# An Advanced Square Dancing Study Guide

The following are —for the most part—concise definitions of all Advanced calls that Advanced dancers should commit to memory. Some are bit more extended for study purposes. Advanced dancing is called Advanced because it takes more complex dancing skill, and because dancers are expected to spend more time learning all calls and their variations in detail. You can't be an advanced level athlete without putting in regular workout time, and you can't be an advanced square dancer without putting in regular study time fully learning and understanding the calls and concepts and all of their nuances.

For every program of square dancing, dancers should be able to verbalize the simple definitions of each call. Most can do this for the basic calls (½ right and ½ left for swing thru, etc.). And...how many times have you said "hinge, fold, pass and peel" at plus???? You should be able to do this for every call in every program you dance. As you progress through programs of increasing difficulty callers expect dancers to have higher levels of familiarity with the calls, so that more esoteric applications of them can be used.

Thus, it is important that you study as you progress to more complex programs. For Advanced I would suggest a minimum of 1½ hours per week until you know the calls well. This should be divided into several 15-20 minute sessions, rather than one hard push. Once you fully know them, then you can stop this.

The following is part of an article written by Bill Heimann one of the most skilled dancers there is. It provides you with some food for thought and guidance on learning calls.

#### **Learning Calls**

The problem-solving, concept-oriented direction into which advanced and challenge dancing has evolved necessitates knowing precise definitions. No longer can a dancer have a mental picture of a call and "feel" his/her way through it by blending in with the flow of the other seven dancers.

Being successful at square dancing is no different than being successful at anything else. The common denominator is to *form habits* of doing those things it takes to be successful. In this case, you must form the habit of memorizing calls. Here are some suggestions.

Since most of us don't have photographic memories, repetition is the only answer. You need 15 minutes a day, but take heart, you don't need an extra 15 minutes. Find some mindless tasks that require little concentration and fill that non-thinking time with memorizing calls. For example, take four or five calls each week, write them on a piece of paper, and put a copy in the front seat of the car to practice when you're commuting to work, on the mirror in the bathroom for when you're shaving or drying your hair, or on the refrigerator door or over the sink for when you're preparing meals. You can certainly devise others. These are just some that work for me. But the secret is to practice for 15 minutes each and every day in an existing time slot. (hint from Harlan: replace bathroom reading with studying calls)

The key to memorizing is to <u>verbalize</u>. Never look at a call (for instance motivate) and say, "Yes, I know that." or "yes, they go over here and the others do this." Always say, "all 8 circulate, centers cast ¾ - ends circulate ½, star turns ½ while outsides trade, those who meet cast ¾ and the ends move up".

Say it out loud or say it to yourself, but say it. Verbalize the call whenever you see or hear it. Quiz each other at supper - but always, always verbalize it. When you dance at any level, verbalize each and every call as you dance. If you do, you will be forming habits of the things you'll need at higher levels.

In summary, form habits of doing those things necessary for success; fill 15 otherwise mindless minutes of each day with memorizing calls; and verbalize the call each and every time you see or hear it. Hard work? Sure it is. Did you ever know anything worthwhile that didn't exact a price? These ideas were designed to be successful, not necessarily easy.

Go forth and verbalize.

Bill Heimann

Another hint: got a friend learning Advanced too? Get together and quiz each other or study together now and then

One final note—if you are studying something and just don't get it, then relax and wait and ask about it in class or workshop.

The study definitions of Advanced calls begin on the next page

# **Concise Advanced Definitions for Study Purposes**

¼ Thru/left ¼ thru	<ol> <li>those who can Hinge with a right hand (for left ¼ thru hinge left first)</li> <li>those who can trade with a left hand (for left ¼ thru the second part is trade with a right)</li> <li>Note: always starts with a right hand.</li> </ol>
¾ Thru/left ¾ Thru	<ol> <li>those who can cast 3/4 with a right hand (for left ¾ thru cast left first)         those who can trade with a left hand (for left ¾ thru the second part is trade with a         right)</li> <li>Note: always starts with a right hand.</li> </ol>
	Any formation with adjacent dancers
1/4 In	Dancers turn 90° in place toward the adjacent dancer. Ends in Facing Dancers.
	Note: immediately identify the dancer adjacent to you, then turn ¼ toward them
	Any formation with adjacent dancers
1/4 Out:	Dancers turn 90° in place away from the adjacent dancer. Ends in Back-to-Back Dancers.
	Note: immediately identify the dancer adjacent to you, then turn ¼ away from them
	From Twin Diamonds, an Hourglass, or other formations with a clear outer 6 and center 2
6 By 2 Acey Deucey	Outside 6 Circulate as Very Center 2 Trade.
,	Ends in the same formation as the starting formation
	From a Squared Set or similar formation
All 4	The <b>All 4 Couples</b> CONCEPT simultaneously activates eight dancers to do a 4-dancer call.
Couples Concept	The four dancers at the Heads' position work together to do the given call, while simultaneously, the four dancers at the Sides' position work together to do the same given call.
	Dancers at the Heads' position maneuver around the dancers at the Sides' position and vice-versa by working in a circle around the outside heads do not touch sides and sides do not touch heads as they execute the call. First time you pass person you don't touch use a right shoulder, the second time a left shoulder

All 8 Concept	From a Thar, Squared Set, Alamo ring and other formations  The 4 dancers nearest the Heads' position work together as the 4 dancers nearest the Sides' position work together. All eight dancers work simultaneously using appropriate traffic patterns.  All crossing/pull by/swing thru action is done using a star across the center
Any Hand Concept	The Any Hand concept is typically used when doing calls that always start with the Right-hand from setups in which some dancers start with the Right-hand and some dancers start with the Left-hand.  Sometimes Any Hand is used on a call that can start with either hand, such as Swing & Mix as an aid to warn the dancers that they are in an unusual setup (typically an Inverted Line) where some dancers are starting with the Left-hand.  Dancers do the call using whatever hand is convenient  Examples: any hand ¼ thru: centers and ends hinge with whatever hand they have then the centers do an appropriate trade  Any hand swing thru: centers and ends trade with whatever hand they have, centers trade
anything and Cross	<ol> <li>Do the <i>anything</i> call (which must end in an applicable 2 x 2);</li> <li>Trailers diagonal Pull By using outside hands.</li> <li>Example: touch ¼ and cross—touch ¼ and the trailers cross with a left hand</li> </ol>
As Couples Concept	Couples work together as a unit of one—i.e. as if they were a single dancer to do the given call.
Beau /Belle	The Beau is the Left-side dancer and the Belle is the Right-side dancer.  In right hand mini waves you are both beaus. In left hand mini waves you are both belles
Brace Thru	<ol> <li>From Facing Couples</li> <li>Right Pull By;</li> <li>Normal Couples (Boy on Left, Girl on Right) Courtesy Turn as         Half-Sashayed Couples (Boy on Right, Girl on Left) U-Turn Back.</li> <li>Ends in Normal Facing Couples.</li> <li>This was called half breed thru and some callers still use that inappropriate term</li> </ol>

## From waves, lines and promenade 1) Ends ½ zoom, cast ¾ and spread 2) Center lead (center looking out) cloverleaf away from the center and steps ahead to become the trailing center of a forming line or wave 3) Center facing in: extend, hinge, and extend to become lead center of a forming wave Cast a **Shadow** Notes: The lead center does a cloverleaf and follows the end he/she was adjacent to "around the corner" toward the outside (shadows the end they were next to) The trailing center extends and hinges then waits 2 beats of music to let the others get out of the way before extending. This is often done as a "whoop" but beware of going too far on the whoop and facing the wrong wall. Until you do this part of the call well, extend hinge and extend rather than whoop with crossing hands etc. From a right or left hand ¼ tag formation 1) The center of the wave and the outside they are facing pass thru. (The outside who does not pass thru freezes in place and takes to hand of the center who moved to the outside. This puts the outside who moved to the center in a star position) 2) The resulting outside mini wave hinges while the end of the center wave moves ¼ of the way around the outside to meet the outside member of the mini wave (more precisely the end of the wave counter rotates ¼). This creates a center star and outside mini wave. 3) The outside mini wave trades while the star turns 1/4 Chain 4) Those who meet cast ¾ and the ends move up to becomes ends of forming waves reaction (similar to the end part of relay the deucey or their part of hourglass circulate) Notes: This call takes team work. • Don't rush it take extra time for everyone to be in place for each part of the call • Don't begin the next part until you physically have someone to work with It is absolutely critical that those facing directly at the beginning of the call acknowledge by eye contact that they will pass thru with each other The mist important part of this call is that the outside not passed thru with (the

outside not facing a center directly) must freeze in place until the approaching center

takes their hand for a hinge. If they don't this will break down the square.

Checkmate The Column	From Columns.  First Two (#1 and #2) Circulate 4 spots & 1/4 In as Last Two (#3 and #4) Circulate twice, 1/4 In, & couples Circulate.  Normal Columns end in Parallel Two-Faced Lines.
Clover/ Cross Clover And anything	From formations with one or more Out-Facing Couples of the square (not directly looking at any other dancers)  Clover And anything:  Out-Facing Couples (Step Ahead if necessary, and) Cloverleaf. The Others (move in to the center if necessary, and) do the anything call.  Cross Clover And anything:  Out-Facing Couples Cross Cloverleaf (as one movement Half Sashay and Cloverleaf). The Others (move in to the center if necessary, and) do the anything call.  Example: clover and swing thru
Cross Cloverleaf	<ul> <li>From a completed double pass thru</li> <li>Leads sashay and cloverleaf</li> <li>Trailers step up sashay and cloverleaf</li> </ul>
Cross Trail Thru	<ul> <li>From Facing Couples</li> <li>Pass Thru and Half Sashay.</li> <li>Ends in Back-to-Back Couples. The belle dancers always goes in front of the beau</li> </ul>
Crossover Circulate	usually from Parallel Lines  Circulate and move from the center track to the end track if you are a center  Circulate and move from the end track to the center track if you are and end  Note remember in parallel line/wave formations there are two tracks a center set and end set.  For two faced lines this is simply a couples circulate and sashay as you do it. For all formations ends become centers and centers become ends

	Cut The Hourglass:
Cut /Flip	Points slide together and Trade as Centers Hourglass Circulate.
The	Flip The Hourglass:
Hourglass	Points flip in as Centers Hourglass Circulate.
liouigiuss	
	Usually ends in Parallel Lines.
	From any Line of 4.
	<ul> <li>Mini-Wave dancers Recycle as the Couple dancers Wheel &amp; Deal.</li> </ul>
	with wave dancers necycle as the couple dancers wheel a beat.
Cycle &	If both Ends start facing the same direction, the rightmost End and adjacent dancer go in front
Wheel	of the leftmost End and adjacent dancer. (this is the same rules as in wheel and deal from lines
	facing out)
	Ends in either Facing Couples (if the Ends start facing opposite directions), or Tandem Couples (if the Ends start facing the same direction).
	From Twin Diamonds.
Diamond	1. All Diamond Circulate;
Chain Thru	2. Very Centers of the wave Trade;
	3. Center 4 Cast off 3/4.
	Dispensed Chain Thrusia a 2 years call
	Diamond Chain Thru is a 3-part call.  Double Star Thru From Facing Couples (Boy on Left, Girl on Right).
	John Court and Training Soupres (Boy on Lett) and on highly
	1. Star Thru;
	2. Those who can Mirror Star Thru : That is
	a. From Opposite-Sex Facing Dancers. Boys put <i>Left</i> -hand palm forward as Girls put
	a. From Opposite-Sex Facing Dancers. Boys put <i>Left</i> -hand palm forward as Girls put their Right-hand palm forward.
Double	
Star Thru	b. Touch hands palm-to-palm
Star IIII u	c. Walk forward into the other dancer's starting position, Girls turning under the arch
Triple Star	1/4 to the <i>Right</i> , as Boys turn 1/4 to the <i>Left</i> .
Thru	
IIIIu	Ends in half-sashayed Back-to-Back Couples.
	Triple Star Thru Usually from a Starting Double Pass Thru formation in which the Centers are normal
	Couples and the Outsides are Half-Sashayed, from a normal Eight Chain Thru formation, or from other
	1. Those who can Star Thru;
	2. Those who can Mirror Star Thru: Do the mirror image of a Star Thru. (see explanation
	above) 3. Those who can normal star thru
	Notes:
	On both Star Thru and Mirror Star Thru, the Cid goes under the cash
	On both Star Thru and Mirror Star Thru, the Girl goes under the arch.

	Alternate hands as you do these calls
	<ul> <li>Triple Star Thru is a Those Who Can" movement. You may or may not go a total of 3 hands. You might go 3 hands, or you might only do the first 2 hands, or the last 2 hands depending on your starting position</li> <li>After each part, you become a Partner with the dancer you were facing</li> <li>These are gender dependent calls</li> </ul>
Ends Bend	From a Line of 4, or other applicable formations.  As one movement, the Ends  1. Step Forward; 2. Turn 1/4 toward the Center of the 4-dancer formation; 3. Step Forward to face nose to nose  That is, Ends do the Ends part of Bend The Line.
Explode And anything	The call Explode And anything is on two levels, Plus and A1.  • At Plus, the starting formation is restricted to a Wave  • At Advanced, the starting formation can be any Line of 4.  Explode [Plus]. From a Wave. As one movement, Step Thru & 1/4 In (face the dancer beside you). Ends in Facing Couples.  Explode [Advanced]. From a Generalized Line. As one movement, Centers Step Ahead & 1/4 In as Ends 1/4 In & Step Ahead and all adjust as necessary to end in Facing Couples.  Explode and anything Explode; then do the anything call.  Example explode and pass the ocean (pass the ocean being the anything call")
Explode The Line	From any Line of 4  1) Centers step ahead and ¼ in Ends ¼ in and step ahead  2) All right pull by  Note: think about step and slide—here it is step (centers) and all ¼ in

	From a Thar, a Squared Set after everyone ¼ in to face their partner, or from other applicable formations.
	<ol> <li>Arm Turn 1/2;</li> <li>Move forward (Centers in a star, Outsides around the outside) in a Circular path to</li> </ol>
Fractional	meet the $n$ -th dancer, where $n = 1$ for $1/4$ Top
Tops	n = 2 for $1/2$ Top,
	or $n = 3$ for 3/4 Top.
	Ends in a Thar.
	From mini wave columns or 8 or 6
Grand 1/4	1. Those who can Right Arm Turn 1/4 (or 3/4);
(or grand	2. Those who meet and can Left Arm Turn 1/2.
3/4) Thru	This is a 2-part call.
	inis is a 2 part cam
	This call can be done as grand left ¼ thru and grand left ¾ thru—see ¼ thru definitions
Grand	From right or left hand columns (
Follow	#1 dancer, does the leads part of follow your neighbor (1/2 split Circulate & U-Turn
Your	Back (Roll twice) as the Other6 do the trailers part of follow your neighbor( extend and cast ¾) . if spread is added all 8 dancers spread
Neighbor	case 74, 1 in spireda is daded an e danisers spireda
	Note: think "all do your part follow your neighbor" it helps to put your free outside hand behind your back
Horseshoe	From columns with the Ends Facing Out, or from other applicable formations.
Turn	Ends Claverland as Contars Partner Tag (1/4 in to face each other and Pass Thru)
	Ends Cloverleaf as Centers Partner Tag (1/4 in to face each other and Pass Thru).  An <b>Hourglass</b> consists of a Diamond inside of a Box. Dancers in the Diamond are the Centers
	of the Hourglass; dancers in the Box are the Ends (or Points) of the Hourglass.
Houndless	
Hourglass Formation/	
Hourglass	Hourglass FORMATION
Circulate	Hourglass Circulate
	From an Hourglass. The Circulate path of an Hourglass consists of 8 spots. Move
	forward to the next position in the Hourglass, moving from a Diamond position to a Box position or vice-versa. Change your facing direction (by 90°) if and only if you are
	moving to or from the Point of the Center Diamond.

	From Parallel Lines or waves with only one end in each wave looking in
In Roll	In-Facing Ends Circulate as the Others Flip or run one position down the line toward the vacated End position.
Circulate	Ends in Parallel Lines/waves
	From a Wave, 2 faced line, or applicable Diamonds
Lockit	<ol> <li>Centers Arm Turn ¼ (hinge) as the Ends move up 1/4 of a Circle around the center point of the 4-dancer formation (i.e., Ends do your part Fan The Top).</li> </ol>
	ends in the same formation, but rotated 90°.
	From Parallel Two-Faced Lines.
Mini-Busy	<ul> <li>Leaders Any Shoulder Turn &amp; Deal</li> <li>Trailers 1/2 Circulate (as couples extend) to form a center 2 faced line; Very Centers of the line Hinge; and all Flip The Diamond.</li> </ul>
	Ends in a 1/4 Tag.
	From any Line of 4 or other applicable formations.
Mix	<ol> <li>Centers Cross Run; this "forces the ends to slide laterally into the center)</li> <li>The new centers (original ends) Trade.</li> </ol>
	A Line of 4 ends in a Line of 4.
	1) all 8 circulate
	2) centers cast 3/4 , while ends circulate ½
	<ul> <li>3) center star turns 1/2, while outsides mini waves trade</li> <li>4) those who meet cast ¾ and the ends move up</li> </ul>
Motivate	Malaa
	<ul> <li>Notes</li> <li>Don't rush it take extra time for everyone to be in place for each part of the call</li> </ul>
	Don't begin the next part until you physically have someone to work with
	Check to make sure all 4 dancers are in the star before beginning to turn it
	From Parallel Lines with only one end looking out.
Out Roll	Out-Facing Ends Circulate other other end
Circulate	as the Others Flip (180°) one position down the line toward the vacated End position.
	Ends in Parallel Lines.

Pair Off	From applicable formations (Facing Lines, Eight Chain Thru, or designated dancers (Heads or Sides) from a Squared Set).  Walk forward if necessary to meet the facing dancer, then Face Out (individually turn 1/4 to face away from the center of the set).
Partner Hinge	From couples  Do 1/2 of a Trade. (turn toward partner and take right hands)
	Ends in a Mini-Wave.
Partner Tag	From a Couple or Mini-Wave.  Turn 1/4 in place to face the adjacent dancer (1/4 In); Pass Thru.
	Ends in Back-to-Back Dancers.
Pass & Roll	From a Single Eight Chain Thru  1. Pass Thru  2. Centers Turn Thru as Ends Right-face U-Turn Back  3. All Pass Thru
	4. Centers Pass Thru 5. leads Right Roll To A Wave. Ends in a R-H Mini-Wave Box.
Pass & Roll Your Neighbor	<ol> <li>From a Single Eight Chain Thru</li> <li>All Pass Thru</li> <li>Centers Turn Thru as Ends Right-face U-Turn Back</li> <li>All start a pass thru but:</li> <li>Follow Your Neighbor (e. g. those coming into the center Right Arm Turn 3/4 as Ends individually turn 3/4 to the Right (1/4 Right 3 times).</li> </ol> Ends in a L-H Wave.
Pass In/ Out	From Facing Dancers, or other applicable formations.  Pass In:  Facing dancers Pass Thru; Face In (individually turn 1/4 toward the center of the set).  Pass Out:  Pass Thru; Face Out (individually turn 1/4 away from the center of the set).  Ends in a Couple.

	From Facing Couples (or a R-H Wave).
	1. Pass Thru
Pass The	2. 1/4 ln
Sea	3. Left Touch (e.g. step to left hands)
	Ends in a left hand Wave
	From an applicable 2 x 2
Peel & Trail	Leaders Peel Off as Trailers Trail Off.
	A Mini-Wave Box ends in a Wave; Tandem Couples end in a One-Faced Line.
	Note: See trail off
	From Facing Couples.
Recycle [Facing	<ul> <li>Beaus 1/2 Box Circulate and Right-face U-Turn Back as:</li> <li>Belles Left Dodge and Veer Left.</li> </ul>
Couples]	Or Beaus extend and u turn back to the right as belles dodge left and veer left
	Ends in a R-H Wave.
	From applicable 3- or 4-dancer formations. The formation must have some dancers in a Right hand Mini-Wave. For example, a Right hand Mini-Wave Box or a Facing Diamond with the Centers in a Right hand Mini-Wave.
	1. Those who can <i>Right</i> Arm Turn 1/4;
	2. those who meet and can <i>Left</i> Arm Turn 1/2;
Remake	3. those who meet and can <i>Right</i> Arm Turn 3/4.
	Usually ends in the same formation as the starting formation.
	Remake is a 3-part call.
	From a Thar.
	1. Arm Turn 1/4 (to an Alamo Ring)
Remake	2. alternating hands, Arm Turn 1/2
The Thar	3. alternating hands, Arm Turn 3/4.
	Ends in a Thar.

	From any situation where dancers are front to back or back to back
Right   Left	Right Roll To A Wave:
	<ul> <li>As one movement, Leaders Right-face U-Turn Back and all Step To A Right-Hand Mini-Wave.</li> </ul>
Wave	Left Roll To A Wave:
	<ul> <li>As one movement, Leaders Left-face U-Turn Back and all Step To A Left-Hand Mini-Wave.</li> </ul>
	From a right or left hand boxes
Scoot &	Leaders Dodge (sidestep into the adjacent position as in Walk & Dodge) as:
Dodge	Trailers do your part Scoot Back (Extend, Trade, and Extend).
	A Mini-Wave Box ends in Back-to-Back Couples.
	There are two slightly different definitions for <b>Scoot &amp; Weave</b> depending upon the starting formation.
	From a Mini Maya Bay (or applicable T Bana 2v2).
	From a Mini-Wave Box (or applicable T-Bone 2x2):
	Scoot Back
	<ul> <li>As you finish the soot back: Weave. (step up shoulder to shoulder, without touching hands "hinge", then the centers trade-this is not the precise definition-see below)</li> </ul>
	Ends in a Wave.
	From a Single 1/4 Tag:
Scoot &	• Extend
Weave	<ul><li>Arm Turn 1/2</li><li>Weave.</li></ul>
	Ends in a Wave.
	A precise definition of <b>Weave</b> is given below.
	<b>Weave</b> : From a Mini-Wave Box (or applicable T-Bone 2 x 2) or a Single Eight Chain
	Thru:
	Pass Thru or Step Thru;
	Ends turn 1/4 in place toward the shoulder just passed as Centers, using the opposite hand as the shoulder just passed, do an Arm Turn 1/4. Ends in a Wave.

	Slither: Centers slide nose-to-nose past one another to exchange places.
	CITAL
Slither	Ends and adjacent Centers Arm Turn 1/2.
Swing	Swing:
Jilac	Ends and adjacent Centers slide nose-to-nose past one another to exchange places.
Slide	Slide:
Slip	Centers Arm Turn 1/2.
	Slip:
	From a Wave (or other applicable 4-dancer formation).
	Alternate definition: As one movement, partner Hinge and individually roll. From a couple this is a partner hinge and roll.
vvneei	<ul> <li>The right hand dancer folds toward the handhold and takes a slight step ahead to stand in from of the left hand dance who folds toward the handhold to stand behind the original right hand dancers. This ends in Tandem Dancers.</li> </ul>
Single Wheel	From a couple:
	Dancers fold to face each other
	From a Mini-Wave
	this ends in a ¾ tag formation  This is the single version of wheel and deal
	3. all extend
	2. swing, slip, swing
	1. all extend
chain thru	In this case all dancers are trailers and:
Scoot	From a ¼ tag:
	2. The trailers extend, swing, slip, swing and extend (extendwork, work, workextend)
	1. The leads (those facing out) scoot back –i.e. flip over to the vacated spot
	From parallel waves:

### From a Generalized 1/4 Tag, and Generalized Columns with the Centers facing **Centers** (If the centers are facing they step to a wave then) Swing, slip and Cast Off 3/4. Spin The Windmill **Outsides** direction Individually turn 1/4 toward the given direction. At this point they are in the position of ends of lines or waves and do 2 all 8 circulates around the outside of the set up. The direction given can be right, left, in or out. Callers may modify the number of circulates—such as spin the windmill right outsides circulate 1 ½ times. Note: This call is given as "split counter rotate (fraction) The given fraction is almost always 1/4. If no fraction is given, assume 1/4. Split/Box Divide the overall formation into two equal-sized sub-formations (e.g., from a 2x4, work in each 2x2). Locate the center point of each sub-formation. Walk forward in an arc for a total of Counter 1/4 of a circle, around the flagpole center of the sub-formation, keeping the same distance Rotate from the center of the sub-formation. (If a fraction of ½ or ¾ is given turn in your arc that fraction fraction—this is rare at advanced) Waves end in columns and columns end in waves ⊕ ⊕ ⊕ ⊕ 9 <del>1</del> <del>3</del> <del>9 **1 9**</del> **4 1 1 2** before after after before **Split Counter Split Counter** Rotate 1/4 Rotate 1/4 from Parallel Waves and right/left handed Columns you can hold onto the adjacent dancer and turn your box 1/4 of a Circle (as if a big hand reached out of the sky, grabbed your box of 4, and turned it 1/4 in place). From Facing Couples, a **Box Counter Rotate 1/4** is like a (Box) Pass In. From Back-to-Back Couples, a **Box Counter Rotate 1/4** is like a Partner Tag, except that everyone can Roll after a Box Counter Rotate 1/4. From a diamond turn the diamond ¼ maintaining the hand hold

• Everyone can **Roll** on split counter rotate

From a grand wave/line a split counter rotate is a lockit

Box Counter rotate means that the center box of 4 does the call rather than each side of the formation

Split /Box Transfer	Leaders Box Circulate twice and 1/4 In as Trailers Extend, Arm Turn 3/4, and Extend.  A Mini-Wave Box ends in a Mini-Wave Box.  Note: the person you start holding hands with you end holding hands with. The circulators must take a wide loop around the box to give the trailers room to cast. A common error is that the circulators cut off the casters. Also the circulators can move slowly in their wide arc so the timing works out well
Split Square chain Thru	<ol> <li>Those facing right pull by and ¼ in</li> <li>All step to a left hand wave</li> <li>Left swing thru</li> <li>Left turn thru</li> <li>Begins in a split square thru set up ends in couples back to back</li> </ol>
Split Square Chain Thru	From the same T-bone set up as split square thru  1. Those who can (those facing, or those in a R-H Mini-Wave) Right Pull By and turn 1/4 to face the inactive dancers  2. All Left Swing Thru  3. All Left Turn Thru.  Ends in Back-to-Back Couples.
Split Square Thru ( <i>n</i> )	Those facing directly Right Pull By and turn 1/4 to face the inactives (1/4 In); all Finish a Square Thru <i>n</i> (square thru 1, 2, 3, 4).  Ends in Back-to-Back Couples.  Thus call can be done as a left split square thru where the first pull by is left
Square Chain Thru	begins in facing couples ends in couples back to back  1) All right pull by 2) ¼ in 3) step to a left hand wave and left swing thru 4) left turn thru

Step & Slide	From any Line of 4 or other applicable formations.
	Centers Step Ahead as Ends Slide into the vacated adjacent Center position.
	One faced Line of 4 ends in a 2 x 2
	Wave and 2 faced lines end in a "z"
	From Facing Couples
	Swap Around:
Swap Around	Belles walk forward (Box Circulate) as
Reverse	Beaus flip (Run) into the adjacent Belle's position.
Swap	Reverse Swap Around:
Around	Beaus walk forward (Box Circulate) as
	Belles flip (Run) into the adjacent Beau's position
	Facing Couples end in Back-to-Back Couples.
	From a Wave.
Switch The Wave	Centers Run as Ends Cross Run
	Ends in a Two-Faced Line.
	Note if centers and ends start a hinge it will get you going in the right direction
	Switch To A Diamond:
	From a Wave (or any Line of 4).
	Centers Run as Ends do your part Diamond Circulate.
Switch To A(n) Diamond/ Hourglass	Ends in a Diamond.
	Switch To An Hourglass:
	From Parallel Waves (or applicable Parallel Lines).
	<ul> <li>Centers Run as Ends do your part Hourglass Circulate (Lead Ends 1/2 Circulate as Trailing Ends Veer Inward to end in a Mini-Wave with their opposite).</li> </ul>
	Ends in an Hourglass.

Trade Circulate From waves	From Parallel Waves  Leaders Trade as Trailers diagonal Pass Thru.
	For this trade circulate dancers point at who they are trading with.
	Parallel Waves end in opposite-handed Parallel Waves;
	Parallel Two-Faced Lines end in opposite-handed Parallel Two-Faced Lines.
Trade Circulate	Lead couples partner trade
from two faced lines	Trailing couples diagonal pass thru
Trail Off	From an applicable box of 4 (usually a Mini-Wave Box or Tandem Couples)
	In a box of 4 with a lead couple and a trailing couple (tandem couples)
	the leaders trade and spread passing left shoulders as one movement, to become ends of a forming line
	the Trailers step forward and Trade (passing left-shoulders if facing the same direction).
	When done from a mini wave box the leads trail off and the trailers trail off by extending and trading with the inside hand
Transfer And anything	See first transfer the column below
	From Columns or other applicable formations.
	First Two dancers in the Column (#1 and #2) transfer the column
	(i.e they move forward in Single File around the outside of the other Column until parallel with the Center Box and then individually Face In (to end as a Couple)
	For this call they must make a clear couple facing in.
	as the Other dancers step forward to form a compact center formation ("normalize") and do the <i>anything</i> call.
	For this call the 1 and 2 dancers must be in a column. The other dancer can be 3 and 4 in a column or a couple facing in.
	Examples: transfer and ¼ thru, transfer and scoot and weave, transfer and crossfire, etc.

Transfer The Column	From right or left handed columns
	<ol> <li>First two dancers in the Column (#1 and #2) move forward in Single File around the outside of the other Column until parallel with the Center Box and then individually Face In (to end as a Couple) This movement is to the right from right hand columns and to the left from left hand columns.</li> </ol>
	<ol> <li>At the same time the Last Two dancers (#3 and #4) Circulate (to form a Center Box) and Cast Off 3/4;</li> </ol>
	3. all Extend to wave of the same handedness as the cast 3/4
	Ends in Parallel Waves. Note from right hand columns the action of dancers 1 and 2 feels like a track 2 and face in. From left hand columns it feels like a left track 2 where they loop around the 3 and 4 dancers passing a left shoulder.
	From right or left handed columns
Triple Scoot	#1 dancer Circulate as the Others Grand Extend (1/2 Circulate), Arm Turn 1/2, and Grand Extend (take a small step forward).
	Ends in Mini-Wave Columns.
	Alternative definition: everyone does their part of a scoot back with column dancers 2, 3, and 4 doing the trailer's part
Triple Trade	From a grand line/wave, point to point diamonds or other applicable 8-dancer formation.
	Center Six (3 pairs of dancers) Trade.
	The very end dancers do nothing
	From any Line of 4
Turn & Deal	As one movement, 1/2 tag the line (always passing right shoulders) then turn 1/4 in place toward your initial turning direction.
	Note: Think: turn-step -turn
	Ends in a box of 4
	<ul> <li>Right hand Two-Faced Line ends in Facing Couples.</li> </ul>
	<ul> <li>Left hand Two-Faced Line ends in Back-to-Back Couples.</li> </ul>
	A left hand Wave ends in a right hand Mini-Wave Box.
	A One-Faced Line ends in Tandem Couples
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	Dancers seem to have great difficulty when this call is called from waves. Mainly because it is less frequently called. If you are in a wave you will end up in a box of the opposite handedness from the wave. You will also end up holding hands with the same person but the opposite hand from when you started.

Wheel Thru Left Wheel Thru	From Facing Couples.  Belles 1/4 Right as Beaus diagonal Pass Thru while turning 1/4 to the right.  Left Wheel Thru:  Beaus 1/4 Left as Belles diagonal left-shoulder Pass Thru while turning 1/4 to the left.  Ends in Back-to-Back Couples.
Zig-Zag, Zag-Zig	A zig is ¼ right A zag is ¼ left  When the two are given together the first one is for leaders and the second one for the trailers  From a Generalized Tandem (i.e., Tandem Dancers, Facing Dancers, or Back-to-Back Dancers) or other applicable formations.  Zig-Zag:  Leaders 1/4 Right (Zig) as Trailers 1/4 Left (Zag). A Generalized Tandem ends in a R-H Mini-Wave.  Zag-Zig:  Leaders 1/4 Left (Zag) as Trailers 1/4 Right (Zig). A Generalized Tandem ends in a L-H Mini-Wave.