

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 **A2**

All 4 Couples Concept

From: Generalized Squared Set

All dancers do the call simultaneously (with their own group of 4)
Working through the center of the set or around the perimeter of the square
This concept is too complex to adequately describe in Study Cards/Lists
Please See (For definitions and examples)
<http://www.ceder.net/def/all4couples.php4?language=usa&level=master>

Or

The online CALLERLAB definitions

NOTE:

There are minimal differences between "All 4 Couples" and "All 8" concepts.
The references (above) explain the differences, but not all callers follow them.

All 8 Concept

From: Generalized Thar, Squared Set,
or other applicable formation

All dancers do the call simultaneously (with their own group of 4)
Working through the center of the set
This concept is too complex to adequately describe in Study Cards/Lists
Please See (For definitions and examples)
<http://www.ceder.net/def/all8.php4?language=usa&level=master>

Or

The online CALLERLAB definitions

NOTE:

There are minimal differences between "All 4 Couples" and "All 8" concepts.
The references (above) explain the differences, but not all callers follow them.

Call Name

Starting Position

Definition

Level

A2

Checkmate the Column

From: Columns

#1 and #2 in Column
Circulate 4 column spots and then face in
While #3 and #4 in Column
Circulate twice; Face In; and as a couple Circulate

Cut the Hourglass

From: Hourglass

Points
Slide Together and Trade
While Others
Hourglass Circulate

Diamond Chain Thru

From: Diamonds

Begin by All
Diamond Circulate
Then Very Centers
Trade
Then Those in Center Wave
Cast Off 3/4

Flip the Hourglass

From: Hourglass

Points
Run (to the nearest Center - as in Flip the Diamond)
While Others
Hourglass Circulate

Grand Remake

From: Various (with Right-Hand Mini-Wave somewhere)

Begin by Those with Right Hands joined
Cast Off 1/4
Then Those with Left Hands Joined
Trade (by the left)
Then Those with Right Hands Joined
Cast Off 3/4

NOTE:

This call is only legal from positions where there are dancers who can do all 3 parts

NOTE:

On "Grand Remake" dancers do cross the center of the set
Therefore, (from right-hand column)
"Grand Remake" and "Remake the Column" have identical meanings

Call Name

Starting Position

Definition

Level

A2

Hourglass Circulate

From: Hourglass

Each Dancer

Moves forward one position within the Hourglass

NOTE:

CALLERLAB uses a diagram to demonstrate circulate path

In-Roll Circulate

From: Generalized Lines (with Ends in Tandem)

Trailing End

Circulate

While Others

Run into next position in the line - toward the Trailing End who circulated

NOTE:

This call may be fractionalized to "Half In-Roll Circulate" at A-2

Mini-Busy

From: Parallel 2-Faced Lines

Begin by Trailers

As couples Extend

Then Center of those who extended

Hinge

Then New (center) Diamond

Flip the Diamond

While Others (original Leads)

Face In; Step Forward one spot; and Face In

NOTE:

Both Original Leads and Trailers have 3 parts to do

Motivate

From: Waves

Begin by All

Circulate

Then Centers of Each Wave

Cast Off 3/4

While Ends

Circulate 1/2

Then (center) Star

Turns 1/2

While Others

Trade

Then Those who meet

Cast Off 3/4

While Others

Move Up (Hourglass Circulate)

Call Name

Starting Position

Definition

Level

A2

Out-Roll Circulate

From: Generalized Lines (with Ends in Tandem)

Lead End

 Circulate

While Others

 Run into next position in the line - toward the Lead End who circulated

NOTE:

 This call may be fractionalized to "Half Out-Roll Circulate" at A-2

Pass and Roll

From: (single) Eight Chain Thru

Begin by All

 Pass Thru

Then Centers

 Turn Thru

While Outsides

 Right-Face U-Turn Back

Then All

 Pass Thru

Then Centers

 Pass Thru

Then All

 Outsides Right Roll to a Wave

Pass and Roll Your Neighbor

From: (single) Eight Chain Thru

Begin by All

 Pass Thru

Then Centers

 Turn Thru

While Outsides

 Right-Face U-Turn Back

Then All

 Touch (to form Mini-Waves)

Then All

 Follow Your Neighbor

NOTE:

 Dancers don't usually form the mini-wave before doing the Follow Your Neighbor

Call Name

Starting Position

Definition

Level

A2

Peel and Trail

From: Generalized Box of 4

Begin by Leads

Do your part of Peel Off

Then Trailers

Do your part of Trail Off (Passing Left Shoulders if facing the same direction)

NOTE:

This call always ends in a line/wave. Trailers Extend IF NECESSARY before doing their partner trade

NOTE:

Normal starting positions include box of 4 in Mini-Waves or all facing same direction, or "Z's"

Recycle

From: Couples Facing

Beaus

Step forward (until side-by side with each other)

Then They

U-Turn Back (turning toward each other)

While Belles

Veer Left to end of new wave

NOTE:

This version of Recycle can never be "fractionalized" at any dance level

Remake

From: Various (with Right-Hand Mini-Wave somewhere)

Begin by Those with Right Hands joined

Cast Off 1/4

Then Those with Left Hands Joined

Trade (by the left)

Then Those with Right Hands Joined

Cast Off 3/4

NOTE:

This call is only legal from positions where there are dancers who can do all 3 parts

If two "side-by-side" formations can do the call, dancers do not cross the center of the set

However, a "Remake the Column" does direct the dancers to work in the column, not a box So they do cross the center.

Remake the Thar*From:* Thar

Begin by All

Arm Turn 1/4 (to form Alamo Ring)

Then All

Trade (with hand not used for original Arm Turn)

Then All

Cast Off 3/4 (with original hand used for 1/4 Arm Turn) to form a new Thar

NOTE:

This is the ONLY normal "Remake" that can start with either hand

As it always starts with

a center doing the arm turn with the adjacent end - no matter what hand they have joined

Scout and Weave*From:* Box (with same-handed Mini-Wave on each side)

Begin by All

Scout Back

Then New Trailers

Touch 1/4 - using OUTSIDE hand (They need to Half-Sashay as they step forward, before casting 1/4)

While Others

1/2 Box Circulate

NOTE:

All Dancers end up facing perpendicular - 270° (3 walls) or 90° away from how they started

Scout Chain Thru*From:* Waves or 1/4 Tag

Leads

Scout Back

While Trailers

Extend, Swing, Slip, Swing, and Extend

NOTE:

When done from a 1/4 Tag, all dancers do the Trailers part - ending in new 1/4 Tag

Single Wheel*From:* Couple or Mini-Wave

All

Each dancer takes the part of a couple facing their direction

And All

Do a Wheel and Deal (as if in that couple)

NOTE:

This can be thought of as equivalent to <partner> Hinge and Roll

However,

It may not be fractionalized (i.e. it is done as one smooth movement)

Call Name

Starting Position

Definition

Level

A2

Slide

From: Generalized Line (with Centers and Ends facing opposite direction)

End with Adjacent Center
Slide nose-to-nose (to take each other's place)

Slip

From: Generalized Line (with Centers in Mini-Wave)

Centers
Trade (Arm Turn 1/2)

Slither

From: Generalized Line (with Centers in a Mini-Wave)

Centers
Slide nose-to-nose (to take each other's place)

Spin the Windmill <Direction>

From: Various (with Centers in Wave or Couples facing)

Centers
Swing, Slip, and Cast Off 3/4
While Others
Turn 1/4 <in direction given> and Circulate 2 places
NOTE:
If Centers start as couples facing, then they Touch before doing the Swing)

Split <Box> Counter Rotate <Fraction>

From: Various

All
Move forward 90° <per Fraction> around the center of the foursome
NOTE:
Split <Box> Counter Rotate 1/4 is the default (if no fraction is given)
NOTE:
Split Counter Rotate is done in each group of 4 on each side of the square.
On the other hand,
Box Counter Rotate is done when 2 distinct groups of 4 do not exist or are not designated.
NOTE:
A common "cheat" is "Walk and Turn - or Turn and Walk" but remember all dancers may ROLL

Split <Box> Transfer*From:* Symmetric 2x2 (e.g. box of 4)

Leads

Box Circulate Twice and Quarter In

While Trailers

Extend, Arm Turn 3/4 (with inside hand), and Extend

NOTE:

Split Transfer is done in each group of 4 on each side of the square.

On the other hand,

Box Transfer is done when 2 distinct groups of 4 do not exist or are not designated.

Split Square Chain Thru*From:* T-Bone

Begin by Those Facing

Right Pull By and Quarter In (to face those who didn't pull by)

Then All

Complete a Square Chain Thru (starting with the Left Swing Thru)

NOTE:

If called from a static square, those designated step into the center to start the Right Pull By

Swing*From:* Generalized Line (with Ends and Centers facing opposite directions)

All

End with Adjacent Center Arm Turn 1/2 (Trade)

Switch the Wave*From:* Wave

Centers

Run

While Ends

Cross Run

NOTE:

At Advanced this is supposed to be called ONLY from waves, but not all callers follow this rule.

Switch to a Diamond*From:* Wave or Line

Centers

Run

While Ends

Do their part of a Diamond Circulate

NOTE:

At Advanced this is supposed to be called from Waves only but not all callers follow this rule.

Switch to an Hourglass*From:* Wave or Line

Centers

Run

While Ends

Do their part of an Hourglass Circulate

NOTE:

At Advanced this is supposed to be called from Waves only
but not all callers follow this rule.

Trade Circulate (from 2-Faced line)*From:* 2-Faced Lines

Leads

Partner Trade

While Trailers

Pass thru with other trailing couple (on a diagonal)

NOTE:

The "Right Shoulder Rule" applies for the couples passing thru,
no matter what handedness the 2-
Faced line is.

Trade Circulate (from Waves)*From:* Waves

Leads

Trade

While Trailers

Do their part of a circulate but go from Center to End or End to Center

Trail Off*From:* Any 2x2 (where Peel Off may be done)

Begin by Leads (As one movement)

Step forward ((if necessary) and Run (180°) toward the center of the foursome

And then They

Veer Out (to end on middle line of the original setup)

While Trailers

Extend (if necessary); Trade (passing left-shoulders if facing the same direction).

NOTE:

For both Leads and Trailers, this is danced with a Left Shoulder Trade when they
are facing the same direction

However, not all dancers remember to do this.

"Tapping" your left shoulder (before trading)

is a common way to remind the other Lead or Trailer of this traffic pattern

Call Name

Starting Position

Definition

Level

A2

Transfer and <Any Call>

From: Columns

Begin by #1 and #2 in Column

Do their part of Transfer the Column (but end as a couple facing in)

While #3 and #4 in Column

Circulate and do <Any Call>

Zig Zag / Zag Zig

From: Various (where Leads and Trailers are defined)

Leads

Take the first "direction" given

While Trailers

Take the second "direction" given

Directions are:

Zig - turn 1/4 to the right (in place)

While

Zag - turn 1/4 to the left (in place)