

Advanced Definitions

Based on definitions in "Ceder Chest" by Vic Ceder

Available online at:

http://www.ceder.net/def/index_master.php4

And/or CALLERLAB - See

<http://callerlab.org/programs/lists.asp>

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The definitions are "abbreviated" where necessary, and PARTICULARLY for formations and concepts, it is

STRONGLY

recommended that you refer to the original source. Either purchase a "Ceder Chest" or see URLs above. Where appropriate, you should modify your "study cards" to meet your specific needs, understanding, and learning stage.

Call Name

Starting Position

Definition

Level **A1**

(Anything) and Cross

From: Any Appropriate Formation

Begin by All

Do the (Anything) Call

Then Trailers (in box of 4)

Pull By (using the outside hand)

As Couples Concept

From: Any formation with all dancers in couples

Each Couple

Acts as though it were a single dancer

Belles / Beaus

From: Couple

Dancer on the Left

Is the Beau

While Dancer on the Right

Is the Belle

NOTE:

This is a "naming convention" like "Leads and Trailers"

NOTE:

At higher levels this can also be used for mini-waves - Some advanced callers also use it there

Call Name

Starting Position

Definition

Level

A1

Cast A Shadow

From: Generalized Lines / Waves (with ends in Tandem)

Ends

1/2 Zoom, Arm Turn 3/4, and Spread

While Lead Centers

Cloverleaf

While Trailing Centers

Extend, Hinge, and Extend

NOTE:

Make certain to "breath" to bring the final line/wave back to a normal 2x4 formation

Cast Off n/4 <or designated fraction>

From: Dancers Side-by-Side

Begin by All

Do the same as Cast Off 3/4 but replace the "3/4" by designated fraction

NOTE:

As with Cast Off 3/4, the center dancer "pushes" the end dancer

NOTE:

From CALLERLAB "Glossary of Descriptive Terms"

Chain Reaction

From: 1/4 Tag

Begin by Very Centers (of Center Wave)

Pass Thru with the dancers they are facing directly; Then they hinge with remaining outside dancer

While End of Center Wave

Promenade 1/4 around the outside of the set

Then New Center 4 (star)

Turn the Star 1/4

While Outsides

Trade

Then Those who meet

Cast Off 3/4

While Others

Move up (do an Hourglass Circulate)

Clover and (Anything)

From: Any Formation with a couple Facing out (e.g. Trade By)

Begin by Those Facing Out

Cloverleaf

While Others

(move to the center if necessary and then) do the (Anything) call

Call Name

Starting Position

Definition

Level

A1

Cross Clover and (Anything)

From: Any formation with one couple facing out (e.g. Trade By)

Begin by Those facing out

Cross Cloverleaf (pass left shoulder)

While Others

(move into the center if necessary and then) do the (Anything) call

NOTE:

Although those doing a "Cross Cloverleaf" SHOULD pass left shoulders, not all dancers do

Cross Cloverleaf

From: Any formation where a Cloverleaf can be done

Begin by Leads

Half Sashay "blending" into a Cloverleaf (passing left shoulders)

Then Trailers

Step forward then half Sashay "blending" into a Cloverleaf

Then They

Follow the original Leads to end in a beginning Double Pass thru Position

NOTE:

This call is included in A1 to define "Cross Clover and";

This call should not be called by itself at A1 - according to CALLERLAB

NOTE:

Although those doing a "Cross Cloverleaf" SHOULD pass left shoulders, not all dancers do

Cross Over Circulate

From: Generalized Lines

All

Do your part of (in a single movement) Couples circulate and Half Sashay

NOTE:

CALLERLAB defines this with a circulation path diagram

Cross Trail Thru

From: Facing Couples

Begin by All

Pass Thru (and in then in one smooth movement) Half Sashay

Cycle and Wheel

From: 3-and-1 line

Those in Mini-Wave

Recycle

While Those as a Couple

Wheel and Deal

NOTE:

If original ends are facing the same direction, then the Right Hand end (and partner) go in front

Double Star Thru*From:* Facing Couples

Begin by All

Star Thru

Then All

Left Star Thru

NOTE

For a "Left" Star Thru, the man uses his left hand while the women uses her right hand
However,

The man still raises his arm to allow the women to turn under

Ends Bend*From:* Generalized Lines (with ends facing the same direction)

Ends

Do your part of Bend the Line

Explode and (anything)*From:* Generalized Line (with both centers facing the same way)

Begin by Centers

Step ahead

While Ends

Slide together

Then All

Quarter In and adjust to couples facing

Then All

Do the (Anything) Call

NOTE:

Explode and (Anything) from waves is on the PLUS list

Explode The Line*From:* Generalized Line (with both centers facing the same way)

Begin by Centers

Step forward

While Ends

Slide together

Then All

Quarter In, Adjust to Couples, and Right Pull By

Face In*From:* Various

Designated Dancers

Turn 1/4 in place - turning toward the center of the set

NOTE:

From CALLERLAB "Glossary of Descriptive Terms"

Call Name

Starting Position

Definition

Level

A1

Face Out

From: Various

Designated Dancers

Turn 1/4 in place - turning away the center of the set

NOTE:

From CALLERLAB "Glossary of Descriptive Terms"

Fractional Tops

From: Thar

Begin by All

Arm Turn 1/2 (with partner)

Then All

Move forward (Star Turns and Ends Promenade)

So That

1/4 Top - Stop with First dancer

Or

1/2 Top - Stop with Second dancer

Or

3/4 Top - Stop with Third dancer

Grand Follow Your Neighbor

From: Columns

Lead (#1 dancer) in Column

Do your part of normal Follow Your Neighbor

While Others

Do the trailers part of a normal Follow Your Neighbor (even if you cross the center line)

NOTE:

Remember to use the "inside hand" for the cast 3/4

Grand Quarter Thru

From: Right Hand Column

Begin by All

Cast off 1/4 (by the Right Hand)

Then Those who can

Trade (by the Left Hand)

Grand Three Quarter Thru

From: Right Hand Columns

Begin by All

Cast Off 3/4 (by the Right Hand)

Then Those who can

Trade (By the Left Hand)

Call Name

Starting Position

Definition

Level

A1

Half Breed Thru

From: Facing Couples (with a man and a woman in each couple)

Begin by All
Right Pull By
Then Dancers in Normal Couple
Courtesy Turn
While Dancers in half sashayed couple
U-Turn Back (turning toward each other)

Horseshoe Turn

From: Various

All
Clover and Partner Tag
NOTE:
Starting position must be one where outsides can do a Cloverleaf and centers can do a partner tag

Left

From: Various

All
Do the original call
BUT
Replace Right with Left (and Left with Right)
And
Replace clockwise with counter-clockwise (and counter-clockwise with clockwise)
And
Replace Promenade with reverse promenade (and reverse promenade with promenade)
NOTE:
From CALLERLAB "Glossary of Descriptive Terms"

Left Pass Thru

From: Dancers Facing

All
Pass Thru but pass by the left shoulder
NOTE:
From CALLERLAB "Glossary of Descriptive Terms"

Left Touch

From: Dancers facing

All
Step to an left-handed ocean (or mini) wave (joining left hands)
NOTE:
From CALLERLAB "Glossary of Descriptive Terms"

Call Name

Starting Position

Definition

Level

A1

Left Wheel Thru

From: Facing Couples

All
 Lead to left
But All
 Drop Hands
And Belles
 Pass left shoulders (with each other)

Lockit

From: Generalized group of 4

Begin by Centers
 Arm Turn 1/4
While Ends
 Move 1/4 around foursome (as in fan the top)
NOTE:
 Centers must be facing the opposite direction at the start of the call

Mix

From: Generalized Line

Begin by Centers
 Cross Run
Then New Centers
 Trade (after sliding together - while original centers run around them)

Pair Off

From: Facing Dancers

Begin by Facing Dancers
 Face Out (to end as a couple)
NOTE:
 From static square, designated dancers will first step forward to the center

Partner Hinge

From: Couple

All
 Do one half of a partner trade
NOTE:
 If 2 dancers start facing opposite directions "Hinge" rather than "Partner Hinge" should be called)
 According to CALLERLAB, but not all callers distinguish between "Hinge" and "Partner Hinge"

Partner Tag

From: 2 Adjacent Dancers

Begin by All
 Face partner
Then All
 Pass Thru (passing right shoulders)

Call Name

Starting Position

Definition

Level

A1

Pass In*From:* Facing Dancers

Begin by All
Pass Thru
Then All
Face In

Pass Out*From:* Facing Dancers

Begin by All
Pass Thru
Then All
Face Out

Pass the Sea*From:* Facing Couples

Begin by All
Pass Thru
Then All
Quarter In
Then All
Left Touch (to form left-hand wave)

Quarter In*From:* Various

All
Turn 1/4 in place (to face your partner or where your partner would be)
NOTE:
If you don't have a defined partner position, then "Face In"

Quarter Out*From:* Various

All
Turn 1/4 in place away from your partner's position
NOTE
If you don't have a defined partner's position, then "Face Out"

Quarter Thru*From:* Various

Begin by Those who can
Cast Off 1/4 by Right Hand
Then Those who can
Trade by the Left
NOTE:
This call is only legal if there are people who can do both parts
NOTE:
Do not leave your original group of 4 (i.e. NOT "grand")

Call Name

Starting Position

Definition

Level

A1

Reverse Swap Around

From: Facing Couples

Beaus

Walk forward (as in Walk and Dodge)

While Belles

Run (behind original partner) to take original partner's spot (facing opposite direction)

Right <Left> Roll to a Wave

From: Dancers Back-to-Back or in Tandem

Begin by Leads

Right <or Left> U-Turn Back

Then All

Right <or Left> Touch

Scoot and Dodge

From: Box

Begin by Trailers

Scoot Back (with inside hand)

While Leads

Dodge (as in Walk and Dodge)

Six-Two Acey-Deucey

From: Various (with 2 centers and outside 6)

Begin by Very Centers

Trade

While Others

Circulate (in their formation of 6)

Split Square Thru <fraction>

From: T-Bone (with 2 dancers facing And 2 as partners)

Begin by Those Facing

Right Pull By

Then They

Quarter In (to form 2 facing couples with others in their foursome)

Then All

Complete a Square Thru <fraction> (starting with Left Hand)

NOTE:

If starting from a static square, designated dancers begin by coming into the center

NOTE:

If no <fraction> given, then the default is Split Square Thru 4

Square Chain Thru*From:* Facing Couples

Begin by All

Right Pull By and Quarter In

Then All

Left Swing Thru

Then All

Left Turn Thru

NOTE: For Left Square Chain Thru

Left Pull By, Quarter In; (Right) Swing Thru; (Right) Turn Thru

Step and Slide*From:* Generalized Line

Begin by Centers

Step Forward

While Ends

Slide sideways until they are adjacent

Swap Around*From:* Facing Couples

Belle

Walks forward (as in Walk and Dodge)

While Beaus

Runs (behind original partner) to take original partner's spot (facing opposite direction)

Three Quarter Thru*From:* Various

Begin by Those who can

Cast Off 3/4 (by right hand)

Then Those who can

Trade (by left hand)

NOTE:

Same restrictions as for Quarter Thru

Touch*From:* Dancers facing

All

Step to an ocean (or mini) wave (joining right hands)

NOTE:

From CALLERLAB "Glossary of Descriptive Terms"

Touch n/4 <or designated fraction>*From:* Dancers Facing

Begin by All

Touch

Then All

Cast off n/4 <or designated fraction"

NOTE:

From CALLERLAB "Glossary of Descriptive Terms"

Transfer the Column*From:* Columns

Begin by #1 and #2 in Column

Circulate 3 Column Spots (slightly outside other dancers) and Face In
While #3 and #4 in Columns

Circulate 1 Column Spot

Then They

Cast Off 3/4

Then They

Extend to form wave (Left Hand wave if Cast Off was Left-Handed)

Triple Scoot*From:* Columns

Begin by #1 in Column

Runs (into spot vacated by adjacent dancer)

While Others

Extend, Trade, and Extend

Triple Star Thru*From:* Appropriate

Begin by Those who can

Double Star Thru

Then All

Star Thru

NOTE:

Dancers who do all parts, alternate hands

NOTE:

Men always raise their arms over women - even when using left hand

Triple Trade*From:* 3 Pairs of dancers

3 Adjacent Pairs of Dancers

(any hand) Trade

While Others

Do nothing

Turn and Deal*From:* Generalized Line

(Do the entire call as one smooth movement)

All

1/2 tag;

Then

Individually turn one quarter (in same direction as original turn to center of the line)

Call Name

Starting Position

Definition

Level

A1

Wheel Thru

From: Facing Couples

All

Lead to Right

But All

Drop Hands

And Beaus

Pass right shoulders (with each other)