

ADVANCED COMMENTARY by Ed Foote

Question: Is it correct to call "Spin the Windmill" from a left-hand 1/4 tag or 3/4 tag formation?

Answer: Yes, but don't do it. Why? Because Spin the Windmill starts with a Swing Thru, and Swing Thru starts with a right hand. If the center wave is left-handed, a Swing Thru has the centers Trade and then Cast 1/2 with the outsides. Now we add the Cast 3/4 on the outside for the Windmill. $1/2 + 3/4 = 1\frac{1}{4}$, which is overflow. So the call is legal, but it is poor choreography.

Solution: Call Left Spin the Windmill. This means the wave will do a Left Swing Thru followed by a Cast 3/4.

However, some of the outside dancers will often start to go left when they hear the call Left Spin the Windmill. While they should wait for a directional command after the word "windmill", sometimes they forget because they have already heard a directional command of "left". They forget when they heard "left", they just know they heard it and take off.

Therefore, the following is suggested: Whenever you want to call "Left Spin the Windmill", call it this way:

Centers start: Left Spin the Windmill (right, left, in, out)

The phrase "centers start" will cause the outsides to freeze long enough to receive the directional command they need.

Teaching an Advanced Class

If you are currently teaching an A-1 class, remember it is important for the dancers to have a solid foundation in the Mainstream and Plus Basics. This will make it easier for them to learn and retain the Advanced figures. For every A-1 call taught, go back and review some MS and Plus calls from various positions. Examples: All 8 Circulate from inverted lines and 3 & 1 lines, Scoot Back from left hand waves, Follow Your Neighbor using mixed sexes and from left-hand waves, and point-to-point diamonds.

Current Callerlab Advanced Quarterly Selections

Mini Busy	Checkover
Open Up the Column	Cover Up

There will be no new Advanced Quarterlies before March 1.

Callerlab C-1 Definitions

These are now available from the Callerlab office for a cost of \$2.00.
Write: Callerlab: Box 679, Pocono Pines, Pa. 18350

PLUS VARIATION: RELAY THE DEUCEY WITH A STAR

Definition: From parallel waves: A normal Relay the Deucey, but on the initial "6 Cast by the right 1/2" the lone people moving up will form a right-hand star with the very center 2; so the star will turn 1/2 instead of just the center 2 Casting 1/2. Now finish the balance of a normal Relay the Deucey - ie. 4 Cast 1/2 by the left, 6 Cast 1/2 by the right, those who can Cast left 3/4 as others move up. (Note: The second time that 6 Cast 1/2, no star forms.) Normal right-hand waves (girls in center) end in normal right-hand waves.

Comment: This call dances well and provides nice variety to a call everyone knows. The call is a little too positional for Plus, which is why it is featured in the Advanced Supplement. Once the dancers understand the idea, it works great, and the dancers really enjoy the concept and the feeling of dancing the call provides.

This idea comes from Phil Kozlowski (Ind.). His name for the call was Relay With A Star, but the dancers seem to relate much better to hearing the full name of Relay the Deucey.

Be aware of the following:

1. Give plenty of walkthrus. Most dancers drift thru Relay the Deucey without thinking about the definition. Here they must focus on the definition. A minimum of 4 walkthrus is recommended. Be sure to allow both the head girls and the side girls the experience of moving into and out of the star.
2. Use only "normal" waves initially - boys on the ends and girls in the center. Do not rush into DBD. Depending on your group you may never do DBD. But if you do want to go to DBD, it will be much more successful if you concentrate on normal waves for a long time before doing any variations.
3. The two lone dancers moving into the star have the "thinking part":
 - A. They must angle into the star quickly, so they do not get left out.
 - B. They must know when the star has turned 1/2, so they can step slightly sideways to get out of the star.
 - C. Upon leaving the star, these same two dancers must move up quickly to become the ends of the tidal wave of 6, so they can do the subsequent "6 Cast 1/2". If they move up slow, the 6 hand tidal wave will not form and the square will break down.

Checker move equivalent: All 8 Circulate, Acey Deucey

#1

Zero Box:

RELAY THE DEUCEY WITH A STAR

*SWING THRU

BOYS RUN - BEND THE LINE

(zero lines out of seq.)

STAR THRU - PASS THRU

L.A.

*OR: GIRLS RUN - WHEEL & DEAL
RIGHT & LEFT GRAND

#2

Zero Lines:

PASS THE OCEAN

RELAY THE DEUCEY WITH A STAR

*RECYCLE (zero box)

L.A.

*OR: EXPLODE THE WAVE

WHEEL & DEAL

CENTERS PASS THRU (zero box)

L.A.

RELAY THE DEUCEY WITH TWO STARS

Definition: Same as Relay the Deucey With A Star, but this time a 4 hand star is also formed on the second "6 Cast by the right 1/2". Normal right-hand waves (girls in center) end in normal right-hand waves.

So directional cuing would be: 8 by the right hand 1/2, 4 by the left hand 1/2, 8 by the right hand 1/2, those who can Cast left 3/4 as others move up.

Comment: This is the better of the two calls, because the action is consistent - there is a star each time a Cast by the right is involved. Once the dancers understand Relay the Deucey With A Star, they adapt to Relay the Deucey With Two Stars with no problem. This call dances real well.

Be aware of the following:

1. Do NOT teach this call first - dancers will get confused. Teach Relay the Deucey With A Star first and get the dancers very comfortable with it. Then show with two stars.
2. Use only from "normal" waves for a long time. With weaker Advanced groups, consider not using DBD.
3. In this call, the second star is formed by 2 lone boys moving in to form the star. The boys must be alert to this. In the walkthru, be sure all the boys have the opportunity to be the lone boys moving in to the second star.

Checker move equivalent: Ends facing in Circulate twice, centers facing in Circulate twice, others do nothing.

#1

Zero Box:

RELAY THE DEUCEY WITH 2 STARS

*ALL 8 CIRCULATE - GIRLS TRADE

RECYCLE (zero box)

L.A.

*OR: EXPLODE AND: STAR THRU

PASS THRU - TRADE BY (zero box)

L.A.

#2

Zero Box:

SLIDE THRU - LOAD THE BOAT

RELAY THE DEUCEY WITH 2 STARS

RIGHT & LEFT THRU - CENTERS A

FULL TURN

CENTERS PASS THRU (zero box)

L.A.

#3

Zero Lines:

PASS THE OCEAN

RELAY THE DEUCEY WITH 2 STARS

ALL 8 CIRCULATE

BOX THE GNAT - RIGHT & LEFT GRAND

OR: TRADE CIRCULATE

SLIP THE CLUTCH - L.A.

#4

Zero Lines:

PASS THRU - WHEEL & DEAL

DPT - HORSESHOE TURN

RELAY THE DEUCEY WITH 2 STARS

SWING THRU

ALL 8 CIRCULATE

RIGHT & LEFT GRAND

The next step - from Ben Rubright, N.C.

Idea: Call Relay the Deucey With 2 Stars and then give 2 fractions. The first fraction says how far the first star turns, the 2nd fraction says how far the 2nd star turns. Only those in the star pick up the fraction, the others do the normal Cast 1/2 by the right.

Example: Relay the Deucey With 2 Stars, 1/2 & 1/4. So the first star turns 1/2 and the 2nd star turns 1/4. Note: This idea is best reserved for C-1 unless you have a super Advanced group.

PASS & ROLL FROM OCEAN WAVES

Pass & Roll is usually called from facing couples, but there is no reason it can not be called from ocean waves, because Pass Thru can be done from waves. This use of the call is more positional than from facing couples, and thus is more difficult, but the dancers will benefit from the work on position.

It is recommended that this idea be walked with a group before calling it.

#1
Zero Lines:
PASS THE OCEAN
PASS & ROLL
SPLIT CIRCULATE
BOX THE GNAT - RIGHT & LEFT GRAND

#2
Zero Lines:
PASS THE OCEAN - SWING THRU
PASS & ROLL
CENTERS TRADE - BOYS RUN (zero lines)
L.A.

#3
Zero Box:
SWING THRU - SPLIT CIRCULATE
PASS & ROLL
RECYCLE (zero box)
L.A.

#4
Zero Box:
SWING THRU
IN ROLL CIRCULATE
PASS & ROLL
TRADE CIRCULATE
SLIP THE CLUTCH - L.A.

#5
Zero Lines:
PASS THE SEA
LEFT PASS & ROLL
SPLIT CIRCULATE
SLIP THE CLUTCH - L.A.

#6
Zero Lines:
PASS THE OCEAN
TRADE CIRCULATE
LEFT SWING THRU
LEFT PASS & ROLL
SPLIT CIRCULATE - EXPLODE THE WAVE
TURN & DEAL
CENTERS SQUARE THRU 3/4
PASS THRU - L.A.

QUICK & TOUCH ADVANCED MATERIAL

#1
Zero Lines:
RIGHT & LEFT THRU
PASS THE OCEAN
LISTEN FIRST: IN ROLL CIRCULATE TWICE,
BUT AFTER EACH ONE DO A FOLLOW YOUR
NEIGHBOR
1/4 THRU
RIGHT & LEFT GRAND

#2
Zero Lines:
RIGHT & LEFT THRU
PASS THE OCEAN
LISTEN FIRST: OUT ROLL CIRCULATE TWICE,
BUT AFTER EACH ONE DO A FOLLOW YOUR
NEIGHBOR
1/4 THRU
ALL 8 CIRCULATE
RIGHT & LEFT GRAND

#3
Zero Lines:
PASS THE OCEAN
SWING THRU - GIRLS RUN
LISTEN FIRST: CAST A SHADOW TWICE,
BUT AFTER EACH ONE DO A TRADE
CIRCULATE & MIX

WHEEL & DEAL
*SLIDE THRU (zero lines)

*OR: PASS THRU - L.A.

#4
Zero Lines:
PASS THE OCEAN - ALL 8 CIRCULATE
LISTEN FIRST: CAST A SHADOW TWICE,
BUT AFTER EACH ONE DO A SLIP & MIX
EXPLODE THE WAVE
U TURN BACK (zero lines)
L.A.

ADVANCED COMMENTARY by Dave Lightly

Dancing is one of the most important things a caller can do to strengthen his calling ability. Dancing to different callers at the National Convention or at state conventions should leave you with thoughts about what you may or may not want to call. Here are some combinations I have danced which appear to have room for improvement, and my thoughts on what I might have called instead.

1. Heads Pass the Ocean, Chain Reaction, Acey Deucey.

Problem: Overflow for the men - they are casting $1\frac{1}{4}$.

Solution: Call any of the following after the Chain Reaction:

- | | |
|------------------------------|---------------------|
| A. Switch the Wave | C. Explode the Wave |
| B. Girls Fold - all Peel Off | D. Scoot Chain Thru |

2. Heads Pass the Ocean, Scoot Back, Spin the Windmill Right, Couples Circulate.

Problem: Too much circulating for the ends - they are going 3 places.

Solution: Call any of the following after the Spin the Windmill:

- | | |
|--------------------|-----------------------|
| A. Turn & Deal | C. $3/4$ Tag the Line |
| B. Trade Circulate | D. Lead couples Trade |

Other calls which are not good after this Spin the Windmill are (1) Centers Trade, (2) Centers $1/4$ Thru, or (3) Crossfire. There is too much overflow for the center dancers.

3. Zero lines: Touch $1/4$, All 8 Circulate, Transfer the Column.

Problem: It is too quick to establish the column after the Circulate in order to do another Circulate to begin the Transfer the Column action. Many callers seem to use this and amazingly the dancers seem to survive it and not break down, but it just does not seem to be the best combination to use.

Solution: Use another call after the initial Circulate before calling Transfer the Column, such as:

- | | |
|------------------|----------------------------------|
| A. Each 4 Remake | C. Centers Trade |
| B. Triple Scoot | D. Center 4 Remake, others Trade |

4. Zero box: Swing Thru, Boys Run, Cross Over Circulate.

Problem: The end dancer looking in has just Run to the outside and immediately that dancer must cross back to the inside. It is not smooth for that dancer.

Solution: If you want the $1/2$ sashayed boy-girl arrangement that the Cross Over Circulate gives, after the boys Run call Couples Circulate, then have the boys Cross Run & Slip. If you do not need the $1/2$ sashayed arrangement then, after the boys Run call: Girls Trade, Cross Over Circulate. The Trade is just enough to make it a much smoother combination.

Note: The same problem is true after a Switch the Wave - I avoid a Cross Over Circulate as the next call. Instead I would call: Centers Trade, Cross Over Circulate.

(continued on AS Page 683)

A-2 GET-OUTS

Advanced dancers seem to enjoy get-outs which use an Advanced call to get them to their corner or partner. The get-outs here are from zero lines and zero boxes. Try to be creative in getting to these formations so the dancers will not recognize that you are setting up a get-out. Also be aware of what hand is last used to establish the formation so that you do not inadvertently use the same hand in starting the get-out.

#1
Zero Box:
PASS & ROLL
ALL 8 CIRCULATE
LOCKIT
SINGLE HINGE - ALL 8 CIRCULATE
BOYS TRADE
TRANSFER THE COLUMN
RIGHT & LEFT GRAND

#2
Zero Box:
SWING THRU - BOYS RUN
TRADE CIRCULATE
CROSSFIRE
ALL 8 CIRCULATE
PEEL & TRAIL
RIGHT & LEFT GRAND

#3
Zero Box:
FAN THE TOP - GRAND SWING THRU
EACH WAVE: TRADE THE WAVE & ROLL
GIRLS PASS THRU
EACH 4: PASS & ROLL YOUR
NEIGHBOR & SPREAD
& LOCKIT
RIGHT & LEFT GRAND

#4
Zero Box:
PASS IN - TWICE
D.P.T.
HORSESHOE TURN
PASS & ROLL
ACEY DEUCEY - BOYS GO TWICE
RIGHT & LEFT GRAND

#5
Zero Lines:
SLIDE THRU - DOUBLE STAR THRU
HORSESHOE TURN
PASS & ROLL
RIGHT & LEFT GRAND

#6
Zero Lines:
PASS IN
DPT - HORSESHOE TURN
PASS & ROLL
RIGHT & LEFT GRAND

#7
Zero Lines:
PASS THE OCEAN - ALL 8 CIRCULATE
SCOOT CHAIN THRU
IN ROLL CIRCULATE
RIGHT & LEFT GRAND

#8
Zero Lines:
PASS THE OCEAN - ALL 8 CIRCULATE
IN ROLL CIRCULATE
SCOOT CHAIN THRU
RIGHT & LEFT GRAND

#9
Zero Lines:
FAN THE TOP
TRADE CIRCULATE
BOYS REMAKE YOUR SETUP
CAST A SHADOW - TWICE
L.A.

#10
Zero Lines:
PASS THE OCEAN - ALL 8 CIRCULATE
SWING THRU
SCOOT CHAIN THRU
SLIP - MOTIVATE
RIGHT & LEFT GRAND

#11
Zero Lines:
PASS THRU
CENTERS TRADE - ENDS TURN BACK
LOAD THE BOAT
PASS & ROLL
RIGHT & LEFT GRAND

CHAIN REACTION - TURN THE STAR 1/2 OR 3/4

The key to having this idea be successful is to let the dancers know who is doing the final Cast 3/4 - ie. boy-boy, girl-girl, or boy-girl. Give this information to the dancers as they are turning their star.

Figures #1-5 are A-1, #6-7 are A-2.

#1 (opener)

HEADS FAN THE TOP

CHAIN REACTION - TURN THE STAR 3/4

(boy & boy cast)

RIGHT & LEFT GRAND

#2

4 LADIES CHAIN

HEADS SQUARE THRU - ON 3rd HAND

SPIN THE TOP

CHAIN REACTION - TURN THE STAR 1/2

(boy & girl cast)

GIRLS RUN

ALL PASS THRU - BEND THE LINE

SQUARE CHAIN THRU

RIGHT & LEFT GRAND

#3

Zero Lines:

RIGHT & LEFT THRU & ROLL 1/2 SASHAY

ENDS LOAD THE BOAT - CENTERS

FAN THE TOP

CHAIN REACTION - TURN THE STAR 1/2

(boy & boy cast)

ALL 8 CIRCULATE

CENTERS TRADE - RIGHT & LEFT GRAND

#4

HEADS CURLEY CROSS

ALL SQUARE CHAIN THRU

TURN & DEAL

D.P.T.

CLOVER AND: CENTER 4 RIGHT ROLL TO O.W.

SAME 4 SPIN THE TOP

CHAIN REACTION - TURN THE STAR 1/2

(boy & boy cast)

RIGHT & LEFT GRAND

#5

Zero Lines:

SQUARE THRU 3/4

CENTERS TRADE - ENDS TURN BACK

ALL PASS THRU - TURN & DEAL

4 BOYS SWING THRU

CHAIN REACTION - TURN THE STAR 1/2

(boy & girl cast)

EXPLODE THE WAVE

1/2 TAG - CENTERS TRADE

RECYCLE - RIGHT & LEFT GRAND

#6

HEADS DOUBLE STAR THRU

SEPARATE - AROUND 1 - LINE OF 4

ALL PASS IN

CENTERS SINGLE CIRCLE TO O.W.

SAME 4 LEFT SWING THRU

CHAIN REACTION - TURN THE STAR 1/2

(girl & girl cast)

SCOOT & WEAVE

SPLIT CIRCULATE - ACEY DEUCEY

RECYCLE - RIGHT & LEFT GRAND

#7

HEADS START A SPLIT SQUARE THRU 3/4

ENDS BEND & START A SPLIT CURLEY CROSS

CLOVER AND: CENTER 4 PEEL THE TOP

CHAIN REACTION - TURN THE STAR 3/4

(boy & girl cast)

SCOOT CHAIN THRU

1/4 THRU - MOTIVATE

GIRLS RUN

PASS THRU - WHEEL & DEAL

ZOOM

D.P.T. - HORSESHOE TURN

RIGHT & LEFT GRAND

Advanced Commentary cont.

5. Zero Box:

Touch 1/4

1/4 Thru

or

Touch 1/4

Swing Thru

or

Touch 1/4

Remake the Wave

Problem: Both calls start with right hands. In theory it is smooth, but in actual practice the dancers do not do it smooth.

Solution: Call any of the following calls after the Touch 1/4:

A. Centers Trade

B. Scoot & Weave

C. Split Circulate

D. Centers Left Remake

MOTIVATE - TURN THE STAR 1/4 OR 3/4

- #1
Zero Lines:
RIGHT & LEFT THRU
PASS THE OCEAN
MOTIVATE - TURN THE CENTER STAR ONLY 1/4
ALL 8 CIRCULATE
RIGHT & LEFT GRAND
- #2
Zero Box:
SWING THRU
MOTIVATE - TURN THE CENTER STAR ONLY 1/4
RECYCLE
PASS THRU - TRADE BY (zero box)
L.A.
- #3
Zero Lines:
RIGHT & LEFT THRU
PASS THE OCEAN - ACEY DEUCEY
TRADE CIRCULATE
SLIP & SLIDE
MOTIVATE - TURN THE CENTER STAR ONLY 1/4
ALL 8 CIRCULATE $1\frac{1}{2}$
RIGHT & LEFT GRAND
- #4
Zero Lines:
PASS THE OCEAN
MOTIVATE - TURN THE CENTER STAR 3/4
ALL 8 CIRCULATE
RIGHT & LEFT GRAND
- #5
Zero Box:
SWING THRU
MOTIVATE - TURN THE CENTER STAR 3/4
RECYCLE
RIGHT & LEFT THRU (zero box)
L.A.
- #6
Zero Box:
PASS & ROLL
MOTIVATE - GIRLS TURN THE CENTER STAR 3/4
SCOOT CHAIN THRU
SLIP - SINGLE WHEEL
RIGHT & LEFT GRAND
- #7
~~Zero Box:~~ ZERO LINK
PASS THE OCEAN
MOTIVATE - TURN THE CENTER STAR 3/4
SWITCH TO A DIAMOND
GIRLS IN YOUR WAVE: SLIP & SWING THRU
FLIP THE DIAMOND
RIGHT & LEFT GRAND
- #8
HEADS CURLEY CROSS
ALL PASS & ROLL
FAN THE TOP
CENTER 4: LINEAR CYCLE
ENDS EXPLODE AND: ALL D.P.T.
LEADERS RIGHT ROLL TO O.W.
MOTIVATE - TURN THE CENTER STAR 3/4
RIGHT & LEFT GRAND
- #9
HEADS SQUARE THRU - ON 3rd HAND
CURLEY CROSS
ALL SWING THRU
MOTIVATE - TURN THE CENTER STAR 3/4
ALL WITH RIGHT HAND: CAST 3/4 & MIX
TRADE CIRCULATE
RIGHT & LEFT GRAND
- #10
HEADS SQUARE CHAIN THRU
SIDE BOYS RUN RIGHT
CENTERS IN - CAST OFF 3/4
CENTER 4 PASS THE OCEAN
6 BY 2 ACEY DEUCEY
FLIP THE DIAMOND
MOTIVATE - TURN THE CENTER STAR 3/4
SCOOT CHAIN THRU
SPLIT CIRCULATE
SLIP & SWING THRU
TRADE CIRCULATE
L.A.

Results of the balloting by the Callerlab Challenge Committee for the new C-1 list:

<u>Calls added:</u>	Beaus & Belles Concept	Follow Thru
	Dixie Sashay	Switch the Line

Calls dropped: None. However, the calls which were added to the Advanced list have been dropped from C-1. These are: Grand 1/4 Thru, Grand 3/4 Thru, Diamond Chain Thru, Transfer and (Anything).

ADVANCED COMMENTARY by Ed Foote

This month's Advanced Supplement contains two new calls. Normally, we never have two new calls in one issue. However, when a situation occurs where two calls come out at the same time and both appear to be quite popular, then it appears appropriate to get the information about these calls to you as quickly as possible.

Relay the Deucey With Two Stars, shown in the January issue, appears to be getting some use. If taught well, the dancers enjoy it. This is the type of call which can be filed away and pulled out any time for workshop at an Advanced dance or weekend - it gives the dancers something new without forcing them to learn a totally new name.

THEME: ENDS CAST A SHADOW & DON'T SPREAD

Definition: Ends do a normal Cast a Shadow, but after the Cast 3/4 they retain hand holds. The centers are given some other call to do.

Starting formations: Parallel waves, two-faced lines or 3 & 1 lines which have the ends facing opposite directions.

Smooth choreography note: Never call (1) Pass the ocean - ends Cast a Shadow & Don't Spread, or (2) Center Run - ends Cast a Shadow & Don't Spread. Both of these examples mean a direct reversal of body flow for the end facing out who is starting the Cast a Shadow. Solution: Call All 8 Circulate after the first call before calling the ends to start the Cast a Shadow.

Figures #1-2 are A-1, #3-4 are A-2.

#1

Zero Box:

SWING THRU - CENTERS RUN

COUPLES CIRCULATE

ENDS CAST A SHADOW & DON'T SPREAD

CENTERS PARTNER TAG

THOSE WHO CAN: STAR THRU

OTHERS PEEL OFF & BEND THE LINE

COUPLES CIRCULATE - BOYS TRADE

FERRIS WHEEL

DIXIE GRAND

L.A.

#2

Zero Lines:

PASS THE OCEAN

SWING THRU - ALL 8 CIRCULATE

ENDS CAST A SHADOW & DON'T SPREAD

BOYS FOLLOW YOUR NBR. & SPREAD (LH)

THOSE FACING: PASS THRU

CLOVER AND: WHEEL & DEAL

CENTERS PASS THRU & TURN BACK

OTHERS RIGHT & LEFT THRU

YOU'RE HOME!

#3

Zero Lines:

PASS THE OCEAN - ALL 8 CIRCULATE

ENDS CAST A SHADOW & DON'T SPREAD

CENTERS COUNTER ROTATE

(gives LH columns)

ALL 8 CIRCULATE - **QUARTER IN**

STAR THRU - CENTERS CALIF. TWIRL

SLIDE THRU (zero lines out of seq.)

PASS THE OCEAN - ALL 8 CIRCULATE 1 1/2

3/4 TOP

RIGHT & LEFT GRAND

#4

Zero Lines:

PASS THE SEA - ALL 8 CIRCULATE

ENDS CAST A SHADOW & DON'T SPREAD

BOYS COUNTER ROTATE

(gives RH columns)

TRIPLE SCOOT

GRAND 1/4 THRU

STEP THRU - U TURN BACK

STAR THRU - CENTERS PASS THRU

SLIDE THRU (zero lines out of seq.)

PASS THRU - ENDS FOLD

RIGHT & LEFT GRAND

Correction: Feb. NNN, AS Page 684, figure #7: Starting position should be zero lines, not zero box.

NEW CALL IDEA: COUNTERACT

Definition: From adjacent columns: Outsides Trade, then Box Counter Rotate; Insides Box Counter Rotate, then Trade but the person facing in at the start of the trade holds his position - ie. he pivots 180 degrees but stays in his footprint location. End in parallel waves.

Note: It is unlikely that you can visualize this. Move your checkers thru the definition. On the ending Trade for the centers, it is simply the center looking out doing a Run action - but the other center does not slide over - that person simply pivots in place. These two dancers will maintain hand contact during this Trade action.

Authors: Mike Jacobs (Va.) & Tim Scholl (Ky.)

Comment: This call dances very smoothly. It gives the dancers a feeling of complexity, but they do not break down. Even weak dancers get thru this call, so everyone feels a sense of accomplishment. As a result, this call is likely to be around for a long time and will probably be an Advanced Quarterly Selection in the future.

What the call does:

1. From normal boy-girl lines: Touch 1/4, Counteract - gives normal boy-girl parallel waves.
2. Columns thru the heads gives waves at the sides and vice versa.

Teaching hint: The call dances beautifully when everyone moves at once, but in a walkthru the physical space is not there for only the outsides to do their part or only the centers to do their part. Thus, it is suggested to teach the call as follows:

1. Tell the outsides to Trade. Now tell them to see where they would go on a Box Counter Rotate, but not to move until you say "Go".
2. Tell the centers to Box Counter Rotate. Now explain the Trade action with the person looking in (a girl if done from normal lines Touch 1/4) holding their spot, but not to move until you say "Go".
3. Tell everyone the ending formation will be parallel waves with girls in the middle. Then say: "Everybody ready - Go".
4. Be sure to have everyone be a center and an outside during the walkthrus of the call.

Choreography after calling Counteract:

1. Try to use box of 4 calls, because this goes with the body direction of the center person doing the pivot. Thus, Scoot Back, Split Circulate, and Follow Your Neighbor are good. Other calls which go well with the body direction of the center dancer are centers Run, Recycle, Switch the Wave, and In Roll Circulate.
2. Never call All 8 Circulate or centers Trade. This is a direct reversal of body direction for the center person doing the pivot. Likewise, do not call Out Roll Circulate.
3. Straight ahead calls are ok, such as Extend or Explode the Wave.

COUNTERACT CONT.

#1-3 are from normal lines Touch 1/4, #4-6 are from 1/2 sashayed lines Touch 1/4, #7-8 have same sex as centers and outsides, #9-10 are from left-hand columns.

#1

Zero Lines:

TOUCH 1/4

COUNTERACT

RECYCLE - SLIDE THRU

(zero lines out of seq.)

SLIDE THRU - PASS THRU

L.A.

#2

Zero Lines:

TOUCH 1/4

COUNTERACT

SPLIT CIRCULATE TWICE

BOYS TRADE - RIGHT & LEFT GRAND

#3

Zero Lines:

PASS THE OCEAN - ALL 8 CIRCULATE

EXPLODE AND: TOUCH 1/4

COUNTERACT

SWING THRU - ALL 8 CIRCULATE

RIGHT & LEFT GRAND

#4

Zero Lines:

PASS THRU - U TURN BACK

TOUCH 1/4

COUNTERACT

RECYCLE - RIGHT & LEFT GRAND

#5

Zero Lines:

TOUCH 1/4

TRIPLE SCOOT

COUNTERACT

BOYS RUN - GIRLS TRADE

BEND THE LINE (zero lines)

L.A.

#6

Zero Lines:

TOUCH 1/4 - ALL 8 CIRCULATE

COUNTERACT

BOYS RUN - WHEEL & DEAL (zero box)

L.A.

#7

Zero Box:

RIGHT & LEFT THRU

SWING THRU - SPLIT CIRCULATE

EXPLODE AND: TOUCH 1/4

ALL 8 CIRCULATE

COUNTERACT

SPLIT CIRCULATE - RIGHT & LEFT GRAND

#8

Zero Lines:

PASS THE OCEAN - SPLIT CIRCULATE

EXPLODE AND: TOUCH 1/4

ALL 8 CIRCULATE

COUNTERACT

SPLIT CIRCULATE - ACEY DEUCEY

TRADE CIRCULATE

SLIP THE CLUTCH - L.A.

#9

Zero Lines:

LEFT TOUCH 1/4 - ALL 8 CIRCULATE

COUNTERACT

GIRLS RUN - WHEEL & DEAL (zero box)

L.A.

#10

Zero Lines:

LEFT TOUCH 1/4

COUNTERACT

BOYS RUN - WHEEL & DEAL

RIGHT & LEFT GRAND

ADVANCED MATERIAL FEATURING COUNTERACT

#1

Zero Lines:

TOUCH 1/4

COUNTERACT

SWITCH TO A DIAMOND

DIAMOND CIRCULATE

CUT THE DIAMOND

TRADE CIRCULATE

GIRLS TRADE - WHEEL & DEAL

RIGHT & LEFT GRAND

#2

Zero Box:

RIGHT & LEFT THRU & VEER LEFT

FERRIS WHEEL - D.P.T.

BOYS RUN - ALL 8 CIRCULATE

COUNTERACT

IN ROLL CIRCULATE

TRADE CIRCULATE

L.A.

NEW CALL IDEA: EMULATE (ANYTHING)

Definition: From any formation: Without doing the (Anything) call, staying in your footprints, face your body in the direction it would be facing if you had done the named call.

The dancers only have 4 options on any Emulate call: (a) quarter left, (b) quarter right, (c) turn back, (d) do nothing.

Example: From lines facing in call: **EMULATE A TOUCH 1/4**: The call Touch 1/4 has everyone turning 90 degrees to the right, so everyone will simply quarter right in place. End in left-hand columns.

Author: Dave Hodson (Ohio).

Comment: A fun gimmick-type call that is currently popular. It is important that the call be used sparingly, do not over-use the idea or it will lose its fun appeal. Also, keep the uses simple - the dancers must be able to recognize their ending position quickly or else they will become frustrated. (Don't call Emulate a Motivate - the dancers will throw up their hands in disgust.)

<u>Starting Position</u>	<u>Emulate (Anything)</u>	<u>Ending Position</u>
Lines facing in	Left Wheel Thru	RH columns
Lines facing in	Square thru	trade-by
Lines facing in	Touch 1/4	LH columns
Lines facing in	Pass the ocean	8 chain thru
Lines facing in	Box the gnat	lines facing out
Normal lines facing in	Slide thru	8 chain thru
Lines facing in	Load the Boat	trade-by
Lines facing out	Explode the Line	starting DPT
Normal lines facing out	Boys Run	LH waves
8 chain thru	Touch 1/4	LH waves
8 chain thru	Box the Gnat	trade-by

Comments about above examples:

1. Emulate an Explode the Line - from lines facing out: The 2 left-side dancers quarter right, the two right-side dancers quarter left. Gives a starting DPT.
2. Emulate a Boys Run - from normal lines facing out: The boys turn back and the girls do nothing.
3. Emulate a Load the Boat. This is about as difficult as you want to get. Save this until you have done easier examples.

#1

Zero Lines:

EMULATE A LEFT WHEEL THRU

(gives RH columns)

ALL 8 CIRCULATE

EMULATE A GIRLS RUN (zero box)

(girls simply turn back)

L.A.

#2

Zero Box:

EMULATE SQUARE THRU TWO HANDS

(gives lines facing in)

BOX THE GNAT - RIGHT & LEFT THRU

EMULATE A PASS THE OCEAN

(all simply quarter in)

PASS THRU - RIGHT & LEFT GRAND

ADVANCED COMMENTARY by Ben Rubright

Situation: As you are calling you notice one square has 3 boys in one line or wave, and 3 girls in the other.

Most callers simply ignore this square, knowing they have made a mistake. Also, since the square itself knows it has made a mistake, the caller knows the square can not place any blame on him.

However, it is often fun to see if you can keep this square alive and still not penalize the rest of the floor.

Ways to correct the incorrect sex distribution in a set without affecting the rest of the floor:

1. Call the rest of the floor into a starting DPT with the same sex in the center. Now announce in an extra loud emphasized tone: 4 GIRLS IN THE MIDDLE - SWING THRU.

If you allow a little time, the square that made the mistake will quickly adjust to 4 girls in the middle. The odds are that this will totally correct their square, and they will come out with the proper partner in proper sequence.

2. Maneuver the square that made the mistake into a position where you can call a HALF BREED THRU. Now either call it or call something else that accomplishes the same purpose.

What do you need to call a Half Breed Thru? You need facing couples with each man having a girl for a partner, regardless of which side she is on.

2A. Set up ocean waves so you can call EXPLODE-HALF BREED THRU. This is a little classier way to accomplish the Half Breed Thru instead of just doing it from facing couples.

In order to do an Explode-Half Breed Thru, get the square that made the mistake into waves that have either (a) centers are the same sex, or (b) the waves are mixed sex - ie. boy-girl-boy-girl waves. In other words, each half of each wave will have one of each sex - applies in both (a) and (b) situations.

A-2 gives us the tools to maneuver the dancers in the "messed-up" square into one of these two types of waves, regardless of the sex distribution. Using the "messed-up" square as a pilot, do the following:

A. Get 2 boys and 2 girls in each wave. This can be done by using calls such as 1/4 Thru, Split Circulate, Centers Trade, and In Roll Circulate.

B. Using Centers Trade and Out Roll Circulate, set up the waves as previously described - ie. each half of each wave has 1 of each sex.

C. Look at the rest of the floor. If they also fit the requirement of each half of the wave having 1 of each sex, you are ready for the EXPLODE-HALF BREED THRU. If the rest of the floor is boy-boy-girl-girl, combinations of CENTERS TRADE and OUT ROLL CIRCULATE are needed.

Once I have them here, I hardly ever call EXPLODE-HALF BREED THRU, because it is too obvious what I am doing. Instead I use EXPLODE THE WAVE, BOYS FOLD, STAR THRU, and I have perfectly normal two-faced lines.

(continued on page #692)

A-1 DANCING FEATURING PEEL THE TOP

#1

HEADS SQUARE CHAIN THRU
TOUCH 1/4 - CENTERS TRADE
1/4 THRU - 3/4 THRU
GIRLS FOLD - PEEL THE TOP
RECYCLE - REVERSE FLUTTER
DIXIE STYLE TO O.W.
BOYS CROSS RUN
BOX THE GNAT - RIGHT & LEFT GRAND

#2

SIDES RIGHT & LEFT THRU
HEADS PASS THE OCEAN
CHAIN REACTION
SWING THRU - BOYS RUN - BOYS TRADE
CAST A SHADOW
LOCKIT
GIRLS FOLD - PEEL THE TOP
BOYS FOLD - PEEL THE TOP
EXPLODE AND: RIGHT & LEFT GRAND

#3

SIDES RIGHT & LEFT THRU
HEADS STAR THRU - ALL DPT
TRACK 2
LINEAR CYCLE - WHEEL THRU
HORSESHOE TURN - PASS IN
TOUCH 1/4 - ALL 8 CIRCULATE
CENTER 4 ONLY: PEEL THE TOP
BOYS DIVIDE & PASS IN
EXTEND - LEFT 1/4 THRU
L.A.

#4

HEADS LEFT WHEEL THRU
FAN THE TOP
LINEAR CYCLE - WHEEL THRU
CHASE RIGHT - CENTERS TRADE
SPLIT CIRCULATE
LOCKIT
SINGLE HINGE - ALL 8 CIRCULATE
PEEL THE TOP & SPREAD
RECYCLE - REVERSE FLUTTER
CURLY CROSS
RIGHT & LEFT GRAND

A-2 DANCING FEATURING SINGLE WHEEL & ROLL

#1

HEADS WHEEL THRU
TOUCH 1/4 - CENTERS TRADE
SCOOT & WEAVE
MOTIVATE
EXPLODE THE WAVE
SINGLE WHEEL & ROLL
MIX
IN ROLL CIRCULATE
OUT ROLL CIRCULATE
RIGHT & LEFT GRAND

#2

HEADS CURLY CROSS
PASS & ROLL
FAN THE TOP - GRAND SWING THRU
SWITCH THE WAVE
SINGLE WHEEL & ROLL
PEEL THE TOP
EXPLODE THE WAVE
CLOVER AND: PASS OUT
PASS THRU - CENTERS SASHAY
RIGHT & LEFT GRAND

#3

SIDE LADIES CHAIN
HEADS PASS THE OCEAN
EXTEND THE TAG
MOTIVATE & SPREAD
LEFT 1/4 THRU
MIX - SWITCH TO A DIAMOND
6 BY 2 ACEY DEUCEY
CENTER 4 SWITCH THE WAVE
SAME 4: SINGLE WHEEL & ROLL
IN ROLL CIRCULATE
EXTEND THE TAG
RIGHT & LEFT GRAND

#4

HEAD LADIES CHAIN
HEADS RECYCLE
HEADS START: SPLIT SQUARE CHAIN THRU
HORSESHOE TURN
ARKY STAR THRU
PASS THRU - TAG THE LINE RIGHT
SINGLE WHEEL - JUST THE BOYS ROLL
GIRLS PEEL OFF - BOYS CAST OFF 3/4
CENTERS 1/4 THRU - ENDS PASS IN
EXTEND THE TAG - SPLIT CIRCULATE
RIGHT & LEFT GRAND

A-2 THEME: ENDS CAST A SHADOW & DON'T SPREAD

#1

HEADS PASS THE OCEAN
CHAIN REACTION
 SPLIT CIRCULATE - 1/4 THRU
 BOYS FOLD - GIRLS TURN THRU
 STAR THRU - BOYS TRADE
GIRLS CAST A SHADOW & DON'T SPREAD
 BOYS BOX COUNTER ROTATE 1/4
 THOSE FACING: PASS THRU
 TRADE BY
 SQUARE THRU - ON 3rd HAND
 RIGHT & LEFT GRAND

#2

SIDE LADIES CHAIN
HEADS WHEEL THRU
 SLIDE THRU & TOUCH 1/4
TRANSFER THE COLUMN
 SWING THRU - SCOOT & WEAVE
 TRADE THE WAVE
ENDS CAST A SHADOW & DON'T SPREAD
 CENTERS FOLLOW YOUR NEIGHBOR &
 SPREAD
 ALL 6 BY 2 ACEY DEUCEY
 ENDS HINGE - CENTERS BOX THE GNAT
 RIGHT & LEFT GRAND

#3

HEADS WHEEL THRU
 TOUCH 1/4 - CENTERS TRADE
 SPLIT CIRCULATE
 EXPLODE AND: RIGHT & LEFT THRU
 DIXIE STYLE TO O.W.
 BOYS 1/4 THRU & SPREAD
GIRLS CAST A SHADOW & DON'T SPREAD
 CENTER 6 CIRCULATE
 ENDS CAST OFF 3/4
 CENTER GIRLS CROSS RUN
 RIGHT & LEFT GRAND

#4

HEADS LEFT WHEEL THRU
 PASS THE OCEAN - GRAND SWING THRU
 CAST OFF 3/4
 SPLIT TRANSFER - 1/4 THRU
SWITCH TO A DIAMOND
ENDS CAST A SHADOW & DON'T SPREAD
 CENTERS LOCKIT & SPREAD & HINGE
TRANSFER THE COLUMN
 ALL 8 CIRCULATE
 L.A.

#5

SIDE LADIES CHAIN
 HEADS STAR THRU - ALL DPT
 PEEL OFF - TOUCH 1/4
CHECKMATE THE COLUMN
TURN & DEAL & ROLL
GIRLS CAST A SHADOW & DON'T SPREAD
 BOYS PEEL THE TOP
 BOYS EXPLODE AND: TOUCH 1/4
 ALL SPLIT COUNTER ROTATE 1/4
REMAKE THE WAVE
 EXTEND THE TAG
 RIGHT & LEFT GRAND

#6

SIDE LADIES CHAIN
HEADS CURLY CROSS
ALL PASS IN - TWICE
 DPT - LEADERS TRADE & ROLL & START A
SPLIT SQUARE CHAIN THRU
 LEFT CHASE
PEEL & TRAIL
SWITCH TO AN HOURGLASS
ENDS CAST A SHADOW & DON'T SPREAD
 CENTERS FLIP THE DIAMOND
 CENTERS LOCKIT & SPREAD & HINGE
 ALL TRAIL OFF
 PROMENADE

#7

SIDE LADIES CHAIN
HEADS PASS THE SEA
 EXTEND THE TAG - CENTERS TRADE
LEFT SWING & MIX
SWITCH THE WAVE
AS COUPLES: ALL DO THE ENDS PART OF
CAST A SHADOW & DON'T SPREAD
 ALL CAST A SHADOW
 EXTEND THE TAG
 RIGHT & LEFT GRAND

#8

SIDE LADIES CHAIN
 HEADS RECYCLE
HEADS START: SPLIT SQUARE CHAIN THRU
HORSESHOE TURN - ARKY STAR THRU
 PASS THRU - TAG THE LINE RIGHT
TRADE CIRCULATE
CAST A SHADOW: ENDS GO TWICE BUT DON'T
SPREAD ON THE SECOND ONE
 CENTER 4: BOX COUNTER ROTATE 1/4
PEEL & TRAIL
 EXTEND THE TAG
 RIGHT & LEFT GRAND

A-2 DANCING USING COUNTERACT

#1
HEADS PASS THE OCEAN
CHAIN REACTION
SPIN THE TOP - CAST OFF 3/4
ALL 8 CIRCULATE
COUNTERACT
MOTIVATE
SCOOT & WEAVE
RECYCLE
PASS THRU - RIGHT & LEFT GRAND

#2
HEADS SQUARE CHAIN THRU
TOUCH 1/4
SCOOT CHAIN THRU
SLIP - IN ROLL CIRCULATE
EXPLODE AND: TOUCH 1/4
ALL 8 CIRCULATE
COUNTERACT
MIX - LINEAR CYCLE
DIXIE STYLE TO O.W.
SLIP & SLIDE
TRADE CIRCULATE
RIGHT & LEFT GRAND

#3
HEADS LEFT WHEEL THRU
FAN THE TOP - EXPLODE THE WAVE
HORSESHOE TURN
PASS & ROLL
LOCKIT & HINGE
COUNTERACT
GIRLS LEFT 1/4 THRU
CUT THE DIAMOND
L.A.

#4
HEADS CURLY CROSS
PASS & ROLL YOUR NEIGHBOR & SPREAD
MOTIVATE
OUT ROLL CIRCULATE
GIRLS RUN - TAG THE LINE IN
TOUCH 1/4
COUNTERACT
SCOOT CHAIN THRU
RIGHT & LEFT GRAND

Zero line getouts - featuring Counteract

#1
SQUARE THRU - BUT ON 3rd HAND
TOUCH 1/4
SPLIT CIRCULATE
COUNTERACT
RIGHT & LEFT GRAND

#2
TOUCH 1/4 - TRIPLE SCOOT
COUNTERACT
GIRLS CROSS FOLD
RIGHT & LEFT GRAND

A-2 DANCING USING EMULATE

#1
HEADS STAR THRU - ALL DPT
HORSESHOE TURN
TOUCH 1/4 - CENTERS TRADE
IN ROLL CIRCULATE
EXPLODE THE WAVE
EMULATE A CHASE RIGHT
TRADE CIRCULATE
SCOOT & WEAVE
LINEAR CYCLE
REVERSE THE FLUTTER
PASS THE OCEAN
RIGHT & LEFT GRAND

#2
HEADS WHEEL THRU
PASS & ROLL
FAN THE TOP
RECYCLE TO A REVERSE FLUTTER
DIXIE STYLE TO O.W.
EMULATE A MIX
SCOOT CHAIN THRU
REMAKE THE WAVE
SLIP - 1/4 THRU
EXTEND THE TAG
RIGHT & LEFT GRAND

ADVANCED COMMENTARY cont.

The next time you see a messed up square on the floor, give this approach a try, but do not sacrifice the rest of the floor in doing so. Be sure to avoid sex dependent calls, such as Boys Run or Slide Thru in moving the dancers.

ADVANCED COMMENTARY

by Ed Foote

RESULTS OF THE 1988 CALLERLAB CONVENTION.

Quarterly Selections. Current Quarterlies are Checkover and (Anything) and Cross. Mini Busy is dropped.

Mini Busy had reached its maximum permitted time for being a Quarterly, so it had to be removed. The Advanced Committee voted not to add it to the Advanced List.

Cover Up and Open Up the Column had been dropped prior to the Convention.

With Curlique being dropped from Mainstream, and the Plus Committee voting overwhelmingly not to add it to Plus, this moves the focus to the Advanced Committee to consider dropping Curly Cross.

It would appear logical that Curly Cross be dropped at the next voting for the Advanced List, which will occur in the second half of 1989. The current Quarterly of (Anything) and Cross is so versatile and can be used in so many more places than Curly Cross, that this call should be added to the Advanced List.

Changing the content of the A-1 and A-2 lists. The new calls added to Advanced in last fall's voting were placed as follows:

Grand 1/4 Thru - A-1 list
Grand 3/4 Thru - A-1 list

Transfer and (Anything) - A-2 list
Diamond Chain Thru - A-2 list

There was considerable sentiment to move a few A-1 calls to A-2 and to move a few A-2 calls to A-1. A committee has been established to consider possible changes and will report its recommendations at the 1989 Callerlab Convention. Any recommendations which are approved at the Convention would then go on the ballot for the next voting on the Advanced List, scheduled for the second half of 1989.

Calls which received sentiment for action were: (1) Put Quarter In/Out on one list and Pass In/Out on another list; (2) Have Mix on one list and Switch on the other list.

There was overwhelming sentiment for maintaining the A-1 and A-2 programs.

CORRECTION. In a previous Advanced Supplement I said the definition of Spin the Windmill started with a Swing Thru. This is incorrect. The Callerlab definition says Spin the Windmill starts with a Swing & Slip.

Thus, in considering Spin the Windmill from a left 1/4 or 3/4 tag, it is not necessary to say Left Spin the Windmill. However, many callers report they will say Left Spin the Windmill, as they feel this is an aid to the dancers.

CURRENT CALLERLAB ADVANCED QUARTERLY SELECTION: (ANYTHING) AND CROSS

Definition: From a right or left-handed Box Circulate formation: After any call that ends in a Box Circulate formation, the trailing dancers pull by with the outside hand. Ending formation is couples back-to-back.

Comment: Very versatile call which can be used in numerous situations. Recommended for heavy use, as it is a likely candidate to be placed on the Advanced List in 1989.

Equivalent: Heads 1/2 sashay
Heads Touch 1/4 & Cross
(equals heads lead right)

Examples of things to call:

- | | |
|---------------------------------|----------------------------------|
| 1. Split Circulate..... & Cross | 6. In/Out Roll Circulate & Cross |
| 2. Scoot Back..... " " | 7. Turn & Deal & Roll... " " |
| 3. All 8 Circulate..... " " | 8. Split Transfer..... " " |
| 4. Pass the Ocean/Sea.. " " | 9. Split Counter Rotate. " " |
| 5. Swing Thru..... " " | 10. Flip the Diamond..... " " |

A-1

#1
HEADS SASHAY
HEADS TOUCH 1/4 & CROSS
ALL TOUCH 1/4 & CROSS
EXPLODE THE LINE
PARTNER TRADE (zero lines out
of seq.)
PASS THRU - ENDS FOLD
RIGHT & LEFT GRAND

#2
Zero Lines:
TOUCH 1/4 & CROSS
CROSS CLOVER AND: PASS IN
DPT
LEADERS RIGHT ROLL TO AN O.W.
& CROSS
WHEEL & DEAL
GIRLS CROSS TRAIL THRU
STAR THRU - BOYS TRADE
WHEEL & DEAL
BOX THE GNAT - RIGHT & LEFT GRAND

#3
Zero Box:
SWING THRU
SPLIT CIRCULATE & CROSS
EXPLODE AND: 1/2 BREED THRU
PASS THRU - WHEEL & DEAL
CENTERS PASS THRU (zero box)
L.A.

A-2

#4
Zero Box:
SWING & MIX & CROSS
PARTNER TRADE
STAR THRU - CENTERS SWAP AROUND
SQUARE THRU 3/4
L.A.

#5
HEADS WHEEL THRU
SWING THRU
OUT ROLL CIRCULATE & CROSS
STEP & SLIDE - HORSESHOE TURN
SWING THRU
SPLIT CIRCULATE & CROSS
STEP & SLIDE - LEADERS TRADE
SWING THRU - TURN THRU
L.A.

#6
Zero Lines:
PASS THE OCEAN & CROSS
PARTNER TRADE
TOUCH 1/4
SPLIT COUNTER ROTATE & CROSS
CROSSERS TRADE
ALL 8 CIRCULATE
EXPLODE THE WAVE
PARTNER TRADE (zero lines)
L.A.

THEME: FINISH AN EXCHANGE THE GEARS

Idea. In doing a Spin Chain & Exchange the Gears: After the star has turned 3/4 and the very center person starts to lead out, just before that person makes the sharp right-face turn, the set has momentary right-hand columns.

Therefore, any time we have adjacent right-hand columns, we can call "Finish An Exchange the Gears." Idea is from Andreas Macke, Berlin, Germany.

The action. Have normal facing lines Touch 1/4. Now say: "The girl at the top of the column - raise your hand. We are going to finish an Exchange the Gears. Everyone in the column will follow that lead girl who has her hand raised. That lead girl will face right, take 3 steps forward, then Turn Back and Touch 1/4; the other girl will face in and the last boy will stay facing out."

Ending position. Normal right-hand ocean waves, girls are the centers.

Comment. The call dances great once the dancers understand how simple it is. The first two or three times the dancers will seem confused - they think it is a new call. But after giving several walkthrus, the light will dawn and they will realize it is the same action they have always done in Exchange the Gears. Then they will have no problem at all.

Calling hints.

1. Always have the girl be the leader at the top of the column until the dancers become very comfortable with the idea, because this is the "normal" position.
2. Give several walkthrus, making sure that each girl has a chance to be the lead girl leading the column.
3. If the starting columns are thru the heads, the ending waves will be at the heads, and vice versa.
4. This idea is too difficult for Plus. Do not workshop this at an open Plus dance.

Possible problem area. The dancers will tend not to listen to you, and instead will try to work in their own box of four. You must convey the idea that each single file column of four works with itself, and works independent of the other column of four.

Variations. For weak groups, do not use any variations - just stay with the girls leading out from right-hand columns. For better groups, consider having the boy at the top of the column to lead out, and use same sex columns. The ultimate is doing the call from left-hand columns - here, when the lead person does the Turn Back, they do a Left Touch 1/4.

#1

Zero lines:

TOUCH 1/4

FINISH AN EXCHANGE THE GEARS

RECYCLE - SWEEP 1/4 (zero lines)

L.A.

#2

Zero Box:

SLIDE THRU - TOUCH 1/4

FINISH AN EXCHANGE THE GEARS

GIRLS TRADE - RECYCLE (zero box)

L.A.

FINISH AN EXCHANGE THE GEARS cont.

#3

Zero Lines:

PASS THE OCEAN - ALL 8 CIRCULATE

EXPLODE AND: TOUCH 1/4

FINISH AN EXCHANGE THE GEARS

ALL 8 CIRCULATE

BOX THE GNAT - RIGHT & LEFT GRAND

#4

HEADS LEAD RIGHT - VEER LEFT
CROSSFIRE

FINISH AN EXCHANGE THE GEARS

ALL 8 CIRCULATE

GIRLS GO 1½, BOYS GO 2½

BOX THE GNAT - RIGHT & LEFT GRAND

A-1 MATERIAL by Ross Howell, Texas

#1

HEADS STAR THRU

ALL DPT - TRACK 2

ACEY DEUCEY 1½

WAVE OF 6: GRAND SWING THRU

BOYS: FLIP YOUR DIAMOND

GIRLS HINGE

6 BY 2 ACEY DEUCEY

BOYS RUN - AS COUPLES EXTEND

GIRLS WALK & DODGE - GIRLS RUN

CROSS OVER CIRCULATE

STEP & SLIDE

BOYS WALK & DODGE

GIRLS RIGHT ROLL TO O.W.

1/4 THRU

RECYCLE - SWEEP 1/4 & ROLL

GIRLS PEEL OFF

RIGHT & LEFT GRAND

#2

HEADS STAR THRU - ALL DPT

LEADERS LEFT ROLL TO O.W.

LEFT SWING THRU - LEFT SPIN THE TOP

SINGLE HINGE & TRANSFER THE COLUMN

BOYS TRADE - PASS THE OCEAN

SWING THRU

BOYS WALK & DODGE - BOYS RUN

CROSS OVER CIRCULATE

BOYS RUN

BOYS LOAD THE BOAT

GIRLS BOX TRANSFER

GIRLS WALK & DODGE

TOUCH 1/4 - BOYS TRADE

SWING THRU - RECYCLE

PASS THRU - DIXIE GRAND

L.A.

A-2: INTERESTING SPIN THE WINDMILL IDEA

Idea: On Spin the Windmill, tell the circulators to go any direction they want to.
Idea submitted by Scott Slocum, Calif.

#1

Zero Box:

TOUCH 1/4 - EXTEND

SPIN THE WINDMILL - GIRLS GO

ANY DIRECTION YOU WANT TO

BOYS CROSS RUN

CYCLE & WHEEL

PASS THRU - TRADE BY

BOX THE GNAT - RIGHT & LEFT GRAND

#2

Zero Box:

TOUCH 1/4 - SCOOT BACK

EXTEND

SPIN THE WINDMILL - BOYS GO ANY

DIRECTION YOU WANT TO

GIRLS CROSS RUN

CYCLE & WHEEL

RIGHT & LEFT GRAND

SPIN THE WINDMILL GET OUTS by Frank Gatrell, Ohio

#1

Zero Lines:

BOYS EXTEND

SPIN THE WINDMILL RIGHT

L.A.

#2

Zero Lines 1/2 SASHAYED:

BOYS EXTEND

(LEFT) SPIN THE WINDMILL LEFT

GIRLS ONLY CIRCULATE ONCE

RIGHT & LEFT GRAND

ADVANCED COMMENTARY by Lynette McNiel

The following statement appears at the bottom of the Callerlab Advanced List:
 "In Advanced dancing dancers are expected to understand the Mainstream, Plus and Advanced calls from most, but not necessarily all, positions, arrangements and formations. Dancers are also expected to understand the concept of calls they dance." Unfortunately, many Advanced dancers and callers appear to be either unaware of this paragraph or unwilling to follow the guidelines within it.

Advanced classes are taught with the emphasis on definitions of Advanced calls. However, many Advanced teachers forget that their dancers have not had the emphasis on definitions at Mainstream and Plus, primarily because the requirements for dancing Mainstream and Plus do not require that the dancers truly understand definitions. Part of teaching an Advanced class is reteaching Mainstream and Plus, but since so many Advanced callers forget or neglect this part of their Advanced class, it is not surprising that many Advanced dancers do not have the foundation knowledge of definitions that they should have.

This leads to a theme that should always be present at Advanced, a theme which people who want to be good Advanced dancers appreciate: the introduction of definition oriented Plus calls.

An example is Spin Chain the Gears. At Plus it is usually only called from right-hand waves with the girls in the center, perhaps occasionally with the boys in the center. At Advanced the call should be used regularly with men in the center, and from alternating boy-girl-boy-girl waves. It should also be used from left-hand waves.

The following Plus calls are all generally misunderstood by Advanced dancers; these calls should be worked into every Advanced class and dance:

Chase Right.....(1/2 sashayed or partners with same sex)
Coordinate.....(from a 1/2 sashayed column - ie. normal lines:
1/2 sashayed & Touch 1/4; also from columns with
men as #1 & #2 - girls as #3 & #4, and vice versa;
also from left-hand columns)
Crossfire.....(from right-hand two-faced lines with men in the
center, and from all left-hand two-faced lines)
Follow Your Neighbor.....(from normal waves - ie. one boy & one girl facing
in, and from left-hand waves)
Load the Boat.....(1/2 sashayed or partners with same sex)
Peel the Top.....(right or left-hand columns - girls or boys as
leaders)
Relay the Deucey.....(same as Spin Chain the Gears above)
Spin Chain the Gears.....(see above)
Spin Chain & Exchange the Gears..(same as Spin Chain the Gears)
Track Two.....(1/2 sashayed; also girls as leaders and men as
trailers and vice versa)

Do not expect an average Advanced floor to dance any of these without directional help, and in an Advanced class do not present too many of these calls in one session. But if you have a continuing Advanced workshop or dance, your dancers should eventually understand the concept of these calls as well as the calls on the Advanced List.

(continued on AS Page 698)

ADVANCED COMMENTARY cont.

Referring again to the statement at the bottom of the Callerlab Advnaced List: Some callers try to approach this statement by using standard positions most of the time and occasionally using an intentionally "odd" position. And "odd" to these callers means having the sexes in one different place. Unfortunately, this approach will not be much help to the dancers in learning the true definitions of calls. Instead, callers should simply look at the formation instead of the sexes. Example: From parallel waves, call Motivate anytime, do not worry where the boys and girls are at the start. If this approach is consistently used with all calls, your dancers will understand the concept of the calls they dance.

We welcome Lynette McNiel (Los Angeles, Calif.) as guest writer for this month's Advanced Supplement. Lynette has been calling for 15 years and is known for her expertise in chorographical knowledge.

A-1 MATERIAL USING IDEAS FROM THE COMMENTARY

#1
HEADS PASS THE OCEAN
CHAIN REACTION
SPIN CHAIN THE GEARS
RECYCLE
PASS THRU - HORSESHOE TURN
PASS IN
TOUCH 1/4 - COORDINATE
CAST A SHADOW - CENTER MAN CAST 3/4
FOLLOW YOUR NEIGHBOR & SPREAD (from LH
EXTEND waves)
L.A.

#2
HEADS START: SPLIT SQUARE THRU 3/4
TURN & DEAL
D.P.T. - TRACK 2
BOYS RUN
PASS THRU - ENDS BEND & PASS IN
TOUCH 1/4
EXPLODE AND: SLIDE THRU
CENTERS SLIDE THRU
L.A.

#3
HEADS LEAD RIGHT & VEER LEFT
GIRLS 3/4 THRU
DIAMOND CIRCULATE
6 BY 2 ACEY DEUCEY
FLIP THE DIAMOND
EXPLODE AND: LOAD THE BOAT
SWAP AROUND
CENTERS STAR THRU & CALIF. TWIRL
OTHERS TRADE
YOU'RE HOME!

#4
HEADS SQUARE CHAIN THRU
SIDES SASHAY
TOUCH 1/4 - FOLLOW YOUR NEIGHBOR
SPLIT CIRCULATE - ACEY DEUCEY
WITH LEFT HAND: SPIN CHAIN THE GEARS
ALL 8 CIRCULATE
SCOOT BACK
L.A.

#5
SIDES SLIDE THRU - ALL D.P.T.
LEADERS LEFT ROLL TO AN O.W.
SPLIT CIRCULATE
WITH LEFT HAND: RELAY THE DEUCEY
TRADE THE WAVE - LOCKIT
GRAND SWING THRU - LOCKIT
SCOOT BACK
RIGHT & LEFT GRAND

#6
HEADS TOUCH 1/4 & BOX TRANSFER
SIDES DIVIDE & TOUCH 1/4
TRANSFER THE COLUMN
EXPLODE AND: TOUCH 1/4
COORDINATE
ENDS RUN - ALL HINGE
EXTEND - RIGHT & LEFT GRAND

#7
SIDES FAN THE TOP - HEADS SASHAY
GIRLS PASS THRU
CENTER LINE: CROSSFIRE
THOSE FACING DIRECTLY: PASS THRU
CENTERS PASS THRU
TRACK 2
RIGHT & LEFT GRAND

A-2 MATERIAL USING IDEAS FROM THE COMMENTARY

#1
HEADS LEAD RIGHT & VEER LEFT
3/4 TAG THE LINE
SPIN THE WINDMILL RIGHT
CROSSFIRE
COORDINATE
CAST A SHADOW - SCOOT & DODGE
GIRLS SINGLE WHEEL & YOU DIXIE
STYLE TO AN O.W.
BOYS QUARTER IN
EXTEND THE TAG (gives LH waves)
TRADE CIRCULATE
EXPLODE AND: 1/2 BREED THRU
 L.A.

#2
SIDES PASS OUT
ALL PASS & ROLL YOUR NEIGHBOR
 ALL 8 CIRCULATE
SPIN CHAIN THE GEARS
 CENTERS TRADE - GIRLS RUN
 TOUCH 1/4 - CHECKMATE THE COLUMN
MEN: BOX TRANSFER
 GIRLS CIRCULATE & QUARTER IN
 MEN WALK & DODGE
ALL PASS & ROLL
 MEN RUN (zero lines out of seq.)
 STAR THRU - PASS THRU
 L.A.

#3
SIDES CURLY CROSS
SWING THRU
SWITCH THE WAVE
TURN & DEAL & GIRLS ROLL
GIRLS SCOOT & WEAVE
CHAIN REACTION
SPIN CHAIN THE GEARS
 ALL 8 CIRCULATE
OUT ROLL CIRCULATE
 SCOOT BACK - EXTEND
 RIGHT & LEFT GRAND

#4
 Zero Box:
 TOUCH 1/4 - GIRLS RUN
 PASS THRU - WHEEL & DEAL
 D.P.T. - TRACK 2
SWITCH TO AN HOURGLASS
HOURLASS CIRCULATE
FLIP THE HOURGLASS
ACEY DEUCEY
 SCOOT BACK
 RIGHT & LEFT GRAND

#5
HEADS START A SPLIT SQUARE CHAIN THRU
CLOVER AND: SWAP AROUND
 MEN SEPARATE - AROUND 1 - LINE OF 4
 PASS THE OCEAN
MOTIVATE
 ALL 8 CIRCULATE
MIX
 L.A.

#6
SIDES TOUCH 1/4 & SCOOT & WEAVE
 HEADS DIVIDE & LEFT TOUCH 1/4
 LEFT-HAND COLUMNS OF 3: CIRCULATE
 ALL THE GIRLS RUN
 CENTER LINE: CROSSFIRE
 THOSE FACING DIRECTLY: PASS THRU
GIRLS PASS IN
 MEN TRADE & ROLL
LOAD THE BOAT
 TOUCH 1/4 - CENTERS TRADE
 EXTEND - RIGHT & LEFT GRAND

#7
SIDES PASS THE SEA
 EXTEND
WITH LEFT HAND: SWING & MIX
 RECYCLE - FAN THE TOP
 GRAND SWING THRU
 SINGLE HINGE - PEEL THE TOP
 RECYCLE (zero lines out of seq.)
 RIGHT & LEFT THRU & ROLL 1/2 SASHAY
PASS THE SEA
 TRADE THE WAVE - RIGHT & LEFT GRAND

#8
 HEADS PASS THRU & LEFT CHASE
 SIDES DIVIDE & TOUCH 1/4
 THOSE WHO CAN: PASS THRU
CROSS CLOVER AND: SQUARE CHAIN THRU
 SINGLE CIRCLE TO AN O.W.
 ALL 8 CIRCULATE
SPIN CHAIN THE GEARS
 ALL 8 CIRCULATE
 FOLLOW YOUR NEIGHBOR & SPREAD
 RIGHT & LEFT GRAND

#9
HEADS START A SPLIT SQUARE THRU - 2 HANDS
SPIN THE WINDMILL OUT
 ENDS FOLD - CENTERS PARTNER TAG
 ALL STEP FORWARD
 CENTERS REVERSE FLUTTER WHEEL
 OUTSIDES TRADE & ROLL (see lines)
ALL PASS THE SEA
LEFT SWING & MIX
 EXTEND - RIGHT & LEFT GRAND

UNSYMMETRIC A-2 MATERIAL

#1

COUPLES #1 & #2 SASHAY
COUPLES #3 & #4 RIGHT & LEFT THRU
THOSE AT THE HEADS: FAN THE TOP
EXTEND - ALL 8 CIRCULATE

MEN SCOOT & WEAVE

GIRLS 1/4 THRU

SWING THRU

OUT ROLL CIRCULATE

EXPLODE THE WAVE

GIRLS CROSS FOLD

ALL PASS & ROLL

ALL 8 CIRCULATE

SINGLE HINGE - RIGHT & LEFT GRAND

#2

#1 LADY CHAIN TO THE RIGHT

COUPLES #3 & #4 SASHAY

THOSE AT THE SIDES: WHEEL THRU

ALL PASS & ROLL

MEN BOX COUNTER ROTATE

GIRLS BOX CIRCULATE, HINGE &

OUT ROLL CIRCULATE

MEN PEEL & TRAIL

THOSE WHO CAN: PASS THRU

STEP & SLIDE

CENTERS RIGHT ROLL TO AN O.W. & TRADE

OUTSIDES TRADE & ROLL

RIGHT & LEFT GRAND

#3

COUPLES #1 & #2 SASHAY

COUPLES #3 & #4 RIGHT & LEFT THRU

THOSE AT THE SIDES: LEFT WHEEL THRU

SWING THRU - SPIN CHAIN THE GEARS

ALL 8 CIRCULATE

SLIP - OUT ROLL CIRCULATE

MEN RECYCLE & SWEEP 1/4

GIRLS EXPLODE THE WAVE

WHEEL & DEAL

TOUCH 1/4 - SPLIT CIRCULATE TWICE

RIGHT & LEFT GRAND

#4

COUPLES #2 & #3 RIGHT & LEFT THRU

THOSE AT THE HEADS: WHEEL THRU

HEADS SWING THRU - SIDES TOUCH 1/4

SIDES SCOOT & WEAVE

HEAD BOYS RUN

SIDES SWITCH THE WAVE

1/2 TAG - SPIN CHAIN THE GEARS

1/4 THRU TWICE - OUT ROLL CIRCULATE

1/4 THRU

LEADERS RUN - SLIDE THRU

EACH SIDE: THOSE WHO CAN PASS THRU

TRADE BY - DOUBLE STAR THRU

L.A.

#5

HEADS CURLY CROSS

SLIDE THRU

CENTERS FAN THE TOP

GIRLS DIAMOND CIRCULATE

CENTER LINE: CROSSFIRE

OTHERS QUARTER IN

MEN PASS THRU

CENTERS RECYCLE & SLIP

OTHERS CAST 3/4 & TURN BACK

RIGHT & LEFT GRAND

#6

SIDES PASS OUT

ARKY STAR THRU & GIRLS ROLL

GIRLS START: SPLIT SQUARE THRU - ON

2ND HAND DO A GRAND SWING THRU

(starts with right hand)

EACH WAVE: RECYCLE

FLUTTER WHEEL

LEFT TOUCH 1/4 - TRANSFER THE COLUMN

EXTEND - L.A.

#7

HEADS TOUCH 1/4 & TRAIL OFF

GIRLS DIAGONAL PASS THRU

CENTER WAVE: SWING & MIX

OUTSIDES PARTNER TAG & CIRCULATE

CENTERS EXPLODE AND: ALL PASS THE SEA

MOTIVATE

IN ROLL CIRCULATE

SCOOT BACK

L.A.

#8

SIDES START: SPLIT SQUARE CHAIN THRU

MEN TOUCH 1/4 & BOX TRANSFER

GIRLS SINGLE WHEEL

MEN SUBSTITUTE OVER BOTH GIRLS

GIRLS DIXIE STYLE TO O.W.

MEN PARTNER TAG

SPIN THE WINDMILL - MEN CIRCULATE TWO

PLACES AS YOU ARE

GIRLS BOX COUNTER ROTATE & WALK & DODGE

MEN CROSS FOLD

TOUCH 1/4 - RIGHT & LEFT GRAND

#9

SIDES WHEEL THRU

RECYCLE TWICE

REVERSE FLUTTER WHEEL

PASS & ROLL

TRADE CIRCULATE

TURN & DEAL & ROLL

SLIP

ALL 8 CIRCULATE 1 1/2

L.A.

SPECIAL ADVANCED THEME: DESIGNATING LEADERS FROM A PROMENADE

Background. The parent call for this idea is Cast a Shadow from a Promenade. It is accepted that we can say "Heads start - Cast a Shadow" and that this means the head girl rolls back and the head men loop out to the right.

But actually, the phrase "heads start" is not technically correct, because the sides also start the call at the same time. In fact, what we really mean is: **"Heads are the leaders - all Cast a Shadow."** To be technically correct, this is the phrase which should be used.

By saying "heads are the leaders" we have really told the square to imagine itself as two parallel two-faced lines, with the heads as the lead couples. The square can form two-faced lines if it wishes to do so, in order that all may see their position. However, since this use of Cast a Shadow is so widespread, dancers have memorized the action and simply move into it without bothering to form two-faced lines.

Theme idea. From a promenade, designate either the heads or the sides as the leaders. Now give any call which can be done from parallel two-faced lines. Finish in the normal ending position for doing the call from two-faced lines; do not adjust back to a promenade.

Idea is from Dave Wilson, Fla.

The teach. You must walk this idea first - you can not just call it without explanation. Use the Cast a Shadow example in your teach as has been done here - this will enable the dancers to understand the concept.

Tell the dancers to momentarily adjust to two-faced lines before doing the named call, so all can see their position. Tell those designated as leaders to raise their hands, so all will know who the leaders are.

Quick way to get two-faced lines: Those designated as leaders should cast outward 1/8; the others (trailers) should cast inward 1/8.

Calls which can be used: (left column is easiest)

Centers Trade	Ferris Wheel
Trade Circulate	Mix
Accey Deucey	Wheel & Deal (more difficult - save for last)

Phase two. After working for a while designating heads or sides as leaders, make a change and designate them as trailers. Remind the dancers that those designated as trailers should raise their hands.

#1
PROMENADE - DON'T SLOW DOWN
HEADS ARE THE LEADERS: CENTERS TRADE
BEND THE LINE
FLUTTER WHEEL (zero lines)
L.A.

#2
PROMENADE
HEADS ARE THE LEADERS: TRADE CIRCULATE
BEND THE LINE (zero lines out of seq.)
SLIDE THRU - PASS THRU
L.A.

SPECIAL ADVANCED THEME: DESIGNATING LEADERS FROM A PROMENADE cont.

#3
PROMENADE
HEADS ARE THE LEADERS: FERRIS WHEEL
ZOOM
CENTERS SWING THRU - TURN THRU
L.A.

#4
PROMENADE
SIDES ARE THE LEADERS: ACEY DEUCEY
WHEEL & DEAL
RIGHT & LEFT THRU (zero box)
L.A.

#5
PROMENADE
SIDES ARE THE LEADERS: ALL MIX
WHEEL & DEAL
SWING THRU - BOYS RUN
ALL PROMENADE HOME

#6
PROMENADE
HEADS ARE THE LEADERS: ALL WHEEL & DEAL
SWING THRU
BOX THE GNAT - SQUARE THRU 3/4
L.A.

#7
Zero Lines:
PASS THE SEA - SPLIT CIRCULATE 1½
6 BY 2 ACEY DEUCEY
FLIP THE DIAMOND - CENTERS RUN
ALL PROMENADE - DON'T SLOW DOWN
GIRLS ARE THE LEADERS: TRADE CIRCULATE
BOYS WHEEL & DEAL - GIRLS TURN & DEAL
TOUCH 1/4 - RIGHT & LEFT GRAND

#8
Zero Box:
SWING THRU
OUT ROLL CIRCULATE
CENTERS RUN
ALL PROMENADE - DON'T SLOW DOWN
(a wrongway promenade)
BOYS ARE THE TRAILERS: CAST A SHADOW
SPLIT CIRCULATE
SLIP - SLIDE - SLIP
RIGHT & LEFT GRAND

SOLID A-2 MATERIAL by Ben Rubright (N.C.)

#1
HEADS STAR THRU
ALL DPT
PEEL & TRAIL
TOUCH 1/4 - ALL 8 CIRCULATE 1½
BOYS TRADE & SPREAD
GIRLS FLIP YOUR DIAMOND
GIRLS FAN THE TOP
GIRLS LINEAR CYCLE & ROLL (see waves
ALL EXPLODE THE WAVE w/boys)
SINGLE WHEEL - GIRLS ROLL
GIRLS 1/4 THRU
EXTEND & 1/4 THRU
SPIN CHAIN & EXCHANGE THE GEARS
RIGHT & LEFT GRAND

#2
HEADS SQUARE CHAIN THRU
TOUCH 1/4
MOTIVATE
SWING & MIX
LINEAR CYCLE (from LH waves)
DIXIE STYLE TO AN O.W. & SLITHER
CAST A SHADOW
ACEY DEUCEY & SPREAD
LINEAR CYCLE & ROLL (from LH waves, gives
ALL 8 CIRCULATE RH col.)
SPLIT COUNTER ROTATE 1/4
SCOOT & WEAVE
RIGHT & LEFT GRAND

A-2 GETOUTS by Frank Gatrell (Ohio)

#1
Zero Lines:
WHEEL THRU
U TURN BACK
PASS & ROLL YOUR NEIGHBOR & SPREAD
SCOOT & WEAVE
RIGHT & LEFT GRAND

#2
Zero Lines:
RIGHT & LEFT THRU
PASS THE OCEAN - SCOOT BACK
TRADE THE WAVE
MIX
RIGHT & LEFT GRAND

CALLERLAB ADVANCED QUARTERLY SELECTION: COUNTERACT

Definition: From adjacent columns: Outsides Trade, then Box Counter Rotate; Insides Box Counter Rotate, then Trade but the person facing in at the start of the Trade holds his position - ie. he pivots 180 degrees but stays in his footprint location. End in parallel waves.

Teaching Hints: There is a tendency for the ending parallel waves to finish offset from each other. This can be avoided by doing the following:

1. The dancers will often "hold back" in doing the Box Counter Rotate. If either the outsides or insides do this, the set will finish offset. Tell the dancers to do a big Box Counter Rotate.
2. If the trailing center does not hold his position as a pivot in doing the ending Trade, the set will finish offset. Tell the trailing centers that their footprints must be anchored in place. I call the action an Anchor Trade - this gives a mental picture of the action to the centers.

Comment: This call was heavily featured in News 'N Notes in March of this year. Additional teaching hints and choreography can be found in that issue.

Note: From starting right-hand columns, the next call after Counteract should not have the centers moving to the left, because this is a reversal of body flow for the centers. So do not use All 8 Circulate, centers Trade or Out Roll Circulate.

Good follow-up calls to use are Run, Recycle, and Switch the Wave.

#1

Zero Lines:

TOUCH 1/4

COUNTERACT

RECYCLE - SLIDE THRU

(zero lines out of seq.)

STAR THRU - PASS THRU

L.A.

#2

Zero Box:

RIGHT & LEFT THRU

SLIDE THRU - TOUCH 1/4

COUNTERACT

RECYCLE (zero box)

L.A.

#3

Zero Lines:

TOUCH 1/4 - ALL 8 CIRCULATE

COUNTERACT

BOYS RUN - WHEEL & DEAL (zero box)

L.A.

#4

Zero Box:

SLIDE THRU - TOUCH 1/4

TRIPLE SCOOT - ALL 8 CIRCULATE

COUNTERACT

IN ROLL CIRCULATE

EXPLODE AND: STAR THRU - CENTERS CALIF. TWIRL

L.A. (zero box)

#5

Zero Lines:

TOUCH 1/4 - ALL 8 CIRCULATE

COUNTERACT

SWITCH THE WAVE

CROSS OVER CIRCULATE

CAST A SHADOW

TRADE CIRCULATE TO A

SLIP & SWING

ALL 8 CIRCULATE

RIGHT & LEFT GRAND

#6

Zero Lines:

PASS THRU - WHEEL & DEAL

DPT - BOYS RUN

ALL 8 CIRCULATE

COUNTERACT

IN ROLL CIRCULATE

EXPLODE AND: FAN THE TOP

BOX THE GNAT - RIGHT & LEFT GRAND

A-2 VARIATION: PASS & ROLL TO A DIAMOND

Definition: From an 8 chain thru: Begin a Pass & Roll but, as the second portion is underway, the dancers in the center step into a right-hand wave rather than moving across the set, and the outside dancers quarter right. End in twin right-hand diamonds.

Author: Jack Lasry.

Calling Hint: Pause after saying "Pass & Roll" before saying "to a Diamond." This will help the dancers relate to each part of the call.

Comment: This is extremely easy to teach and provides nice variety to a dance.

#1

Zero Lines:

SLIDE THRU

PASS & ROLL TO A DIAMOND

DIAMOND CIRCULATE - FLIP THE DIAMOND

SINGLE HINGE - RIGHT & LEFT GRAND

#2

Zero Box:

PASS & ROLL TO A DIAMOND

DIAMOND CIRCULATE - CUT THE DIAMOND

FERRIS WHEEL

BOYS SWAP AROUND - GIRLS SASHAY

SQUARE THRU - ON 3RD HAND: TOUCH 1/4

RIGHT & LEFT GRAND

#3

Zero Lines:

RIGHT & LEFT THRU

SLIDE THRU

PASS & ROLL TO A DIAMOND

6 BY 2 ACEY DEUCEY

FLIP THE DIAMOND

BOX THE GNAT - RIGHT & LEFT GRAND

#4

Zero Lines:

SLIDE THRU

PASS & ROLL TO A DIAMOND

DIAMOND CIRCULATE

SPIN THE WINDMILL AHEAD

FERRIS WHEEL

CENTERS BOX THE GNAT - DIXIE GRAND

L.A.

QUICK & TOUGH A-2 MATERIAL

#1

Zero Lines:

PASS THE OCEAN

LISTEN FIRST: REMAKE THE WAVE, BUT AFTER

EACH FRACTION DO AN ALL 8 CIRCULATE

SPLIT CIRCULATE

EXPLODE THE WAVE - PARTNER TRADE (zero lines)

L.A.

Explanation: Cast 1/4,

All 8 Circulate, Centers Trade,

All 8 Circulate, Cast 3/4.

All 8 Circulate

#2

Zero Lines:

PASS THE OCEAN

LISTEN FIRST: REMAKE THE WAVE, BUT AFTER

EACH FRACTION DO A TRADE CIRCULATE

EXPLODE AND: STAR THRU

TRADE BY

BOX THE GNAT - RIGHT & LEFT GRAND

Explanation: Cast 1/4, Trade Circulate, all Cast Left 1/2, Trade Circulate, Cast 3/4, Trade Circulate. **Note:** The definition of Remake is to alternate hands. After the first Trade Circulate, we have left-hand waves, so all will Cast Left 1/2 because all have left hands.

ADVANCED COMMENTARY by Ed Foote

CURRENT ADVANCED QUARTERLY SELECTIONS

(Anything) & Cross
Counteract
Shadow the Column

(Anything) & Cross could be around for a long time. If Curly Cross is dropped, which seems logical since Curlique is gone, then it is logical for (Anything) & Cross to take its place, since it can be used in a wide variety of situations.

Counteract is close to being dead. The action seems to be too precise for the average Advanced dancer, and callers have backed off in using it. The idea is fine, but it did not catch on at the Advanced program.

Looking at Shadow The Column - new Advanced Quarterly (see AS Page 710 this issue).

Twenty years ago this call was simply Cast A Shadow done from columns. With the formation of Callerlab and the resulting Advanced Definitions Committee's analysis of definitions of calls, it was realized that using the call from columns did not follow the established rule of Cast A Shadow. Cast A Shadow requires the outsides to work together and do the Cast 3/4, but the definition from columns had dancers #1 & #3 work together for the Cast 3/4, not dancers #1 & #4. This was an obvious violation of the established rule of the call that had somehow been perpetuated because there was no governing body to say "stop."

The Advanced Committee of Callerlab recognized this illegal usage, but because the illegal usage was in such widespread use, the Committee felt it could not simply declare a new definition from columns (namely that dancers #1 & #4 work together doing the outsides part). So the Committee took the logical action of simply eliminating the use of Cast A Shadow from columns.

Now, a dozen years later, the idea of doing Cast A Shadow from columns has re-emerged with the call Shadow The Column. The different name enables us legally to do the Cast A Shadow idea from columns, and this is fine because the action always danced well.

But would it not have been logical to have the definition correctly follow the Cast A Shadow idea - namely that #1 & #4 do the outsides part and #2 & #3 do the insides part? Instead, the old definition is used, which does not seem appropriate. Granted, the name is "new", so therefore any definition can be used, but obviously the idea is to do Cast A Shadow from columns, so why not give an appropriate definition? Why push a definition that does not make sense and thus possibly confuse dancers?

It is unfortunate that this incorrect idea of Cast A Shadow is being perpetuated, especially since it is now an Advanced Quarterly. It would appear that those who voted for the call never considered that the definition is illogical. Disappointing. Hopefully the call will fade away, and at some time in the future we can use the idea of Cast A Shadow from columns with a proper definition.

CALLERLAB ADVANCED QUARTERLY SELECTION: SHADOW THE COLUMN

Effective as a Quarterly: December, 1988

Definition: From adjacent columns: The #1 dancer in each column peel back to meet the #3 dancers - they Cast 3/4 & spread apart; at the same time the #2 dancer in each column will do the clover action by following the #1 dancer, then step ahead to become the center facing in of the ending ocean wave; the #4 dancers in each column walk forward and Single Hinge with each other, then step ahead to become the center facing out of the ending wave.

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

Author: Jack Lasry (Fla.)

Calling Hints: From facing lines, never call this combination: Touch 1/4, Shadow the Column. This is a direct reversal of body flow for the #1 dancer of each column. Insert an All 8 Circulate after the Touch 1/4.

Nice way to set up columns for this call: From a normal 8 chain thru, call: Pass Thru, Boys Run. The body motion of the girl who becomes #1 in the column leads her directly into the Shadow the Column. The lead boy (#2 dancer) will take a couple steps forward before he starts his clover action, so there is no problem for him.

Examples #1-3 have the boys as #1 & 3 in the column, examples #4-6 have the girls as #1 & 3 in the column.

#1

Zero Lines:

TOUCH 1/4 - ALL 8 CIRCULATE

SHADOW THE COLUMN

RECYCLE

RIGHT & LEFT GRAND

#2

Zero Lines:

TOUCH 1/4 - ALL 8 CIRCULATE

SHADOW THE COLUMN

GIRLS RUN - WHEEL & DEAL

SQUARE THRU 3/4

L.A.

#3

Zero Box:

SWING THRU - RECYCLE

PASS THRU - GIRLS RUN

SHADOW THE COLUMN

GIRLS TRADE

*TRADE CIRCULATE

RIGHT & LEFT GRAND

#4

Zero Lines:

TOUCH 1/4 - ALL 8 CIRCULATE

TRIPLE SCOOT

SHADOW THE COLUMN

BOYS TRADE - SLIP THE CLUTCH

L.A.

#5

Zero Lines:

TOUCH 1/4 - ALL 8 CIRCULATE

TRIPLE SCOOT

SHADOW THE COLUMN

EXPLODE AND: FAN THE TOP

BOX THE GNAT - RIGHT & LEFT GRAND

#6

Zero Box:

PASS THRU - BOYS RUN

SHADOW THE COLUMN

BOYS TRADE - ALL 8 CIRCULATE

EXPLODE THE WAVE - PARTNER TRADE (zero lines)

L.A.

*OR: ALL 8 CIRCULATE

GIRLS RUN - BEND THE LINE
(zero lines)

A-1 THEME FEATURING CAST A SHADOW

Theme: Designated dancers use the crossing hand and all Follow Your Neighbor into a Cast A Shadow. Ending position is right-hand waves.

#1
Zero Lines:
RIGHT & LEFT THRU
SLIDE THRU - TOUCH 1/4
BOYS USE THE LEFT HAND &
ALL FOLLOW YOUR NEIGHBOR TO A
CAST A SHADOW
ACEY DEUCEY
RIGHT & LEFT GRAND

#2
HEADS WHEEL THRU - TOUCH 1/4
BOYS USE THE LEFT HAND &
ALL FOLLOW YOUR NEIGHBOR TO A
CAST A SHADOW
EXTEND - RIGHT & LEFT GRAND

#3
Zero Box:
TOUCH 1/4 - SCOOT BACK
GIRLS USE THE LEFT HAND &
ALL FOLLOW YOUR NEIGHBOR TO A
CAST A SHADOW
GIRLS TRADE
BOX THE GNAT - RIGHT & LEFT GRAND

#4
Zero Lines:
SLIDE THRU
TOUCH 1/4 - SCOOT BACK
GIRLS USE THE LEFT HAND &
ALL FOLLOW YOUR NEIGHBOR TO A
CAST A SHADOW
RECYCLE (zero box)
L.A.

A-2 THEME FEATURING OUT ROLL CIRCULATE & ZIG ZAG

Theme: Call Out Roll Circulate & Roll, then call: those facing Touch 1/4, others Zig Zag.

Comment: You could also call Zag Zig, and this is actually smoother from right-hand waves if the action were done in one continuous flow. However, most dancers will require a hesitation after the Roll in order to see their position, so this negates any lack of body flow on the resulting Zig Zag.

#1
Zero Lines:
PASS THE OCEAN
OUT ROLL CIRCULATE & ROLL
BOYS TOUCH 1/4
GIRLS ZIG-ZAG
SPLIT CIRCULATE - SWING THRU
*RIGHT & LEFT GRAND

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

#2
HEADS STAR THRU - PASS THRU
CIRCLE TO A LINE
PASS THE OCEAN - SWING THRU
OUT ROLL CIRCULATE & ROLL
GIRLS TOUCH 1/4
BOYS ZIG-ZAG
IN ROLL CIRCULATE
RIGHT & LEFT GRAND

#3
Zero Lines:
PASS THE SEA - ALL 8 CIRCULATE
OUT ROLL CIRCULATE & ROLL
GIRLS TOUCH 1/4
BOYS ZIG-ZAG
BOYS TRADE - SPLIT CIRCULATE
BOX THE GNAT - RIGHT & LEFT GRAND

#4
Zero Box:
SWING THRU - TRADE THE WAVE
OUT ROLL CIRCULATE & ROLL
BOYS TOUCH 1/4
GIRLS ZIG-ZAG
SPLIT CIRCULATE
SPLIT COUNTER ROTATE
BOYS RUN
CENTERS STAR THRU & BACK AWAY
OTHERS LEFT WHEEL THRU
*SWING THRU - RECYCLE
RIGHT & LEFT GRAND

*OR: SQUARE THRU 3/4 - L.A.

CREATIVE ADVANCED MATERIAL

Figures #1, 2, 3 & 5 are A-1, rest are A-2.

#1 (Opener)

HEADS RIGHT & LEFT THRU
HEADS PASS THE OCEAN
ALL BOYS STEP FORWARD &
FACE EACH OTHER
L.A.

#2

Zero Lines:
AS COUPLES: DO THE ENDS PART
OF LOAD THE BOAT
(zero lines out of seq.)
SLIDE THRU - PASS THRU
L.A.

#3

Zero Lines:
AS COUPLES: DO THE CENTERS PART
OF LOAD THE BOAT
BEND THE LINE (zero lines out of seq.)
FAN THE TOP & SPREAD seq.)
RECYCLE
PASS THRU - L.A.

#4

HEADS PASS THE OCEAN
CHAIN REACTION - TURN THE STAR
THE SAME AMOUNT AS ON A
MOTIVATE
EXPLODE AND: FAN THE TOP
SCOOT CHAIN THRU - BUT DON'T
EXTEND AT THE END
PING PONG CIRCULATE
THE WAVE EXPLODE AND:
HOME!

#5

Zero Lines:
TOUCH 1/4 - ALL 8 CIRCULATE 1 1/2
CENTER 6 TRADE & ROLL
LINES OF 3: PASS THRU
LINES OF 3: STEP & SLIDE
THE BOY THAT "STEPPED": QTR. RIGHT
GIRLS TRADE
BOYS BIG DIAMOND CIRCULATE
GIRLS SQUARE THRU 3/4
GIRLS ARCH OVER BOY IN FRONT &
THOSE BOYS SLIDE INTO THE CENTER
BOYS FLIP THE DIAMOND - GIRLS TRADE
EXTEND - 1/4 THRU
RECYCLE
*RIGHT & LEFT THRU (zero box)
L.A.

*OR: CROSSTAIL THRU
RIGHT & LEFT GRAND

#6

Zero Lines:
CENTERS FAN THE TOP & SPREAD
ENDS PASS IN
EXTEND (to LH waves)
FOLLOW YOUR NEIGHBOR & SPREAD
LEFT REMAKE THE WAVE
TRADE CIRCULATE
ALL 8 CIRCULATE 1 1/2 TO A
1/2 TOP
RIGHT & LEFT GRAND

#7

HEADS CURLI-CROSS
ALL PASS IN
PASS THRU - GIRLS CAST OFF 3/4
BOYS SINGLE WHEEL & ROLL
CENTER 4 BOX COUNTER ROTATE
SAME 4 WALK & DODGE
ENDS START: SPLIT SQUARE THRU 4
CLOVER AND: SPIN THE TOP
CHAIN REACTION
FOLLOW YOUR NEIGHBOR & SPREAD
EXTEND - RIGHT & LEFT GRAND

#8

Zero Lines:
PASS THRU - TAG THE LINE RIGHT
FERRIS WHEEL - DPT
SINGLE WHEEL & ROLL
EACH WAVE: MIX
VERY CENTER WAVE: MIX
ALL CAST OFF 3/4
THOSE FACING: PASS THRU
CROSS CLOVER AND: PASS OUT
SWING THRU
OUT ROLL CIRCULATE
BOX THE GNAT - RIGHT & LEFT GRAND

#9

HEADS CURLI-CROSS
SWING THRU - 3/4 THRU
LINEAR CYCLE TO A WHEEL THRU
CHASE RIGHT
SPLIT COUNTER ROTATE
ACEY DEUCEY
ENDS CAST A SHADOW & DON'T SPREAD
CENTER 4 COUNTER ROTATE
PEEL OFF
TURN & DEAL & ROLL
TRADE CIRCULATE
RIGHT & LEFT GRAND

Figures #7, 8 & 9 are by
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