

# Challenge Definitions

Definitions based on on various online and other resources -

Order (week number) and which C4 calls are included based on

*Lynette Bellini's "C4 Learning Series" available online from:*

<http://www.lynette.org/c4teach2/>

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The definitions are "abbreviated" where necessary, and PARTICULARLY for variations, unusual starting positions, and exact ways to fractionalize calls, it is

**STRONGLY**

recommended that you refer to more detailed definition sources - especially those including examples and fractionalization information. Some suggested resources are:

*Bill Heimann's "Challenge Dancing - Calls - Survival Guide*

*Bill Ackerman's "C4 Calls" available at*

<http://www.lynette.org/sd/book1.pdf>

*Mixed Up - Challenge Square Dancing Definitions*

<http://www.mixed-up.com/dict/>

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## Call Name

*Starting Position*

*Definition*

*Level*

**C4W1**

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### (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)

<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

Call Name

Starting Position

Definition

Level

C4W1

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)

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.

Call Name

Starting Position

Definition

Level

C4W1

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

Call Name

Starting Position

Definition

Level

C4W1

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

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)

Call Name

*Starting Position*

*Definition*

*Level*

**C4W1**

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"

Call Name

Starting Position

Definition

Level

C4W1

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

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

*Call Name*

*Starting Position*

*Definition*

*Level*

**C4W1**

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Walk / (Any Call) the Plank

*From:* Columns

Begin by All

    Circulate or (Any Call)

Then Centers

    Concentric Walk and Dodge

While Lead End

    Run

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)