## 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/

Formatting and modifications by Bill Klein - wmklein <at> ix.netcom.co

The definitions are "abreviated" 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/

Call Name Starting Position

Definition Level C4W3

From: 3/4 Tag (for Dream itself)

From: 3/4 Tag (for Nightmare itself)

From: Columns

(Any Tagging Call) Dream

Begin by All

Do the A-T-C call to the 3/4 Tag

Then Centers

Swing, Slip, and Slide Thru

While Ends

Quarter Right and (one) Circulate

(Any Tagging Call) Nightmare

Begin by All

Do the A-T-C call to the 3/4 Tag

Then Centers

Swing, Slip, and Slide Thru

While Ends

Quarter Left and (one) Circulate

(Criss Cross) Shadow the Column

#1 and #3 in Colum

Do the ends part of (Criss Cross) (Cast) a Shadow

While #2 and #4

Do the centers part of (Criss Cross) (Cast) a Shadow

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Definition Level C4W3

From: Columns

From: Waves

From: Various

(Criss) (Cross) Double Your Pleasure

Begin by #1 in Column

Peel and Circulate

While Others

**Extend and Trade** 

Then (new) #1 in Column

Peel

While Others (in Columns of 3)

Extend and Trade

NOTE

"Cross Double Your Pleasure" replaces both "Peel Off" with "Trail Off"

While

"Criss Cross Double Your Pleasure" also replaces both "extend" with "Cross Extend"

(Cross) Trade Your Neighbor (Direction)

**Trailers** 

(Cross) Follow Your Neighbor

While Leads

Step Thru, Quarter (Direction) (or Right) and Circulate

<a href="#"><Any Tagging Call> (Back) and Dodge</a>

Begin by All

A-T-C to the half tag

Then All

Scoot and Dodge

NOTE

A-T-C and Dodge is a "shortened form" of "A-T-C Back and Dodge

Both forms of the calls

are in use

<a href="#"><Any Tagging Call> your (Criss) Cross Neighbor</a> From: Various

Begin by All

A-T-C to the half tag

Then All

(Criss) Cross Your Neighbor

Starting Position Call Name

C4W3 Level **Definition** 

<Anyone> Run the Top

Begin by Designated

Run

Then All

Fan the Top

NOTE

If, after the run, you have couples facing, then that's who fans the top

NOTE

Cross Run the Top has the designated people cross run, then normal fan the top

<Anyone> Run the Wheel

Designated

Run and (any shoulder) Wheel Thru

While Others

Trade and Roll

<Anyone> Tie

Begin by All

Peel Off

Then (original) Designated Couples

(Couples) Circulate and Bend (the line)

While Others

Bend (the line) and (couples) Circulate

NOTE

For "Cross", replace "peel off" with "trail off"

<I-J-K> Quarter the Alter

ΑII

Quarter the Alter

But

Initial Cast is fraction "I"

Then Centers

Cast fraction "J"

Then Diamond

Turns Fraction "K"

From: Applicable 4 person formations

From: Box

From: Columns

*From:* Applicable 4 person formation

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Definition Level C4W3

<I-J-K-L> Quarter the Deucey

ΑII

Quarter the Deucey

But

Initial Cast is "I" fraction

Then Centers

Cast "J" fraction

Then Star

Turns "K" fraction

Then Those who meet

Cast "L" fraction

<I-J-K-L> Relay the Top

ΑII

Relay the Top

But

The first cast is fraction "I"

Then Centers

Cast fraction "J"

Then Star

turns fraction "K"

Then those who meet

cast fraction "L"

Barge the Action

ΑII

Square Thru 2, the Action

Barrel Of Fun

Begin by All

Concentric Quarter In

Then All

Centers Start, Peel Chain Thru

Cast a Net

Begin by All

Half Circulate

Then Outside (pair)

Trade and Spread

While Very Centers

Cast 3/4 and Spread

While Others

Counter Rotate (to become very ends of Tidal Formation)

From: Waves

From: Waves

From: Facing lines of 4

From: Lines with ends facing out

From: Waves or Two-Faced Lines

Definition Level C4W3

Change-O From: Columns

#1 and #2 in Column

(Normal) Circulate
While #3 and #4 in Column

**Crossover Circulate** 

<u>Circle the <fractional> Tag</u>

From: Couples Facing

ΑII

Circle (left) 1/4

Then All

Do one half "with the flow" (This is "Circle the Quarter Tag")

Then All

Extend (for designated fractional tag)

NOTE

"Circle to a wave" is equivalent to "Circle the Half Tag"

NOTE

This is a TAGGING call

<u>Crackle</u> From: Trade By or Other Applicable

formations

Centers

Touch (if necessary) and Lockit

While Ends

Hinge

<u>Cross Follow Thru</u> From: Box or Quarter Tag

**Trailers** 

Cross Extend and Hinge

While Others (if any)

1/2 box circulate

NOTE

From a mini-wave box, this is equivalent to a Weave

Fan (and Cross) Thru From: Facing Couples

Begin by All

Touch

Then Centers

Slip

Then All

Step Thru

NOTE

On "Fan and Cross Thru", all step thru "like a half sashay"

Starting Position Call Name

C4W3 Level Definition

First Choice / (AnyCall)

Leads

Switch with the Flow

While Trailers

Extend then Lock the Hinge - or do (AnyCall)

Follow and Cross / Criss Cross

From: Waves

From: Completed DPT

From: Waves

Begin by All

Scoot Back

Then Trailers

Follow Your Neighbor (Cross Your neighbor for Criss Cross)

While Leads

1/2 Split Circulate, Then All-8 Circulate

Hang a Right/Left

Lead Couple

Wheel Right (or left) and Circulate

While Trailing Couple

Wheel Right (or left)

HINT:

As Couples and In Tandem Right/Left Roll to a Wave

Hinge the Top

From: Box

Begin by All

Hinge

Then All

Fan the Top

NOTE

Hit the Wall

Also, "Lock the Top" - Similar to Lock the Hinge, etc

**Formations** 

Centers

Pass Out

While Ends

Partner Tag

Lift Off But <AnyCall>

From: Static Square but with 2 couples

From: Trade By or other Applicable

facing out

ΑII

Lift Off, but replace the final couples circulate with <AnyCall>

NOTE

This is now on the Callerlab C3B list

Definition Level C4W3

Nicely From: Waves or Lines

ΑII

Hinge and Cross

Quick Change From: Various

ΑII

Acey Deucey and ALL Face in ("Roll as if you could")

Recount From: Waves

Outeractives

2/3 Recycle

While Others

Center Anchor 1/4 (end moves around center)

Reverse Change-O From: Columns

Change-O

#1 and #4 in Column

(Normal) Circulate

While #2 and #3 in Column

Crossover Circulate

Ripsaw From: Lines with ends facing out

Ends

Cross Fold and Pass Thru with real dancer (do a double pass thru)

While Centers

(Concentric) Partner Tag then Cloverleaf

Run Away From: Lines or Waves

Begin by Centers

Kickoff

Then New Centers

Touch 1/2

Alternative Definition

Centers Run and roll, ends face in and touch 1/2

Shadow <Formation> <AnyCall> From: Various

Ends (in Tandem)

Cast a Shadow but do not Spread

While Centers

In <Formation> do <AnyCall>

Definition Level C4W3

Short Cycle From: Waves

Begin by Centers

U-Turn Back (toward partner)

Then All

Couples Hinge

Note

This is what those in the mini-wave do during "With Confidence"

Shortcut From: Couples Facing

Beaus

Phantom Touch 1/4

While Belles

Partner Tag

Snap the (Fraction) Tag From: Lines or Waves

Begin by All

Partner Tag

Then Ends

**U-Turn Back** 

Then All

Extend to the (Fraction) Tag

Alternative Definition

1/2 Partner Tag, then (Fractional) Vertical Tag

Split Cast (Fraction) From: Various

Begin by Ends

Hinge

Then All

Cast (Fraction) (default is 1/2)

Square Out From: 8 Chain Thru

Centers

Square Thru 4

While Ends

8 Chain 2, then Square Thru 2

HINT

Square Thru 4, Second Hand Grand

Square Turn Thru (N) From: Facing Couples

Begin by All

Square Thru (N) to a Wave

Then All

"any hand" Turn Thru

Definition Level C4W3

From: Quarter Tag

From: Columns

Swing to a Column

Begin by Centers

Trade, Roll, and Touch

While Ends

Divide and Touch 1/4

Then All

Circulate

Touch and Go (Fraction1) by (Fraction2)

Begin by All

Circulate 1/2

Then Ends

Counter Rotate and Extend

While Others (Center 6)

Cast (Fraction1)

Then New Center 4

Cast (Fraction 2)

While (New) Ends

Isolate

<u>Track <N></u> From: Completed DPT

Begin by All

**Tandem Partner Trade** 

Then All

Extend to the <N>/4 Tag position

NOTE

This is a TAGGING call

NOTE

This is now on the Callerlab C3B list

<u>Trail Chain Thru</u> From: Trade By or 3/4 Tag

ΑII

Peel Chain Thru,

**But Ends** 

Replace the initial "cast back" with a "cross cast back"

<u>Trans <AnyCall></u> From: Column

Begin by All

Transfer the Column

But

Replace the final extend with <AnyCall>

NOTE

"Transactivate" is a "Trans-Reactivate"

Definition Level C4W3

From: Columns

Tunnel (Thru) (Direction) / (AnyCall)

Centers

Partner Tag, Step Ahead, Trade

While Ends

Vertical 1/2 Tag (into Center)

Then They

Quarter in (Direction) or do (AnyCall)

**NOTE** 

For Tunnel Thru (Direction) / (AnyCall) the original ends FULL Vertical Tag

Turn and Q From: Couples Facing

Begin by All

Turn Thru

Then All

Quarter In

Then All

Left Turn Thru

Turnover From: Box

Begin by All

(Touch if needed and) Cast 3/4

Then Centers

Slither

Walk the (Cross) Clover From: Waves (or various)

Begin by All

Extend

Then Outsides

(Cross) Cloverleaf

While Centers

Hinge (or Touch 1/4)

Then They

Walk and Dodge

You All From: 4 Person Formations

Centers

Hinge

While Ends

**U-Turn Back** 

Definition Level C4W3

Zip the Top From: Various

Centers

Shazam

While Ends

Isolate

HINT

Alternative definition, Lock It, then Centers U-Turn Back toward each other