

# 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*

**C4W2**

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(AnyCall1) An Anchor (But AnyCall2)

*From:* Tidal Wave

Begin by Center 6

Triple Trade

While Very Ends

Counter Rotate

Then Center Wave

Swing and Slip (or do AnyCall2)

While End of wave of 6

Counter Rotate and (Right shoulder) pass in with the one they meet (original end of tidal wave)

NOTE

"An Anchor" is often (usually) preceded by "AnyCall1"

for example

Cast an Anchor is "Cast 3/4, then full An anchor"

(AnyCall1) Cover Up (But AnyCall2)*From:* applicable 2 x 4

Begin by All

Circulate once (or do AnyCall1)

Then All

Circulate 1/2

Then Centers

Recycle (or do AnyCall2)

While Ends

"Natural" (Any Shoulder) Pass In

NOTE

all dancers have "well defined" 3 parts

(AnyOne) Mark Time*From:* Columns / Completed DPT

#1 and #2 in Column (or designated)

Run, "Normalize" to center box, trade and roll

While Others

Partner Tag, then wheel and deal

NOTE

Instead of "normalize to a center box", others tell those dancers to circulate or press ahead

<AnyOne> Bring Us Together*From:* Static Square (or similar 2x4)

Designated

Circle left (clockwise) 1/2 Plus 2

While Others

Single Rotate 1/4, then phantom follow-thru

NOTE

&lt;fraction&gt; Bring Us Together, tell the centers (or designated) how far to circle

NOTE

Those doing the single rotate, often "hold hands" and move as a couple

<AnyOne> Shove Off*From:* Couples

Begin by Designated dancer

Run (away from partner)

While Other

Slide into designated dancers position

1/4 / 3/4 Wheel to a Diamond / Hourglass / Interlocked Diamond*From:* Boxes with couples

All

Do a "Wheel to a &lt;formation&gt;" but replace the initial Wheel Around with

A left Cast 1/4 or 3/4

About

*From:* Lines / Waves

All

Explode <and nothing>

NOTE

For historical reasons, "SWING ABOUT" is a "SWING and SLIP ABOUT"

Alter the Diamond

*From:* Diamond

Begin by All

Counter Rotate the Diamond 1/2 (or fraction designated)

Then All

Flip the Diamond

Then All

Fan Back

NOTE

"Fan Back" is "centers cast 3/4, while ends turn back"

Barge Thru

*From:* Facing Lines of 4

All

Square thru 2

Then All

Trade By

Buckle and <AnyCall>

*From:* Various (with ends in "lines")

Ends

2 "O" circulates - like a couple up

While Centers

(Concentric) do <AnyCall>

NOTE

"Buckle Up" (by itself) is OBSOLETE for "Buckle and Couple Up"

NOTE:

Alternative definition - Counter Rotate and Roll

Collapse <the setup>

*From:* Various

Ends

Detour

While Centers

Concentric Step and Fold

Countershake

From: Completed DPT

Ends

1/4 Right, Counter Rotate, Phantom Follow-thru

While Centers

Concentric Shakedown, Veer Left, and as couples extend

NOTE

All dancers have three "well-defined" parts

However

last part for the original ends has various definitions (for example twosome drop in)

Create a Diamond

From: Two Faced Lines

All

Slant Touch and Half Tag

NOTE

Center wave always does a "right touch" as in any "Slant Touch and" call

Curl Apart

From: 1 X 4

All

Slip and Switch

HINT

Cheat 1: Centers: Trade and flip out (run) While Others: Cross Run

HINT

Alternative Cheat: Curl Thru then Reverse Flip the Z

NOTE

Depending upon the definitions, original ends can or cannot roll at the end

You need to

"give the caller what they want"

Cy-Kick

From: 1/4 or 3/4 Tag

Centers

Concentric 2/3 Recycle

While Ends

Do your part of Beaus Kick Off

NOTE

Cross Cy-Kick has centers do 2/3 of a cross cycle

Easy Does It

From: Lines

All

Concentric Zing

NOTE

Remember that the Ends need to "move up" as this is concentric unlike

Ease Off

Fall Into A Column

From: 1/4 Tag

Centers

!/3 Recycle (centers fold)

Then Centers

Move forward (to become #1 and #2 in column)

While Approached Dancer

Dodge

While Other Dancer

Walk

NOTE

Original R-H wave in center ends in R-H column; Original L-H wave ends in L-H Column

Fan the Gate / Fan the Gating <AnyCall>

From: Two Faced Lines

Centers

Cast 3/4

While Ends

Circulate Once and a Half

Then Very Centers

Cast 3/4

While End Couple

Bend the Line (or do AnyCall)

NOTE

Unlike Fascinate, the Bend the line (or AnyCall) is NOT done concentrically

Go First Class

From: Waves

Leaders

Switch

While Trailers

Scatter Circulate

Hang Loose

From: Waves

Begin by Lead Center

Cross Run (Cross fold)

While Others

Peel and Trail

Then Outside Two (Peeler and Adjacent dancer)

Trade

Then Those Facing

Pass In

While Others

Step Thru and Bend the Line

NOTE

The first part for both leaders is the OPPOSITE direction than a split circulate

Call Name

Starting Position

Definition

Level

C4W2

Hot Foot Spin

From: Waves

Begin by All  
Fan the Top  
Then Very Centers  
Trade  
Then All  
Spin the Top

Kick the Habit

From: Various

Ends  
Counter Rotate  
While Centers  
(Concentric) Leads Kick Off

Lock 'Em Up

From: Tidal Wave

Begin by All  
Lock the Hinge  
Then Centers  
Hinge the Lock  
While Ends  
Counter Rotate and Roll

NOTE

All dancers have four well-defined parts (Lock the hinge and hinge the lock are treated as 2 parts)

Long Trip

From: Waves

Begin by All  
Short Trip  
Then Centers  
Pass Thru  
While Others (wings)  
Cross Fold

Nip and Tuck

From: Couples Back-to-Back

Belles  
Zing (or 3/4 Zoom, or Shakedown)  
While Beaus  
Run and wheel thru

NOTE

"Equivalent" to (and danced as) Couples twosome latch on

Pass the Top

From: Lines Facing

Centers

Spin the top, Explode and Spread

While Ends

2/3 Chisel Thru, then Press Ahead

NOTE

"explode and" is replaced in many definitions by "About"

Relay the Diamond

From: Waves

All

Spin chain thru; Ends Circulate 2

But Interrupt before final Cast 3/4

with

Swing, then all Diamond Circulate

Scoot Apart

From: Mini-Wave Box

Trailers

Extend, trade, and spread

While Leaders

Box Circulate once and a half

Short Trip

From: Waves

Outeractives

Squeeze

While Ineractives

Circulate

NOTE

Ends in parallelogram two faced lines

Single Scoot and Trade

From: 1/4 Tag

Begin by All

Scoot Back

Then Outsides

Quarter to Handhold

While Centers

Hinge

Then All

Couples Hinge (or Lockit)

Soft Touch (fraction) / Soft <AnyCall>

*From:* Various 4 persons formations

Centers

Hinge, then flip away (Phantom run out)

While Others

Quarter in

Then They

Touch (or Touch (fraction) or Do AnyCall with each other)

Strike Out

*From:* Lines

Ends

Detour

While Centers

(Concentric) Single Cross and Wheel (i.e. hinge, then step and fold)

Stroll Down the Lane

*From:* Lines Facing

Left End Dancer

Press out and recycle with the (other end) dancer they meet

Then They

Veer (or press) Left

While Centers

Hammerlane

NOTE

"2/3 Stroll down the lane" leaves the centers in a two-faced line

Tickle

*From:* Box or Line/Wave

Begin by All

Hinge

Then All

Split Counter Rotate

NOTE

From waves, this is the same as an Ah-So - but not from other formations

Touch of Class

*From:* Waves

Leaders

Switch and Circulate

While Trailers

Extend, Recycle Plus 2

NOTE

"Plus 2" means to slide 1 full (2 half) positions in flow direction



Call Name

*Starting Position*

*Definition*

*Level*

<b>C4W2</b>
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Turn Away

*From:* Completed DPT (or Columns)

Belles

Peel Off and Circulate

While Beaus

Trail Off

HINT

Everyone "go right"

Hint:

Think "Go Right"

Vertical Turn and Deal

*From:* Box

Begin by All

Vertical 1/2 Tag

Then Those who turned for the  
Vertical

"Roll" in the same direction as their first turn

NOTE

Often some dancers can do the "delayed" roll while others cannot

Wheel to a Diamond / Hourglass / Interlocked  
Diamond

*From:* Couples Back-to-Back

Begin by All

Wheel Around and a Quarter More

Then Centers

Hinge (for Wheel to a Diamond) - See A-T-C to a <formation> for other variations

Wipe Out

*From:* Waves

Centers

Scoot Back and Spread

While Ends

(do their part) Swing and Slip

With Finesse

From: Columns

Ends

Cast 3/4 and Spread

While Lead Center

Peel and Counter Rotate (to become #2 in Tidal Setup)

While Trailing Center

Extend, Hinge, and Spread (to become #3 in tidal Setup)

NOTE

Original Ends, end as ends of each sides wave

While

Original centers end as centers of each wave, RH Column ends with LH centers

NOTE

#3 in column don't usually touch on their "hinge"