

Challenge Definitions

Based on definitions in "Ceder Chest" by Vic Ceder

Available online at:

http://www.ceder.net/def/index_master.php4?language=usa

Call Name

Starting Position

Definition

Level

C2

(Cross) Invert the Column (fraction)

From: Columns

#1 Dancer

Peel off (Trail off - for Cross Invert)

While Others

Follow single file (Fraction indicates number of dancers who Peel or Trail Off)

Note:

Do NOT breathe resulting column inward - except for a FULL Invert or Cross Invert

(Grand) Cross Back

From: Box

Trailers

Pull By (with Outside Hands) (Include center concentric trailer for Grand Cross Back)

While Leaders

U-Turn Back (Only very end leader for Grand Cross Back)

(Reverse) Split Swap Around

From: Facing Couples

Belles (normal)

In one flowing motion, Belles (normal) - Beaus (reverse) Walk and quarter out

While Beaus (normal)

Beaus (normal) - Belles (reverse) Dodge and quarter out

NOTE:

All dancers may roll (but historically this was not true)

(Single) Bounce the (Anyone)

From: Two-faced line (or mini-wave for single)

Begin by All

(Single) Veer (back to back) toward the center of the line (mini-wave)

Then Designated (original) Dancer

U-Turn Back, turning in the direction of the Veer

<Any Tagging Call> Your Neighbor

From: applicable formation

Begin by All

Do the tagging call to the 1/2 tag position

Then All

Follow your neighbor

Call Name

Starting Position

Definition

Level

C2

<AnyCall> and Circle (fraction)

From: 1/4 Tag

Begin by Centers

Do the <AnyCall>

Then Outside 6

Circulate (like a "finish a Swing and Circle 1/4")

Then All

Repeat the number of quarters in the (fraction)

NOTE:

Default is to do it 4 quarters (full)

NOTE

Unlike Swing and Circle, the outside 6 may need to reverse circulate directions for each fraction

NOTE

Outside couple always end up facing in

<Anyone> (Cross) Kick Off

From: Lines or Waves

Designated Dancer

Run (Cross Run for Cross Kick Off) and Roll

While Others

Do their part (phantom) Partner Tag

<Anything> Concept

From: (concept)

(concept)

AnyCall that starts with everyone doing a Circulate can be modified

by

replacing the initial Circulate by some other call, then finishing normally.

NOTE

Some calls "learned" as circulate once and a half, actually start by a circulate

For Example

Both Coordinate and Percolate have "circulate" as the first part, then circulate 1/2

<Designated Dancer> Like a Ripple <Call #1, Call #2,...>

From: applicable formation

Begin by Designated Dancer

With whichever dancer they need to use, do <Call #1>

Then They

Do the series of calls Call #2, etc with whichever other dancer they need to

NOTE

Series of calls should be done with other dancers moving toward "far end" of line or wave, not tidal

Call Name*Starting Position**Definition**Level***C2****<Designated dancer> Ripple the Wave / Ripple
<N>***From: Waves*

Begin by Designated Dancer

Any-Hand arm turn 1/2 (or partner trade) toward the far end of the wave

Then They

Repeat with next dancers until they are the end or have gone <N> hands

<Right / Left> Loop <N>*From: applicable formation*

Designated Dancer

Run (in indicated direction) around adjacent dancer's spot - passing <N> positions

While Others

Do NOT move

3 by 1 Checkmate the Column*From: Columns*

#1, #2, and #3 dancers

4 column circulates and face in

While #4 dancer

3 column circulates, face in, and circulate

3 by 1 Transfer The Column*From: Columns*

#1, #2, and #3 Dancers

Do the Promenade portion of Transfer the Column

While #4 Dancer

Extend, Cast Off 3/4 (with the other #4 dancer), and Extend

NOTE:

Those who Cast Off 3/4 extend to form a mini-wave

with

"casting" hand with other center of new wave in center of resulting 3 and 1 line

3 by 1 Triangle Formation*From: (formation)*

(formation)

A 3 by 1 Triangle is a triangle

with

Three dancers forming the base and one dancer in the apex

NOTE

In almost all cases, the "base" is a column of 3 dancers

Call Name

Starting Position

Definition

Level

C2

Alter and Circulate

From: Waves

Begin by All
 Swing (arm turn 1/2)
Then Centers
 Cast Off 3/4
Then Very Centers
 Trade
While Ends
 U-Turn Back and Circulate
Then All
 Counter Rotate each diamond 1/2
Then All
 Flip the diamond

Catch <N>

From: Facing Couples

Begin by All
 Square Thru <N> to a wave
Then Centers
 Trade
Then All
 Step and Fold

Chain the Square

From: Eight Chain Thru

Begin by All
 Right Pull By
Then Outsides
 Courtesy Turn and Veer Left
While Centers
 Left Touch
Then Centers of Left Hand Wave
 Courtesy Turn end of center wave (a full turn)
Then Centers
 As couples, extend

Checkpoint <AnyCall1> by <AnyCall2>

From: applicable formation

Begin by Centers of each Side
 Do AnyCall1 to end in outside box (or as if cross concentric depending on final formation)
Then Others
 Slide in, and do AnyCall2 (remaining in center)

Call Name

Starting Position

Definition

Level

C2

Chisel Thru

From: Facing Lines

Begin by All
 Concentric Pass In
Then Ends
 Pass In
While Centers
 Pass Out
Then All
 Pass In

Circle to a Wave

From: Facing Couples

Begin by All
 Circle Left 1/4
Then Beaus
 Walk
While Belles
 Dodge
NOTE
 Equivalent to Circle left 1/4 - with the flow

Crazy Concept

From: (concept)

(concept) Each half of the square
 Does the call
Then Centers
 Do the call
Then Each half of the square
 Does the call
Then Centers
 Do the Call

Criss Cross the Shadow

From: Lines or Waves

Ends
 1/2 Zoom, but meet with their original inside hands
Then They
 Cast 3/4 and Spread
While Trailing Centers
 Cross Extend, Hinge, and Extend
While Lead Centers
 Cloverleaf, but Cross to the far center

Call Name**Starting Position****Definition****Level****C2****Criss Cross Your Neighbor***From:* Box

Trailers

Cross Extend, Cast 3/4, and Spread

While Leaders

(as one movement) 1/2 Box circulate, and Cross Run

Cross and Wheel*From:* One- or Two-Faced Lines

Begin by All

As Couples Hinge

Then All

As couples, Step and Fold

Cross Concentric Concept*From:* (concept)

(concept) Center 4

Do the call, then move to outside (lines stay lines, columns stay columns)

Then Others

Move into the center and do the call (concentrically)

NOTE

"Line to Line" and "Column to Column" rule ONLY applies if the call starts and ends in a box

Otherwise

If dancers don't end in center (or "obvious" formation), the "long to short axis" rule applies

Cross the K / <AnyCall> the K*From:* Facing Lines

Begin by All

Cross Trail Thru (or do the <AnyCall>)

Then Centers

Trade

While Ends

U-Turn Back (away from the center)

Cross Trade and Wheel*From:* One- or Two-Faced Lines

Begin by All

As Couples Hinge

Then Very Centers

Trade

Then All

As Couples, Step and Fold

Call Name*Starting Position**Definition**Level***C2****Cut / Flip the Galaxy***From: Galaxy*

Points (those in Diamond)

Slide together and trade (Cut) or Run to the nearest center (Flip)

While Centers (those in Box)

Galaxy Circulate

NOTE

These calls end in a "Thar" - not in waves/lines

Detour*From: (usually) 2 x 4*

Centers

Counter Rotate 1/4

While Ends

1/2 Zoom, and Hinge

NOTE

If centers are in a wave, then their Counter Rotate is a "LockIt"

Disconnected Concept*From: applicable formation*

(concept) Designated dancers

Act as though they had slid together, then do the call

Then All

If the call changes the formation, stay near the original centers' spots.

Otherwise

Reestablish original footprints

Dodge <AnyCall>*From: applicable formation*

Centers

(Concentric) Walk and Dodge

While Ends

Do the <AnyCall>

NOTE

The ends do NOT do the call concentrically, but rather (normally) stay in original footprints

Drop In / (Direction)*From: Diamonds*

Begin by Points

Quarter In (or Quarter in Direction)

While Centers

Extend (keeping handed-ness of original center wave)

Exchange the Diamond (fraction)*From: Diamonds*

Begin by All

Do a total of 4 (or fraction) Diamond Circulates

When Very Center

Do interlocked Diamond Circulate (to outside of other diamond)

Call Name

Starting Position

Definition

Level

C2

Fascinate / Fascinating <AnyCall>

From: Lines or Waves

Begin by Ends
Circulate Once and a Half
While Centers
Any-Hand 3/4 Thru
Then End Couple
Concentric Wheel and Deal (or Concentric <AnyCall>)
While Other (single) Dancer
Counter Rotate 1/4

File to a Line

From: Generalized Columns

Ends
Slide Apart and "adjust" to ends of resulting lines (or waves)
While Centers
Column Circulate 2, and "adjust" to be centers of lines

Funny Concept

From: (concept)

(concept)
Basically, this is the "Those Who Can" concept:
On each part of the call being done, as many people as possible do that part,
As long as
No two people finish on the same spot.

Grand Chain Eight

From: 2 x 4

Begin by Those who can
Right Pull By
Then All
Move on to the next and Left Touch
Then Centers
Courtesy Turn the outsides (to face "in")
Alternative for last part (for higher
level dancers)
(Left) Hinge like a couple-up (C3A call)

Grand Cross Trade and Wheel

From: One- or Two-Faced Lines

Begin by All
As Couples Hinge
Then Center 6
Triple Trade
Then All
As Couples, Step and Fold

Call Name

Starting Position

Definition

Level

C2

Grand Single Cross and Wheel

From: Generalized Columns

Begin by All
 (Partner) Hinge
Then Center 6
 Step Ahead
While Very Ends
 Fold

Grand Single Cross Trade and Wheel

From: Generalized Columns

Begin by All
 (Partner) Hinge
Then Center 6
 Triple Trade
Then Center 6
 Step Ahead
While Very Ends
 Fold

Hocus Pocus

From: 2 x 4

Centers
 Trade
While Ends
 Phantom "O" circulate twice

Inlet

From: Waves

Begin by Lead End and Adjacent Dancer
 Recycle
While Trailing End and Adjacent
Dancer
 Split or Facing Couples Recycle, adjusting to end in a center wave.

Interlocked Triangle Formation

From: various

(Formation)
 Work in normal tandem based or wave based triangles
but
 those closest to the center work with the far ends

Lateral Substitute

From: applicable formation

All
 Exchange places by having some or all dancers move sideways
NOTE
 Similar to Zoom or Substitute, but sideways for at least some dancers

Call Name

Starting Position

Definition

Level

C2

Lines <AnyCall> Thru

From: Lines or Waves

Centers

Do the <AnyCall>

While Ends

Circulate

Offset Waves / Lines / Columns Concept

From: (concept)

(concept)

Dancers act as if in the designated formation (with real people)

and

Readjust to original "distortion" (offset) when finished with the call

NOTE

"Offset Formation" calls usually end in either another 'Offset" or a "Parallelogram" formation

Once Removed Concept

From: (concept)

(concept)

Those dancers who are once removed from each other
do the call with each other

Then All

Reestablish the once removed-ness when finished

NOTE:

Only reestablish once removed-ness in the original direction

Outlet

From: 1/4 Tag

End of Wave and Adjacent Dancer

Acting as if in a box (with the outsides), split or facing recycle

While Others

Acting as if in a box (with centers) split or facing recycle

Parallelogram Concept

From: (concept)

(concept)

From a parallelogram (i.e., offset by one or more dancer positions, most commonly by 2):

The dancers act as though they were in a 2x4 formation,

But

Reestablish the "distortion" (offset) when finished

NOTE:

The percentage of offset is preserved, not necessarily the footprints.

NOTE

There are MANY ways of remembering the original distortion; find one that works for you

Call Name

Starting Position

Definition

Level

C2

Peel / Trail to a Diamond

From: Box

Leaders

Peel Off (or Trail Off)

While Trailers

Extend and Hinge

Perk Up

From: Lines or Waves

Begin by All

Circulate

Then All

1/2 Split Circulate

Then Centers

Hinge, Box Circulate, and Trade

While Others

Circulate twice (around the outside)

Press In / Out / Left / Right

From: Various

All

Move one position forward and one position in designated direction)

NOTE

When looking in, the forward movement is a full circulate

When looking out

the forward movement is a "full phantom circulate"

Relocate the Setup

From: applicable formation

Very Centers

Cast off 3/4

While Others

Counter Rotate 1/4

Reshape the Triangle

From: Triangle

All

Triangle Circulate

Then Those in the Base

Turn 1/4 in place to form another triangle of the same (original) handedness

But

Changing a Tandem Base to a Wave Base and Vice Versa

Call Name

Starting Position

Definition

Level

C2

Reverse Crazy Concept

From: (concept)

(concept) Centers

Do the call

Then Each half of the square

Do the call

Then Centers

Do the call

Then Each half of the square

Do the Call

Reverse Cut / Flip the Galaxy

From: Galaxy

Centers (those in the Box)

Trade and Spread (Cut) or Phantom Run out (away from each other) (Flip)

While Points (those in the
Diamond)

Galaxy Circulate

Reverse Cut/Flip the Diamond

From: Diamond

Centers

Trade and Spread (Cut) / Phantom Run (Flip Out) (Flip)

While Points

Diamond Circulate

Reverse Truck

From: applicable formation

Men

Sidestep one position to the right

While Women

Sidestep one position to the left

Rims / Hubs Trade Back / (AnyCall)

From: Lines or Wave or Promenade

Begin by All

Partner Trade (Swing)

Then Designated

Rims (original ends) - Hubs (original centers) either circulate ("back") or do the (AnyCall)

Rotary <AnyCall>

From: Eight Chain Thru

Begin by All

Right Pull By

Then Ends

Courtesy Turn and Roll

While Centers

Left Touch and do the <AnyCall>

Call Name**Starting Position****Definition****Level**

| |
|-----------|
| C2 |
|-----------|

Rotate / Reverse Rotate (fraction) (from lines or waves or in box)*From:* One- or Two-faced Lines or box

Begin by All

As couples, turn 1/4 toward promenade (or toward reverse promenade for Reverse Rotate)

Then All

Split Counter Rotate designated fraction

HINT:

Rotate - As couples place left shoulder in; Reverse Rotate - place right shoulder in

HINT 2:

Only work with the 4 people in your original Box

Scoot / (AnyCall) and Counter*From:* 1/4 or 3/4 Tag

Begin by All

Scoot Back or (AnyCall)

Then Those in wave

Cast Off 3/4, and Counter Rotate

While Others

Separate, Touch 1/2, Step and Fold

Scoot / (AnyCall) and Cross Ramble*From:* 1/4 or 3/4 Tag

Begin by All

Scoot Back or (AnyCall)

Then Those in Center

Cross Fold

While Others

Cross Cast Back (Passing Left Shoulders)

Then All

Slide Thru

Scoot / (AnyCall) and Little More*From:* 1/4 or 3/4 Tag

Begin by All

Scoot Back or (AnyCall)

Then All

Do a Little

Then Centers

Box Circulate

NOTE

For "Scoot and Little" (only) the outside 1/4 to scoot back handhold

Otherwise they

Always 1/4 Right

Call Name

Starting Position

Definition

Level

C2

Sets in Motion

From: Lines or Waves

Begin by Centers

Hinge

Then Resulting Ends

1/4 turn to center of line (usually a Roll)

While Resulting Centers

Trade and Roll

While Others

Circulate once and a half

Then Those who line up with centers

1/4 turn to face center

Then Center single file column

Finish a Tag through the middle, the first dancer Peel Left, the Second right

NOTE If original Ends were all facing in

Then this ends with a RH box in the center

Shazam

From: Mini-Wave

Begin by All

(Partner) Hinge

Then All

U-Turn Back in flow direction

NOTE:

Historically, "Shazam" always started with R-H mini-wave

and

"Left Shazam" was from L-H mini-waves

This restriction has now been removed by Callerlab

Single Cross and Wheel

From: Box

Begin by All

(Partner) Hinge

Then All

Step and Fold

Single Cross Trade and Wheel

From: Box

Begin by All

(Partner) Hinge

Then Centers

Trade

Then All

Step and Fold

Single Rotate / Reverse Single Rotate (Fraction)*From:* Lines or Waves or Box

Begin by All

Individually Quarter to Promenade - or (Reverse) toward reverse promenade

Then All

Split Counter Rotate (designated fraction)

HINT:

Single Rotate - place left shoulder in:

Reverse Single Rotate - place right shoulder in

Sock It To Me / Here Comes the Judge*From:* Generalized Line of 4

applicable end

Those on the right end (Judge) / Left end (Sock it to me) Trade to other end of line

While Others

Do their part of a run toward vacated end

Solid Concept*From:* (concept)

(concept)

Solid is the same as "work as if they are a single dancer."

NOTE

"As couples" is equivalent to "Couples work solid"

Split Trade Circulate*From:* Inverted Box

Leaders

Box Circulate

While Trailers

Cross Over Circulate in their box (passing right shoulders)

Stack the Line*From:* Box

Begin by Leaders

Remember that you are original leads

Then All

Quarter in

Then Original Leaders

Pass thru (on the diagonal, if necessary) to form right hand mini-wave

While Original trailers

Dodge (if necessary) to form right hand mini-wave

Stagger Concept*From:* (concept)

(concept)

From blocks (and other applicable 4 x 4 formations)

All

Work as if in (distorted) columns, reestablish footprints (distortion) after finishing call

Call Name

Starting Position

Definition

Level

C2

Stretched <SetUp> Concept

From: (concept)

(concept)

Take out the "remote" formation (centers work with far dancers)

Then

Do the call and do NOT take out the adjustment when finished

NOTE

Remember the main difference in names between "Stretch" (C1) Concept and "STRETCHED" (C2)

is whether the word is followed by a formation name or not - not whether you can hear "ed"

Swap the Wave

From: Waves

Beaus in once removed couple

Run (pass thru or turn thru with other Beau)

While Belles in once removed couple

Step forward

Then All

Adjust to couples back to back

HINT:

Accomplishes - back-up to form facing couples and swap around

A number of different "tricks" exist to get the correct results

Both

from R-H and L-H waves

HINT

those with Right Shoulder "in" will always trade or Tag with each other

Swing Along / <AnyCall> Along

From: Tidal Wave

Begin by All

Swing (arm turn 1/2) - if Swing Along (Otherwise do <AnyCall>)

Then Very Ends

Counter Rotate 1/4 and extend

While Center 6

Hinge and Circulate

Then #1 Dancer

Peel Off

While #2 and #3 Dancers

Extend and Trade

Tandem-Based Triangle Formation

From: (formation)

(formation)

Work as if all were in a box with the apex as a trailer

Normally, the phantom is "dropped" at the end of the call

Most common calls are "Tandem Based Triangle Peel / Trail Off"

Call Name

Starting Position

Definition

Level

C2

Truck

From: applicable formation

Men

Sidestep one position to the left

While Women

Sidestep one position to the right

Turn to a Line

From: Box

Leaders

Turn and deal to the right

While Trailers

Turn and deal to the left

HINT:

You will always end up partnered with your original partner

Unwrap the Diamond / Interlocked Diamond

From: applicable formation

/Hourglass

Trailing Point

Walk straight ahead to become #1 in a column

While Others

Do the formation circulates until in the original trailing point position

Then They

Follow the original trailing point to form a column

NOTE

The "strict" definition involves doing a combination of EXACTLY 3 formation and column circulates

Vertical <AnyCall>

From: applicable formation

Begin by All

Vertical Tag 0/4

Then All

Do <AnyCall> - usually on the "single track"

Walk Out to a Wave

From: Columns

#1 and #2 Dancers

Trail Off and new end run

While #3 Dancer

Circulate once, and U-Turn Back (toward center)

While #4 Dancer

Circulate once, and Veer Out

NOTE

Sort-of feels like the end of "spin chain and exchange the gears"

Call Name

Starting Position

Definition

Level

C2

Wheel the Ocean / Sea

From: Couples Back-to-Back

Begin by Lead or Designated Couple

Wheel Around

Then Belles

(Ocean) Right Pull By - (Sea) Walk while Beaus dodge

Zip Code <N>

From: Lines or Waves

Begin by Centers

Quarter Out and Run (Zip Code 1)

Then They

Pass Thru (2); Bend (3); Pass thru (4); etc

HINT

Odd numbers they end facing while even numbers they are back to back