

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/>

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

Call Name

Starting Position

Definition

Level

C4W5

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

(For Cross to a Diamond) Centers

Cross Over Circulate

While Ends

Slide Together and Hinge

NOTE

For "Cross to a <formation>" see discussion of <ATC> to a <Formation>

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

Call Name

Starting Position

Definition

Level

C4W5

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

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")

Call Name

Starting Position

Definition

Level

C4W5

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>"

Plus <N>

From: Various

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

Call Name

Starting Position

Definition

Level

C4W5

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

Call Name

Starting Position

Definition

Level

C4W5

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

Ship Ahoy

From: Lines (with one end facing out)

Outeractives

Cycle and Wheel ("Destroy the Line")

While Others

Center Shove Off

Call Name

Starting Position

Definition

Level

C4W5

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

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

Call Name

Starting Position

Definition

Level

C4W5

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

Call Name

Starting Position

Definition

Level

C4W5

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"