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*** **C4W5**

(Dixie) Derby *From:* Various

Begin by All

Dixie style to a wave (if Dixie Derby)

Then Centers

Trade and Spread

While Ends

Fold and step ahead (usually extend) to center of Wave

NOTE

Unless starting in "unusual position", Derby is a Cross Roll to wave/line

<Any Tagging Call> Eroo *From:* Various

Begin by All

ATC to 3/4 Tag Position

Then Ends

Quarter to handhold and circulate

While Centers

Cast 3/4

Alternate Definition

ATC to a Diamond, then Ends circulate while centers cast 3/4

<Anyone> Break the Alamo — *From:* Alamo

Begin by Designated dancers
Follow Thru
While Others
Lead loop around adjacent dancer
Then All
Extend (to form 2-faced lines)

<Anyone> Curve <direction> — *From:* Various

Designated Dancers
Press <direction> and quarter <direction> (in one smooth movement)

<N>/4 Chain and Circulate In — *From:* Waves, Lines, or Diamonds

Begin by Centers
(concentric) Any Hand <N>/4 thru the Windmill
While Ends
Circulate 2
Then All
Spread
NOTE
Alternatively, "Fan Chain and Circulate in - but replace the 1st Cast with a Cast <N>/4

<Right/Left> Anchor <x/4> — *From:* Couples

All
Pivot (anchor) in direction designated and for the fraction designated
NOTE:
The person pivoted around (Beau for left, Belle for Right) retains their position

Bail Out — *From:* Various

Ends
Circulate 1/2
Then They
Hinge
While Centers
(Concentric) Short and Sweet
Then They
Counter Rotate

Cheerio — *From:* Columns

Centers

Squeeze "like a couple up"

While Ends

Lead run, then Press Ahead

NOTE

If both ends are leads, they trade; if neither is a lead, then do NOT sashay

Clear the Centers for <AnyCall> — *From:* 1/4 Tag/Line

Begin by Centers

2/3 Linear Cycle, then Phantom Invert the Column 1/2

While Original Ends

"Slide in" and do the <AnyCall>

NOTE

For "but cross it", the Phantom Invert 1/2 becomes a Phantom Cross Invert 1/2

Clover / <AnyCall> the Wave — *From:* Waves

Begin by All

Extend Twice (to a Completed DPT)

Then All

Cloverleaf (or do <AnyCall>, e.g. "Peel Off" for "Peel the Wave")

Clover the Horn — *From:* Completed DPT

All

Trailers work 1/2 Stable, Cloverleaf

Then All

Pass Thru

Cloverleaf Turn — *From:* Eight Chain Thru

All

Clover and Turn Thru, Then Clover and Turn Thru

NOTE

On calls like "Clover and Turn Reaction", the final Turn Thru (before the reaction) is just a Trade

Convert the Triangle — *From:* Wave Based Triangle

Apex

Extends (steps forward to be lead of those in Tandem)

While Infacing Base Dancers

Extend and then Turn to be in Tandem with original Apex

While Outfacing Base Dancers

(phantom) partner hinge

NOTE

There used to be a (now obsolete) "Convert the Triangle" for Tandem Based Triangles

Criss Cross the Diamond — *From:* Waves

All
Trade the Diamond
But
Replace the Trade the Deucey with a Criss Cross the Deucey

Cross and Divide — *From:* Liner or Waves

Begin by Ends
Quarter Out
While Centers
1/2 Cross Run
Then All
Adjust to box of 4 with couples back to back

Cross Linear Cycle — *From:* Two Faced Lines

All
Linear Cycle
But
Replace the initial Hinge with a Once Removed Hinge

Cross to Diamond/Hourglass/Interlocked Diamond — *From:* Lines or Waves

Centers
Cross Over Circulate
While Ends
Do the formation circulate (e.g. Diamond Circulate for "Cross to a Diamond")

Crosstown Roll — *From:* Waves

Begin by All
"Back to Back" (or "wrong shoulder") partner trade
Then All
Extend

Detract <AnyCall> / <N> — *From:* Lines, Waves, or Columns

All
Breaker <AnyCall> / <N>
But Original Ends
Replace the Cast 3/4 with a "Detour as if they could" and Hinge
NOTE
The "detour as if they could" allows this call to be done from Columns

Dixie Chain — *From:* Beginning DPT

Begin by Centers
Right Pull By
Then All
Left Pull By
Then Centers
Right Pull By

Dixie Daisy — *From:* Beginning DPT

Begin by Centers
Right Pull By
Then All
Left Turn Thru
Then Centers
Right Pull By

Erase — *From:* Lines, Waves, or Diamonds

Centers
U-Turn Back (toward each other)
While Ends
Isolate (their part of Lockit or fan the top)

Flare the Star — *From:* Facing Couples

Begin by All
1/2 Reverse Swap Around
Then All
Counter Rotate the Diamond 1/4
Then All
Reverse Flip the Diamond
Then All
Chain Down the Line
NOTE
This is an OLD (traditional) call with a "fudgy" real definition, but this one works

Fractal <AnyCall> — *From:*

All
Do the <AnyCall>
But
Replace all 3/4's with 1/4 and Vice Versa
NOTE
This impacts arm turns, star turns, and casts

In Style

From: 8-Chain, Trade By, 1/4 Tag

Begin by Centers
Step to a Wave (if not already in one)
Then Very Centers
U-Turn Back (away from each others, toward new partner)
Then Center Couples
As Couples, Extend
While Original Outsides
Stable Turn to a Line (If facing in, this is just an "as couples, extend")

In/Out Roll to a Wave

From: Diamonds, Lines, or Waves

Begin by Ends or Points
In (or Out) Roll Circulate
While Centers
"Slide" (vertical or lateral) toward vacated end
Then They
Hinge

Mesh

From: 2 dancers (usually in tandem or facing)

Trailers
Single Veer Right
While Others
"Adjust" (usually to couples or LH mini-waves)

Mix the Line

From: Lines Facing

All
As couples, quarter out - "like a Shuffle the Deck"
NOTE
Shuffle the Deck "As couples,1/2 of a Half Sashay", i.e. Belle couple slides in front of Beau Couple
NOTE
This call cannot be fractionalized

Open Ups <AnyCall>

From: Columns

Begin by All
Open Up and Cast 3/4
Then All
Do <AnyCall>
NOTE
Open Ups <AnyCall> is similar to "Trans <AnyCall>"

William M. Klein (wmklein@ix.netcom.com)

Plus <N> — *From:* Various

All
Slide <N>/2 (matrix) positions, laterally in flowing (veering) direction
NOTE
"Plus 2" goes one matrix position, not 2

Push Open the Gate — *From:* 8 Chain Thru

Begin by Centers
In
Then All
Cast 3/4
Then Centers
Pass Thru
While Ends
Bend and Slide Thru

Reciprocate — *From:* 1/4 or 3/4 Tag

Centers
Spin the Windmill
While Ends
Divide and Cast 3/4

Remember the Alamo — *From:* Waves

Inneractives
Split Counter Rotate
While Outeractives
Ah So
NOTE
Ends in an Alamo Ring

Reverse the Diamond — *From:* Diamonds

Centers
Trade the Wave
While Others (Usually Points)
U-Turn Back

Right On <X> (and Y/4) — *From:* Couples Facing

Begin by All
Square Thru <X> to a wave
Then All
Cast 3/4 (or Y/4)
Then All
Roll
NOTE
"Right On 3 and a Half" means "Square thru 3 to a wave, Cast 1/2, and roll

Rip the Line — *From:* Lines

Centers
U-Turn Back
While Ends
Cross Fold

Roll the Wave — *From:* Wave

Begin by All
"Lines Divide" (Turn 1/4 away from center of Wave)
Then All
Individually "Peel in flow direction" - and adjust to Couples
NOTE
See "historical" information for differences between "Roll the Line" and "Roll the Wave"

Round Off — *From:* Lines Back to Back

Begin by All
Lines Divide (Turn 1/4 away from Center of Line)
Then All
Tandem U-Turn Back
NOTE
"Older" definition has a "cloverleaf in" in it

Round the Horn — *From:* Lines or Waves

Begin by All
Original Centers, Work 1/2 Stable, Round Off
Then All
Pass Thru

Sashay Thru — *From:* Couples Facing

Begin by All
Do Sa Do 3/4
Then Centers
Slither

Set In Motion Plus 1 / Plus 2 — *From:*

Begin by All
Do a Normal Sets In Motion
Then 3rd Dancer in Center Column
Extend to Center of Outside Couple and U-Turn Back (Peel) to the Left
Then (For Plus 2) 4th Dancer in Column
Extend to Center of Outside Line and U-Turn Back (Peel) to the Right

Ship Ahoy — *From:* Lines (with one end facing out)

Outeractives
Cycle and Wheel ("Destroy the Line")
While Others
Center Shove Off

Shuttle (Direction) / (AnyCall) — *From:* 8-Chain Thru

Begin by All
Pass Thru
Then (new) Centers
Slide Thru
While (new) Ends
Do (AnyCall) or 1/4 in (Direction) (or do nothing if no call or direction is given)
NOTE
If Ends do a 4 person box call, they end in original footprints, not Concentric columns to columns

Snake — *From:* Mini-Waves

All
Quarter In
Then All
Step to "other-handed" Mini-Wave

Snap the Diamond — *From:* Diamonds

Begin by All
Diamond Partner Tag
Then Original Points
Partner Tag
While Centers
Right Roll to a Wave

Spin a Wheel — *From:* Two-Faced Lines

Begin by All
Couples Hinge
Then All
Triple Trade
Then All
Couples Hinge

Spin Chain and Circulate In — *From:* Waves

Begin by All
Swing
Then Centers
Fan Chain Thru
While Ends
Circulate 2
Then All
Spread

Spin chain and Circulate the Gears — *From:* Waves

All
Spin Chain the Gears
But I
Interrupt after each "Points Turn Back" - with a "Points Circulate"

Straight Fire / Straight <AnyCall> — *From:* Two-Faced Lines

(For Straight Fire) Trailing Ends
Cross Over Circulate
While Others
Crossfire
NOTE
For more on the "Straight Concept" - See Week 3 Concepts

Swing Chain <Call> — *From:* Various

All
Do the "Spin Chain <Call>"
But
Replace all Cast 3/4's by Cast 1/4
NOTE
The C3A call, "Swing Chain Thru" applies this concept to the Mainstream "Spin Chain Thru" call
NOTE
Also changes "Star 3/4" with "Star 1/4"

Tap the <AnyOne> — *From:* Couples Facing

Begin by All
Pass Thru
Then Designated <AnyOne>
U-Turn Back
Then All
Box Counter Rotate
Then All
Roll
NOTE
Whether your are designated or not is determined AFTER the Pass Thru
NOTE
this has 4 distinct parts and is often fractionalized

Touch Tone (X/4) by (Y/4) — *From:* Waves

Begin by All
Extend
Then Centers
Cast X/4 (0/4 is the default)
While Ends
Cast Back, Touch (with original handedness), and Cast Y/4 (0/4 is the default)

Trim the Web — *From:* I

Begin by Centers (usually a mini-wave)
Trade (Swing)
Then Triangle
Make a 3 Person Star (Using Handedness of Triangle Apex)
Then Star
Turn 2/3
Then Outsides
Face In (to form a couple facing in)

Triple Turn — *From:* Box (Couples in Tandem)

Begin by All
Turn to a Line
Then All
Turn and Deal
Then All
Turn to a Line

Trixie — *From:* Box

Leads
Quarter In
While Trailers
Quarter Out

Trixie Spin — *From:* Box

Begin by All
Trixie
Then All
Cast 3/4
Then Centers
Cross Run

Turn and Left Thru — *From:* Couples Facing

Begin by All
Turn Thru
Then All
Courtesy Turn

Turn By — *From:* Single Trade By

Those Facing (Centers)
Pass Thru
While Others (Ends)
U-Turn Back by Turning Right
NOTE
Cheat - "Single Trade By - as if you could"