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*** **C3B**

<any Tagging call> and Scatter *From:* applicable formations

Begin by All
Do the any Tagging call to the 1/2 Tag position
Then All
Scatter Scoot

<any Tagging call> The Top *From:* applicable formations

Begin by All
Do the any Tagging call to the 1/2 Tag position
Then All
Do 1/2 of an all 8 circulate
Then Ends
Trade
While Centers
Spin the Top
NOTE
Historical definition began with ATC to 3/4 Tag position, then ends "any hand touch 1/2"

<fraction> Cast & Relay *From:* Parallel Waves

Begin by All
Arm Turn the given fraction
Then Centers
Cast Off 3/4
While Ends
1/2 Circulate
Then Centers
Turn the Star the given fraction
While Others
Trade
Then Those who meet
Cast Off 3/4
While Others
Hourglass Circulate (move up)

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<N> Steps At A Time — *From:* Columns

Begin by First "n" dancers
Peel Off to end in a Line of "n"
Then They
Step Ahead as necessary to form a Concentric Line of 2n
Then They
Bend The Line of 2n
While Others
Extend to form a compact formation in the center of the set
Then They
Trade and Roll

Bingo — *From:* Mini-Wave Box

Trailers
Any Shoulder Wheel Thru
While Leaders
3/4 Out

Boomerang (Mini-Wave Box) — *From:* Mini-Wave Box

Leaders
Zoom
While Trailers
Extend, Trade, and Extend

Boomerang (Tandem Couples) — *From:* Tandem Couples

Leaders
Zoom
While Trailers
Circulate and Trade

Busy <Any Call> — *From:* Parallel Two-Faced Lines

Leaders
Keep Busy
While Trailers
1/2 Circulate and do (Any Call)

By Golly — *From:* Facing Couples

Those closest to the flow direction
Sweep 1/4
While Others
Dodge and Any Shoulder Wheel Thru.
NOTE
Alternative/cheat - As couples veer in flow direction, then any shoulder half tag

Central Concept — *From:* (concept)

(Concept)

Do the Centers part of the given call

Note

When both are possible, prefer 2 x 2 over 1 x 4

Change Lanes — *From:* Parallel Lines

Centers

Any Hand Remake & Spread

While Ends

Circulate & Crossover Circulate

Change The Centers / Wave — *From:* Wave

Begin by All

Arm Turn 1/2 (Swing)

Then Centers

Slip

Then They

Cross Run

Then All

Slip (Change the Centers) or Swing (Change the Wave)

Change Your Image — *From:* 2 x 4

Centers

Phantom Column Circulate twice

While Ends

Split Circulate twice

Chase The <fraction> Tag — *From:* Back-to-Back Couples

Begin by Belles

Right-face U-Turn Back

While Beaus

Fold

Then All

Extend to the given fractional Tag formation (full if no fraction is given)

NOTE

At C3B, "Chase the Tag" is an "A-T-C" call

Chuck-A-Luck — *From:* Parallel Lines

Centers
Run
Then They
Pass In
While Ends
Partner Tag
Then They
Pass Thru

Criss Cross The Deucey — *From:* Parallel Waves

Trailers
Cross Extend, Arm Turn 3/4, and Spread
While Leaders
1/2 split circulate, and Phantom Cross over Circulate

Cross Chuck-A-Luck — *From:* Parallel Lines

Centers
Cross Run
Then They
Pass In
While Ends
Partner Tag
Then They
Cross Trail Thru

Cross Cycle (from applicable 2 x 2) — *From:* applicable 2 x 2

All
(in one movement) Facing or Box recycle, and slither
NOTE
Cross Cycle from facing couples may NOT be fractionalized

Cross Cycle (from Two-Faced Line) — *From:* Two-Faced Line

Begin by Centers
Cross Fold and all Adjust to a Box (bounce the Centers)
Then All
Box counter Rotate 1/4
Then All
Roll

Cross Flip The Line (fraction) — *From:* Two-Faced Line

Begin by Centers
Cross Run
Then All
Any shoulder Tag the Line (to the given fraction)

Cross Lockit — *From:* Wave

All

Lockit and Spread

Cross Swap The Top — *From:* Facing Couples

Belles

Cross Extend, and Cast Off 3/4

While Beaus

Run once and a half

Diagonal Box — *From:* (formation)

(formation)

A Diagonal Box is a 2 x 2 which is offset by two positions

Disband — *From:* applicable 2 x 4

Begin by Centers

Counter Rotate 1/4

While Ends

Concentric 1/2 Zoom and hinge

Then All

Expand the Column

NOTE

The portion before the Expand is often considered "detour as if you can"

Divide The Ocean / Sea (direction) / (Any Call) — *From:* Generalized Tidal Line

Begin by Outsides

Cast off 3/4

Then They

Cross Concentric Vertical 1/2 Tag (if ocean) or Cross Concentric Vertical Left 1/2 Tag (if Sea)

While Others

Hinge, Partner Tag, and Press Ahead

Then They

Individually turn 1/4 toward given direction (or do the Any Call)

Explode The Diamond — *From:* Twin Diamonds or a 3/4 Tag

Centers

Explode the Wave

While Ends

Circulate and the lead End U-Turn Back

Fan Concept — *From:* (concept)

(Concept) For Calls that

Begin with an Arm Turn 1/2 (Swing) followed by a Centers Cast Off 3/4

Instead All

Omit the initial Arm Turn 1/2

Flip Your Lid
From: 1/4 Tag

End of Center Wave
Scoot Back with appropriate outside dancer
While Very Center
Do your part of Run & Circle 1/4
While Outside Belle (if R-H 1/4 Tag)
Do your part of a Scoot Back & Circle
While Other Outside Dancer
Press Ahead, Trade & Spread

Gee Whiz
From: Parallel Lines

Out-Facing Couple (or designated dancers)
Do your part Cross Fire
While Others
Vertical Tag the Line

Good Show
From: applicable 2 x 4

Ends
Do your part Walk & Dodge
While Centers
Couple Up
HINT
Think "ends stable for a couple up"

Interlocked Counter
From: 3/4 Tag

Outsides
Do your part of Counter
While Centers
Once Removed Cast Off 3/4
Then They
(normal) Counter Rotate 1/4

Interlocked Rally
From: Generalized Quarter Line

Outside
(normal) Rally
While Centers
Step and Cross Fold
Then They
Peel & Trail

Interlocked Ramble — *From:* 3/4 Line

Outsides
(normal) Ramble
While Centers
Once Removed Fold
Then They
Slide Thru

Lickety Split — *From:* 2 x 4

Ends
Split Circulate
While Centers
Split Counter Rotate 1/4

Lift Off — *From:* Static Set after Heads or sides Pass Thru

Leaders
As Couples, 1/4 Right
While Others
As Couples, Left Dodge
Then Belles
Distorted Box, Circulate
Then All
As Couples, Extend
Then All
As Couples, Circulate

Lift Off But <Any Call> — *From:* Static Set after Heads or sides Pass Thru

All
Lift Off
But All
Replace the final couples circulate with <Any Call>

Line To Line — *From:* Facing Lines

Begin by Centers
Turn Thru
While Outsides
Pass In
Then All
Clover and Pass Thru
Then All
Pass In

Loop & (fraction) Tag — *From:* applicable 2 x 4

All
Tandem 3/4 Out
Then All
Extend to the given fractional Tag position
NOTE
The "Tandem 3/4 out is a "peel the deal" which is now a C4 call but is sometimes heard as a cue
NOTE
At C3B, "Loop and Tag" is an "A-T-C" call

Magic Diamond Concept — *From:* Twin Diamonds

(Concept)
Distorted Diamond in which the Centers of one Diamond work with the points of the other Diamond

Magic Line / Wave Concept — *From:* Parallel Lines / Waves

(concept)
Distorted Line / Wave in which the Ends of one Line work with the Centers of the other Line
NOTE
For calls like "Magic In-Roll Circulate" the ends are considered "normal"
NOTE
Calls that include "swing" are usually done via a star

Mirror Concept — *From:* (concept)

Concept
The Mirror CONCEPT is accomplished by executing the definition of the given call and replacing:
Right with Left and vice-versa
and
Beau with Belle and vice-versa
and
Clockwise with Counterclockwise and vice-versa

Nuclear Reaction — *From:* Generalized Quarter Tag

Begin by Very Centers and directly facing Outside Dancer
Pass Thru
Then Center 4
Cast Off 1/4 and Roll and Spread
While Others
Cross Concentric Vertical 1/2 Tag
Then All
Counter Rotate 1/4

Oddly | Evenly <any concept> <Any Call> Concept — *From:* (concept)

(Concept)

Break up the <Any Call> into its component parts.

Then

Do the oddly numbered parts (for Oddly, or evenly numbered parts for evenly) using the <any concept>

While

doing the other parts normally

Phantom Columns / Lines / Waves Concept — *From:* 4 x 4 Matrix

(Concept)

From a 4 x 4 Matrix, visualized as 4 adjacent Columns / Lines / Waves

Inside Columns / Lines / Waves work together in a 2 x 4 Matrix

While

Outside Columns | Lines | Waves work together in a (Disconnected) 2 x 4 Matrix

NOTE

Breathing and handling of "shape changes" is critical

Pitch (direction) / (Any Call) — *From:* applicable 2 x 4

Leaders

Right Zing (1/4 Right and Run)

While Trailers

Circulate and turn 1/4 toward the given direction in the box (or do Any Call)

Random <AnyConcept> <AnyCall)>Concept — *From:* (concept)

(concept)

Break up the <AnyCall> into its component parts

Execute the odd-numbered parts working <AnyConcept> and the even-numbered parts normally

NOTE

The "Random" concept has been officially removed from the current C3B list

It has been replaced by

the "ODDLY" concept - but it may still be heard in old tapes or sequences

Reactivate — *From:* Generalized Quarter Tag

Begin by Very Centers and directly-facing Outside dancers

Jay Walk

While End of Center Line

Counter Rotate 1/4 (around the outside)

Then Center 6

Trade

Then Very Outsides and Very Centers

Hourglass Circulate (move up)

Reflected Concept — *From:* (concept)

(Concept) All
Do (any tagging call) to the 1/2 Tag Position
Then All
Split Counter Rotate 1/4 (Tandem Arm Turn 1/4)
Then All
Complete the (any tagging call)

Reset — *From:* Mini-Wave Box

Begin by All
1/2 Zoom
Then All
Hinge
Then All
1/2 Zoom
Then All
Hinge

Reverse Checkpoint <Any Call 1> By <Any Call 2> — *From:* applicable formations

Begin by Center 4
Do the <Any Call 1>
Then Resulting Ends (of original center 4)
Move away from the Center of the Set
Then Original Outsides
Work around the very Centers to do <Any Call 2>

Reverse Cross Swap The Top — *From:* Facing Couples

Beaus
Cross Extend, and Cast Off 3/4
While Belles
Run once and a half
also called as
"Mirror cross swap the top"

Reverse Order Concept — *From:* (concept)

(concept)
Break up the call into its component parts, and do the parts in reverse order

Reverse Swap The Top — *From:* Facing Couples

Beaus
Extend, and Cast off 3/4
While Belles
Run once and a half
Also called as
"Mirror swap the top"

Reverse The Pass — *From:* Tandem Couples

Begin by Leaders
Trade
Then All
Pass Thru
Then Original Trailers
Trade

Reverse The Top — *From:* applicable formations

Begin by All
Fan the Top
Then All
Swing
NOTE
This is a "reverse order, spin the top"

Revolve To A Wave — *From:* 2 x 2

Trailers
Do your part of a facing Recycle
While Leaders
(as one movement) Do your part of Mini-Chase and Hinge

Rip Off — *From:* 2 x 2

Leaders
Beaus Run, Belles Zoom
While Trailers
Beaus Walk, Belles Dodge

Rotary Circulate — *From:* Parallel Waves

Leaders
1/2 Split Circulate, Circulate twice, do the last half of a Split Circulate
While Trailers
Extend, Hinge, Box Circulate twice, Hinge, and Extend

Rotate (from Columns) — *From:* Columns

Begin by All
As Couples 1/4 To Promenade
Then All
Counter Rotate the given fraction (around the center of the Set)

Scramble — *From:* Parallel Lines

Ends
Bend and Turn Thru
While Centers
Face In and Cross Trail Thru

Shake & Rattle — *From:* 2 x 2

Leaders
Do your part of Shakedown
While Trailers
Do your part of Reverse Split Swap

Sidetrack — *From:* applicable formations

Begin by All
Zig-Zag
Then All
Counter Rotate 1/4
Then All
Roll

Single Concept — *From:* (concept)

(concept)
Single is a way to take an 8-dancer call and make it a 4-dancer call
or to take a 4-dancer call and make it a 2-dancer call
In the Single version of a call
Each dancer executes the movement
that would
normally be done by a set of two dancers
NOTE:
This is not supposed to be used as a "general concept" anymore - but is any way
Check online "Ceder Chest" for currently accepted calls

Split Phantom <formation> Concept — *From:* 2 x 8 Matrix

(concept)
Split the real 8 person Matrix into two separate 8 person <formations>
(Normally with 4 real and 4 phantom dancers in each formation)
For example:
Split Phantom Diamonds and Split Phantom Quarter Tags

Split Phantom Boxes Concept — *From:* 2 x 8 Matrix

(concept)

Split the 2 x 8 Matrix into two 2 x 4 Matrices
Work in the 2 x 4 on each side

Stimulate (The Column) — *From:* Columns

Begin by All
Circulate
Then All
Circulate 1/2
Then Very Ends
Counter Rotate 1/4 and 1/2 Press Ahead (to become ends of new wave)
While Others
Hinge & Grand Fan the Top (i.e. four cast off 3/4 while other moves up)

Strut Right / Left (And Left / Right) — *From:* Double Pass Thru

Begin by Centers
Pass Thru and Right (Left) Turn to a Line, and Spread to become #1 and #3 in a tidal line
Then Others
Step Ahead and Veer Right (Left) to become #2 and #4 in a Tidal Line
NOTE
If only one direction is given, then both couples go that way

Swing-O-Late — *From:* Parallel Waves

Begin by All
Arm Turn 1/2 (swing)
Then Centers
Trade and Spread
While Ends
U-Turn back, and Crossover Circulate

Take <N> — *From:* Lines Back-to-Back

<N> Dancers on the right of the line
Do a shakedown movement and adjust to end in Concentric Facing lines of <N>
While Others
1/4 Right, and Step Ahead to create a compact symmetric formation

Track <N> — *From:* Completed Double Pass Thru

Begin by All
Tandem Partner Trade
Then All
Extend <N> Times
NOTE
At C3B, "Track" is an "A-T-C" call

Trade The Diamond — *From:* Parallel Lines

Begin by All
Trade the Deucey
Then Centers
Hinge
Then All
Diamond Circulate
Then Centers
Hinge

Trapezoid Formation — *From:* (formation)

(formation)
Distorted 2 x 2
Formed from a normal 2 x 2 after any two adjacent dancers
each move a distance of one matrix position directly away from each other.

Triple <formations> Working <direction> Concept — *From:* (concept)

(concept)
A precise way to state how to do some calls from a 12-Matrix .
The dancers in the center Triple formation work with the four spots in their Triple formation
and
the four spots in the outside Triple formation
which
is toward the given direction
NOTE
Similar to Left/Right/Front/Back "Jay" - but for 8 person calls

Turn The Key — *From:* applicable formations

Begin by All
Trade
Then All
Counter Rotate 1/4
Then All
Hinge
NOTE
<Any Call> the Key, replaces the original "trade" with the <any call>

Turnstyle — *From:* applicable formations

Centers
(Touch if necessary, and) Cast Off 3/4
While Ends
1/4 Right

Two-Faced Concept — *From:* (concept)

(concept)
Replace each Arm Turn 1/2 (i.e., Swing or Slip) with a Partner Trade and do the given call

Twosome Concept — *From:* (concept)

(concept)

consists of two dancers working as a unit
Throughout the given call, dancers retain their geographical orientation
in the square with respect to the other dancer in their Twosome unit
The two dancers in the Twosome unit are working as if they are one dancer

Wave The <anyone> — *From:* applicable formations

Begin by All
Press Ahead
Then Outsides
Do your part of Designated dancer Kick Off
While Centers
Designated Dancer Walk and the others Dodge

With Confidence — *From:* Parallel Lines

Begin by Centers
Hinge
Then Very Centers
Hinge
While Ends
1/2 Circulate
Then Those as a Couple
Step ahead
While Others
Centers U-Turn Back and do your part of a Couples Hinge

Z Formation — *From:* (formation)

(formation)

A "Z" is a distorted box or 2 x 2 that is offset by one position

Z-Axle — *From:* Z

Begin by Outsides
Cross Cast Back
Then All
Trade
Then Centers
Trade