

Harlan Kerr's Advanced Class Syllabus 2017

Welcome to Advanced Square Dancing!!!

You are beginning a program of dancing that is the most popular in LGBTQQ square dancing, and a whole lot of fun. Advanced is a program of dancing for dancers who have mastered Plus, and who feel ready to move on to a more complex and challenging program of dancing. When you begin Advanced, you enter a program of square dancing that focuses more on in-depth comprehension and understanding of calls, and extended application of your ability to use those definitions in unique situations. It is this extended understanding of definitions, and on the floor application of them, that makes Advanced distinct from the programs that come before, and adds to the fun of dancing.

Advanced builds a more complex mind set for approaching choreography. The calls at Advanced range from simple calls to somewhat complex ones, but all calls are commonly used with the maximum range of positioning and extensions of their application. In addition, a few concepts are introduced at Advanced, which modify how calls are used. There is only one new formation introduced at Advanced.

When considering an Advanced class, dancers frequently ask the question: "Am I ready for Advanced?" There are many questions that one needs to consider when moving on to the next square dance program. These are some that are important to ask yourself if you are considering an Advanced class:

1. Can I dance the Basic, Mainstream, and Plus with a high level of competency?
2. Do I rarely make errors at Plus, and when I do, can I understand what didn't work?
3. At a Plus dance do I dance 95% of the sequences without error?
4. At Mainstream dances do I dance over 98% of the sequences without error?
5. Can I dance Mainstream and Plus calls by definition and from all positions?
6. Am I able to spend some time (about an hour) each week studying the calls and concepts for Advanced?
7. Do I like being able to learn to understand call definitions, and apply that understanding to unique situations?
8. Do I like being challenged to think about calls and concepts in new and unusual ways?
9. Most importantly: am I motivated and committed to learning this exciting program? Motivation goes a long way.

One thing that is critical for success in Advanced dancing, is team work and square cooperation. This will be emphasized in our learning. Dancers must work collaboratively in the square, and solve the puzzles/problems/challenges as a team. All members of your square (your team) have a responsibility to each other to both know the definitions, and quickly apply them to the many unique situations, in order for the

square as a whole to be successful. A hint to good team work that will be emphasized from day one, is keep your eyes up and watch what is happening in the square. This really helps!

At the Advanced level, knowing the call definitions, and being able to quickly recall those definitions, is imperative. Frequently, dancers at the programs below Advanced dance by "feel". At Advanced, calls are typically given from a wide range of positions, and dancers must be able to quickly apply the definition to unique setups. For example, some calls can come from as many 15 different starting formations or setups. Dancers need to be able to recall the definition quickly, and apply it to the formation they are in.

While it is relatively easy to learn a simple definition for a call, and apply it to a range of situations, it is overwhelming to try to memorize how to do a call from four positions in 10-15 starting formations. Also, knowing a definition, and being able to verbalize it, allows you to talk yourself through a call, no matter what position you start from.

The schedule below teaches Advanced in 28 sessions. Be aware that this may be extended or shortened based on student progress and needs. Generally, the first tip in each class is used to review the previous calls, the next few tips are used to teach 1-2 calls/concepts per tip, and the last tip or two are used for practice and dancing. The teach order has the more complex calls at the beginning in order to maximize the time students have to work on them. Students should be aware that the first few classes will be more challenging than the rest, as you will be getting used to a new way of looking at calls. After that, they get progressively easier. A number of review weeks are also built into the schedule to help you solidify your skill.

The teaching order below lists concepts, formations, calls and "glossary terms" (terms that modify how you do a call by giving specific directions). Remember that formations are a set of footprints that you begin working in. Concepts are modifiers that are applied to how you do a call.

The teaching and review load is balanced across the sessions. Calls which are easily confused are spaced at least two sessions apart. Calls and concepts which need more practice are located towards the beginning of the teaching order. Not all the variations and extensions of calls will be taught at the time the initial call is taught -- they will be introduced when the dancers have mastered the base call.

Two last notes. First, this is a class, and like all classes, requires that students do some outside studying, (yes, homework—but not much). We suggest that you consider studying at least one hour per week. This should be broken up into 2-4 short segments. You will find that it is easier to study one or two things for 15 minutes at a time, rather than cramming a review of all of the calls, etc. into a one-hour mind-numbing session just before class.

It works well to study with someone, and to verbalize the definitions. Being able to verbalize definitions lets you talk yourself through new calls and figure out how to do familiar calls from unfamiliar formations. In the first week, you will receive a short paper on the importance of being able to verbalize the definitions of square dance calls. At the end of this document is a set of short definitions to help you with your studying.

A range of other study materials will be recommended to you to assist with your learning. A set of study notes will be sent to you each week. Please review these before class, if you can.

In order to maintain skills at other levels, dancers are strongly encouraged to dance full Plus at least once a week.

Now, with all that said, we want to emphasize that we believe teaching and learning must be **fun and enjoyable** - that will be emphasized in the class.

So, come prepared to work, but also to have fun.

Week 1

- **Belles and Beaus naming convention**
- **Wheel thru**
- **Turn and deal**
- **¼ thru left ¼ thru**
- **Transfer the Column**
- **Pass the Sea**

Week 2

- **Review Week 1**
- **Split Square Thru**
- **Ends Bend**
- **Left Wheel Thru**
- **Rest of 1/4 family: Left 1/4 thru/Grand Quarter Thru/Grand left ¼ •**
- **Partner Tag**

Week 3

- **Horseshoe Turn**
- **Step and Slide**
- **Chain reaction (including from left hand 1//4 tag)**
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Week 4

- **Right Roll to a wave/Left Roll to a Wave**
- **Pass In/Pass Out**
- **1/4 In**

Week 5

- **Review and extensions (including Turn and Deal from ocean waves & other lines) •**

- **Triple Trade**

Week 6

- **Pair Off**

Mix

Cross Over Circulate

- **Triple Scoot**

Week 7

- **Six-Two Acey-Deucey**
- **Cast A Shadow**
- **Triple Cross/Double Cross**
- **Clover and (Anything)**

Week 8

- **Partner Hinge**
- **Grand Follow Your Neighbor**
- **Scoot and Dodge**
- **Quarter Out**

- **Advanced extension of Linear Cycle**

Week 9

- **Locket**
- **Cross Trail Thru**
- **Swap Around / Reverse swap around**
- **Explode The Line/ Explode and (Anything)**

Week 10

- **Review**
- **As Couples Concept**
- **And cross**

Week 11

- **Double Star Thru/ Triple Star Thru**
- **(Anything) and Cross/ (Named Dancers) Cross**
- **Fractional Tops**
- **Brace Thru (formerly Half Breed Thru)**

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Week 12

- Cycle And Wheel
Square Chain Thru /Split Square Chain Thru
Cross Clover and (Anything)
- Triple Cross/Double Cross

Week 13

- Review
- Any hand concepts
- Left Modifier: (Point out relationship to Left Square Thru and Left Touch 1/4) Turn and Deal, Left ½ Tag, Left Track 2. From Facing Couples: Left Fan the Top, Left Spin the Top, etc.

Week 14 (begin "A2")

- Full Review and Extensions: A1.

Week 15

- In Roll Circulate
- Trade Circulate (from ocean waves)
- Switch the Wave

Week 16:

- Motivate
- Out Roll Circulate
- Switch to a diamond

Week 17

- Remake ○ Grand remake ○ Remake The Thar
- Mini-Busy
- Diamond Chain Thru

Week 18

- Hourglass ○ Hourglass circulate ○ Cut the Hourglass ○ Flip the Hourglass

Switch to an Hourglass (from waves only)
Pass and Roll

Week 19

- Single Wheel
- Scoot Chain Thru ○ Waves ○ ¼ tag
- Pass and Roll Your Neighbor

Week 20

- Review

Week 21

- Split Counter Rotate
- Slip/Slide
- Swing /Slither

Mainstream Emphasis Call: Recycle

Week 22

- Scoot and Weave
- Recycle (facing couples)
- Reverse Recycle

Week 23

- Review
- Left Pass and Roll/Left Pass and Roll Your Neighbor

Week 24

- Reverse modifier (Explaining the relationship to Reverse Flutter, Reverse Swap Around) ○ Reverse Single Circle to a Wave, ○ Reverse Wheel Around, ○ Reverse Right and Left Thru, etc.
 - Clarification the difference between Reverse and Left Modifiers.
- Trail Off

- **Checkmate the Column**

Week 25

- **Split/Box Transfer**
- **Zig Zag / Zag Zig**
- **Transfer and (Anything)**

Week 26

- **All 4 Couples**
- **All 8 Concept**
- **Trade Circulate (from 2 faced lines)**

Week 27

- **Spin the Windmill**
- **Peel and Trail**
- **Review**

Week 28

- **Review and Extensions**

Week 29

- **Review and Extensions**

Week 30

- **Review and Extensions**

Week 31

- **Graduation Dance**

Below are the short Definitions for Advanced Call—the A1 calls are listed first follow by the A2 calls. These are the definitions that should go thru your head when you hear the call.

1/4 In | Out

From a Couple, Mini-Wave, or other applicable formation. **1/4**

In:

Turn 90° in place toward the adjacent dancer.

Ends in Facing Dancers.

1/4 Out:

Turn 90° in place away from the adjacent dancer. Ends in Back-to-Back Dancers.

1/4 | 1/2 | 3/4 Top

From a Thar, a Squared Set after everyone Face In, or from other applicable formations.

Arm Turn 1/2; Move forward (Centers in a star, Outsides around the outside) in a Circular path to meet the n -th dancer, where $n = 1$ for 1/4 Top, $n = 2$ for 1/2 Top, or $n = 3$ for 3/4 Top.

Ends in a Thar.

1/4 (or 3/4) Thru

From a 4-dancer formation such as a R-H Mini-Wave Box, a R-H Facing Diamond (Centers with R-H, Ends with L-H), or other applicable formations.

1. Those who can *Right* Arm Turn 1/4 (or 3/4);
2. those who meet and can Left Arm Turn 1/2.

Ends in a Wave. This is a 2-part call.

6 By 2 Acey Deucey

From Twin Diamonds, an Hourglass, or other applicable formations.

Outside 6 Circulate as Very Center 2 Trade.

Ends in the same formation as the starting formation, unless two dancers meet on the same spot.

anything & Cross

From applicable formations.

1. Do the *anything* call (which must end in an applicable 2 x 2);
2. Trailers diagonal Pull By using outside hands.

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 or [Shazam](#), 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.

As Couples CONCEPT

Dancers who are side-by-side and facing the same direction (i.e., a Couple) work together as a single dancer to do the given call.

Beau | Belle

From a generalized Couple or other applicable formation.

The Beau is the Left-side dancer and the Belle is the Right-side dancer.

Brace Thru

From applicable Facing Couples or an applicable R-H Wave.

1. Right Pull By;
2. Normal Couples (Boy on Left, Girl on Right) Courtesy Turn as
Half-Sashayed Couples (Boy on Right, Girl on Left) U-Turn Back.

Ends in Normal Facing Couples.

Brace Thru is a 2-part call.

Cast A Shadow

From Parallel Lines with the Ends in Tandem or from Promenade (in which case designated dancers act as Leaders in Parallel Two-Faced Lines).

Ends:

1/2 Zoom, Cast Off 3/4 and Spread (to become Ends of Lines); **Out-Facing**

Centers:

Cloverleaf and step into the center of a forming line (they will be next to the end dancer they began next to) **In-Facing Centers:**

Extend, Arm Turn 1/4, and Extend.

Adjust as necessary to end in Parallel Lines.

Chain Reaction

From a 1/4 Tag formation only (at Advanced—this changes at C1).

1. Very Centers and the Outside dancers they are directly-facing directly, Pass Thru as the End of the Center Line Promenades 90 degrees (1/4 of the way forward around the outside. k(walk forward in an arc, changing facing direction by 90°, 1/4 of a Circle around the outside of the set);
2. Centers of each side Hinge;
3. Center 4 touch to form a Star and turn the star $\frac{1}{4}$, as Outsides Trade;
4. Those who meet Cast Off 3/4 as Others move up to the ends of forming waves/lines (as they do in Coordinate).

A 1/4 Tag formation ends in Parallel Waves.

Clover | Cross Clover And anything

From applicable formations with one or more Out-Facing Couples 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.

Crossover Circulate

From a Generalized 2 x 4 (usually Parallel Lines), Generalized Thar, or other applicable formations.

As one movement, Circulate & Half Sashay.

Cross Trail Thru

From Facing Couples (or a R-H Wave).

Pass Thru and Half Sashay.

Ends in Back-to-Back Couples.

Cycle & Wheel

From any Line of 4.

Mini-Wave dancers Recycle as the Couple dancers Wheel & Deal.

If both Ends start facing the same direction, the rightmost End and adjacent dancer go in front of the leftmost End and adjacent dancer.

Ends in either Facing Couples (if the Ends start facing opposite directions), or Tandem Couples (if the Ends start facing the same direction).

Double Star Thru

From normal Facing Couples (Boy on Left, Girl on Right).

1. Star Thru;
2. Mirror Star Thru. (e.g. star thru with the “wrong” hand)

Ends in half-sashayed Back-to-Back Couples.

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.

They end facing each other.

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 (or occasionally an Inverted Line).
- At A1, 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 [A1]. 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 [Plus,A1]. From a Wave. Explode; then do the *anything* call.

Explode The Line

From any Line of 4. **Explode**

[A1]:

As one movement, Centers Step Ahead & 1/4 In as Ends 1/4 In & Step Ahead. Adjust as necessary to end in Facing Couples.

Explode The Line [A1]:

Explode; Right Pull By.

Ends in Back-to-Back Couples.

Grand 1/4 (or 3/4) Thru

From applicable formations consisting of more than 4 dancers.

1. Those who can Right Arm Turn 1/4 (or 3/4);
2. Those who meet and can Left Arm Turn 1/2.

This is a 2-part call.

Grand Follow Your Neighbor

From Parallel Columns of $\{n\}$, where n is greater than or equal to 3.

#1 dancer, as one movement, 1/2 Circulate & U-Turn Back (Roll twice) as the Others 1/2 Circulate & Arm Turn 3/4.

Ends in a Wave of $2n$.

Horseshoe Turn

From Columns with the Ends Facing Out, or from other applicable formations.

Ends Cloverleaf as Centers Partner Tag (turn 1/4 to face each other & Pass Thru).

Columns end in an Eight Chain Thru.

Lockit

From a Wave, applicable Line of 4, or applicable Diamond.

Centers Arm Turn 1/4 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).

Usually ends in the same formation, but rotated 90°.

Mix

From any Line of 4 or other applicable formations.

1. Centers Cross Run;
2. (new) Centers Trade.

A Line of 4 ends in a Line of 4.

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 a Mini-Wave or Couple only.

Do 1/2 of a Trade.

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 In | Out

From Facing Dancers, a R-H Mini-Wave, or other applicable 8-dancer formations. **Pass In:**

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.

Pass The Sea

From Facing Couples (or a R-H Wave).

Pass Thru; 1/4 In; Left Touch.

Ends in a L-H Wave.

Right | Left Roll To A Wave

From a Generalized Tandem (i.e., Front-to-Back Dancers, Back-to-Back Dancers, or Facing Dancers).

Right Roll To A Wave:

As one movement, Leaders Right-face U-Turn Back and all Step To A Right-Hand Mini-Wave.

Left Roll To A Wave:

As one movement, Leaders Left-face U-Turn Back and all Step To A Left-Hand Mini-Wave.

Scoot & Dodge

From a Mini-Wave Box or applicable T-Bone 2 x 2.

Leaders Dodge (sidestep into the adjacent position as in Walk & Dodge) as Trailers do your part Scoot Back (Extend, Trade, and Extend).

A Mini-Wave Box ends in Back-to-Back Couples.

Split Square Thru (*n*)

From the T-Bone formation obtained from Facing Couples after one Couple does a turn 1/4 to face one another (1/4 In), or from other applicable formations.

Those who can Right Pull By and turn 1/4 to face the inactives (1/4 In); all Finish a Square Thru *n* (i.e., Left Square Thru *n - 1*).

Ends in Back-to-Back Couples.

Square Chain Thru

From Facing Couples (or a R-H Wave).

1. Right Pull By and 1/4 In; 2.
Left Swing Thru;
3. Left Turn Thru.

Ends in Back-to-Back Couples.

Step & Slide

From any Line of 4 or other applicable formations.

Centers Step Ahead as Ends Slide into the vacated adjacent Center position.

A Line of 4 ends in a 2 x 2 or a "Z".

Swap Around, Reverse Swap Around

From Facing Couples, or from a T-Bone 2 x 2 in which everyone is a Trailer. **Swap Around:**

Belles walk forward (Box Circulate) as
Beaus flip (Run) into the adjacent Belle's position.

Reverse Swap Around:

Beaus walk forward (Box Circulate) as
Belles flip (Run) into the adjacent Beau's position.

Facing Couples end in Back-to-Back Couples.

Transfer The Column

From Mini-Wave Columns.

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) as the Last Two dancers (#3 and #4) Circulate (to form a Center Box) and Cast Off 3/4; all Extend.

Ends in Parallel Waves.

Triple Cross: usually from columns

The 6 dancers facing on a diagonal pull by with their outside hand.

Double cross: the 6 dancers facing on a diagonal pull by with the outside hands

Triple Scoot

From Mini-Wave Columns.

#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.

Triple Star Thru

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 applicable formations.

1. Those who can Star Thru;
2. Those who can Mirror Star Thru;
3. Those who can Star Thru.

The aforementioned Starting Double Pass Thru formation ends in normal Back-to-Back Lines.

Triple Trade

From a 1 x 8 Line or other applicable 8-dancer formation.

Center Six (3 pairs of dancers) Trade.

Ends in same formation as starting formation.

Turn & Deal

From any Line of 4

1. Turn 1/4 in place toward the center of the line;
2. Passing right-shoulders, step forward to the 1/2 Tag position (a R-H Mini-Wave Box);
3. Turn 1/4 in place toward the same direction as the first turn 1/4.

Wheel Thru

From Facing Couples.

Wheel Thru [A1]:

Belles 1/4 Right as Beaus diagonal Pass Thru while turning 1/4 to the right. **Left**

Wheel Thru [A1]:

Beaus 1/4 Left as Belles diagonal left-shoulder Pass Thru while turning 1/4 to the left.

Ends in Back-to-Back Couples.

All 4 Couples Concept

From a Generalized Squared Set or other applicable formations.

The **All 4 Couples** CONCEPT simultaneously activates eight dancers to do a 4-dancer call.

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.

All 8 Concept

From a Generalized Thar, Squared Set, or other applicable formation.

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.

The **All 8 CONCEPT** is similar to the [All 4 Couples CONCEPT](#) [A2] but is usually used from a Generalized Thar instead of from a Generalized Squared Set. Many callers use these terms interchangeably.

Checkmate The Column

From applicable 2 x 4 Columns.

First Two (#1 and #2) Circulate 4 spots & 1/4 In as Last Two (#3 and #4) Circulate twice, 1/4 In, & Circulate.

Normal Columns end in Parallel Two-Faced Lines.

Cut | Flip The Hourglass From an [Hourglass](#). **Cut The Hourglass:**

Points slide together and Trade as Centers Hourglass Circulate.

Flip The Hourglass:

Points flip in (Phantom Run) as Centers Hourglass Circulate.

Usually ends in Parallel Lines.

Diamond Chain Thru From Twin Diamonds.

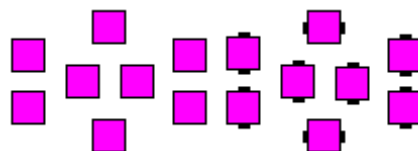
1. Diamond Circulate;
2. Very Centers Trade;
3. Center 4 Cast Off 3/4.

Usually ends in Parallel Lines.

Diamond Chain Thru is a 3-part call.

Hourglass Formation | Circulate

An **Hourglass** FORMATION can be set up from Parallel Lines with the Centers in a Mini-Wave, by having the Centers do a 1/2 Circulate.



An **Hourglass** FORMATION 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.

Hourglass Circulate [A2]: 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. If the Circulate does not involve dancers ending on the same spot, then **Hourglass Circulate** ends in an Hourglass.

In Roll Circulate

From Parallel Lines in which the Ends of each Line all have their right-shoulder toward the center, or all have their left-shoulder toward the center.

In-Facing Ends Circulate as the Others Flip (180°) one position down the line toward the vacated End position.

Ends in Parallel Lines.

Mini-Busy

From Parallel Two-Faced Lines.

Leaders Any Shoulder Turn & Deal as Trailers 1/2 Circulate; Very Centers Hinge; and Flip The Diamond.

Ends in a 1/4 Tag.

Motivate

From Parallel Waves or other applicable formations.

1. Circulate;
2. Centers Cast Off 3/4 as the Ends 1/2 Circulate;
3. Center 4 Star 1/2 as Outsides Trade;
4. Those who meet Cast Off 3/4 as Others move up ([Phantom Hourglass Circulate](#)).

Parallel Waves end in Parallel Waves.

Out Roll Circulate

From Parallel Lines in which the Ends of each Line are facing opposite directions.

Out-Facing Ends Circulate as the Others Flip (180°) one position down the line toward the vacated End position.

Ends in Parallel Lines.

Pass & Roll

From a Single Eight Chain Thru (or a R-H Mini-Wave Box).

1. Pass Thru;
2. Centers Turn Thru as Ends Right-face U-Turn Back;
3. Pass Thru;
4. Centers Pass Thru and all [Right Roll To A Wave](#).

Ends in a R-H Mini-Wave Box.

Pass & Roll Your Neighbor

From a Single Eight Chain Thru (or a R-H Mini-Wave Box).

1. Pass Thru;
2. Centers Turn Thru as Ends Right-face U-Turn Back;
3. Pass Thru;
4. Centers Right Arm Turn $3/4$ as Ends individually turn $3/4$ to the Right ($1/4$ Right 3 times).

Ends in a L-H Wave.

Peel & Trail

From an applicable 2 x 2 or "Z".

Leaders Peel Off as Trailers Trail Off.

A Mini-Wave Box ends in a Wave; Tandem Couples end in a One-Faced Line.

Recycle [from Facing Couples] From

Facing Couples.

Beaus $1/2$ Box Circulate and Right-face U-Turn Back as Belles Left Dodge and Veer Left.

Ends in a R-H Wave.

Remake

From applicable 3- or 4-dancer formations. The formation must have some dancers in a R-H Mini-Wave. For example, a R-H Mini-Wave Box or a Facing Diamond with the Centers in a R-H Mini-Wave.

1. Those who can *Right Arm Turn* $1/4$;
2. Those who meet and can *Left Arm Turn* $1/2$;
3. Those who meet and can *Right Arm Turn* $3/4$.

Usually ends in the same formation as the starting formation.

Remake is a 3-part call.

Remake The Thar From
a Thar.

1. Arm Turn 1/4 (to an Alamo Ring);
2. alternating hands, Arm Turn 1/2;
3. Alternating hands, Arm Turn 3/4.

Ends in a Thar.

Scoot & Weave

There are two slightly different definitions for **Scoot & Weave** depending upon the starting formation.

From a Mini-Wave Box (or applicable T-Bone 2x2):

Scoot Back; Weave.

Ends in a Wave.

From a Single 1/4 Tag:

Extend; Arm Turn 1/2; Weave. Ends
in a Wave.

For the above definitions, **Weave** is equivalent to Leaders 1/2 Box Circulate as Trailers [Cross Extend & Hinge](#). A precise definition of **Weave** is given below.

Weave (C1): 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.

Scoot Chain Thru

From Parallel Waves:

Leaders Split Circulate as Trailers Extend, Swing, Slip, Swing, & Extend. Ends
in Parallel Waves.

From a 1/4 Tag:

Extend, Swing, Slip, Swing, & Extend. Ends
in a 3/4 Tag.

Single Wheel

From a Mini-Wave or Couple.

Each dancer works as if they were a Couple: all Wheel & Deal.

A Mini-Wave ends in Facing Dancers; a Couple ends in Tandem Dancers.

Alternate definition: As one movement, Hinge & Roll.

Slip | Slide | Swing | Slither

From a Wave (or other applicable 4-dancer formation).

Slip:

Centers Arm Turn 1/2.

Slide:

Ends and adjacent Centers slide nose-to-nose past one another to exchange places.

Swing:

Ends and adjacent Centers Arm Turn 1/2.

Slither:

Centers slide nose-to-nose past one another to exchange places.

Spin The Windmill *direction*

From a Generalized 1/4 Tag, Generalized Columns with the Centers facing In, or other applicable formations.

Centers

Arm Turn 1/2; Very Centers Trade; & Cast Off 3/4.

Outsides

Individually turn 1/4 toward the given *direction* & Circulate twice.

Generalized Columns or Generalized 1/4 Tag ends in Parallel Lines.

Split | Box Counter Rotate *fraction*

Split Counter Rotate *fraction* [A2]:

From Parallel Waves, Mini-Wave Columns, or other applicable formations.

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 *fraction* of a circle, around the flagpole center of the sub-formation, keeping the same distance from the center of the sub-formation.

If the given *fraction* is 1/4, Parallel Waves end in Mini-Wave Columns and vice-versa.

Split Square Chain Thru

From an applicable T-Bone 2 x 2, or other applicable formations.

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. Left Swing Thru;
3. Left Turn Thru.

Ends in Back-to-Back Couples.

Split | Box Transfer

From a Mini-Wave Box or applicable T-Bone 2 x 2.

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.

Switch The Wave

From a Wave.

Centers Run as Ends Cross Run.

Ends in a Two-Faced Line.

Switch To A(n) Diamond | Hourglass

Switch To A Diamond [A2] (Ron Schneider 1973):

From a Wave (or any Line of 4).

Centers Run as Ends do your part Diamond Circulate.

Ends in a Diamond.

Switch To An Hourglass [A2] (Sandy Knowles 1975):

From Parallel Waves (or applicable Parallel Lines).

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). Ends in an Hourglass.

Trade Circulate

From Parallel Waves, Two-Faced Lines, or other applicable formations.

Leaders Trade as Trailers diagonal Pass Thru.

Parallel Waves end in opposite-handed Parallel Waves;

Parallel Two-Faced Lines end in opposite-handed Parallel Two-Faced Lines.

Trail Off

From an applicable 2 x 2 (usually a Mini-Wave Box or Tandem Couples) or "Z".

As one movement, Leaders *step forward if necessary*, Run (180° toward the center of the 4-dancer formation) and Veer Out as the Trailers *step forward if necessary* and Trade (passing left-shoulders if facing the same direction).

A Non-T-Bone starting formation always ends in a Line. In particular, a Mini-Wave Box ends in a TwoFaced Line, and Tandem Couples end in a One-Faced Line.

Transfer And anything

From Columns or other applicable formations.

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) as the Others step forward to form a compact formation ("normalize") and do the *anything* call.

Triple Cross

From a 1/4 Box, Mini-Wave Columns, or other applicable formations.

The six who can diagonally Pull By using outside hands.

A 1/4 Box ends in Mini-Wave Columns; Mini-Wave Columns end in a 3/4 Box.

Zig-Zag, Zag-Zig

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.