

ADVANCED COMMENTARY by Ed Foote

CROSS TRAIL THRU. We know the true definition of Cross Trail Thru is for dancers to Pass Thru and then Sashay. However, Callerlab has said that knowing this definition and dancing material based upon it puts too much pressure on Mainstream and Plus dancers. Thus, at Mainstream and Plus Callerlab has said the call should only be used: (1) from facing lines: Cross Trail Thru - L.A., or (2) From a squared set: Heads or Sides Cross Trail Thru - separate - around 1 or 2 etc.

The result is that Cross Trail Thru is the only call which does not have an ending position, at least at Mainstream and Plus. The ending position at these programs is dependent on a subsequent call.

Advanced dancers are expected to know the true definition of Cross Trail Thru. However, because the call is not printed on the Advanced List, many callers forget about it. When this occurs, those dancing to these callers may break down when exposed to Cross Trail Thru from another caller. To provide the dancers with the knowledge they need, remind them of the true definition, and then use the calls from these setups:

1. Starting DPT: centers Cross Trail Thru
2. Completed DPT: all Cross Trail Thru

Unfortunately, some callers at Advanced will try to trap the dancers. They will set up facing lines with all having original partner, call Cross Trail Thru, and just as everyone is reaching for a Left Allemande will suddenly call Explode the Line. Although the caller is technically correct, because the dancers should have finished in lines facing out, he has really lost because the dancers consider this a trap; the dancers feel the caller knew the dancers would react as they as they had done hundreds of times at Plus by going to a Left Allemande. A caller who uses Cross Trail Thru in this manner only hurts himself and the dancers.

Callers who want to give practice on the call from facing lines should alert the dancers of this beforehand, so the dancers know what to expect. In addition, the caller should give the dancers a warning each time, such as saying "do a perfect Cross Trail Thru."

Because of all the above, it is best to not call Cross Trail Thru - L.A. from facing lines at Advanced.

Nice getout for dancers who are solid with Cross Trail Thru:

Any time you can call: Pass to the Center,
Centers square Thru 3/4 - L.A.

Instead you can call: Cross Trail Thru
Right & Left Grand

A-1 & A-2 Diagrams & Definitions book, by Ruth Graser, edited by Ed Foote. Book has just been released and was written to my specifications. It diagrams all the Advanced calls from a variety of positions, gives helpful hints for dancing many of the calls and, in my opinion, is the best Advanced diagram book on the market today. Size is 8½ x 11 with spiral binding. Cost is \$11.95, which includes postage. Order from Ed Foote. Quantity discounts available for 10 or more books.

ADVANCED MATERIAL USING CROSS TRAIL THRU

A-1

#1
HEADS STAR THRU
CENTERS CROSS TRAIL THRU
TOUCH 1/4 - SPLIT CIRCULATE
CAST A SHADOW
COUPLES CIRCULATE - BEND THE LINE
(zero lines out of seq.)
STAR THRU - PASS THRU
L.A.

#2
HEADS PAIR OFF
CROSS TRAIL THRU
CLOVER AND: FAN THE TOP
CHAIN REACTION
BOX THE GNAT - RIGHT & LEFT GRAND

#3 (Opener)
SIDES DOUBLE STAR THRU
CLOVER AND: CROSS TRAIL THRU
PASS THRU - RIGHT & LEFT GRAND

#4
SIDES RIGHT & LEFT THRU
HEADS WHEEL THRU
PASS THRU
CLOVER AND: CROSS TRAIL THRU
CLOVER AND: SWAP AROUND
SQUARE THRU 3/4
CROSS CLOVER AND: CROSS TRAIL THRU
ALL QUARTER IN
RIGHT & LEFT GRAND

A-2

#1 (Opener)
HEADS PASS THE OCEAN
CHAIN REACTION
RECYCLE
PASS THRU - U TURN BACK
CROSS TRAIL THRU
RIGHT & LEFT GRAND

#2
HEADS CROSS TRAIL THRU
SIDES TOUCH 1/4
GIRLS: PUT CENTERS IN - CAST OFF 3/4
BOYS: RIGHT ROLL TO AN O.W. & HINGE
ALL 8 CIRCULATE
CAST A SHADOW
CENTERS PASS THE OCEAN
ALL CUT THE DIAMOND & MIX
SCOOT & DODGE (from LH waves)
WHEEL & DEAL - CENTERS CROSS TRAIL THRU
TOUCH 1/4 - OUT ROLL CIRCULATE
RIGHT & LEFT GRAND

#3
Zero Lines:
RIGHT & LEFT THRU
PASS THRU - WHEEL & DEAL
CENTERS CROSS TRAIL THRU
PASS & ROLL YOUR NEIGHBOR
EXPLODE THE WAVE - PARTNER TRADE
CENTERS CROSS TRAIL THRU
ALL STEP & SLIDE - HORSESHOE TURN
CROSS TRAIL THRU
TRADE BY - RIGHT & LEFT GRAND

ADVANCED GETOUTS

#1
Zero Box:
RIGHT & LEFT THRU
CROSS TRAIL THRU
RIGHT & LEFT GRAND

#2
Zero Lines:
RIGHT & LEFT THRU
PASS THE OCEAN - GIRLS TRADE
EXPLODE THE WAVE - WHEEL & DEAL
CENTERS CROSS TRAIL THRU
OTHERS SASHAY
RIGHT & LEFT GRAND

#3
Zero Lines:
RIGHT & LEFT THRU
PASS THE OCEAN - GIRLS TRADE
EXPLODE THE WAVE - TURN & DEAL
CENTERS PASS THRU
RIGHT & LEFT GRAND

#4
Zero Lines:
RIGHT & LEFT THRU
PASS THE SEA
SLIP THE CLUTCH
L.A.

TURN & DEAL FROM WAVES

Turn & Deal dances nicely from left-hand waves, and is very awkward from right-hand waves. The idea is nice to use, but only from left-hand waves.

Ending position from left-hand waves is right-hand columns.

Calling Hints:

1. Provide lead-in body flow by calling a Left Swing Thru before the Turn & Deal.
2. As soon as the command "Turn & Deal" is given, follow up fast with this statement: "1/2 Tag right shoulders." Some dancers are hesitant and want to consider passing left shoulders - this statement will solve that problem.

A-1

#1
Zero Lines:
RIGHT & LEFT THRU
DIXIE STYLE TO O.W.
LEFT SWING THRU
TURN & DEAL
ALL 8 CIRCULATE - QUARTER IN
PASS THRU - TURN & DEAL
DIXIE GRAND
L.A.

#2
Zero Box:
SWING THRU - TRADE THE WAVE
LEFT SWING THRU
TURN & DEAL
TRIPLE SCOOT - QUARTER IN
PASS THRU - WHEEL & DEAL
CENTERS PASS THRU (zero box)
L.A.

A-2

#1
Zero Lines:
RIGHT & LEFT THRU
PASS THE OCEAN - SWING & MIX
TURN & DEAL
TRAIL OFF - TURN & DEAL
RIGHT & LEFT GRAND

#2
Zero Lines:
PASS THE SEA - OUT ROLL CIRCULATE
CENTERS TRADE
ALL TURN & DEAL
ALL 8 CIRCULATE - QUARTER IN
BOYS WHEEL THRU
GIRLS PASS IN
STAR THRU - COUPLES CIRCULATE
BEND THE LINE (zero lines)
L.A.

A-2 VARIATION: SWITCH TO A DIAMOND CHAIN THRU

Definition: Switch to a Diamond, centers of the wave Trade, all in the wave Cast Off 3/4. End in parallel two-faced lines.

Author: Jack Lasry, Fla.

Comment: This is a fine idea - a very logical combination of Switch to a Diamond and Scoot Chain Thru. A nice call to theme for a month or more with your home group, or to use at a weekend.

#1
Zero Lines:
PASS THE OCEAN
SWITCH TO A DIAMOND CHAIN THRU
COUPLES CIRCULATE - TURN & DEAL
RIGHT & LEFT THRU (zero box)
L.A.

#2
Zero Box:
SWING THRU
SWITCH TO A DIAMOND CHAIN THRU
BEND THE LINE (zero lines out of seq.)
SQUARE THRU 2 HANDS - U TURN BACK
RIGHT & LEFT GRAND

A-1 OPENERS

#1
ALL PROMENADE SINGLE FILE
GIRLS LEFT ROLL TO O.W.
1/4 TOP
L.A.

#2
ALL WRONGWAY PROMENADE
BOY STEP IN FRONT - GO SINGLE FILE
BOYS LEFT ROLL TO O.W.
1/4 TOP
L.A.

A-2 OPENERS

#1
ALL PROMENADE
ALL SINGLE WHEEL
PROMENADE SINGLE FILE
BOYS LEFT ROLL TO O.W.
1/2 TOP
L.A.

#2
ALL PROMENADE
ALL SINGLE WHEEL & ROLL - MAKE ALAMO
WITH RIGHT HAND: 1/4 THRU
SLIP THE CLUTCH
RIGHT & LEFT GRAND

A-2 THEME

Theme: From mixed sex waves: Those looking out Trade & Roll, those looking in do your part of a Wheel Thru. Gives centers facing and outsides holding right hands.

#1
Zero Box:
TOUCH 1/4 - SCOOT BACK
BOYS TRADE & ROLL
GIRLS DO YOUR PART OF WHEEL THRU
CENTERS SQUARE THRU 2 HANDS
ALL QUARTER IN
RIGHT & LEFT GRAND

#2 (A-2)
Zero Lines:
PASS THRU - BOYS RUN
GIRLS TRADE & ROLL
BOYS DO YOUR PART OF WHEEL THRU
CENTERS TOUCH 1/4 & BOX COUNTER ROTATE
TRIPLE SCOOT
TRAIL OFF
FERRIS WHEEL & SASHAY AS YOU GO
DIXIE GRAND
L.A.

INTERESTING A-2 COMBINATIONS

#1
Zero Lines:
TOUCH 1/4 - ALL 8 CIR. $1\frac{1}{2}$
GIRLS HINGE & ROLL
CENTER BOYS TRADE & SLIDE APART
GIRLS SINGLE PASS & ROLL
BOYS: BIG DIAMOND CIRCULATE
GIRLS WALK & DODGE
GIRLS: WITH BOY IN FRONT: SUBSTITUTE
(ie. arch over him)
BOYS: FLIP THE DIAMOND
GIRLS TRADE
EXTEND - 1/4 THRU
EXPLODE THE WAVE - PARTNER TRADE
L.A. (zero lines)

#2
Zero Lines:
PASS THRU - U TURN BACK
TOUCH 1/4 - ALL 8 CIR. $1\frac{1}{2}$
BOYS HINGE & ROLL
CENTER GIRLS TRADE & SLIDE APART
BOYS SINGLE PASS & ROLL
GIRLS: BIG DIAMOND CIRCULATE
BOYS WALK & DODGE
BOYS: WITH GIRL IN FRONT: SUBSTITUTE
(ie. arch over her)
GIRLS: FLIP THE DIAMOND
BOYS TRADE
EXTEND - 1/4 THRU
RIGHT & LEFT GRAND

ADVANCED COMMENTARY

by Ed Foote

CALLERLAB ADVANCED COMMITTEE MEETING, Nashville, March, 1989. A sub-committee reported the results of a survey of the full Advanced Committee regarding moving calls from A-1 to A-2 and vice versa. The following suggestions were made:

Move from A-1 to A-2

Quarter In
Quarter Out
Split/Box Transfer

Move from A-2 to A-1

Mix
Scoot & Dodge

Reasons behind the suggestions:

Quarter In/Out - move these calls away from Pass In & Pass Out, which are also on A-1.

Split/Box Transfer - too hard for A-1.

Mix - Move this call away from Switch, which is also on the A-2 list.

Scoot & Dodge - very easy call, and thus more appropriate for A-1.

Note: These are recommendations only. No final decision was made. These suggestions will go on the Advanced ballot this summer, when all changes to the Advanced list will be voted upon by all members of the Advanced Committee.

It is my feeling that these suggestions are all good, and it is hoped they will be approved in the summer vote.

A-2 THEME: UNUSUAL MOTIVATE

Note: Only use this material with solid A-2 groups.

#1

Zero Lines:

PASS THE OCEAN

END BOY FACING OUT: SLIDE OUT OF THE SET

OTHERS MOTIVATE

END BOY FACING OUT: SLIDE BACK IN

*BOYS RUN

PASS THRU - WHEEL & DEAL

CENTERS SQUARE THRU - ON 3rd HAND

DIXIE GRAND - L.A.

*OR: 1/4 THRU

RIGHT & LEFT THRU

PASS TO THE CENTER

SQUARE THRU 3/4 - L.A.

#2

Zero Lines:

PASS THE OCEAN - SWING THRU

END GIRL FACING OUT: SLIDE OUT OF THE SET

OTHERS MOTIVATE

END GIRL FACING OUT: SLIDE BACK IN

*1/4 THRU

ACEY DEUCEY

RIGHT & LEFT GRAND

*OR: ALL WALK & DODGE

EXPLODE THE LINE - TURN & DEAL

DIXIE GRAND - L.A.

NEW ADVANCED QUARTERLY: LOCK THE TOP

Definition: From a 1/4 or 3/4 tag formation with the outsides in couples or mini-waves: Center wave Lock It as outsides Partner or Single Hinge, then all Fan the Top. End in parallel waves.

Author: Tim Marriner, Va.

Comment: This call dances well and appears to be a good selection as a Quarterly.

#1
HEADS PASS THE OCEAN
LOCK THE TOP
BOYS RUN - FERRIS WHEEL
DIXIE GRAND
L.A.

#2
Zero Lines:
PASS THRU - WHEEL & DEAL
CENTERS STAR THRU
CENTERS PASS THE OCEAN
LOCK THE TOP
RIGHT & LEFT GRAND

#3
Zero Lines:
PASS THRU - WHEEL & DEAL
CENTERS SWING THRU
OTHER BOYS RUN
ALL LOCK THE TOP
RECYCLE
PASS THRU - TRADE BY (zero box)
L.A.

#4
HEADS LEAD RIGHT - VEER LEFT
3/4 TAG THE LINE
LOCK THE TOP
SPLIT CIRCULATE
BOYS RUN - GIRLS TRADE - BEND THE LINE
L.A. (zero lines)

#5
Zero Lines:
ENDS TOUCH 1/4 - CENTERS PASS THE OCEAN
LOCK THE TOP
1/4 THRU
BOX THE GNAT - RIGHT & LEFT GRAND

#6
Zero Lines:
PASS THRU - WHEEL & DEAL
CENTERS LEFT SWING THRU
OUTSIDE GIRLS RUN
LOCK THE TOP
EXPLODE THE WAVE - WHEEL & DEAL
CENTERS PASS THRU (zero box)
L.A.

ADVANCED MATERIAL USING LOCK THE TOP

#1
HEADS PASS THE OCEAN
LOCK THE TOP
MIX - TRADE CIRCULATE
SCOOT CHAIN THRU
SPLIT CIRCULATE
TRADE THE WAVE
SINGLE WHEEL
RIGHT & LEFT GRAND

#2
Zero Box:
PASS IN
PASS THRU - 3/4 TAG THE LINE
LOCK THE TOP
SWITCH TO A DIAMOND
DIAMOND CIRCULATE
6 BY 2 ACEY DEUCEY
FLIP THE DIAMOND - 1/4 THRU
RECYCLE
RIGHT & LEFT THRU (zero box)
L.A.

#3
Zero Lines:
TOUCH 1/4 - TRIPLE SCOOT
CENTER 4: COUNTER ROTATE
CENTERS 1/4 THRU
LOCK THE TOP - SCOOT & WEAVE
EXTEND
LOCK THE TOP
MOTIVATE
1/4 THRU - RECYCLE
PASS THRU - TRADE BY (zero box)
L.A.

THEME: ENDS CAST A SHADOW AND DON'T SPREAD

Basic starting positions: Parallel waves and parallel two-faced lines.

Material to call for the centers while the ends are working:

- | | |
|--------------------------------|---|
| 1. 1/4 Thru (or Left 1/4 Thru) | 4. Box Transfer |
| 2. Walk & Dodge - Partner Tag | 5. Box Counter Rotate |
| 3. Follow Your Neighbor/Spread | 6. Remake the (Set-up) (or Left Remake) |

Calling Hints:

1. Be aware that from ocean waves, both ends and centers are working the same hand, but from two-faced lines the ends and centers are using different hands.
2. In sight calling this theme, do not call Pass the Ocean and then immediately use the theme - this will be a direct reversal of body flow for the ends facing out. Insert an All 8 Circulate first.

(A-1)

#1
Zero Lines:
PASS THE OCEAN - ALL 8 CIRCULATE
ENDS CAST A SHADOW & DON'T SPREAD
CENTERS WALK & DODGE & QTR. OUT
THOSE WHO CAN: STAR THRU
OTHERS PEEL OFF & BEND THE LINE
COUPLES CIRCULATE - BOYS TRADE
WHEEL & DEAL (zero box)
L.A.

#2
Zero Lines:
PASS THE OCEAN - GIRLS TRADE
ALL 8 CIRCULATE
ENDS CAST A SHADOW & DON'T SPREAD
CENTERS LEFT 1/4 THRU
THOSE FACING: PASS THRU
CLOVER AND: WHEEL & DEAL
CENTERS SASHAY & QUARTER OUT
RIGHT & LEFT GRAND

#3
HEADS RIGHT & LEFT THRU
HEADS SQUARE THRU - 4 HANDS
RIGHT & LEFT THRU & VEER LEFT
COUPLES CIRCULATE
ENDS CAST A SHADOW & DON'T SPREAD
CENTERS WALK & DODGE & PARTNER TAG
THOSE WHO CAN: TOUCH 1/4
OTHER BOY RIGHT ROLL TO AN O.W. &
SINGLE HINGE

ALL 8 CIRCULATE
RIGHT & LEFT GRAND

(A-2)

#4
Zero Lines:
PASS THE OCEAN - ALL 8 CIRCULATE
ENDS CAST A SHADOW & DON'T SPREAD
CENTERS COUNTER ROTATE (gives LH col.)
ALL 8 CIRCULATE - QUARTER IN
STAR THRU - CENTERS CALIF. TWIRL
*SLIDE THRU (zero lines out of seq.)

*OR: SQUARE THRU - ON 3rd HAND BOX THE GNAT
RIGHT & LEFT GRAND

#5 (remember who the heads are)
HEADS LEAD RIGHT & VEER LEFT
TRADE CIRCULATE
ENDS CAST A SHADOW & DON'T SPREAD
CENTERS COUNTER ROTATE & WALK & DODGE
THOSE WHO CAN: STAR THRU & CALIF. TWIRL
OTHERS PEEL OFF
STRAIGHT AHEAD: COUPLES CIRCULATE
HEADS: BEND THE LINE
BOYS TRADE - ALL FERRIS WHEEL
CENTERS SQUARE THRU 3/4
*BOX THE GNAT - RIGHT & LEFT GRAND

*OR: PASS THRU - L.A.

#6 (difficult)
Zero Lines:
PASS THE OCEAN - GIRLS TRADE
SWITCH THE WAVE
COUPLES CIRCULATE
ENDS CAST A SHADOW & DON'T SPREAD
CENTERS REMAKE THE SETUP
EACH BOX OF 4: SPLIT CIRCULATE - TWICE
GIRLS TAG - ALL EXPLODE THE LINE
1/2 TAG - 1/4 THRU
RIGHT & LEFT THRU - CENTERS A FULL TURN
CENTERS PASS THRU (zero box)
L.A.

THEME: SWAP AROUND AND LEFT-SIDE DANCER ROLL

In addition to providing interesting choreography, this theme also forces the left-side dancer to do Swap Around correctly. Unfortunately, some left-side dancers still back up in doing the call. If they do that with this material, the set will break down on either the next call or the one after.

Initial usage: It is best to show this theme initially from normal facing lines.
Call: Swap Around & Boys Roll.

Ending position of this theme: The original left-side dancers are looking into the ear of the person who had been facing them.

#1

Zero Lines:

SWAP AROUND & BOYS ROLL

GIRLS QUARTER LEFT

STAR THRU

PASS THE OCEAN

SWING THRU - TURN THRU

L.A.

#2

Zero Lines:

SWAP AROUND & BOYS ROLL

GIRLS TRADE & ROLL

THOSE WHO CAN: STAR THRU

OTHERS PEEL OFF & BEND THE LINE

PASS THE OCEAN - ALL 8 CIRCULATE

EXPLODE THE WAVE - PARTNER TRADE

L.A. (zero lines)

#3

Zero Lines:

RIGHT & LEFT THRU

PASS THE OCEAN - ALL 8 CIRCULATE

EXPLODE THE WAVE - PARTNER TRADE

SWAP AROUND & BOYS ROLL

BOYS DIAGONAL PASS THRU

GIRLS QUARTER RIGHT

TRADE BY - RIGHT & LEFT GRAND

#4

Zero Lines:

PASS THE OCEAN - SWING THRU

EXPLODE THE WAVE - PARTNER TRADE

SWAP AROUND & GIRLS ROLL

*BOYS QUARTER LEFT

RIGHT & LEFT GRAND

*OR: GIRLS DIAGONAL PASS THRU

BOYS QUARTER RIGHT (gives LH col.)

TRADE BY

SWING THRU - EXPLODE THE WAVE

QUARTER OUT

L.A.

#5

Zero Lines:

PASS THE OCEAN

GIRLS TRADE - GIRLS RUN - BEND THE LINE

SWAP AROUND & GIRLS ROLL

*BOYS QUARTER LEFT

RIGHT & LEFT GRAND

*OR: BOYS TRADE & ROLL

CENTERS WALK & DODGE

TOUCH 1/4 - SPLIT CIRCULATE

ACEY DEUCEY

BOX THE GNAT - RIGHT & LEFT GRAND

Additional ideas - only consider using with very good groups:

1. Simply call Swap Around & Roll - do not name the sex that does the Roll. The original right-side dancers should know they can not Roll, because they have no turning motion.

2. From normal lines call: Swap Around & Boys Roll. Now call: Girls Run & Roll. The boys must walk straight ahead, following the rule that the "runee" moves into the position of the person who is running around them. Ending position is right-hand columns. This concept will shock a lot of people, so be careful where you use it.

MOTIVATE - FROM TWO-FACED LINES

This is a fine variation to the standard ocean wave usage, and is rather easy. The action (from normal right-hand two-faced lines):

Step #1: Couples Circulate.

Step #2: Centers (girls) Cast Off 3/4 as ends (boys) 1/2 Circulate.

Step #3: A. The center star is a FACING DIAMOND. You must say "turn the star 1/4" or "turn the star 3/4." This means the center 4 will either do one facing Diamond Circulate (1/4) or 3 facing Diamond Circulates (3/4).

Note: 1/4 is preferred, because it is much easier for the dancers. 1/2 results in two dancers finishing on the same spot at the end of the call. This gives a parallelogram, which is not suitable for Advanced.

B. While the centers are doing the Diamond Circulate, the outsides Trade. Both outsides are facing the same direction, so it is a Partner Trade type action.

Step #4: Adjacent dancers on each side (boys) Cast Off 3/4 as the others move up to become ends of two-faced lines.

What the call does

1. Starting right-hand two-faced lines finish in left-hand two-faced lines and vice versa.
2. If the girls start in the center, the boys finish in the center.
3. If the star turns 1/4, you finish with the opposite girl as your partner from the way you started. (ie. if you started with your original partner as your partner in the two-faced line, you finish with your original opposite as a partner.)

Comment: This is a nice variation to use for a home club or at a weekend. Never call this use of Motivate "cold" without a walkthru. Be sure to give several walkthrus, with everyone having a chance to be both the lead couple and the trailing couple in the starting two-faced lines.

It makes no difference whether the call is started from right-hand or left-hand two-faced lines, or whether the boys or girls start in the center - the degree of difficulty is the same.

Remember: Every time you use this call you must say whether the center star (diamond) is to turn 1/4 or 3/4. If you say nothing, the action is 1/2 for the centers, which will result in an odd ending formation that will break down the floor.

Hint to sight callers: If you start from normal right-hand two-faced lines - all with opposite and out of sequence, when the Motivate - Turn the Star 1/4 - is finished call: "Girls Fold, Right & Left Grand."

MOTIVATE - FROM TWO-FACED LINES cont.

#1
HEADS LEAD RIGHT - VEER LEFT
MOTIVATE - TURN THE STAR 1/4
BEND THE LINE
PASS THE SEA
*ALL 8 CIRCULATE 1½
L.A.

*OR: ALL 8 CIRCULATE
SLIP THE CLUTCH - L.A.

#2
Zero Box:
RIGHT & LEFT THRU - VEER LEFT
MOTIVATE - TURN THE STAR 1/4
FERRIS WHEEL
CENTERS SQUARE THRU 3/4
L.A.

#3
HEADS LEAD LEFT - VEER RIGHT
MOTIVATE - TURN THE STAR 1/4
COUPLES CIRCULATE - GIRLS TRADE
FERRIS WHEEL - DPT
LEADERS TRADE
BOX THE GNAT - RIGHT & LEFT GRAND

#4
HEADS LEAD RIGHT - VEER LEFT
CROSS OVER CIRCULATE
MOTIVATE - TURN THE STAR 1/4
BEND THE LINE
STAR THRU - TRADE BY
BOX THE GNAT - RIGHT & LEFT GRAND

ADVANCED MATERIAL FEATURING MOTIVATE FROM TWO-FACED LINES

Material is by Dave Wilson, Fla.

#1
HEADS SINGLE CIRCLE 3/4 to O.W.
CENTER 4: WALK & DODGE
SWING THRU TO A
SLIDE & SLITHER
MOTIVATE - TURN THE STAR 1/4
TRADE CIRCULATE
OUT ROLL CIRCULATE
STEP & SLIDE - HORSESHOE TURN
FAN THE TOP
CENTER 4: FAN THE TOP
RIGHT & LEFT GRAND

#2
HEADS, AS COUPLES: TOUCH 1/4
AS COUPLES: EXTEND (gives 2-faced lines)
MOTIVATE - TURN THE STAR 1/4
COUPLES CIRCULATE
TRADE CIRCULATE
MOTIVATE - TURN THE STAR 3/4
FERRIS WHEEL & SPREAD
TOUCH 1/4 - CHECKMATE THE COLUMN
1/2 TAG
MOTIVATE - TURN THE STAR 3/4
RIGHT & LEFT GRAND

#3
HEADS LEAD RIGHT - VEER LEFT
MOTIVATE - TURN THE STAR 3/4
CAST A SHADOW
SWING & MIX
TURN & DEAL (from LH waves)
COORDINATE & SPREAD
MOTIVATE - TURN THE STAR 1/4
CROSS OVER CIRCULATE
PROMENADE HOME

#4
HEADS LEFT SPIN THE TOP
EXTEND (to LH waves)
RECYCLE - VEER RIGHT
MOTIVATE - TURN THE STAR 1/4
TURN & DEAL
PASS & ROLL YOUR NEIGHBOR & SPREAD
IN ROLL CIRCULATE
EXPLODE AND: TOUCH 1/2
EACH WAVE: FAN THE TOP
SCOOT & WEAVE
SPIN CHAIN & EXCHANGE THE GEARS
SPLIT CIRCULATE TWICE
RIGHT & LEFT GRAND

WORKING WAVES OF 3

The Set-Up: Have the heads Pass the Ocean, head men Extend while the side men Turn Back. This gives two waves of 3 with 2 girls in the center of the set holding left hands.

Things to call next:

A. Waves of 3, starting with right hand:

1. Swing Thru
2. Right Spin the Top

B. Waves of 3, starting with left hand:

1. Left Swing Thru
2. Left Spin the Top

C. Columns of 3: Circulate

How to get out:

A. Waves of 3, starting with right hand: Spin the Top - others Hinge.
(Gives tidal wave)

Note: If no Hinge, gives a center facing diamond.

B. If the offset end of the line of 3 is looking out, call: "Columns of 3 Hinge - others move up." (Gives tidal wave)

C. If the offset end of the line of 3 is looking in, tell that person to Extend to a line or wave in the center.

Sight callers: If you study the examples below, either by calling it or following it with checkers, and add the ideas listed above, you should quickly become comfortable enough with the ideas to sight call this material.

#1
HEADS PASS THE OCEAN
HEAD MEN EXTEND - SIDE MEN TURN BACK
WAVES OF 3: STARTING WITH RIGHT HAND:
SPIN THE TOP
CENTER DIAMOND: CIRCULATE
CENTER DIAMOND: CUT THE DIAMOND
BOYS TRADE - BOYS RUN
BEND THE LINE
PASS THRU - TRADE BY (zero box)
L.A.

#2
HEADS PASS THE OCEAN
HEAD MEN EXTEND - SIDE MEN TURN BACK
WAVES OF 3: STARTING WITH RIGHT HAND:
SPIN THE TOP
CENTER GIRLS HINGE (gives tidal wave)
BOYS RUN - GIRLS TRADE
BEND THE LINE
PASS TO THE CENTER
CENTERS PASS THRU (zero box)
L.A.

#3
HEADS PASS THE OCEAN
HEADS SWING THRU - SIDE GIRL RUN
HEAD GIRL EXTEND
WAVE OF 3 - WITH RIGHT HAND: SWING THRU
COLUMNS OF 3: CIRCULATE
WAVE OF 3: LEFT SWING THRU
CENTER BOY RUN RIGHT
ALL THE GIRLS TURN BACK
BOYS WORK AS A COUPLE &
ALL 8 CIRCULATE TWICE
BOYS 1/2 TAG & 1/4 THRU
GIRL LOOKING OUT: RUN
EXTEND - 1/4 THRU
BOX THE GNAT - RIGHT & LEFT GRAND

WAVES OF 3 cont.

#4

SIDES PASS THE OCEAN

SIDE MEN EXTEND - HEAD MEN TURN BACK

WAVE OF 3: SWING THRU

WAVE OF 3: RIGHT SPIN THE TOP

CENTER GIRLS HINGE (gives tidal wave)

ALL SINGLE WHEEL

*STAR THRU - CALIF. TWIRL

CENTERS PASS THRU (zero box)

L.A.

*OR: CENTERS SASHAY

CENTERS QUARTER IN

ALL RIGHT & LEFT GRAND

#5

SIDES PASS THE OCEAN

SIDE MEN EXTEND - HEAD MEN TURN BACK

WAVE OF 3: SWING THRU

CENTER BOY RUN LEFT

BOYS WORK AS A COUPLE:

LINE OF 3: WHEEL & DEAL

CENTER 2 GIRLS: SINGLE WHEEL

BOYS SLIDE APART - CENTER GIRLS PASS THRU

GIRLS SINGLE PASS & ROLL YOUR NBR. & SPREAD

BOYS CIRCULATE TWICE

GIRLS SINGLE HINGE

GIRLS WALK & DODGE (see lines)

EXPLODE AND: 1/2 BREED THRU

SLIDE THRU (zero box)

L.A.

IDEAS

1. SIDES FACE: GRAND SQUARE 1/4. (1/4 is 8 counts: Walk 2, 3, turn; walk, 2, 3, turn) This leaves the original heads facing their original opposite at the side position, and the original sides facing into the center of the set at the head position.

2. CHECKMATE THE COLUMN FROM A STARTING DPT. Everyone is a trailer for the action, so all do a DPT, then Quarter In, then Pass Thru. End in lines facing out.

3. GIMMICK: ALL DO THE SECOND PART OF REMAKE THE WAVE. Call this from parallel right-hand waves. The action is Centers Trade. But most dancers will swing 1/2 by the right.

4. GIMMICK: From a completed DPT call: ZIG ZAG AND THE ZIGGERS ZIG AND THE ZAGGERS ZAG. The whole thing equals a U Turn Back. Gives a starting DPT. Call this a couples times, wait a couple minutes, then call: ZIG ZAG AND THE ZIGGERS ZAG AND THE ZAGGERS ZIG. Most dancers will not hear the difference. Command is a zero - ends in a completed DPT.

#1

SIDES FACE: GRAND SQUARE 1/4

THOSE AT THE HEAD POSITION:

PASS THRU (see lines)

EXPLODE THE LINE

WHEEL & DEAL - DPT

BOYS TRADE & ROLL & START A

SPLIT SQUARE THRU 3/4

WHEEL & DEAL

CENTER BOYS DIAGONAL PASS THRU

OTHER GIRL TURN BACK

RIGHT & LEFT GRAND

#2

Zero Lines:

RIGHT & LEFT THRU

PASS THRU - WHEEL & DEAL

CHECKMATE THE COLUMN

WHEEL & DEAL - CENTERS PASS THRU

TOUCH 1/4 - RIGHT & LEFT GRAND

#3

Zero Lines:

PASS THRU - WHEEL & DEAL

DPT

ZIG ZAG & THE ZIGGERS ZIG AND THE ZAGGERS

ZAG

DPT - U TURN BACK

CENTERS SWING THRU - TURN THRU

L.A.

ADVANCED COMMENTARY by Ed Foote

GUEST CALLING AN ADVANCED DANCE. As a guest caller at an Advanced dance, I have two objectives in the first tip:

1. Determine the ability level of the floor.
2. Train the dancers to listen.

Determining ability level. This is done by asking myself the question: Do the dancers look good in doing the calls they believe they know well? I use the following calls as tests:

1. Cast a Shadow from ocean waves - is the action sharp and precise or is it messy?
2. Explode the Line - is it done smoothly, or is there a lot of bumping?
3. Trade Circulate from waves - do the dancers hesitate before moving, or do they move instantly?

I will also test the floor on fundamentals that every Advanced dancer should be able to do perfectly, such as:

1. All 8 Circulate from inverted lines. If a floor has trouble with this, it means the dancers have a weak foundation and will likely have trouble with everything.
2. Point-to-point diamonds using Flip the Diamond.

Training dancers to listen. Many Advanced callers call the same stock combinations of calls, or use no variations in material. This causes dancers to become dulled to directional calling that is necessary in order to achieve interesting choreography. Since I want to use interesting choreography and want the dancers to be successful, I have to train them from the outset that this is a caller to which they need to listen. I do this by calling the following:

1. From normal two-faced lines: Cross Over Circulate, Wheel & Deal. Most callers will call Turn & Deal after the Cross Over Circulate, because this takes 1/2 sashayed dancers and makes them "normal". The combination of "Cross Over Circulate - Turn & Deal" has been called so often that dancers are usually anticipating this. By calling Wheel & Deal, the dancers are put on notice that they have to listen.
2. Motivate - turn the star only 1/4. By calling this early in the dance, everyone is put on notice that they must listen.
3. Giving an Advanced call and then saying "twice". Examples: Trade Circulate - twice; Explode the Line - twice; Out Roll Circulate - twice. Because "twice" is a quick one syllable command, the dancers must be alert to hear it. Using this trains them that they need to be alert at all times.

If any of you have good test material that you use in the first tip, send it along and we will try and print this in a future issue.

For results of 1989 balloting for Callerlab Advanced List, see AS Page 728 of this issue.

MOTIVATE FROM TWO-FACED LINES

This idea was featured last issue with a complete explanation. Here is additional material.

Remember that the center star is a facing diamond, and you must say "turn the star 1/4" or "turn the star 3/4." Ending position is two-faced lines.

Material is by Dave Wilson.

#1

HEADS STAR THRU
ALL DPT - TRACK 2
SWING - SLIP - SLIDE & SLITHER
MOTIVATE - TURN THE STAR 1/4
1/2 TAG
SCOOT & WEAVE
EXTEND - RIGHT & LEFT GRAND

#2

HEADS FAN THE TOP
CHAIN REACTION
SWITCH THE WAVE
MOTIVATE - TURN THE STAR 3/4
COUPLES CIRCULATE
LEFT TURN & DEAL (pass left shoulders)
VEER RIGHT
WHEEL & DEAL
RIGHT & LEFT GRAND

#3

HEADS WHEEL THRU & ROLL
CENTER 4: FOLLOW YOUR NEIGHBOR & SPREAD
PING PONG CIRCULATE
EXTEND - IN ROLL CIRCULATE
LOCKIT
LINEAR CYCLE - VEER LEFT
MOTIVATE - TURN THE STAR 3/4
TRADE CIRCULATE - TURN & DEAL
TOUCH 1/4
SLIP & REMAKE THE WAVE
SPLIT COUNTER ROTATE 1/4
COORDINATE
MOTIVATE - TURN THE STAR 1/4
PROMENADE HOME

#4

HEADS TURN THRU
SEPARATE - AROUND 1 - LINE OF 4
LOAD THE BOAT
SINGLE CIRCLE TO A WAVE
SLITHER
MOTIVATE - TURN THE STAR 1/4
MIX
BEND THE LINE
AS COUPLES: LEFT SQUARE THRU - ON
2ND HAND FREEZE
AS COUPLES: PARTNER TRADE & ROLL
L.A.

#5

HEADS SINGLE CIRCLE TO A WAVE
CENTER 4: FAN THE TOP
SCOOT CHAIN THRU
CROSS CLOVER AND: CENTER 4 EXPLODE THE
WAVE
PASS & ROLL YOUR NEIGHBOR & SPREAD &
SLITHER
MOTIVATE - TURN THE STAR 1/4
MIX
PROMENADE HOME

#6

HEAD LADIES CHAIN
HEAD LADIES LEAD: DIXIE STYLE TO O.W.
EXTEND - TRADE CIRCULATE
OUT ROLL CIRCULATE
EXPLODE & TOUCH 1/4
TRAIL OFF
MOTIVATE - TURN THE STAR 1/4
CROSS OVER CIRCULATE
FERRIS WHEEL
CENTERS SQUARE THRU - ON 3RD HAND
CHAIN REACTION
SCOOT BACK
SWING & LOCKIT
CENTER 4: LOCKIT
RIGHT & LEFT GRAND

AS COUPLE VARIATION

The idea: In a tidal line, have one sex "as couples" and the other sex in a wave set-up. Then say for those in the couples set-up to work "as couples" and all do a named call.

How to set it up:

1. From same sex facing lines, call:
Grand Swing Thru, boys (or girls) in your wave:
A. Have centers Run
or
B. Switch your wave
2. From a 1/4 tag with same sex in the center wave, call:
The wave: Lockit, same 4 Switch the Wave (or have centers Run),
the others Partner Hinge
3. From same sex starting DPT with girls in the center, call:
Girls Spin the Top, boys Hinge, center boy Run right,
girls Trade the Wave

#1

HEADS STAR THRU & SPREAD
ALL GRAND SWING THRU
4 BOYS IN YOUR WAVE: CENTERS RUN
BOYS WORK AS A COUPLE & ALL

GRAND SWING THRU

EACH LINE: EXPLODE THE LINE

CLOVER AND: PASS OUT

*SLIDE THRU (zero lines out of seq.)

STAR THRU - PASS THRU

L.A.

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

#2

Zero Lines:

PASS THE OCEAN - SPLIT CIRCULATE

EXPLODE THE WAVE - WHEEL & DEAL

GIRLS SWING THRU - GIRLS LOCKIT

GIRLS SWITCH THE WAVE

BOYS PARTNER HINGE

GIRLS WORK AS A COUPLE & ALL

GRAND SWING THRU

GIRLS WORK AS A COUPLE AND

CENTER 6 FAN THE TOP

4 BOYS IN YOUR DIAMOND: CIRCULATE

BOYS: FLIP THE DIAMOND

GIRLS BEND TO FACE IN

EXTEND - 1/4 THRU

ALL 8 CIRCULATE - TRADE THE WAVE

SLIP THE CLUTCH

L.A.

#3

Zero Lines:

PASS THRU - WHEEL & DEAL & SPREAD

PASS THRU - WHEEL & DEAL

GIRLS SPIN THE TOP - BOYS HINGE

CENTER BOY RUN RIGHT

GIRLS TRADE YOUR WAVE

BOYS WORK AS A COUPLE & ALL

GRAND SPIN THE TOP

(1/2 right, centers cast left 3/4,

(outside girl move up)

(gives inverted lines - boys as centers

(looking out, girls as ends looking in)

ALL 8 CIRCULATE

4 BOYS PASS THE OCEAN

ALL CUT THE DIAMOND

4 GIRLS PASS THE OCEAN

ALL FLIP THE DIAMOND

ACEY DEUCEY

EXTEND - RIGHT & LEFT GRAND

#4

Zero Lines:

RIGHT & LEFT THRU

PASS THRU - WHEEL & DEAL

CENTERS TURN BACK

PASS THE OCEAN - GRAND SWING THRU

END BOY RUN

BOYS WORK AS A COUPLE & ALL

GRAND LEFT SWING THRU

EACH LINE OF 4: CYCLE & WHEEL

(gives 2-faced lines - girls looking out)

CAST A SHADOW

IN ROLL CIRCULATE

GIRLS TRADE

TRADE CIRCULATE

RIGHT & LEFT GRAND

EXPERIMENTAL: WISK

Definition: From waves, lines and columns: Adjacent dancers Trade & Roll and then step to a right-hand wave (or mini-wave).

Analysis: A simple quick call which is fun to use. A little too positional for Plus. Give this call a try.

Things to note: (1) The Trade can involve both dancers facing the same direction. (2) Centers of a wave or line can be designated to Wisk. (3) If the centers of a wave Wisk and then the centers of the new wave Wisk, it gives an hourglass.

Author: Bill Callahan (Canada). Figures #1-4 are from the author.

#1
Zero Box:
SWING THRU - WISK
SPLIT CIRCULATE - WISK
EXTEND - RIGHT & LEFT GRAND

#2
Zero Box:
RIGHT & LEFT THRU - VEER LEFT
COUPLES CIRCULATE - WISK
BOYS RUN
PASS THRU - WHEEL & DEAL
DIXIE GRAND - L.A.

#3
Zero Lines:
RIGHT & LEFT THRU
PASS THE OCEAN - GIRLS WISK
FLIP THE DIAMOND
RIGHT & LEFT GRAND

#4
Squared set:
ALL WISK (gives a wrongway thar)
ALL 8 SPIN THE TOP
RIGHT & LEFT GRAND

#5
Zero Lines:
RIGHT & LEFT THRU
PASS THRU - WISK
RIGHT & LEFT GRAND

#6
Zero Lines:
PASS THRU - CENTERS WISK
IN A DIAMOND: THOSE FACING DO A DIAMOND
GIRLS PARTNER HINGE CIRCULATE
COUPLES CIRCULATE - BEND THE LINE (zero lines
STAR THRU - PASS THRU out of seq.)
L.A.

#7
HEADS LEFT WHEEL THRU
TOUCH 1/4 - CENTERS WISK
DIAMOND CIRCULATE - FLIP THE DIAMOND
SPLIT CIRCULATE - RIGHT & LEFT GRAND

#8
Zero Box:
SLIDE THRU - PASS THE OCEAN
CENTERS WISK - CENTERS OF WAVE WISK (gives
HOURLASS CIRCULATE H.G.)
FLIP THE HOURLASS - EXPLODE THE WAVE
PARTNER TRADE & ROLL - RIGHT & LEFT GRAND

Results of 1989 balloting by Callerlab Advanced Committee for changes to the Advanced List:

Split/Box Transfer - moved from A-1 to A-2.
Scoot & Dodge - moved from A-2 to A-1.
Mix - moved from A-2 to A-1. (Anything) & Mix to be used at caller's judgement.

Curly Cross - dropped from A-1. (Not put on A-2).
(Anything) & Cross - added to A-1.
Change All Four Couples movements on A-2 to read: All Four Couples Concept, such as: All Four Couples Right & Left Thru; All Four Couples Star Thru.

Other calls voted on:

Quarter In/Quarter Out - will remain on the A-1 list and not move to A-2.
Arky Star Thru - will remain on the A-2 list and not be dropped.

ADVANCED COMMENTARY

by Ed Foote

EXPLANATION FOR ADVANCED LIST CHANGES In the last issue of NNN we reported the changes to the Advanced List which occurred in the recent voting by the Callerlab Advanced Committee. Some callers ask: "Why do they keep changing the lists?" The answer is that the changes are made in an effort to improve a list. Here is the thinking behind the recent Advanced List changes.

Scoot & Dodge. - moved from A-2 to A-1. This call was considered too easy for A-2. In addition, some callers wanted to move it away from Scoot & Weave; the two calls sound similar in nature but in fact have two different philosophies, namely that Scoot & Dodge is a one action call while Scoot & Weave is really a two part call.

Mix - moved from A-2 to A-1. The big reason was to get it away from Switch. Dancers found it confusing to learn both calls fairly close together within the same part of the Advanced program. In addition, many callers have felt that the A-1 list has been lacking in calls with "meat" or substance. They favored the move of the relatively easy call of Mix, which can be used from many positions, as a vehicle to provide more substance to A-1.

The call (Anything & Mix) was dropped as unnecessary, since whatever call precedes Mix is automatically the (Anything) call. It is left to caller discretion as to what call to put before Mix.

Split/Box Transfer - moved from A-1 to A-2. This call was considered too difficult and too positional for A-1. Even though A-1 dancers were able to learn the call, they seemed to fight it and not be comfortable with the action.

Curly Cross - dropped from A-1. With Curlique a dead call, since it is not on any list, this was a logical action.

(Anything) & Cross - added to A-1. This call keeps the idea that Curly Cross started, but opens up many more avenues of use.

All Four Couples Concept - The word "concept" added, with the calls of Right & Left Thru and Star Thru shown as examples, instead of merely listed as two individual calls. Enables callers to have the option of explaining this concept, instead of just having dancers memorize two calls. It also enables callers to use good judgement in workshopping other easy calls illustrating this concept without being accused of calling off of the list.

The next voting on the Advanced List will occur in the second half of 1991.

CURRENT ADVANCED QUARTERLY SELECTIONS: Lock the top and Shadow the Column

A-2 GET-OUTS

All from zero lines, from Frank Gatrell (Ohio).

#1
RIGHT & LEFT THRU
PASS THE OCEAN
SCOOT & WEAVE
1/4 THRU - TWICE
RIGHT & LEFT GRAND

#2
PASS THE OCEAN
RECYCLE TWICE
RIGHT & LEFT GRAND

#3
PASS THE OCEAN
OUT ROLL CIRCULATE TWICE
RIGHT & LEFT GRAND

#4
PASS THE OCEAN - SWING THRU
SWITCH TO A DIAMOND
FLIP THE DIAMOND
RIGHT & LEFT GRAND

#5
PASS THE OCEAN
MOTIVATE - TURN THE STAR 3/4
ALL 8 CIRCULATE
RIGHT & LEFT GRAND

#6
PASS THE OCEAN
MOTIVATE
SPLIT TRANSFER
TRANSFER THE COLUMN
IN ROLL CIRCULATE
RIGHT & LEFT GRAND

#7
RIGHT & LEFT THRU
PASS THE OCEAN
REMAKE THE WAVE
SPLIT CIRCULATE
RIGHT & LEFT GRAND

#8
SQUARE THRU 3/4 - BOYS RUN
SPLIT CIRCULATE
SCOOT & WEAVE
RIGHT & LEFT GRAND

#9
RIGHT & LEFT THRU
PASS THRU - BOYS RUN
SPLIT CIRCULATE
IN ROLL CIRCULATE
MOTIVATE
RIGHT & LEFT GRAND

A-1 SINGING CALL MATERIAL

#1
HEADS DOUBLE STAR THRU
CLOVER AND: TRIPLE STAR THRU
PARTNER TAG
L.A. - WEAVE THE RING
SWING & PROMENADE

#2
HEADS STAR THRU - PASS THRU
TOUCH 1/4 & CROSS
PARTNER TRADE
PASS THE OCEAN - WALK & DODGE
ENDS BEND & START A
SPLIT SQUARE THRU - 4 HANDS
TRADE BY - SWING - PROMENADE

#3
HEADS LEAD RIGHT - VEER LEFT
CENTERS TRADE - FERRIS WHEEL
CENTERS SWEEP 1/4 - OTHERS PASS THE OCEAN
SCOOT BACK
CLOVER AND: SPIN THE TOP
PING PONG CIRCULATE
SWING THE NEAREST GIRL - PROMENADE

#4
HEADS PASS THE OCEAN - EXTEND
ACEY DEUCEY & CROSS
3/4 TAG THE LINE
CLOVER AND: FAN THE TOP
EXTEND - SWING THRU - TURN THRU
L.A. - SWING - PROMENADE

Material is from Chris Collingwood (England).

A-2 MATERIAL WHICH ENDS AT HOME

Material which ends at home has long been popular at Challenge, and has seen increasing use at Advanced in the past few years, probably more because callers are fascinated with it than because dancers request it. In my experience this type of material is only appreciated starting with solid A-2; at weaker Advanced dances and at prior programs the dancers seem to want the Left Allemande and/or Right & Left Grand. When using material that ends at home, one sequence in four seems to be about right.

It is rather easy to sight call material to end at home. Usually two couples (heads or sides) are maneuvered to their home position, and then we play with the other dancers to get them home. Here are some typical ending combinations to end at home.

1. From two-faced lines: Ferris Wheel, then:

- A. Centers Sweep 1/4, or
- B. Centers Square Thru 2 - Partner Trade, or
- C. Centers Wheel Thru - same boy Run & the girl Turn Back

2. From facing lines: Pass thru - Wheel & Deal, then:

- A. Centers Star Thru & back away, or
- B. Centers Slide Thru - centers Right & Left Thru

3. From parallel waves: Recycle - Pass to the Center, then:

- A. Centers Star Thru & back away, or
- B. Centers Swing Thru - boys Run - Bend the Line

#1

HEADS PASS THE OCEAN
SPIN THE WINDMILL IN
 ALL 8 CIRCULATE - CYCLE & WHEEL
 DPT - ZAG-ZIG
TRADE CIRCULATE - IN ROLL CIRCULATE
 GIRLS TRADE - EXPLODE THE WAVE
 WHEEL & DEAL
 IN THE CENTER: GIRL WALK & BOY DODGE
 SAME PEOPLE QUARTER IN
 HOME!

#2

HEADS SQUARE THRU - 4 HANDS
 SWING THRU
SINGLE WHEEL & ROLL & MIX
SCOOT CHAIN THRU
SWITCH TO AN HOURGLASS
HOURLASS CIRCULATE - CUT THE HOURLASS
TRADE CIRCULATE - CAST A SHADOW
SCOOT & WEAVE
 EXPLODE THE WAVE - WHEEL & DEAL
 ZOOM - CENTERS SQUARE THRU 2 HANDS
 CENTERS TURN BACK
 HOME!

#3

SIDES WHEEL THRU - PASS THRU
CLOVER AND: SWING THRU
SPLIT SQUARE THRU 3/4
EXPLODE THE LINE
TURN & DEAL & ROLL
 LEFT SWING THRU
LEFT REMAKE THE WAVE - & MIX
1/4 THRU - ALL 8 CIRCULATE
 EXPLODE THE WAVE - WHEEL & DEAL
 ZOOM - CENTERS RIGHT & LEFT THRU
 CENTERS STAR THRU
 HOME!

#4

SIDES PASS THE SEA
 EXTEND - TRADE CIRCULATE
SLIP-SLIDE-SLITHER
CAST A SHADOW
 SPLIT CIRCULATE - SPLIT COUNTER ROTATE
 ALL 8 CIRCULATE - TRAIL OFF
OUT ROLL CIRCULATE - STEP & SLIDE
CLOVER AND: LEFT WHEEL THRU
 STAR THRU
 FERRIS WHEEL - CENTERS SWEEP 1/4
 HOME!

A-2 MATERIAL WHICH ENDS AT HOME cont.

#1
HEADS PASS THE OCEAN
SPIN THE WINDMILL IN &
ALL ROLL
DPT - PEEL & TRAIL
ALL PASS IN
CENTERS LOAD THE BOAT
(others laugh)
CLOVER AND: SWAP AROUND
PASS TO THE CENTER
CENTERS QUARTER IN
HOME!

#2
HEADS START: SPIN THE WINDMILL IN
& ALL ROLL
CENTERS START: SPLIT SQUARE THRU 4
CROSS CLOVER AND: PASS THE OCEAN
CHAIN REACTION
1/4 THRU
SPIN CHAIN & EXCHANGE THE GEARS, BUT
TURN THE STAR ONLY 1/4
(& finish the call)
RIGHT & LEFT THRU
CENTERS QUARTER IN
HOME!

#3
SIDES LEAD RIGHT & VEER LEFT
TURN & DEAL & ROLL TO A
SLIP & SLIDE & OUT ROLL CIRCULATE
SCOOT CHAIN THRU
SPLIT CIRCULATE
SWING THRU - BOYS RUN
1/2 TAG-TRADE & ROLL TO A
PASS & ROLL YOUR NEIGHBOR & SPREAD &
BEND THE LINE SLITHER
STAR THRU - CALIF. TWIRL
CENTERS STAR THRU
HOME!

#4
HEADS SQUARE THRU - 2 HANDS
SWING THRU - SPLIT CIRCULATE
CENTERS RUN
GIRLS CHASE RIGHT - BOYS CROSS OVER
CIRCULATE
ALL 8 CIRCULATE - CYCLE & WHEEL
PASS & ROLL YOUR NEIGHBOR & SPREAD &
SLITHER & MIX
FERRIS WHEEL - CENTERS SWEEP 1/4
ALL SASHAY
HOME!

OPENERS

#1
ALL 4 COUPLES DOUBLE STAR THRU
& ROLL
RIGHT & LEFT GRAND

#2
ALL 4 COUPLES STAR THRU
ALL 4 COUPLES BOX THE GNAT
RIGHT & LEFT GRAND

AN UNBELIEVABLY DIFFICULT FIGURE

Figure: Load the Boat, but after each 1/4 of the call all do a U Turn Back.

Explanation: Based on the fact that Load the Boat has 4 parts for the outsides and 4 parts for the centers.

Warning: This has been walked with C-2 and C-3 dancers, and no one has gotten it the first time. Only use this idea as an intellectual exercise for a one or two set super group. Never use this on a normal floor - everyone will break down.

After 1/4 - gives lines facing in
After 1/2 - T-bone: ends facing each other, centers facing the center
After 3/4 - T-bone: ends facing each other, centers facing the center
Full call - trade-by (all are 1/2 sashayed)

Example: Zero lines: LOAD THE BOAT, BUT AFTER EACH 1/4 OF THE CALL DO A U TURN BACK, Trade By, *Right & left grand

*Or: Star thru - Calif. Twirl (zero lines)

ADVANCED COMMENTARY by Ed Foote

For those who receive only the Advanced Supplement of News 'N Notes, I'll repeat the announcement made in the white pages. This will be the last issue of News 'N Notes. Heavy traveling with my calling along with other square dance activities has made it impossible for me to have the time to continue with the note service. Your past support of News 'N Notes is much appreciated.

Jack Lasry will honor all outstanding News 'N Notes subscription with his note service, which has a fine Advanced Supplement.

ADVANCED QUARTERLY SELECTIONS

Lock the Top has been dropped as an Advanced Quarterly. The only current Advanced Quarterly is Shadow the Column. Because the definition of this call is different from a Cast a Shadow (the ends do not Cast with each other), it is hoped that this call will fade from the picture.

What would be logical is for the Callerlab Advanced Committee to propose approving Cast a Shadow from columns, with the definition being #1 in the column peel back and cast with #4, and #2 & #3 do the centers part. Since it appears that many callers like the idea of doing Cast a Shadow from columns, the logical thing is to approve the call from columns with a definition that matches the actual definition of the call.

TEACUP CHAIN - SIDE LADIES GO LEFT

This is a very simple idea that for some reason causes dancers a problem. The idea is exactly what it says: a normal Teacup Chain with the ladies moving in to the center from the head position as always. The only difference is the side men will send the lady to the left each time instead of to the right.

This means the head men will only touch two girls throughout the call: their partner and their right-hand lady, but the head men will have each of these girls twice. The side men will only touch their partner and their corner, but will have each twice.

Normally in a Teacup Chain the girls never see the same man twice and they never return to their original partner until the call is completed. Here, the dancers seem to undergo psychological shock at all having their partner back halfway thru the call, and also at seeing someone else that they just saw during the call. In fact, I even tell the dancers beforehand exactly what I'm going to call and they still have a problem!

However, the dancers seem to realize it is their fault when they break down on this call, especially when they have been told ahead of time what the call is, and laughter usually results with no blame placed on the caller. Try this for something different.

TEACUP CHAIN 1/4

Head ladies center: Teacup Chain, side ladies right - to a thar, men in the center & DON'T MOVE (2 men have RH in the star & 2 men have LH in the star), Men Run & move up to a line - 1/2 breed thru - slide thru (zero box) - L.A.

CREATIVE A-2 MATERIAL

by Ben Rubright (N.C.)

#1

HEADS WHEEL THRU

FAN THE TOP

RECYCLE - REVERSE FLUTTER

DIXIE STYLE TO AN O.W. - BOYS TRADE

BOYS FOLLOW YOUR NEIGHBOR & SPREAD

GIRLS TURN BACK

ALL DIAMOND CIRCULATE

GIRLS CAST OFF 3/4

COUPLES CIRCULATE

1/2 TAG - SCOOT BACK

CENTERS TRADE - RECYCLE & ROLL

SLIP & SLIDE

RIGHT & LEFT GRAND

#2

HEADS STAR THRU - ALL DPT

TRACK 2

GIRLS RUN - ALL TURN & DEAL

PASS & ROLL

SLIP - SCOOT CHAIN THRU

BOYS RUN - REVERSE FLUTTER

DIXIE STYLE TO O.W.

SLIP - TRADE CIRCULATE

SLIP - RELAY THE DEUCEY

GIRLS RUN - BOYS TRADE

1/2 TAG - FOLLOW YOUR NBR. & SPREAD

RIGHT & LEFT GRAND

#3

Zero Lines

PASS THRU - SINGLE WHEEL & ROLL

TRADE CIRCULATE

1/4 THRU - SWITCH TO A DIAMOND

CENTER WAVE LOCKIT &

CENTER WAVE: EXPLODE THE WAVE

ENDS CAST A SHADOW & DON'T SPREAD

THOSE FACING: PASS THRU

CLOVER AND: PEEL THE TOP

EXTEND

1/4 THRU - EXTEND

RIGHT & LEFT GRAND

#4

HEADS SQUARE THRU 2 HANDS

ALL SQUARE THRU 2 HANDS

SINGLE WHEEL & GIRLS ROLL

GIRLS SCOOT & WEAVE

EXTEND - SPLIT CIRCULATE 1 1/2

DIAMOND CIRCULATE

BOYS EXPLODE THE WAVE

STEP & SLIDE - CLOVER AND: SINGLE WHEEL

GIRLS PASS & ROLL YOIUR NEIGHBOR & SPREAD

EXTEND - REMAKE THE WAVE

SLIP - IN ROLL CIRCULATE

BOYS CIRCULATE

BOX THE GNAT - RIGHT & LEFT GRAND

#5

SIDES STAR THRU - PASS THRU

TOUCH 1/4 & CROSS - BOYS TRADE

FOLLOW YOUR NEIGHBOR & SPREAD

FAN THE TOP

EXPLODE THE WAVE - CHASE RIGHT

SPLIT COUNTER ROTATE 1/4

EXTEND - SPIN THE WINDMILL RIGHT

SINGLE WHEEL (gives LH columns)

PEEL & TRAIL

RECYCLE - STAR THRU

SINGLE WHEEL - DPT

SINGLE WHEEL & BOYS ROLL

BOYS TRADE THE WAVE

BOYS LOCKIT - BOYS EXPLODE THE WAVE

BOYS CLOVERLEAF

GIRLS DOWN THE MIDDLE: DIXIE STYLE TO O.W.

VERY CENTER 2 GIRLS TRADE

GIRLS EXPLODE THE WAVE

TOUCH 1/4 - RIGHT & LEFT GRAND

A-2 SINGING CALL MATERIAL

by Chris Collingwood (England)

#1

HEADS WHEEL THRU

SINGLE CIRCLE TO AN O.W.

SLIP - SLIDE - SWING - SLIP

FOLLOW YOUR NEIGHBOR

MOTIVATE

SWING THE CORNER - PROMENADE

#2

HEADS SQUARE THRU - 4 HANDS

SLIDE THRU

TOUCH 1/4 - TRIPLE SCOOT

SPLIT TRANSFER & CROSS

EXPLODE AND: SQUARE THRU 3/4

SWING THE CORNER - PROMENADE

CHAIN REACTION VARIATIONS by Dave Lightly (Iowa)

- A. Turn the star various fractions
B. Replace the final Cast Off 3/4 with another call

#1
HEADS FAN THE TOP - SIDES SASHAY
CHAIN REACTION - TURN THE STAR 1/2
BUT BOYS REPLACE THE ENDING
CAST 3/4 WITH A HINGE
ALL 8 CIRCULATE 1 1/2
RIGHT & LEFT GRAND

#2
Zero Lines:
CENTERS SQUARE THRU - ON 3RD HAND
SPIN THE TOP
ENDS SLIDE THRU
CHAIN REACTION - TURN THE STAR 3/4
BUT BOYS REPLACE THE ENDING CAST
WITH A FREEZE (girls move up)
BOYS SINGLE WHEEL & ROLL
COUPLES CIRCULATE - CROSSFIRE
ALL 8 CIRCULATE
MEN DIAGONALLY PASS THRU
ALL PARTNER TAG
QUARTER IN - RIGHT & LEFT GRAND

#3
HEADS TOUCH 1/4 & CROSS
ALL FAN THE TOP
4 MEN SPIN THE TOP - GIRLS EXPLODE AND:
ALL CHAIN REACTION TURN THE STAR 1/2
BUT REPLACE THE ENDING CAST WITH
A FREEZE (see facing diamonds)
ALL DIAMOND CIRCULATE - GIRLS GO TWICE
CENTER 4: WHEEL & DEAL
SAME 4: SWING THRU - ENDS PASS IN
EXTEND - RIGHT & LEFT GRAND

#4
Zero Box:
SQUARE CHAIN THRU - STEP & SLIDE
CLOVER AND: CHASE RIGHT
CENTER 4: SCOOT & WEAVE
ALL CHAIN REACTION - TURN THE STAR 3/4
BUT REPLACE THE ENDING CAST WITH
A FREEZE (boys move up)
GIRLS HINGE & TURN BACK
ALL TRADE CIRCULATE
SLIP - CAST A SHADOW BUT CENTER 2 BOYS
CAST 3/4
SLIP - RIGHT & LEFT GRAND

MOTIVATE (LEFT-HANDED) by Dave Lightly

#1
HEADS DOUBLE STAR THRU
SEPARATE - AROUND 1 - LINE OF 4
ALL PASS THE OCEAN - SPLIT CIRCULATE
SLIP & SLIDE
MOTIVATE & AS THE GIRLS FINISH THE
GIRLS SPREAD (boys finish as centers)
RIGHT & LEFT GRAND

#2
HEADS SINGLE CIRCLE TO O.W.
HEADS FAN THE TOP
EXTEND - OUT ROLL CIRCULATE
SWING THRU - TRADE CIRCULATE
SLIP
MOTIVATE BUT TURN THE CENTER
STAR 3/4 & GIRLS REPLACE THE
ENDING CAST WITH A FREEZE
(boys move up)
GIRLS SWING THRU
ALL DIAMOND CIRCULATE
BOYS CAST OFF 3/4
EXTEND - RIGHT & LEFT GRAND

A-2 SINGING CALL MATERIAL

#1
HEADS LEAD RIGHT - VEER LEFT
COUPLES CIRCULATE
IN ROLL CIRCULATE
SINGLE HINGE & ROLL
PASS & ROLL
CAST A SHADOW - CENTER 2 BOYS
CAST 3/4
PROMENADE HOME

#2
SIDES PASS THE OCEAN
EXTEND - MOTIVATE
1/4 THRU
RECYCLE - SWEEP 1/4
STAR THRU - PASS THRU - TRADE BY
L.A. - PROMENADE

A-2 GET-OUTS

All from zero lines, from Frank Gatrell (Ohio)

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| <p>#1
PASS THRU - BOYS RUN
<u>IN ROLL CIRCULATE</u>
<u>MOTIVATE</u>
EXPLODE AND: SPIN THE TOP
RIGHT & LEFT GRAND</p> <p>#2
SLIDE THRU & ROLL
<u>PASS THE SEA</u>
ALL 8 CIRCULATE
<u>TRADE CIRCULATE</u>
RIGHT & LEFT GRAND</p> <p>#3
TOUCH 1/4 - <u>TRANSFER THE COLUMN</u>
<u>OUT ROLL CIRCULATE</u>
<u>SCOOT & WEAVE</u>
SPLIT CIRCULATE
RIGHT & LEFT GRAND</p> <p>#4
<u>TOUCH 1/4 & CROSS</u>
<u>SPIN THE WINDMILL LEFT</u>
<u>TRADE CIRCULATE - IN ROLL CIRCULATE</u>
SCOOT BACK
RIGHT & LEFT GRAND</p> <p>#5
PASS THRU - WHEEL & DEAL
ZOOM & SPREAD
<u>WHEEL THRU</u>
<u>LEFT SPIN THE WINDMILL RIGHT</u>
EXTEND - RIGHT & LEFT GRAND</p> | <p>#6
PASS THRU - WHEEL & DEAL
CENTERS RIGHT & LEFT THRU & FLUTTER WHEEL
ALL DPT
<u>PEEL & TRAIL & CENTERS ROLL</u>
RIGHT & LEFT GRAND</p> <p>#7
RIGHT & LEFT THRU
LEFT TOUCH 1/4 - SPLIT CIRCULATE
<u>PEEL & TRAIL</u>
RIGHT & LEFT GRAND</p> <p>#8
PASS THE OCEAN
SWING THRU - BOYS RUN
TAG THE LINE <u>IN</u>
PASS THRU - WHEEL & DEAL
CENTERS ONLY L.A.
RIGHT & LEFT GRAND</p> <p>#9
PASS THE OCEAN
<u>SWING & MIX & SPREAD</u>
RIGHT & LEFT GRAND</p> <p>#10
Any time the centers can Pass Thru - L.A.
Instead call:
GIRLS VEER RIGHT - BOYS WALK
L.A.</p> <p style="text-align: center;">OR (for singing call)</p> <p>BOYS VEER LEFT - GIRLS WALK
SWING CORNER</p> |
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A-2 SINGING CALL MATERIAL by Bob Fehrmann (Mo.)

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| <p>#1
HEADS RIGHT & LEFT THRU
STAR THRU - ALL DPT
<u>TRAIL OFF</u> - STAR THRU
CENTERS PASS THRU
SQUARE THRU 3/4 - TRADE BY
SWING CORNER - PROMENADE</p> <p>#2
HEADS STAR THRU - CALIF. TWIRL
TOUCH 1/4 - <u>SPLIT CTR. ROTATE</u>
<u>SPLIT CIRCULATE</u> - BOYS RUN
RIGHT & LEFT THRU
PASS TO THE CENTER
SQUARE THRU 3/4
SWING CORNER - PROMENADE</p> | <p>#3
<u>HEADS WHEEL THRU</u> - CIRCLE TO A LINE
PASS THE OCEAN - <u>OUT ROLL CIRCULATE TWICE</u>
BOYS RUN - BEND THE LINE
SLIDE THRU - SQUARE THRU 3/4
SWING CORNER - PROMENADE</p> <p>#4
HEADS STAR THRU - ALL DPT
<u>PEEL & TRAIL</u> - STAR THRU - CALIF. TWIRL
SWING THRU - BOYS TRADE
TURN THRU - L.A.
SWING PARTNER - PROMENADE</p> |
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