

# Advanced Definitions

Based on definitions in "Ceder Chest" by Vic Ceder

Available online at:

[http://www.ceder.net/def/index\\_master.php4](http://www.ceder.net/def/index_master.php4)

And/or CALLERLAB - See

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

**Formatting and modifications by Bill Klein - [wmklein@ix.netcom.com](mailto:wmklein@ix.netcom.com)**

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*

**C4W1**

### (Any Call) Clear out

*From:* Various

Begin by All

    Circulate (Or Any Call)

Then Centers

    Circulate

Then All

    (concentric) "like a Couple Up"

### (Cross) Make a Pass (But Any Call)

*From:* 1/4 Tag

Begin by Those facing directly

    Pass thru

Then Centers

    Cast off 3/4 - or (Any Call)

While Ends

    Trade and roll

NOTE

    Cross - refers to who does the initial pass thru

### (Cross) Replace the Column (But Any Call)

*From:* Columns

Begin by All

    (Cross) Invert the Column 3/4

Then #1 and #2 in Column

    Continue to Counter Rotate (to become ends of waves)

While #3 in Column

    Extend to center wave/line

Then Center Wave (line)

    (2/3 cross-cycle) 2/3 Recycle (or take Any Call)

Call Name

Starting Position

Definition

Level

C4W1

<Any Tagging Call 1> the Yellow Bricking <Any Call 2>

From: Various

Begin by All  
A-T-C to 1/2 Tag  
Then All  
Follow your neighbor and spread and slither  
Then Centers  
Follow your neighbor and spread  
While Ends  
Circulate one and 1/2  
Then Outside Couples  
Concentric <Any Call 2>  
While Remaining End  
Counter Rotate (to end of center wave)

<Any Tagging Call> er's Flow

From: Various

Begin by All  
Do A-T-C to 1/2 tag position  
Then All  
Tandem Run (tandem swing)  
Then New Centers  
Trade (slip)  
NOTE:  
For "but cross it" - tandem run is replaced by tandem centers cross run, ends run  
NOTE  
For "but Criss cross it" - tandem run is replaced by all tandem cross run

<Any Tagging Call> the Yellow Brick Road

From: Various

Begin by All  
A-T-C to 1/2 Tag  
Then All  
Follow your neighbor and spread and slither  
Then Centers  
Follow your neighbor and spread  
While Ends  
Circulate one and 1/2  
Then Outside Couples  
Concentric Wheel and deal  
While Remaining End  
Counter Rotate (to end of center wave)

<Any Tagging Call> to a Diamond / Hourglass / Interlocked Diamond

From: Various

Begin by All

A-T-C to 3/4 Tag

Then Ends

Quarter to wave direction (A-T-C to a diamond)

Or

For "to any formation" trailers (after 0/4 tag) adjust to the "any formation"

NOTE

This call always ends in either a LH or RH formation, never a funny formation

<Anyone> Advance to a Column

From: Columns

Begin by Designated

Walk

While Others

Dodge

Then All

Column circulate

Then Centers

Trade

Then All

Column Circulate

1/4 / 3/4 the Alter

From: Box

Begin by All

Cast 1/4 / 3/4

Then Centers

Cast 1/4 / 3/4

While Ends

U-Turn Back

Then All

Counter-Rotate (the diamond) 1/4 / 3/4

Then All

Flip the diamond

Bits and Pieces

From: Lines / Waves

Begin by Centers

Peel and Trail

Then They

Ah so

While Ends

2 "O" circulates

Then They

Trade

Bridge the Gap

*From:* Various

Beaus

Press Left

While Belles

Press Ahead

Then Original Belles

Run (left)

NOTE:

Original Belles do their part of a phantom belles run (if necessary)

Connect the Diamond

*From:* Diamonds

Begin by Centers

Hinge

While Points

Isolate

Then All

Drop In

Contour the Line

*From:* Various

Begin by All

Hinge

Then All

Split Circulate

Then All

Split Circulate

Then All

Hinge

Counteract

*From:* Columns

Ends

Trade

Then They

Split counter rotate

While Centers

Counter rotate

Then They

"out-anchor" 1/2 (around trailing center)

Call Name

Starting Position

Definition

Level

C4W1

Counterpoint

From: Various

Centers

(Concentric) Recycle (whatever type is appropriate)

While Ends

Counter Rotate

NOTE:

Cross Counterpoint has centers cross-cycle

Dixie Spin

From: Box

Begin by All

Dixie style to a wave

Then All

Fan the top

Double Down

From: Waves

Inneractives

2 split circulates

While Others

(All 8) circulate

NOTE:

On a Cross Double Down, the all 8 Circulate is replaced with a Cross Over Circulate.

Double the Wave

From: Waves

Begin by All

Fan the top

Then Very Centers

Trade

Follow the Yellow Brick Road

From: Waves

Begin by All

Follow your neighbor and spread and slither

Then Centers

Follow your neighbor and spread

While Ends

Circulate one and 1/2

Then End couple (of line of 6)

Concentric Wheel and Deal

While Other End

Counter rotate (to end of new center wave)

Follow the Yellow Bricking <Any Call>*From:* Waves

Begin by All  
Follow your neighbor and spread and slither  
Then Centers  
Follow your neighbor and spread  
While Ends  
Circulate one and 1/2  
Then End couple (of line of 6)  
Concentric (Any Call)  
While Other End  
Counter rotate (to end of new center wave)

Gravitate*From:* 1/4 (or 3/4) Tag

Centers  
Hinge, Box Circulate, Press Ahead (to become #1 and #2 of column)  
While Ends  
Reverse single rotate  
Then They  
(wave) Split counter rotate (to become #3 and #4 of column)

Hammerlane*From:* Facing Couples

All  
Do facing couples cross-cycle

Jam Thru*From:* 8 Chain Thru

Begin by All  
Pass thru  
Then New Centers  
Pass thru, quarter in, Pass thru  
While Ends  
Cross cloverleaf

Outpost*From:* Lines

Begin by All  
1/2 of Outroll circulate (if one end facing out) -(prefer the right end/judge if both looking out)  
Then Center 6  
Trade  
Then Center Wave  
Ah So  
While Ends  
2 "O" circulates

Presto

*From:* Two-faced lines

Centers  
    (concentric) Scoot back  
Then They  
    Press Ahead (to become #1 and #2 of column)  
While Ends  
    Tandem Cross fold (to become #3 and #4 of column)

Push Off

*From:* Generalized Columns

Begin by Centers  
    Zip code 1 (or once and a half)  
Then They  
    Touch 3/4  
While New Centers  
    Fan the top and Hinge

Quick Wrap

*From:* Columns

#1 and #2 in column  
    Split counter rotate  
While #3 and #4 in column  
    Circulate  
Then They  
    Reset 1/2

Ride the Tide

*From:* 8 Chain Thru

Begin by All  
    Cross Trail Thru  
Then All  
    Clover and Square Thru 2  
Then All  
    Slide Thru

Roll out the Barrel

*From:* Lines back to back

Couple on the Right  
    Link up  
Then They  
    Circulate 2  
While Others  
    Tag the line and face in  
Then They  
    Do trailers part of Link up

Call Name

Starting Position

Definition

Level

C4W1

Roll out to a Column

From: Completed Double Pass Thru

Ends

Right Anchor 1/4; Roll; Press Ahead

While Centers

1/4 right; Counter rotate; Press Ahead

Run Wild

From: Lines / Waves

Begin by All

Cross roll to a wave/line - Double

NOTE

3/4 Run Wild "adjusts" to a box

Settle Back

From: Various

Begin by All

Reset 1/2

Then New Centers

Cross Back

While Ends

2 "O" Circulates

Slimdown

From: Various 2 x 4

Begin by Centers

(Stable) lateral or normal substitute (to empty spot)

While Ends

(Phantom wave/column) (stable) normal / lateral substitute (reverse of adjacent center)

Spin Tag the Deucey (direction)

From: Waves

All

Spin Chain Thru

But New Ends

(while very centers are trading) Tag with each other

Then They

1/4 Right (or direction) and circulate 1

Stack the Wheel

From: Lines

Begin by All

As couples Hinge

Then All

Individually roll



Star to a Wave*From:* Facing Couples

Begin by All

1/2 Reverse Swap Around (to form right hand diamond - with original beaus as centers)

Then All

Counter rotate the diamond 1/2

Then All

Flip the diamond

Step Lively*From:* Waves

Begin by All

Detour

Then All

Slim down

Then All

Circulate

Tag the Star (N/4)*From:* Facing Couples

Begin by All

Reverse Swap 1/2 (to form right hand diamond - with original beaus as centers)

Then All

Counter rotate the diamond 1/2 and points roll

Then All

Finish Tag the Line (N/4) - Default all the way

NOTE

Tag the Star 1/2 is equal to a "turn the star 1/2 and drop in"

NOTE:

Tag the Star 1/2 can be done as a counter-rotate the diamond 1/2 and drop in

The Action*From:* Trade By

Ends

Partner Hinge and Trade

While Centers

Form Right Hand Star (1/2 reverse swap around - but form star not diamond)

Then They

Turn the Star 1/4

Then All

Finish like a chain reaction

Call Name

Starting Position

Definition

Level 

C4W1
------

The Difference

From: Various (usually a box)

Begin by All  
Cast off 3/4  
Then Centers  
Slip  
Then All  
Cast off 3/4

NOTE

Split the difference is a "split circulate the difference"

Transaction

From: Columns

Begin by All  
Transfer and Cast off 3/4  
Then All  
Chain Reaction

Turn On

From: Various

Begin by All  
Split Counter Rotate  
Then All  
Extend

Turntable

From: Various 2 x 4

Centers  
1/4 Right  
then They  
2 once removed circulates  
While Ends  
Slim down  
Then They  
Single rotate 1/2

Walk / (Any Call) the Plank

From: Columns

Begin by All  
Circulate or (Any Call)  
Then Centers  
Concentric Walk and Dodge  
While Lead End  
Run

**Call Name**

***Starting Position***

***Definition***

***Level***

**C4W1**

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**Walk out to a Column**

***From: Waves***

Leads

Once Removed Single wheel and Press Ahead (to become #2 and #3 in column)

While Trailers

Circulate and do their part of Step and Fold (to become #1 and #4 in column)