

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

C3A

<Any Tagging Call> Chain Thru

From: Various

Begin by All

<Any Tagging Call> to the 1/2 Tag Position

Then All

Scout Chain Thru

<Any Tagging Call> Reaction

From: applicable formation

Begin by All

<Any Tagging Call> to the 1/2 Tag Position

Then All

Scout Reaction

NOTE

Callerlab has "AnyCall" not "ATC" Reaction and divides as follows

Do the AnyCall but leave off the final extend, then do full chain reaction

<Any Tagging Call> Your Leader

From: applicable formation

Begin by All

Do the ATC to the 1/2 Tag position

Then All

Follow Your Leader

NOTE

Switch Your Leader starts with a switch to a diamond, not ATC to the 1/2 Tag

<AnyCall> the Lock

From: applicable formation

Begin by All

Do the <AnyCall>

Then All

Lockit

1/4 / 3/4 Mix

From: R-H Mini-Wave Box

Begin by Those who can

Right Arm Turn 1/4 (or 3/4)

Then those in Wave

Mix

Call Name

Starting Position

Definition

Level

C3A

1/4 / 3/4 the Deucey

From: Parallel Waves

Begin by All
 Arm Turn 1/4 (3/4)
Then Centers
 Cast Off 1/4 (3/4)
While Lead End
 Circulate
While Trailing End
 1/2 Circulate
Then Center Star
 Turn 1/4 (3/4)
Then Those who meet
 Cast Off 1/4 (3/4)
While Lonesome Center
 Move Up (Hourglass Circulate)

1/4 / 3/4 Wheel the Ocean / Sea

From: Two-Faced Line

Begin by All
 Left Cast 1/4 (3/4)
Then All
 Finish Wheel the Ocean (Sea)

Beau / Belle / (anyone) Hop

From: applicable 2 x 2

Begin by Designated dancer
 Walk
While Others
 Dodge
Then All
 Hinge

Bias Circulate

From: Parallel Waves

Leaders
 Circulate
While Trailers
 Diagonal Box Circulate (Your part of a 2-faced line, trade circulate)

Big Block Concept

From: 4 x 4 Matrix

(concept)
 Work within Distorted Parallel Lines or Waves

Breaker <N> / (AnyCall)*From:* Columns

Begin by Ends
Cast Off 3/4
While Center Box
Counter Rotate 1/4
Then They
1/2 Box Circulate
Then Center Line
Cast Off <N> quarters (or Do (AnyCall))
While Others
Hourglass Circulate (Move Up)

Catch <AnyCall> <N>*From:* applicable formation

Begin by All
Square Thru <N> to a Wave
Then All
Do <AnyCall>
Then All
Step & Fold

Checkerboard (AnyCall)*From:* 2 x 4

:Leaders (in Line or Wave)
Trade
While Trailers
Do the (AnyCall) working in a distorted 1 x 4
NOTE
Danced by trailers extending to line/wave/column, do the call, return to "empty" spaces

Checkbox (AnyCall)*From:* 2 x 4

Leaders (in Line or Wave)
Trade
While Trailers
Do the (AnyCall) working in a distorted 2 x 2
NOTE
Danced by trailers veer to form a box in the center, do the (AnyCall), then veer out to empty spots

Couple Up*From:* 2 x 2

Begin by All
Box Circulate
Then Leaders
U-Turn Back

Call Name

Starting Position

Definition

Level

C3A

Cross Chain Reaction

From: Generalized Quarter Tag

Begin by Very Centers and diagonally facing outside dancer

Jaywalk

Then All

Finish with all the other parts of a normal Chain Reaction except the first pass thru

Delight / Dilemma

From: 3/4 Tag

Outsides

1/4 Right (if Delight) or 1/4 Left (if Dilemma)

Then They

Circulate twice

While Centers

Swing, Slip twice, and Cast Off 3/4

Drift Apart

From: 2 x 4

Begin by Ends

Split Circulate twice

While Out-facing Centers

Crossover Circulate and Circulate

While In-facing Centers

Circulate and Crossover Circulate

Ease Off

From: 2 x 4

Ends

Zing

While Centers

(concentric) Circulate and Face In

Eight By (AnyCall)

From: applicable formation

Outsides

Grand Chain Eight and Roll

While Centers

Do the (AnyCall) (working in the center)

Exchange the Box

From: 2 x 4

All

Do a total of four Split Circulates

Except (during each circulate) the

Trailing Center

Jaywalk with your opposite (Circulate to your diagonal opposite position)

Exchange The Triangle*From:* Twin Triangles

All

Do a total of three Triangle Circulates

Except (for each circulate) The In-Facing Base or Apex dancer

Do your next Circulate to the other Triangle

Expand The Column*From:* 2 x 4

Centers

Phantom Run (Flip out)

While Outsides

Column Circulate twice

Explode The Top*From:* Lines or Waves

Begin by All

Explode and (nothing)

Then End Beau

Circulate once and a half

While End Belle

Circulate, Veer inward, and U-Turn Back

While Centers

Touch 1/2

Then Very Centers

Cast Off 3/4

While Other Leader

Step Ahead (to form R-H Star) and all Turn the Star 1/4

Then All

Follow the leader and "Unwrap" the Star then all face in

Finally Concept*From:* (concept)

(concept)

Do the call but only apply the given CONCEPT to the last part of the call

Flare Out to a Line*From:* Parallel Two-Faced Lines

Leaders

Turn to a Line "out" (away from the Center of the Set)

While Trailers

1/2 Circulate

Follow to a Diamond*From:* applicable 2 x 2

Trailers

Follow Your Neighbor & Spread

While Leaders

Box Circulate once and a half

Follow Your Leader*From:* Parallel Waves

Begin by Leaders

1/2 Split Circulate

Then They

Tandem Cross Fold

While Trailers

Follow Your Neighbor

Then They

Tandem Extend

Grand Mix*From:* Generalized Tidal Wave

Begin by Center pairs of dancers

Grand (working As Centers) Cross Run

Then New Center pairs of dancers

Trade

NOTE

New dancers dance this by triple trade and spread, then triple trade

Initially Concept*From:* (concept)

(concept)

Execute the first part of the call using the given CONCEPT

Then

Execute the remainder of the call "normally"

Interlocked Little / Little More / Plenty*From:* Generalized Quarter Line

Begin by Outsides

1/4 Right and Counter Rotate 1/4

While Centers

Step and Cross Fold

Then (for Little More or Plenty) All

Finish "Little More" or "Plenty"

Interlocked Scoot Back*From:* Quarter Line

All

Scoot Back with the dancers in your Interlocked Single 1/4 Tag

NOTE

This is danced by the Scoot Back starting normally and ends "twosome"

Jay (direction) Concept*From:* Generalized Quarter Tag

(concept)

Work in a Distorted Box with the dancers with whom you would normally Jay Walk

NOTE

Jay (anycall) defaults to "Front Jay (AnyCall)"

Otherwise

The direction tells those in the center with whom they work

Call Name

Starting Position

Definition

Level **C3A**

Keep Busy

From: Parallel Two-Faced Lines

Leader Couples

Circulate With the Flow

While Trailers

1/2 Circulate, Very Centers Hinge, Flip the Diamond, then Step & Fold

Latch On (fraction)

From: applicable 2 x 2

Begin by All

Right Roll to a Wave

Then All

Arm Turn 1/4 (default) or (fraction)

Link Up

From: Parallel Two-Faced Lines

Leaders

Cast Off 1/4 Using the outside dancer as the pivot point (Out Anchor 1/4)

Then They

Roll and Press Ahead

While Trailers

Extend and Cross Fire

Lock the Hinge

From: applicable 2 x 2

Begin by All

Lockit

Then All

Partner Hinge

Locker's / (AnyCall) Choice

From: applicable formation

Begin by All

Lockit or do the (AnyCall - which may be nothing)

Then Centers

Lockit

While Ends

Trade

Then Those in center foursome

Partner Hinge

While Others

Step & Fold

Mini Chase

From: Back-to-Back Couples

Belles

Shakedown

While Beaus

Partner Tag

Once Removed Diamonds*From:* (formation)

(formation)

Distorted diamond

formed by

Working with the dancers occupying the positions on every other plane from you

NOTE

The easiest position to visualize this is from a box in the center
and

couples perpendicular to the box and outside it

Open Up the Column / And (AnyCall)*From:* Columns

#1 Dancer

Trail Off & Roll

While #2 Dancer

Circulate, Peel Off & Roll

While #3 and #4 Dancers

Do your part of Transfer the Column or Transfer and (AnyCall)

Own <Anyone> <AnyCall1> by (AnyCall2)*From:* applicable formation

Designated Dancers

Do your part of (AnyCall1) - as if all 8 were doing this call

While Others

Do your part of (AnyCall2) - also as if all 8 were doing this call

Patch <Anyone>*From:* Couple or Mini-Wave

Begin by All

Hinge

Then Designated (original) Dancer

U-Turn Back in flow direction

Peel Chain Thru*From:* 3/4 Tag

Centers

Arm Turn 1/2 (swing), and Slip

While Outsides

Cast Back, and touch 1/2

Then All (on your side)

Fan the Top

NOTE

If necessary, centers step to a wave at the beginning of the call

Plan Ahead*From:* Facing Lines

Centers

Touch 1/4, Cross Concentric Vertical Tag the Line, Lead dancer Peel Left, Trailing dancer
Peel Right

While Outsides

Circulate once and a half, Hinge, Cross Concentric Vertical 1/2 Tag, and Face In

Call Name

Starting Position

Definition

Level

C3A

Polly Wally

From: Generalized Columns

Ends

"Mirror" Turn To A Line ('Turn & Deal' toward Promenade direction)

While Centers

Leads U-Turn Back, Veer Right, and "as couples" Extend

NOTE

This is NOT the official definition which involves a variety of "quarter to promenades"

Quickstep / Quick <AnyCall>

From: Quarter Box

#2 Dancer

Press Out and Ah So with the adjacent dancer - or do (AnyCall)

While Others (#3 and #4 in column)

Circulate

Reach Out

From: applicable 2 x 2

Trailers

1/2 Box Circulate and Phantom Run (Flip Out)

While Leaders

Box Circulate once and a half

Recoil

From: applicable 2 x 2

Begin by All

Box/Split Recycle

Then All

Step & Fold

Release <AnyCall>

From: Generalized Quarter Tag

End of Center 4

Press Ahead

While Unapproached Outside

Dancer

Press Out

Then All

Do <AnyCall>

NOTE

In most cases, any resulting phantoms are removed

Reverse Cut / Flip the Diamond

From: Diamond

Points

Diamond Circulate

While Centers

Trade & Spread (Cut) / Phantom Run (Flip out)

NOTE

In 2004 this was moved to the C2 list. It is kept in this list for historical purposes.

Scatter Circulate*From:* Parallel Two-Faced Lines

Ends

Split Circulate

While Lead Center

Crossover Circulate

While Trailing Center

Jay walk with each other (Concentric Split trade circulate)

Scoot and Cross Counter*From:* Quarter Tag

Begin by All

Scoot Back

Then Centers

Trade the Wave, Cast Off 3/4, and Counter Rotate 1/4

While Outsides

Cross Cast Back, Touch 1/2, Then Step & Fold

Scoot and Fancy*From:* Columns

Begin by All

Triple Scoot

Then Trailers (#2 and #4 Dancers)

Press Out

Then Trailing Couple

1/2 Press Ahead

Then All

(Outsides work phantom) Any Shoulder Turn & Deal

Scoot and Rally*From:* Generalized Quarter Tag

Begin by All

Scoot Back

Then Centers

Step & Fold, Peel & Trail

While Outsides

1/4 Right, Counter Rotate 1/4, Then Inward Roll to A Wave

Scoot Reaction*From:* Parallel Waves

Begin by All

Scot Back to a Wave

Then All

Full Chain Reaction

Call Name

Starting Position

Definition

Level

C3A

Scoot the Diamond

From: Single Quarter Tag

Begin by All

Scoot Back

Then Outsides

1/4 to handhold

Then All

Diamond Circulate

NOTE

Some Callers (but not callerlab) require that the outsides quarter right not to handhold

Single File Recoil / Recycle

From: Single Double Pass Thru

Begin by Centers

Act as Beaus

While Ends

Act as Belles

Then All

Do a facing Recycle

Then (for Recoil) All

Step & Fold

Slant <AnyCall1> and <AnyCall2>

From: Parallel Two-Faced Lines

Trailers

Dodge inward to form Facing Couples, and do (AnyCall1) (working in the center)

While Leaders

Do your part of (AnyCall2)

Snap the Lock

From: Lines or Waves

Begin by All

Partner Tag

Then New Outsides

Partner Tag

While New Centers

Touch, Lockit, Then Step Thru

Something New

From: Columns

#1 and #2 Dancers

Couple Up

While #3 Dancer

1/2 Circulate and U-Turn Back

While #4 Dancer

Press Out

Call Name

Starting Position

Definition

Level

C3A

Spin / (AnyCall1) the Pulley / But (AnyCall2)

From: applicable formation

Begin by Centers (or those Designated)
Arm Turn 3/4 or do (AnyCall1)
Then All
Triple Cross
Then All
Peel Off or do (AnyCall2)

Spin Chain the Line

From: Tidal Wave

Begin by All
Arm Turn 1/2 (swing)
Then Centers of each side
Cast Off 3/4 and Spread
While Very Centers
Trade
Then Remaining Centers
Slide together and Cast Off 3/4

Split Phantom Column / Lines / Waves Concept

From: 4 x 4 Matrix

(concept)
visualized as 2 sets of adjacent Columns / Lines / Waves - split thru the center of the set
NOTE
Normally, each split phantom formation has 4 real dancers and 4 phantom dancers

Stable Concept

From: (concept)

(concept)
Do the given call without changing your facing direction
Often done with turns in the middle, but "adjusting" at the end (to original facing direction)

Stampede

From: 3/4 Tag

Centers
Trade the Wave, Hinge & Cross
While Ends
Cross Cast Back, and Pass In

Strip the Diamonds / Setup

From: Diamonds (or "Setup")

Outside 4
1/2 Zoom and Trade
While Very Centers
Cast Off 3/4
While Others
Counter Rotate 1/4 (to end as the Very Outside dancer)

Swap The Top*From:* Facing Couples

Belles

Extend and Cast Off 3/4

While Beaus

Run Once and a half

NOTE

To start going in the correct direction, start (do 1/2) of a swap around

Swing Chain Thru*From:* Parallel Waves

Begin by All

Arm Turn 1/2 (swing)

Then Centers

Cast Off 1/4

Then Very Centers

Trade

Then New Centers

Cast Off 1/4

NOTE

Exactly the same as "Spin Chain Thru" but with all "3/4" replaced by "1/4"

Swing the Gamut / (AnyCall the Gamut)*From:* Parallel Waves

Begin by All

Arm Turn 1/2 (Swing) - (or (AnyCall))

Then Ends

Circulate twice

While Centers

Any Hand 3/4 Thru

Then They

Trade the Wave

Then All

Cut the Diamond

Tagger's / AnyCall) Delight / Dilemma*From:* Lines or Waves

Begin by All

3/4 Tag the Line - Or (AnyCall) to the 3/4 tag position

Then Outsides

1/4 Right (Delight) or 1/4 Left (Dilemma)

Then They

Circulate Twice

While Centers

Swing, Slip twice, and Cast Off 3/4

Team Up

From: applicable formation

Ends

1/2 Circulate, and Hinge

While Centers

(working as centers) Beaus run as the Belles Dodge

Touch By <W/X> by (Y/Z) / (AnyCall)

From: Single Double Pass Thru

Begin by Centers

Touch <W/X> and Spread

Then Others

Step Forward, Touch (Y/Z) or do (AnyCall)

Trade the Deucey

From: Lines or Waves

Centers

Trade and Spread

While Ends

Cross Over Circulate

NOTE

Exactly equivalent to "Acey Deucey and Spread"

Travel Thru

From: Facing Couples

Begin by All

Pass Thru

Then All

As Couples, 1/4 Right

Trip the Set

From: 2 x 4

Ends

Cross Fold and Roll

While Centers

(Concentric) 1/4 Out and Trade

NOTE

The ends "cross fold" which means they should pass left shoulders

Triple Diamond Concept

From: (concept)

(concept)

Triple Diamonds consist of three adjacent Diamond formations;

Some of which have positions occupied by phantoms

Triple Play

From: Columns

Begin by #1 Dancer
Transfer
While Others
1/2 Circulate and trade
Then New #1 Dancer
Transfer
While Others
1/2 Circulate and Hinge
Then All
Extend

Wind the Bobbin

From: Columns

#1 and #3 Dancers
Peel Off and Circulate twice (around the outside)
While #2 and #4 Dancers
1/2 Circulate
Then They
Cast off 3/4, Very Centers Trade
Then Center 4
Cast Off 3/4
NOTE
#2 and #4 are doing a 1/2 circulate then Any Hand 3/4 thru, once and a half

Wrap to a <Formation>

From: Columns

#1 Dancer
1/2 Split Circulate and phantom (formation) Circulate 2
While Others
Follow the #1 dancer to create the formation
NOTE
All dancers do a total of 3 circulates, combined between column and <formation> circulates
#1 is considered as a "point" in the designated formation