: CAST OFF 3/4
STAR THRU - PASS THRU
L.A.

#2
Zero Box:
SWING THRU - GIRLS RUN - LISTEN FIRST
CAST A SHADOW TWICE, BUT AFTER EACH ONE
DO A MIX
WHEEL & DEAL
PASS TO THE CENTER
CENTERS SQUARE THRU 3/4
L.A.

Note: If you want Cast a Shadow 3 times etc.
the get-out is:

ALL 8 CIRCULATE
EXPLODE THE WAVE
U TURN BACK (zero lines)
L.A.

ADVANCED COMMENTARY by Dave Lightly

Over the years I have been involved in many five-sessions Advanced weekends. Sometimes, by the time Saturday night or Sunday morning rolls around, both the dancers and myself feel we have been doing the same calls over and over. To remedy this situation at some of our weekends, I have used one or two of the concepts from a higher level, either for a workshop or at the Sunday morning session.

Below is material which features offset boxes. It is a good idea to mention to the dancers that they are offset from each other, and that they will remain offset until something is called to put them back to a normal formation. If you don't mention this, the dancers might try to adjust on their own, and this will likely cause a breakdown. The challenge for the dancer is to be able to do the moves in the formation that you have set up for them.

I suggest you move your checkers through all of the material in this Advanced Supplement before trying it out with your dancers. This will give you a better idea what is happening in the squares, so you are better able to lead the dancers.

OFFSET BOXES (A-2)

#1
Remember if you are a head or side!
HEADS LEAD RIGHT - VEER LEFT
SLIP - ALL EXTEND
ALL MEN RUN
EACH BOX OF 4: CIRCULATE
4 MEN SWING THRU
EACH 4 SCOOT & WEAVE
ALL MEN RUN
SIDES EXTEND & BEND THE LINE
HEADS FAN THE TOP
SAME 4 HINGE & GIRLS TURN BACK
HOME!

#2
HEADS FAN THE TOP
CHAIN REACTION - TURN THE STAR 1/2
SWITCH THE WAVE
ALL EXTEND
MEN TAG THE LINE ZIG ZAG
OUTSIDE GIRL RUN RIGHT
EACH BOX OF 4: 1/4 THRU
EACH WAVE: MEN TRADE
STRAIGHT AHEAD ALL CIRCULATE
HEADS CROSS FOLD
CENTER 4 CHASE RIGHT
SAME 4 PEEL OFF & BEND THE LINE
HOME!

#3
HEADS LEAD RIGHT & VEER LEFT
ALL EXTEND
CENTER 4: TAG THE LINE ZIG ZAG
OTHER MEN RUN RIGHT
EACH 4: REMAKE
4 MEN: SLIP & SLIDE
THOSE FACING: PASS THRU
CENTER LADIES TRADE
DO YOUR PART:
CENTER 4 STEP AHEAD
OUTSIDES CHASE RIGHT
(center 4 have a wave)
CENTER WAVE: LINEAR CYCLE
OTHERS - TO THE LEFT - TURN & DEAL
HOME!

#4
Zero Box:
SWING THRU - SPLIT CIRCULATE
CENTER MEN RUN RIGHT
ALL 8 CIRCULATE
MEN SINGLE WHEEL
MEN SPLIT THE GIRLS - 1ST RIGHT, NEXT LEFT
AND STAND BESIDE
THOSE HOLDING LEFT HANDS:
FOLLOW YOUR NEIGHBOR
OTHERS EXTEND & SINGLE WHEEL
ALL DIAMOND CIRCULATE
CENTER MEN TRADE
ALL CUT THE DIAMOND
OUT ROLL CIRCULATE
CENTERS TRADE - RECYCLE
RIGHT & LEFT GRAND

OFFSET BOXES cont.

#5

SIDES CURLY CROSS

ALL PASS THRU

OUTSIDES - TO THE RIGHT -

TURN & DEAL

(this is a turn, walk, turn)

CENTER 4 SINGLE CIRCLE TO A WAVE

THOSE FACING: PASS THRU

LADIES 1/2 TAG & 1/4 THRU

MEN TRADE

EACH BOX OF 4: CIRCULATE

EACH BOX OF 4: COUNTER ROTATE 1/4

EVERYBODY TRADE (girls are single file)

MEN TRACK 2

LADIES DIXIE STYLE TO O.W.

ALL CUT THE DIAMOND

LEFT SWING & MIX

EXTEND - RIGHT & LEFT GRAND

#6

Zero Box:

SWING THRU - MEN RUN

ALL EXTEND - CENTER LADIES TRADE

ALL BEND THE LITTLE LINES

(have lines of 4, but offset by
2 dancers)

STRAIGHT AHEAD: ALL 8 CIRCULATE

ALL PARTNER TRADE & ROLL

EACH SIDE PASS & ROLL

4 MEN SWING THRU

EACH 4: SCOOT & WEAVE

IN EACH WAVE: LADIES TRADE

OUTSIDES (heads) EXTEND & BEND THE LINE

OTHERS (SIDES) LEFT WHEEL THRU

L.A.

#7

Zero Lines:

ALL PASS THRU

LADIES TURN BACK & DON'T MOVE

MEN RUN RIGHT (offset lines by two)

STRAIGHT AHEAD: ALL 8 CIRCULATE

IN EACH LINE: LADIES TRADE

IN EACH WAVE: CENTERS TRADE

LADIES 1/4 THRU - MEN HINGE

EACH 4: FOLLOW YOUR NEIGHBOR

EACH 4: LEFT SWING & MIX

4 MEN BOX CIRCULATE

ALL CENTERS RUN - 4 MEN PASS THRU

LADIES CROSS FOLD

ALL STAR THRU - COUPLES CIRCULATE

TURN & DEAL

RIGHT & LEFT GRAND

#8

Zero Box:

SWING THRU - SPLIT CIRCULATE

LADIES TRADE

ACEY DEUCEY 1 1/2

CENTER 4: DIAMOND CIRCULATE

LADIES MIX & SWING THRU

OUTSIDE COUPLES EXTEND & BEND THE LINE

OTHER 4 FLIP YOUR DIAMOND

EACH 4: SQUARE THRU 3/4

EACH 4: CHASE RIGHT

CENTER WAVE: SWING THRU

ALL MEN RUN RIGHT

ALL EXTEND - CENTERS TRADE

ALL TURN & DEAL

PASS TO THE CENTER & PASS THRU

RIGHT & LEFT GRAND

ADVANCED MATERIAL (A-2)

#1

HEADS SQUARE THRU

SINGLE CIRCLE TO O.W.

SCOOTBACK

MOTIVATE & LADIES ROLL

CENTER MEN RUN RIGHT

ALL MEN CIRCULATE 1 1/2

LADIES PASS THE OCEAN

SIDES ONLY: DIAMOND CIRCULATE

CENTER LINES OF 6: MEN WORK AS A COUPLE:

SWITCH TO A DIAMOND

NEW LINE OF 6: 1/2 TAG

CENTER 4: TURN & DEAL

OTHER MEN RUN

ALL DPT

LEADERS RIGHT ROLL TO O.W.

LADIES TRADE - SPLIT CIRCULATE

RIGHT & LEFT GRAND

#2

HEADS SQUARE THRU - 2 HANDS

SWING THRU

TRADE CIRCULATE

DO YOUR PART:

LADIES FOLLOW YOUR NEIGHBOR &

SPREAD & SLITHER

MEN CIRCULATE 1 1/2

SIDES DIAMOND CIRCULATE

CENTER 6: MEN WORK AS A COUPLE:

SLIP - SLIDE & MEN STILL AS A COUPLE

BEGIN A LEFT REMAKE THE SETUP

HEAD LADIES SLIDE TO THE RIGHT

4 LADIES SWITCH THE WAVE

MEN EXTEND & BEND THE LINE

ALL EXTEND & 3/4 TAG THE LINE

RIGHT & LEFT GRAND

OFFSET IDEA: WITH THE ONES YOU SEE (A-2)

It is suggested you review this material with checkers before using it, so you will understand what is happening. One thing to note: Ordinarily when we have dancers Touch 1/4 or Star Thru, we want them to continue holding hands. However, this is not always the case here; sometimes the end result will require the dancers to go to a spot on the floor, in which case they will not be holding hands.

#1

HEADS SINGLE CIRCLE TO A WAVE

LOCKIT - THOSE MEN RUN

WITH THE COUPLE YOU SEE: PASS THRU

ALL MEN RUN RIGHT

6 BY 2 ACEY DEUCEY

ALL LADIES PASS THRU

CENTER 4 DO A COUPLES TRADE

SAME 4 BEND THE LINE

OTHERS PARTNER TRADE

HOME!

#2

HEADS SQUARE THRU - ON 3rd HAND

SPIN THE TOP

SAME 4 SWITCH THE WAVE

WITH THE COUPLE YOU SEE: SQUARE THRU 3/4

CROSS CLOVER AND: CENTER 4 CROSS FIRE

SAME 4 FOLLOW YOUR NEIGHBOR

ALL CHAIN REACTION BUT

TURN THE CENTER STAR 1/2

RIGHT & LEFT GRAND

#3

HEADS FAN THE TOP - SAME LADIES RUN

WITH THE COUPLE YOU SEE: PASS THRU

WITH THE SAME COUPLE: CHASE RIGHT

CENTER 4 SWING THRU

OUTER 6 WALK & DODGE

SPIN THE WINDMILL RIGHT

ALL TURN & DEAL

STAR THRU - CENTERS TRADE

CAST A SHADOW

SLIP - RIGHT & LEFT GRAND

#4

HEADS CURLY CROSS

ALL PASS IN

PASS THRU - WHEEL & DEAL

MEN SWING THRU & SWITCH THE WAVE

WITH THE ONES YOU SEE: STAR THRU

(NOTE: LADIES ARE NOW SINGLE FILE)

VERY CENTER LADIES SINGLE CIRCLE TO AN O.W.

ALL LADIES EXTEND & TRADE WITH EACH OTHER

ALL CROSS OVER CIRCULATE

TURN & DEAL

PASS THRU - L.A.

#5

HEADS PASS THE OCEAN

ALL CHAIN REACTION BUT

TURN THE CENTER STAR 1/2

CENTERS RUN - COUPLES CIRCULATE

CENTERS TRADE

FERRIS WHEEL & LADIES VEER LEFT

LADIES MIX

WITH THE ONES YOU SEE: TOUCH 1/4 &

MEN ROLL

LADIES CAST A SHADOW BUT DON'T SPREAD

MEN CROSSFIRE

THOSE FACING: PASS THRU

CROSS CLOVER AND: CURLY CROSS

RIGHT & LEFT GRAND

#6

HEADS PASS THE OCEAN

SAME ONES RECYCLE & VEER LEFT

WITH THE ONES YOU SEE: STAR THRU

CENTER 4: PASS & ROLL YOUR NEIGHBOR

& SPREAD

OTHERS SLIDE THRU

ALL CHAIN REACTION

SWITCH THE WAVE

BEND THE LINE

PASS THE SEA - L.A.

#7

ALL 4 COUPLES RIGHT & LEFT THRU

HEADS FLUTTER WHEEL & SWEEP 1/4

& VEER LEFT

WITH THE ONES YOU SEE: SQUARE THRU 3/4

SAME COUPLES CHASE RIGHT

CENTER 4: SLIP & SWITCH THE WAVE

CENTERS WORK AS COUPLES & ALL 8

CIRCULATE 1 1/2

OUTSIDES BEND THE LINE

CENTER 4 BOX COUNTER ROTATE 1/4 &

THOSE LADIES ROLL TWICE

HOME!

OFFSET IDEA: WITH THE ONES YOU SEE cont.

#8

HEADS WHEEL THRU

ALL PASS & ROLL

SLIP & SWITCH THE WAVE

FERRIS WHEEL &

LADIES VEER LEFT & SLIP

WITH THE ONES YOU SEE: TOUCH 1/4 &

MEN ROLL

CENTER MEN TRADE & MEN 1/2 TAG

COUPLES CIRCULATE

ALL 1/2 TAG

SCOOT & WEAVE

RIGHT & LEFT GRAND

#9

HEADS PASS THE OCEAN

SLIP & SWITCH THE WAVE

WITH THE COUPLE YOU SEE: PASS THRU
OUTSIDES - TO THE RIGHT - TURN & DEAL

EACH 4: PASS THE OCEAN

HEADS IN THE CENTER BOX: CIRCULATE

EACH WAVE: OUT ROLL CIRCULATE

EACH WAVE: SLIP & SWING THRU

EACH WAVE: LADIES TRADE

OUTSIDE COUPLES: CIRCULATE 1 1/2 &
BEND THE LINE

OTHERS SWAP AROUND

ALL SWING THRU - TURN THRU

L.A.

ADVANCED MATERIAL (A-2)

#1 (opener)

HEADS SQUARE THRU - 2 HANDS

MAKE A WAVE - SCOOT BACK

TRADE CIRCULATE

CAST A SHADOW 3 TIMES, BUT INTERRUPT AFTER

THE 2nd ONE WITH A SLIP & SLIDE

PROMENADE HOME

#2

Zero Lines:

SQUARE THRU 3/4

EXPLODE THE LINE

CENTER 4: CHASE RIGHT

ENDS BEND & START A

SPLIT CURLY CROSS

MEN - AS A COUPLE - PROMENADE LEFT
& KEEP WALKING

LADIES SQUARE THRU 3/4 &

PROMENADE BEHIND YOUR PARTNER

MEN - THRU THE CENTER -

TAG THE LINE RIGHT

ALL SQUARE THRU - ON 3rd HAND
TOUCH 1/4

SPLIT TRANSFER

SLIP - RIGHT & LEFT GRAND

#3

HEADS LEFT WHEEL THRU

ALL PASS & ROLL

SLIP & SWITCH THE WAVE

FERRIS WHEEL - DPT

LADIES - AS COUPLES - PROMENADE LEFT
& KEEP WALKING

MEN TURN BACK & SQUARE THRU 3/4 &

MEN - AS COUPLES - PROMENADE BEHIND
YOUR ORIGINAL PARTNER

LADIES TURN BACK - ALL TOUCH 1/4

SPLIT TRANSFER

RIGHT & LEFT GRAND

#4

SIDES LEAD RIGHT - VEER LEFT

LADIES REMAKE - MEN CIRCULATE

1/2 TAG THE LINE

SCOOT & WEAVE

RECYCLE

PASS THRU - TRADE BY (zero box)

L.A.

#5

SIDES CURLY CROSS

ALL PASS & ROLL

REMAKE THE WAVE

SPLIT CIRCULATE - MEN TRADE

SWITCH THE WAVE

WHEEL & DEAL

PASS THRU - TRADE BY (zero box)

L.A.

#6 (not easy)

REMEMBER IF YOU ARE A HEAD OR SIDE!

HEADS LEAD RIGHT - VEER LEFT

SLIP

HEADS ONLY CROSSOVER CIRCULATE

CENTER 4: FOLLOW YOUR NEIGHBOR

ALL DIAMOND CIRCULATE

CENTER 4: SWITCH TO A DIAMOND

ALL HOURGLASS CIRCULATE - HEADS GO
TWICE

SIDE LADY BEGIN A LEFT REMAKE

THE LADIES SETUP

MEN THRU THE DIAMOND: SQUARE THRU 2

LADIES CUT YOUR DIAMOND & START A

LEFT SPIN THE WINDMILL RIGHT

SWING THRU - SCOOT BACK

TRADE CIRCULATE

L.A.

A-2 THEME: ZIG/ZAG

Zig means quarter right, Zag means quarter left. When presented to dancers in combination, the first command is for the leader and the second is for the trailer.

Leaders and trailers relate to your group of 4. Leaders are those who can not see another dancer in their group of 4 when they look straight ahead. Trailers will always be looking at another dancer's body in their group of 4, either their face, back or shoulder.

On the call Zig-Zag, the leader and trailer will always finish holding right hands. On the call Zag-Zig, the leader and trailer will always finish holding left hands.

Applying the above: From parallel waves (right or left-handed); Zig-Zag gives right-hand columns and Zag-Zig gives left-hand columns. From columns (right or left-handed): Zig-Zag gives right-hand waves, Zag-Zig gives left-hand waves.

#1
HEADS ARKY STAR THRU
ALL DPT
ZIG-ZAG
MOTIVATE
SCOOT CHAIN THRU
ACEY DEUCEY
RECYCLE
SQUARE THRU 3/4
L.A.

#2
SIDES LEFT SQUARE THRU 2
LEFT WHEEL THRU & ROLL
TRIPLE SCOOT
ZAG-ZIG - TRADE CIRCULATE
ZIG-ZAG - TRANSFER THE COLUMN
IN ROLL CIRCULATE
LEFT SWING THRU
RIGHT & LEFT GRAND

#3
HEADS FAN THE TOP
CHAIN REACTION
EXPLODE AND: RIGHT & LEFT THRU
DIXIE STYLE TO O.W.
MIX
CAST A SHADOW
ZIG-ZAG - ALL 8 CIRCULATE
TRAIL OFF
1/2 TAG THE LINE
SLIP - RIGHT & LEFT GRAND

#4
SIDES FAN THE TOP
EXTEND THE TAG - 1/4 THRU
MOTIVATE
REMAKE THE WAVE
SPLIT COUNTER ROTATE 1/4
ZAG-ZAG
ENDS BEND - SPLIT SQUARE CHAIN THRU
HORSESHOE TURN
ARKY STAR THRU
PASS IN - CENTERS PASS THRU (zero box)
L.A.

#5
SIDES LEFT WHEEL THRU
ALL LEFT WHEEL THRU
STEP & SLIDE - BEAUS RUN
SPLIT TRANSFER THE COLUMN
ZAG-ZIG - TRIPLE SCOOT
ZIG-ZAG
SPLIT COUNTER ROTATE 1/4
TRAIL OFF - BEND THE LINE (zero lines)
L.A.

#6
ALL 4 COUPLES RIGHT & LEFT THRU
SIDES DIXIE STYLE TO O.W.
SCOOT & WEAVE
ZAG-ZAG
PASS & ROLL YOUR NEIGHBOR & SPREAD
SPLIT COUNTER ROTATE 1/4
ZIG-ZAG
RIGHT & LEFT GRAND

The first two pages of this month's Advanced Supplement are by Bruce Busch (N.J.). Bruce has been calling Advanced for over 15 years, and is well-known for his work in all areas of the square dance activity.

A-1 THEME: QUARTER IN/QUARTER OUT

Dancers tend to confuse Quarter In and Quarter Out with Pass In and Pass Out. Remind the dancers that Quarter In/Out always relate to your partner, which means to your own group of four. Pass In/Out always relates to the center of the set.

#1
HEADS PASS THE OCEAN
CHAIN REACTION
SPLIT CIRCULATE
QUARTER IN - 8 CHAIN 3
QUARTER OUT
STEP & SLIDE - CROSS CLOVERLEAF
DPT
1st COUPLE LEFT, NEXT RIGHT
PASS THRU - TURN & DEAL
DIXIE GRAND
L.A.

#2
HEADS WHEEL THRU
ALL PASS OUT
STEP & SLIDE - CROSS CLOVERLEAF
DPT - QUARTER IN
PASS THRU - QUARTER OUT
TRADE BY
LEFT SWING THRU - GIRLS RUN
ALL PROMENADE HOME

#3
SIDES LEFT WHEEL THRU
PAIR OFF - QUARTER OUT
CROSS CLOVER AND: SQUARE THRU 2
SQUARE CHAIN THRU
QUARTER OUT - TRADE BY
PASS OUT
EXPLODE THE LINE - TWICE
CHASE RIGHT TO A
RIGHT & LEFT GRAND

#4
HEADS LEFT SQUARE CHAIN THRU
LEFT SPIN THE TOP
QUARTER OUT
RIGHT ROLL TO AN O.W.
TRIPLE SCOOT
PARTNER TAG
QUARTER OUT - PARTNER TRADE
SWING THRU - EXPLODE THE WAVE
*PARTNER TAG - L.A.

*OR: PARTNER TRADE (zero lines)

#5
HEADS PASS THE OCEAN
CHAIN REACTION
EXPLODE THE WAVE
QUARTER OUT
CROSS CLOVER AND: SQUARE THRU 4
PASS THRU - QUARTER OUT
EXPLODE THE LINE
WHEEL & DEAL - DPT
QUARTER OUT - ENDS BEND
SPLIT SQUARE THRU
TRADE BY - STAR THRU - BOYS TRADE
FERRIS WHEEL
CENTERS SQUARE THRU 3/4
L.A.

#6
SIDES PASS THE OCEAN - GIRLS TRADE
CHAIN REACTION
ALL 8 CIRCULATE
EXPLODE THE WAVE
STEP & SLIDE - HORSESHOE TURN
QUARTER OUT - TWICE
TRADE BY
PASS OUT - ENDS CROSS FOLD
RIGHT & LEFT GRAND

#7
HEADS SQUARE CHAIN THRU
ALL PASS OUT
STEP & SLIDE - HORSESHOE TURN
TOUCH 1/4 - WALK & DODGE
QUARTER OUT
CROSS CLOVER AND: SQUARE THRU 2
SWING THRU
EXPLODE AND: RIGHT & LEFT THRU
PASS IN - DPT
LEADERS TRADE
PASS THRU - RIGHT ROLL TO A
RIGHT & LEFT GRAND

#8
SIDES LEFT WHEEL THRU
ALL PASS OUT
ENDS BEND - SPLIT SQUARE THRU 3/4
EXPLODE THE LINE
RIGHT ROLL TO AN O.W.
FAN THE TOP
*TURN THRU - ARKY ALLEMANDE

*OR: BOYS RUN (zero lines)

A-1 MATERIAL FEATURING CROSS OVER CIRCULATE

Material is by Ross Howell (Texas).

#1

HEADS STAR THRU & ROLL
AND START A
SPLIT SQUARE THRU 3/4
STEP & SLIDE
LEADERS RIGHT ROLL TO O.W.
SWING THRU - BOYS RUN
CROSS OVER CIRCULATE - TWICE
GIRLS 1/4 THRU
ALL DIAMOND CIRCULATE
6 by 2 ACEY DEUCEY
FLIP THE DIAMOND - BOYS TRADE
PASS THE OCEAN
RIGHT & LEFT GRAND

#2

Zero Lines:
PASS THE OCEAN - ACEY DEUCEY
EXPLODE THE WAVE
CROSS OVER CIRCULATE
PASS THRU - CROSS OVER CIRCULATE
RIGHT & LEFT THRU
DIXIE STYLE TO O.W.
BOYS CROSS RUN - GIRLS TRADE
ALL 8 CIRCULATE
GIRLS CROSS RUN - BOYS TRADE
L.A.

#3

Zero Lines:
RIGHT & LEFT THRU
CROSS OVER CIRCULATE
EXPLODE THE LINE - PARTNER TRADE
CROSS OVER CIRCULATE
EXPLODE AND: LOAD THE BOAT
SWING THRU - RECYCLE
RIGHT & LEFT GRAND

#4

HEADS LEAD RIGHT - VEER LEFT
JUST THE HEADS CROSS OVER CIRCULATE
WHILE THE SIDES ALL 8 CIRCULATE
CENTER 4 WALK & DODGE
JUST THE BOYS CROSS OVER CIRCULATE
WHILE THE GIRLS ALL 8 CIRCULATE
CENTER 4 PASS THE OCEAN
ALL DIAMOND CIRCULATE
FLIP THE DIAMOND - BOYS RUN
DOUBLE STAR THRU
CROSS OVER CIRCULATE
PASS THRU - WHEEL & DEAL
CENTERS RIGHT & LEFT THRU AND
ALL ROLL 1/2 SASHAY
CENTERS PASS THRU
SQUARE THRU - ON 3rd HAND
RIGHT & LEFT GRAND

#5

HEADS WHEEL THRU - SLIDE THRU
SQUARE CHAIN THRU
TRADE BY & ENDS ROLL & START A
SPLIT SQUARE THRU 3/4
CENTERS CROSS RUN
BOYS CROSS OVER CIRCULATE
CENTERS TRADE - STAR THRU
DPT - PEEL OFF - PASS THRU
AS THE BOYS CHASE RIGHT - GIRLS
CROSS OVER CIRCULATE
CENTERS PASS THRU - CENTERS RUN
ENDS STAR THRU - CENTERS HORSESHOE TURN
L.A. (zero box)

#6

HEADS PASS THE OCEAN - CHAIN REACTION
SPLIT CIRCULATE
CENTERS TRADE - EXPLODE THE WAVE
BOYS RUN
CROSS OVER CIRCULATE - TWICE
GIRLS RUN - 1/2 BREED THRU
SLIDE THRU
PASS TO THE CENTER - SQUARE THRU 3/4
L.A.

#7

HEADS LEAD RIGHT - VEER LEFT
GIRLS WALK & DODGE
CROSS OVER CIRCULATE
BOYS 1/4 THRU - GIRLS PASS IN
EXTEND - SCOOT & WEAVE
BOYS WALK & DODGE
CROSS OVER CIRCULATE
GIRLS FOLLOW YOUR NEIGHBOR & SPREAD
BOYS PASS IN
GIRLS SWING THRU - TURN THRU
ALL STAR THRU - COUPLES CIRCULATE
CAST A SHADOW - CENTER BOY GO 3/4
RIGHT & LEFT GRAND

SINGING CALL

HEADS SQUARE CHAIN THRU
SIDES ROLL 1/2 SASHAY
SWING THRU - BOYS RUN
RIGHT & LEFT THRU
DIXIE STYLE TO O.W.
CENTERS TRADE - ALL 8 CIRCULATE 2½
SWING CORNER - PROMENADE

QUICK A-2 MATERIAL

Material is by Dave Lightly (Iowa).

#1
Zero Box Ocean Wave:
TRADE CIRCULATE
CAST A SHADOW - TWICE
L.A.

#2
Zero Box:
PASS & ROLL - ACEY DEUCEY
SPLIT COUNTER ROTATE 1/4
TRANSFER THE COLUMN
RIGHT & LEFT GRAND

#3
HEADS 1/2 SQUARE THRU
SINGLE CIRCLE TO O.W.
MOTIVATE - BUT TURN THE STAR 3/4
AND THE LADIES SPREAD
L.A.

#4
HEADS 1/2 SQUARE THRU
STEP TO A WAVE
MOTIVATE - BUT TURN THE STAR 3/4
EXTEND - RIGHT & LEFT GRAND

#5
SIDES 1/2 SQUARE THRU
RIGHT & LEFT THRU & VEER LEFT
TRADE CIRCULATE
CAST A SHADOW - 3 TIMES
RIGHT & LEFT GRAND

#6
SIDES 1/2 SQUARE THRU
SLIDE THRU - TOUCH 1/4
CENTER 4 CIRCULATE
REMAKE THE COLUMN
TRANSFER THE COLUMN
EXTEND - RIGHT & LEFT GRAND

A-2 SINGING CALL MATERIAL

Material is by Bob Fehrmann (Mo.)

#1
HEADS SQUARE THRU - 4 HANDS
TOUCH 1/4
FOLLOW YOUR NEIGHBOR & SPREAD
SWING THRU - ACEY DEUCEY
SWITCH THE WAVE
TURN & DEAL
BOX THE GNAT - PULL BY
SWING CORNER - PROMENADE

#2
HEADS WHEEL THRU - TOUCH 1/4
SCOOT & WEAVE
RECYCLE - VEER LEFT
ACEY DEUCEY - CROSS OVER CIRCULATE
TURN & DEAL
SQUARE THRU 3/4 - TRADE BY
SWING CORNER - PROMENADE

#3
HEADS SQUARE THRU - 4 HANDS
SWING THRU - GIRLS FOLD
TRAIL OFF - WHEEL & DEAL
STAR THRU - CALIFORNIA TWIRL
SLIDE THRU - PASS THRU
U TURN BACK - SWING & PROMENADE

#4
SIDES PROMENADE 1/2
SIDES SQUARE THRU - 4 HANDS
PUT CENTERS IN - EXPLODE & PASS THE OCEAN
TRADE CIRCULATE
LEFT SWING THRU
GIRLS TRADE - GIRLS RUN
ALL PROMENADE

#5
HEADS SQUARE THRU - 4 HANDS
STEP TO A WAVE
IN ROLL CIRCULATE
IN ROLL CIRCULATE AGAIN
SLIP - BOYS RUN - FERRIS WHEEL
CENTERS PASS THRU - TOUCH 1/4
FOLLOW YOUR NEIGHBOR & SPREAD BUT
SWING THE CORNER - PROMENADE

Correction: July, 1987 Advanced Supplement,
AS Page 653, Figure #2, line 6: This line
reads:

OUTSIDE GIRL RUN RIGHT.
It should read:
GIRL BEAU RUN RIGHT

ADVANCED COMMENTARY

by Ed Foote

THE COMBINATION OF: HEADS WHEEL THRU - VEER LEFT. This combination is widely used at Advanced. Instead of simply saying Heads Lead Right, many callers insert a Wheel Thru as a convenient equivalent.

The problem is the combination is not the smoothest for the girls.

On the Wheel Thru the girl, after taking a slight step forward, is making a 1/4 right face turn. If she now does a Veer Left, this is a direct reversal of body direction for her. In actual fact, the boy often has to drag the girl sideways to the left, to help her overcome the reversal of body direction.

The action for the boy is no problem. It is essentially the same action as Heads Lead Right and Veer Left for him, which is a smooth combination. Since most callers are male, they tend to watch the boys and forget about the girls. They assume that if a call is smooth for the boys, it is also smooth for the girls, and this is not necessarily always true.

Suggestion: It is recommended that the combination of Heads (Sides) Wheel Thru - Veer Left not be used. Instead, call Heads Lead Right - Veer Left.

Commonly asked question: If Wheel Thru equals Lead Right, and if Lead Right - Veer Left is smooth, then why is Wheel Thru - Veer Left not smooth for the girls?
Answer: Because on Lead Right the girl is walking on a 45 degree angle toward the left, so it is easy for her to blend into the Veer Left. But, as previously noted, on Wheel Thru the girl is making a distinct 1/4 right face turn, so a reversal of direction is involved.

Try calling the combination of Wheel Thru - Veer Left and watch only the girls. Determine yourself if the action appears smooth for them.

A-1 CLASS. Many callers will be starting A-1 classes in September. Most of the dancers in these classes will not know Mainstream and Plus A.P.D. - D.B.D.

On the one hand some callers will want to work Mainstream and Plus A.P.D. in the class before going into A-1. Other callers will want to teach the A-1 calls and forget MS and Plus A.P.D. Neither method will be satisfactory for the dancers. The dancers need a strong foundation, but they also want to learn new names.

Solution: Start off teaching the A-1 calls, but for every A-1 call taught go back and review an MS or Plus call A.P.D. By the time the A-1 list is completed, the dancers should have a strong foundation in MS and Plus.

Here are some of the key calls to review A.P.D.:

Mainstream

All 8 Circulate
Wheel & Deal
Scoot Back
Fan The Top
Peel Off
Slide Thru

Plus

Coordinate
Diamond circulate/flip the diamond
Follow Your Neighbor
Peel The Top
Load The Boat
Roll

RELOCATE AT THE ADVANCED PROGRAM

Note: On a Relocate, the outsides quarter right, promenade single file 1/4 and face in toward the center of the set. The face in applies in all situations, even if the outsides were facing in at the start of the call.

A-1

#1

Zero Lines:

PASS THE OCEAN

EXTEND & RELOCATE AND
EVERYBODY ROLL

CENTER 4: DIXIE STYLE TO O.W.

ALL DIAMOND CIRCULATE

6 BY 2 ACEY DEUCEY

FLIP THE DIAMOND

SPLIT CIRCULATE - RECYCLE

WRONGWAY ALLEMANDE LEFT

BACK TO YOUR PARTNER -
WRONGWAY GRAND

#2

SIDES RIGHT & LEFT THRU

HEADS SQUARE THRU - 4 HANDS

OTHERS RELOCATE

CLOVER AND: SWAP AROUND

WHEEL THRU

CHASE RIGHT

EXTEND & RELOCATE

GIRLS SWING THRU

EXTEND & HINGE

RIGHT & LEFT GRAND

#3

HEADS STAR THRU & SPREAD

ALL PASS THE OCEAN - CENTERS TRADE

EXTEND & RELOCATE AND

GIRLS ROLL

DIAMOND CIRCULATE - BOYS ROLL

(LEFT-HANDED) SCOOT & RELOCATE AND

OUTSIDES GO LEFT

EXTEND (LH)

LEFT 1/4 THRU

ACEY DEUCEY

ALL 8 CIRCULATE 1½

L.A.

#4

SIDES RIGHT & LEFT THRU

HEADS LEAD RIGHT - VEER LEFT

COUPLES CIRCULATE

CAST A SHADOW

GIRLS CROSS RUN - ALL 8 CIRCULATE

EXTEND & RELOCATE

OUTSIDES SASHAY

EXTEND TWICE

RIGHT & LEFT GRAND

A-2

#5

SIDES RIGHT & LEFT THRU

HEADS PASS THE OCEAN

SCOOT & RELOCATE

SPIN THE WINDMILL RIGHT

TRADE CIRCULATE

OUT ROLL CIRCULATE

RIGHT & LEFT GRAND

#6

HEADS LEAD RIGHT - VEER LEFT

BEND THE LINE

WHEEL THRU

RELOCATE

CHAIN REACTION

CAST OFF 3/4

RIGHT & LEFT GRAND

#7

SIDES RIGHT & LEFT THRU

HEADS SQUARE THRU - 4 HANDS

SIDES RELOCATE (to the right)

HEADS RIGHT ROLL TO O.W. & LOCKIT

SCOOT CHAIN THRU (from 1/4 tag)

RELOCATE

EXTEND & 1/4 THRU

RIGHT & LEFT GRAND

#8

HEADS PASS THE OCEAN

SCOOT & RELOCATE BUT

THE WAVE SPIN THE WINDMILL

CENTERS WALK & DODGE

PASS & ROLL

EXTEND & RELOCATE & ALL ROLL

CENTER 4: DPT - ZIG ZAG

OTHER BOY RIGHT ROLL TO O.W.

(see your thar)

1/2 TOP

BOYS RUN - MOVE UP TO A LINE

PASS THRU - WHEEL & DEAL

DIXIE GRAND

L.A.

A-2 MATERIAL WITH A THEME

Theme: Acey Deucey 1½, wave of 6 Grand Swing Thru, same 6 Cast 3/4 and girls (or boys) Roll.

#1

Zero Lines:

PASS THE OCEAN

ACEY DEUCEY 1½

WAVE OF 6: GRAND SWING THRU

SAME 6: CAST RIGHT 3/4 & GIRLS ROLL

BOYS 1/2 TAG (gives 3 & 1 lines)

BOYS WALK & DODGE

ALL 8 CIRCULATE

GIRLS FOLD - ZOOM

CENTERS PASS THRU

TOUCH 1/4 - RIGHT & LEFT GRAND

#2

Zero Lines:

PASS THE OCEAN

ACEY DEUCEY 1½

WAVE OF 6: GRAND SWING THRU

SAME 6: CAST RIGHT 3/4 & GIRLS ROLL

BOYS VEER RIGHT

GIRLS START: SPLIT SQUARE THRU 3/4

WHEEL & DEAL

CENTERS CROSS TRAIL THRU

STAR THRU

PASS THRU - WHEEL & DEAL

CENTERS WHEEL AROUND (zero box)

DOUBLE STAR THRU & ROLL

SQUARE THRU 2

RIGHT & LEFT GRAND

#3

Zero Lines:

RIGHT & LEFT THRU

PASS THE OCEAN

ACEY DEUCEY 1½

WAVE OF 6: GRAND SWING THRU

SAME 6: CAST RIGHT 3/4 & GIRLS ROLL

BOYS 1/2 TAG

BOYS FOLLOW YOUR NEIGHBOR & SPREAD

GIRLS PASS THRU

(see diamonds)

CUT THE DIAMOND

GIRLS PASS THE OCEAN

ALL CUT THE DIAMOND

ACEY DEUCEY

WHEEL & DEAL

RIGHT & LEFT GRAND

#4

Zero Lines:

PASS THE OCEAN

ACEY DEUCEY 1½

WAVE OF 6: GRAND SWING THRU

SAME 6: CAST RIGHT 3/4 & BOYS ROLL

OTHER BOYS FACE RIGHT

BOYS DPT

BOYS ZIG ZAG

THOSE WHO CAN: PASS THRU

CENTER LINE: WHEEL & DEAL

OTHERS TURN BACK

DIXIE GRAND

L.A.

#5

Zero Lines:

PASS THE OCEAN

ACEY DEUCEY 1½

WAVE OF 6: GRAND SWING THRU

SAME 6: CAST RIGHT 3/4 & BOYS ROLL

OTHER BOYS FACE RIGHT

BOYS DIXIE STYLE TO O.W.

GIRLS TURN BACK

THOSE WHO CAN: PASS THRU

CLOVER AND: WHEEL & DEAL

CENTERS SQUARE THRU 2 - OTHERS SASHAY

RIGHT & LEFT GRAND

#6

Zero Lines:

RIGHT & LEFT THRU

DIXIE STYLE TO O.W.

ACEY DEUCEY 1½

WAVE OF 6: GRAND LEFT SWING THRU

SAME 6: CAST LEFT 3/4 & BOYS ROLL

GIRLS WHEEL & DEAL - GIRLS PASS THRU

BOYS START: SPLIT SQUARE CHAIN THRU

CENTERS ROLLAWAY

ALL RIGHT & LEFT GRAND

#7

Zero Lines:

PASS THE SEA

ACEY DEUCEY 1½

WAVE OF 6: GRAND LEFT SWING THRU

SAME 6: CAST LEFT 3/4 & BOYS ROLL

GIRL BELLES RUN (gives LH wave)

BOYS PASS IN

EXTEND (LH)

LEFT 1/4 THRU

RECYCLE

BOX THE GNAT - RIGHT & LEFT GRAND

QUICK & TOUGH ADVANCED MATERIAL

#1 (A-1)
Zero Lines:
PASS THRU
EXPLODE THE LINE TWICE BUT
AFTER EACH ONE CAST 1/4
WHEEL & DEAL
CENTERS PASS THRU
SWING THRU - TURN THRU
L.A.

#2 (A-1)
Zero Lines:
RIGHT & LEFT THRU
PASS THRU
EXPLODE AND: 3 TIMES BUT AFTER
EACH ONE DO A SWAP AROUND
WHEEL & DEAL
CENTERS WHEEL AROUND
RIGHT & LEFT GRAND

Caller note: On this figure
emphasize the word AND.

#3 (A-2)
Zero Lines:
PASS THE OCEAN
IN ROLL CIRCULATE 3 TIMES BUT
AFTER EACH ONE DO AN
ALL 8 CIRCULATE
SPLIT CIRCULATE
RECYCLE
PASS THRU - TRADE BY (zero box)
L.A.

#4 (A-2)
Zero Lines:
PASS THE OCEAN
IN ROLL CIRCULATE 3 TIMES BUT
AFTER EACH ONE DO A
SPLIT CIRCULATE
ACEY DEUCEY
ALL 8 CIRCULATE
RIGHT & LEFT GRAND

A-1 GET-OUTS

#1
(Zero lines out of seq.)
SLIDE THRU - TOUCH 1/4
FOLLOW YOUR NEIGHBOR
SLIP THE CLUTCH - L.A.

#2
(Zero lines out of seq.)
SLIDE THRU - LEFT TOUCH 1/4
FOLLOW YOUR NEIGHBOR TO A
*WRONGWAY GRAND

*OR: BOX THE GNAT
RIGHT & LEFT GRAND

#3
(Zero lines in seq.)
PASS THE OCEAN
ACEY DEUCEY
BOYS RUN - COUPLES CIRCULATE
TURN & DEAL
RIGHT & LEFT GRAND

#4
(Zero box)
SINGLE CIRCLE TO AN O.W.
BOYS LEFT 1/4 THRU 1 1/2
RIGHT & LEFT GRAND

A-2 GET-OUTS

#1
(Zero lines out of seq.)
PASS THE SEA
LEFT SWING & MIX
GIRLS RUN - CROSSFIRE
GIRLS TURN BACK
RIGHT & LEFT GRAND

#2 - a variation of #1:
Any time you are in a right-hand ocean
wave and you could call RIGHT & LEFT GRAND,
EXCEPT that the set is out of sequence,
call:

GIRLS RUN - CROSSFIRE
GIRLS TURN BACK
RIGHT & LEFT GRAND

ADVANCED COMMENTARY by Ed Foote

Most of us wish that dancers entering an Advanced class knew how to dance Mainstream and Plus well. Unfortunately, this is not usually the situation. There are very few MS and Plus clubs where much all-position material can be used. So the dancers, through no fault of their own, come to an Advanced class without a solid foundation.

It would be nice if, in Advanced class, we could teach the dancers MS and Plus all-position before we give them any Advanced calls. In fact, some callers try to do this and it does not work - the dancers stop coming to the class. The reason it does not work is the dancers are excited about learning new names - ie. the names of Advanced calls. If they do not quickly get some new names, they quit.

The solution is a compromise. Give the dancers some A-1 calls right away, but at the same time teach some of the key Mainstream and Plus calls from various positions. A good rule of thumb is: For every two A-1 calls taught, review an MS or Plus call from various positions.

There are only about 20 key MS and Plus calls which provide a lot of all-position possibilities. If you follow the above rule of thumb, by the time you have taught all the A-1 calls, you will also have given the dancers the solid foundation they need in the MS and Plus calls.

By the way, if the dancers are not taught MS and Plus all-position, they will have trouble with Advanced. It is tough to build on a foundation of sand, and MS and Plus are the foundation calls. Thus, if little MS and Plus all-position is used in Advanced class, the dancers may break down more than is necessary on the Advanced calls.

However, what is worse, the dancers may survive the Advanced class because they have been babied thru, but then die when they attend a true Advanced dance with another caller. When they die, they will remember who taught them how to dance Advanced.

What MS and Plus calls should be worked from various positions in Advanced class? Here are some key calls:

1. All 8 Circulate - from inverted lines and 3 & 1 lines.
2. Spin the Top and Fan the Top from facing lines.
3. Slide thru when facing same sex.
4. Scoot Back from left-hand waves.
5. Pass to the Center from 1/2 sashayed couples.
6. Peel Off from starting DPT and columns.
7. Wheel & Deal from facing lines.
8. Roll from numerous positions.
9. Follow Your Neighbor from various sex waves and left-hand waves.
10. Coordinate from 1/2 sashayed lines doing Touch 1/4 and from LH columns.
11. Point-to-point diamonds.

Most of the material in the Advanced Supplement this month is by Art Springer, Fla. The following figures are by Ed Foote: Page 666: #1,2,5,6; Page 668: #3 & 4 at bottom.

For something to work your mind, look at page 667, #3 & 4 at the bottom. These figures come from Tord Erikson, Sweden.

A-2 THEME: PASS & ROLL YOUR NEIGHBOR & CROSS SPREAD

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

Calling Hint: Don't say the entire call name at once - it puts a lot of word pressure on the dancers. Say "Pass & Roll Your Neighbor" - now pause - and when the dancers are approaching the time to Cross Spread, then say "Cross Spread."

#1

Zero Box:

**PASS & ROLL YOUR NEIGHBOR &
CROSS SPREAD**

COUPLES CIRCULATE - BEND THE LINE
STAR THRU
CENTERS SWAP AROUND
BOX THE GNAT - RIGHT & LEFT GRAND

#2

Zero Lines:

PASS THRU - WHEEL & SPREAD

PASS THRU - WHEEL & DEAL

CENTERS PASS THRU

**PASS & ROLL YOUR NEIGHBOR &
CROSS SPREAD**

COUPLES CIRCULATE - WHEEL & DEAL
RIGHT & LEFT GRAND

#3

Zero Box:

**PASS & ROLL YOUR NEIGHBOR &
CROSS SPREAD**

TRADE CIRCULATE

CENTERS: WALK & DODGE

GIRLS TRADE - CYCLE & WHEEL

PASS & ROLL

SLIP - RIGHT & LEFT GRAND

#4

Zero Box:

RECYCLE

ALL 8 CIRCULATE TO A

**PASS & ROLL YOUR NEIGHBOR &
CROSS SPREAD**

CENTER 4: REMAKE THE BOX

ENDS CIRCULATE

CENTERS WALK & DODGE

ALL CYCLE & WHEEL

**PASS & ROLL YOUR NEIGHBOR &
CROSS SPREAD**

1/2 TAG THE LINE - GIRLS TURN BACK
(zero lines)

PASS THE SEA

LEFT SWING & MIX

RIGHT & LEFT GRAND

#5

Zero Lines:

SLIDE THRU

PASS & ROLL YOUR NEIGHBOR & CROSS SPREAD

COUPLES CIRCULATE

CAST A SHADOW

SPLIT CIRCULATE - ACEY DEUCEY

SLIP-SLIDE-SWING

RIGHT & LEFT GRAND

#6

Zero Lines:

STAR THRU - PASS THRU

CLOVER AND: WHEEL THRU

PASS & ROLL YOUR NEIGHBOR & CROSS SPREAD

FERRIS WHEEL - BOYS SWING THRU

CHAIN REACTION

SPLIT CIRCULATE - TRADE CIRCULATE

MIX... & SWING

RIGHT & LEFT GRAND

#7

Zero Lines:

TOUCH 1/4 - CHECKMATE THE COLUMN

1/2 TAG THE LINE TO A

PASS & ROLL YOUR NEIGHBOR & CROSS SPREAD

*BEND THE LINE (zero lines)

*OR: SINGLE WHEEL

ALL 8 CIRCULATE TWICE

GIRLS PEEL OFF - RIGHT & LEFT GRAND

#8

Zero Lines:

SQUARE THRU 3/4

SINGLE WHEEL

DPT - ZIG ZAG

PASS & ROLL YOUR NEIGHBOR & CROSS SPREAD

1/2 TAG THE LINE

MOTIVATE

SCOOT & WEAVE

CENTERS RUN - BEND THE LINE

SLIDE THRU (zero box)

L.A.

A-2 MATERIAL FEATURING SLIP-SLIDE-SWING AS A THEME

- | | |
|---|---|
| <p>#1
Zero Box:
FAN THE TOP
<u>SWING-SLIP-SWING</u>
<u>LOCKIT - MOTIVATE</u>
<u>SWING & SLITHER</u>
<u>LISTEN FIRST: BOYS</u>
<u>CROSS OVER CIRCULATE</u>
<u>GIRLS NORMAL CIRCULATE</u>
1/2 TAG THE LINE
<u>SLIP-SWING-SLIP</u>
*RIGHT & LEFT GRAND</p> <p>*OR: CENTERS RUN - BEND THE LINE
(zero lines)</p> <p>#2
Zero Lines:
TAG THE LINE - <u>ZIG ZAG</u>
<u>SLIP-SLIDE-SLITHER</u>
SAME SEX TRADE & ROLL
DPT - <u>ZAG ZIG</u>
<u>SLIP & SLIDE</u>
RECYCLE
<u>PASS & ROLL YOUR NEIGHBOR</u>
*SINGLE WHEEL
RIGHT & LEFT GRAND</p> <p>*OR: <u>PASS IN</u> (zero lines)</p> | <p>#3
Zero Lines:
SLIDE THRU - PASS THRU
<u>RIGHT ROLL TO AN O.W.</u>
<u>PASS & ROLL</u>
<u>OUT ROLL CIRCULATE</u>
<u>SLIP-SLIDE-MIX</u>
<u>EXPLODE AND: CROSS OVER CIRCULATE</u>
<u>STEP & SLIDE</u>
<u>LEADERS: RIGHT ROLL TO O.W.</u>
<u>SWING-SLITHER & BEND THE LINE</u> (zero lines)
L.A.</p> <p>#4
Zero Box:
<u>RECYCLE</u> (facing)
<u>SWING & SLITHER</u>
<u>GIRLS: BOX COUNTER ROTATE</u>
BOYS ZOOM
<u>GIRLS: PEEL & TRAIL</u>
<u>ALL DIAMOND CIRCULATE</u>
<u>BOYS: SLIP & SLIDE</u>
GIRLS ZOOM
<u>ALL FLIP THE DIAMOND</u>
<u>OUT ROLL CIRCULATE TWICE</u>
*EXPLODE AND ROLL
RIGHT & LEFT GRAND</p> <p>*OR: <u>PASS IN</u> (zero lines)</p> |
|---|---|

A-2 MATERIAL FEATURING ALL 4 COUPLES AS A THEME

- | | |
|---|--|
| <p>#1
<u>ALL 4 COUPLES RIGHT & LEFT</u>
<u>THRU & HEADS ROLL</u>
SIDES PASS THE OCEAN (see diamonds)
ALL DIAMOND CIRCULATE
<u>6 BY 2 ACEY DEUCEY</u>
<u>CUT THE DIAMOND - TURN & DEAL</u>
<u>PASS THRU - TRADE BY</u>
<u>CROSS TRAIL THRU - U TURN BACK</u>
L.A. (zero box)</p> <p>#2
<u>ALL 4 COUPLES CURLIQUE</u>
<u>AT THE HEAD POSITION: 3/4 THRU</u>
<u>OUTSIDE GIRL U TURN BACK</u>
<u>ALL CHAIN REACTION</u>
<u>ALL 8 CIRCULATE</u>
*SCOOT BACK - <u>SINGLE WHEEL</u>
RIGHT & LEFT GRAND</p> <p>*OR: BOYS RUN - BEND THE LINE
(zero lines)</p> | <p>#3
<u>ALL 4 COUPLES DO THE OUTSIDES PART OF</u>
<u>LOAD THE BOAT</u>
CIRCLE LEFT
LADIES CENTER - MEN SASHAY
L.A.
(Explanation: face corner, pass 3 people
and face in)</p> <p>#4 (warning - very difficult, likely to
break floor down without a walkthru)
<u>ALL 4 COUPLES DO THE CENTERS PART OF</u>
<u>LOAD THE BOAT</u>
U TURN BACK
PASS THRU - L.A.

(Explanation: (1) All 4 Couples Pass Thru,
finish facing out beside original partner,
(2) Quarter Out, (3) Partner Trade with
person facing same direction on other side
of set - do this by walking around the
outside of the set in an All 4 Couples
manner, (4) Pass Thru. Ending position:
from a squared set this equals a partner
tag.)</p> |
|---|--|

A-1 MATERIAL FEATURING AS COUPLES

#1
Zero Lines:
SQUARE CHAIN THRU
RIGHT ROLL TO O.W.
SWING THRU
RECYCLE - VEER LEFT
COUPLES HINGE
AS COUPLES: EXPLODE AND:
SWAP AROUND
AS COUPLES: CLOVERLEAF
DOUBLE STAR THRU
*QUARTER IN - RIGHT & LEFT GRAND

*OR: QUARTER IN & ROLL (zero lines)

#2
Zero Box:
SINGLE CIRCLE TO O.W.
BOYS TRADE - GIRLS TURN BACK
ALL 8 CIRCULATE
CAST A SHADOW
BOYS RUN
AS COUPLES: 1/4 THRU
AS COUPLES: CENTERS RUN
AS COUPLES: TURN & DEAL (zero lines)
L.A.

#3 (remember if you are heads or sides!)
HEADS LEAD RIGHT - CIRCLE TO A LINE
AS COUPLES: TOUCH 1/4
HEADS, AS COUPLES: SCOOT BACK
SIDES CROSS OVER CIRCULATE
SIDES, AS COUPLES: SCOOT BACK
HEADS CROSS OVER CIRCULATE
ALL TURN & DEAL
DOUBLE STAR THRU - TRADE BY
CURLY CROSS - QUARTER IN
SQUARE THRU - BUT ON 3rd HAND
BOX THE GNAT - RIGHT & LEFT GRAND

#4
Zero Box:
WHEEL THRU & ROLL
SPLIT TRANSFER
BOYS CROSS OVER CIRCULATE
AS COUPLES: LEFT TOUCH 1/4
AS COUPLES: LEFT 1/4 THRU
AS COUPLES: TRADE THE WAVE
EACH LINE: TURN & DEAL & VEER LEFT
VERY CENTER BOYS TRADE
AS COUPLES: RECYCLE
ALL PASS IN
CENTERS TURN THRU - ALL PASS IN (zero lines)
L.A.

A-2 MATERIAL FEATURING AS COUPLES

#1
Zero Lines:
SINGLE CIRCLE TO O.W.
LOCKIT
BOYS RUN
SIDES, AS COUPLES: SCOOT BACK
HEADS TAG THE LINE ZIG ZAG
ALL 8 CIRCULATE
CENTER BOY RUN - ALL TURN & DEAL
SINGLE CIRCLE TO O.W.
EXTEND - RIGHT & LEFT GRAND

#2
Zero Box:
RECYCLE - ALL 8 CIRCULATE
BOYS RUN
AS COUPLES: TRAIL OFF (gives tidal line)
LINE OF 8: GRAND 1/2 TAG (gives columns)
BOYS RUN
AS COUPLES: RIGHT ROLL TO O.W.
(gives 2-faced lines)
GIRLS TRADE - WHEEL & DEAL (zero box)
L.A.

#3
HEADS LEAD RIGHT - VEER LEFT
COUPLES HINGE
AS COUPLES: SWING & MIX
AS COUPLES: EXPLODE AND: TOUCH 1/4
COUPLES CIRCULATE - BEND THE LINE (zero lines)
L.A.

#4
HEADS LEAD RIGHT - VEER LEFT
COUPLES HINGE
AS COUPLES: SLIP-SLIDE-SWING
AS COUPLES: TRADE THE WAVE
AS COUPLES: SWITCH TO A DIAMOND
AS COUPLES: DIAMOND CIRCULATE
AS COUPLES: FLIP THE DIAMOND
GIRLS TRADE - BEND THE LINE
*SWING THRU - RECYCLE
RIGHT & LEFT GRAND

*OR: SLIDE THRU (zero lines out of seq.)

ADVANCED COMMENTARY

by Ben Rubright

In the September issue Ed Foote outlined the importance of integrating into an A-1 class a fresh look at calls from the Mainstream and Plus programs. He pointed out the value for the dancer to have a good foundation in the Basics, so they can handle the new movements they are learning. For example, it makes no sense for the dancer to try and do Advanced calls DBD and only be able to Wheel and Deal from normal lines facing out.

However, there is another reason to emphasize the Basics. As a caller we need the Basic calls to provide the glue that holds the Advanced program together. The Basics are used as transition calls to lead into the Advanced calls. If we can use the Basics in ways which are a little different from plain old vanilla, we can lead the dancers into the Advanced calls with an uplift.

One of my favorite calls to use at Advanced is Linear Cycle. Reviewing the definition: Hinge, leaders Fold, DPT, peel in the direction of the shoulder pass to end as facing couples. (From LH waves, the DPT is a left-shoulder pass.)

Most callers are afraid to try Linear Cycle from left-hand waves at Plus. But it is not difficult, and can be used to lead into a variety of calls because of the body flow that it possesses. Linear Cycle from left-hand waves provides the same body flow as a Right & Left Thru or a Reverse Flutter.

Example: From parallel left-hand waves with boys as centers:

1. Linear Cycle, girls lead Dixie Style to O.W., Acey Deucey
2. Linear Cycle, Roll 1/2 Sashay, boys lead Dixie Style to O.W., Mix
3. Linear Cycle, Left Wheel Thru, Horseshoe Turn

Another example - consider the following:

Heads Wheel Thru
Fan the Top
Linear Cycle (from RH tidal wave)
Center 4 Chase Right

This sequence does three things: (1) It stresses the fact that Linear Cycle is done with people in your own wave; (2) It forces the dancers to recognize where the two separate waves in a tidal wave; (3) It sets up the body flow for the Chase Right in the center in a creative way.

The above sequence is from normal boy-girl set-ups. After calling it twice, once for the heads and once for the sides, now expand the idea by adding a Grand Swing Thru after the Fan the Top. This puts a little more pressure on the dancers to be able to recognize where the two waves separate in a tidal wave.

Now sashay everyone and work everything again from the beginning.

This shows how you can take a small idea and expand it as a theme to fill an entire tip. Then you can insert the theme idea into subsequent tips throughout the dance. Calls such as Linear Cycle provide a very danceable method of setting up your choreography, as well as providing new material for the Advanced dancer without teaching them a new call.

ADVANCED MATERIAL FEATURING LINEAR CYCLE

A-1

#1

HEADS PASS THE OCEAN

CHAIN REACTION

SWING THRU

LINEAR CYCLE TO A WHEEL THRU

HORSESHOE TURN

SPIN THE TOP

LINEAR CYCLE

TOUCH 1/4 - EXTEND THE TAG

CENTER WAVE: EXPLODE THE WAVE

ALL TURN BACK

HOME! (squared set)

#2

HEADS SQUARE CHAIN THRU

SPIN THE TOP

GRAND SWING THRU

EACH WAVE: LINEAR CYCLE

CENTER 4 CHASE RIGHT

OTHERS FACE & TOUCH 1/4

TRANSFER THE COLUMN

1/4 THRU

RECYCLE - PASS THRU

RIGHT & LEFT GRAND

#3

HEADS WHEEL THRU

TOUCH 1/4 - SCOOT BACK

1/4 THRU

TRADE THE WAVE

LINEAR CYCLE (from LH wves)

DIXIE STYLE TO O.W.

ACEY DEUCEY

TRADE THE WAVE

EXPLODE & SLIDE THRU (zero box)

L.A.

#4

SIDES RIGHT & LEFT THRU

HEADS PASS THE OCEAN - EXTEND

1/4 THRU

SPLIT CIRCULATE - TRADE THE WAVE

LINEAR CYCLE (from LH waves)

DIXIE STYLE TO O.W.

CENTERS HINGE - ENDS TURN BACK

6 BY 2 ACEY DEUCEY

CUT THE DIAMOND & ROLL

CENTERS SLIDE THRU

HOME! (squared set)

#5

HEADS PASS THE OCEAN

CHAIN REACTION

CAST OFF 3/4

SPLIT CIRCULATE 1 1/2

GIRLS SWING THRU

ALL FLIP THE DIAMOND - FAN THE TOP

LINEAR CYCLE & ROLL

TRADE THE WAVE

1/4 THRU - ACEY DEUCEY

EXTEND - RIGHT & LEFT GRAND

#6

HEADS WHEEL THRU

TOUCH 1/4

LOCKIT & HINGE

TRANSFER THE COLUMN

FAN THE TOP

LINEAR CYCLE

WHEEL THRU & ROLL

SINGLE HINGE & FAN THE TOP

EXPLODE THE WAVE - BOYS TRADE

ALL FOLLOW YOUR NEIGHBOR (from LH waves)

RIGHT & LEFT GRAND

A-2

#1

HEADS SQUARE CHAIN THRU

SIDES SASHAY

PASS & ROLL

CENTERS TRADE & ALL CAST OFF 3/4

SCOOT & WEAVE

LINEAR CYCLE

WHEEL THRU & ROLL

CENTERS TRADE - GIRLS TRADE

OUT ROLL CIRCULATE

RIGHT & LEFT GRAND

#2

HEADS FAN THE TOP

EXTEND & 1/4 THRU

IN ROLL CIRCULATE

LOCKIT - LINEAR CYCLE

WHEEL THRU & CHASE RIGHT

SCOOT CHAIN THRU

CENTERS TRADE - ALL SINGLE HINGE

SPLIT CIRCULATE

RIGHT & LEFT GRAND

A-2 MATERIAL FEATURING HOURGLASS FORMATION

The following sequences create an hourglass without using the call Switch to an Hourglass, and get out of the hourglass without using the calls Flip or Cut the Hourglass.

#1

HEADS STAR THRU
ALL DPT
PEEL & TRAIL
TOUCH 1/4 - ALL 8 CIRCULATE 1½
BOYS TRADE & SPREAD
GIRLS DIAMOND CIRCULATE
ALL HOURGLASS CIRCULATE
BOYS FLIP THE DIAMOND
ALL FLIP THE DIAMOND
SLIP & HINGE
MOTIVATE
RIGHT & LEFT GRAND

#2

HEADS WHEEL THRU
PASS THE OCEAN - EXPLODE THE WAVE
HORSESHOE TURN
TOUCH 1/4
SLIP & IN ROLL CIRCULATE
EXTEND
BOYS SWITCH TO A DIAMOND
GIRLS QUARTER RIGHT
HOURGLASS CIRCULATE
GIRLS FLIP THE DIAMOND
BOYS PEEL OFF & BEND
EXTEND - HINGE & EXTEND
RIGHT & LEFT GRAND

#3

HEADS PASS THE OCEAN
EXTEND & FAN THE TOP
RECYCLE & ROLL
GIRLS PEEL OFF
BOYS EXTEND, HINGE & MIX
GIRLS THINK HOURGLASS
BOYS THINK DIAMOND
ALL CIRCULATE
VERY CENTER GIRLS HINGE &
TURN BACK
ALL GIRLS HINGE & TURN BACK
SWING THRU - RIGHT & LEFT GRAND

#4

HEADS SQUARE CHAIN THRU
SPIN THE TOP - CAST OFF 3/4
GIRLS TRAIL OFF
BOYS EXTEND & HINGE
BOYS SLIP - SLIDE & SWITCH TO A DIA.
HOURGLASS CIRCULATE
CENTER 4 FLIP THE DIAMOND
ALL CUT THE DIAMOND
LINEAR CYCLE & WHEEL THRU
RIGHT & LEFT GRAND

#5

HEADS FLUTTER WHEEL
HEADS PAIR OFF
TOUCH 1/4 - SPLIT CIRCULATE
BOYS FOLD - GIRLS TURN THRU
STAR THRU & SLIP
CAST A SHADOW
ACEY DEUCEY 1½
CENTER DIAMOND CIRCULATE
OTHER BOY RUN LEFT
GIRLS SINGLE WHEEL
FACING HOURGLASS: BOX THE GNAT
RIGHT & LEFT GRAND

#6

4 LADIES CHAIN
HEADS PASS THE OCEAN
CHAIN REACTION
SWITCH THE WAVE
3/4 TAG THE LINE
GIRLS: SPIN THE WINDMILL RIGHT
BOYS: HINGE & BOX CIRCULATE 1½
HOURGLASS CIRCULATE
GIRLS FLIP THE DIAMOND &
EXPLODE THE WAVE
GIRLS RUN & ROLL
BOYS 1/4 THRU
EXTEND & FOLLOW YOUR NEIGHBOR & SPREAD
EXTEND - RIGHT & LEFT GRAND

#7

HEADS CURLY CROSS
ALL PASS & ROLL YOUR NEIGHBOR & SPREAD
SLIP
SPLIT COUNTER ROTATE 1/4 & GIRLS ROLL
BOYS PEEL OFF
GIRLS EXTEND & MIX
GIRLS SWITCH TO A DIAMOND
ALL HOURGLASS CIRCULATE
LONESOME GIRL PROMENADE 1/4 AROUND
THE OUTSIDE BUT DON'T FACE IN
BOYS - AROUND THE CENTER GIRLS -
BOX COUNTER ROTATE 1/4
VERY CENTER GIRLS HINGE
GIRLS FLIP THE DIMAOND
ALL CUT THE DIAMOND
GIRLS FOLD - RIGHT & LEFT GRAND

A-2 THEME: CAST OFF 3/4 & SLITHER

One of the requirements placed on Advanced dancers is for them to be able to Cast Off 3/4. This is necessary on such calls as 3/4 Thru and Remake. In addition, the call Checkover, which has been a Callerlab Quarterly Selection for some time, requires the dancers to Cast Off 3/4 and Slither. This combination of Cast Off 3/4 and Slither provides good drill for dancers on Cast 3/4 and provides a smooth way to use Slither.

Note: This combination should only be used from parallel waves or a Touch 1/4 Box of 4.

#1

HEADS SQUARE THRU - 2 HANDS
TOUCH 1/4 - SCOOT BACK
CAST OFF 3/4 & SLITHER
CROSS OVER CIRCULATE
GIRLS 1/4 THRU
ALL 6 BY 2 ACEY DEUCEY
CUT THE DIAMOND
1/2 TAG - ALL 8 CIRCULATE
RIGHT & LEFT GRAND

#2

HEADS SQUARE CHAIN THRU
SPIN THE TOP
GRAND SWING THRU
RECYCLE TO A REVERSE FLUTTER
DIXIE STYLE TO O.W.
BOYS CAST OFF 3/4 & SLITHER
BOYS TURN & DEAL & ROLL
CAST A SHADOW
SWITCH THE WAVE
TURN & DEAL
RIGHT & LEFT GRAND

#3

HEADS CURLY CROSS
ALL PASS IN
FAN THE TOP
CAST OFF 3/4 & SLITHER
VERY CENTER BOYS HINGE
HOURLASS CIRCULATE
GIRLS CUT THE DIAMOND
GIRLS TURN & DEAL & ROLL
(see waves)
MIX
ALL 8 CIRCULATE
L.A.

#4

HEADS WHEEL THRU & ROLL
SAME 4 CAST OFF 3/4 & SLITHER
AS COUPLES EXTEND THE TAG
CROSSFIRE
EACH SIDE CAST OFF 3/4 & SLITHER
WHEEL & DEAL & ROLL
GIRLS PEEL OFF - RIGHT Y LEFT GRAND

#5

HEADS WHEEL THRU
ALL PASS IN
TOUCH 1/4 - ALL 8 CIRCULATE
SPLIT TRANSFER
CENTERS TRADE
ALL CAST OFF 3/4 & SLITHER
3/4 TAG THE LINE
SPIN THE WINDMILL LEFT
MIX
FOLLOW YOUR NEIGHBOR & SPREAD
RIGHT & LEFT GRAND

#6

SIDES RIGHT & LEFT THRU
HEADS PASS THE OCEAN
CHAIN REACTION
CAST OFF 3/4 & SLITHER
GIRLS TRADE
PASS THRU - SINGLE WHEEL & ROLL & MIX
CAST OFF 3/4 & SLITHER
TAG THE LINE
HORSESHOE TURN
SWING THRU - 1/4 THRU
EXTEND - RIGHT & LEFT GRAND

#7

HEADS PASS THE OCEAN
EXTEND & 1/4 THRU
IN ROLL CIRCULATE
EXPLODE THE WAVE
SINGLE WHEEL & ROLL
CAST OFF 3/4 & SLITHER
CAST A SHADOW
SPLIT CIRCULATE
EXTEND - RIGHT & LEFT GRAND

#8

HEAD LADIES CHAIN
HEADS STAR THRU
ALL DPT - BOYS RUN
ALL 8 CIRCULATE
CAST OFF 3/4 & CENTER 6 SLITHER
VERY CENTER 4 LINEAR CYCLE
OTHERS - AROUND THE OUTSIDE:
TURN & DEAL
HOME! (squared set)