

## **All 4 Couples/All 8 Concepts Timing: various**

From the general versions of static square, circle, and Thar: These concepts are applied to 4-dancer calls, and allow all eight dancers to do the call at once. Each group of 4 dancers work with themselves as though the other group wasn't there. When the dancers would normally walk through the middle of the square (e.g. as part of a Pass Thru or Pull By), they walk around the perimeter instead. All the hand actions and shoulder passes are the same as for the basic call. However, passing the other dancers (e.g., heads passing sides) alternates between right shoulders and left shoulders. An example of this shoulder passing can be found in All 4 Couples Right and Left Thru. When two dancers would normally walk through the center of the square (e.g. as part of a centers Pull By or centers arm turn), they still go through the center--they adjust into a star as they go, to avoid collisions. Examples of this can be found in All 8 Swing Thru and All 8 Dixie Style To A Wave.

## **Box Counter Rotate** Timing: 4

From any 4-dancer formation with no dancers facing the flagpole center [*At Advanced, this call is used only from box circulate, and certain T-bone formations.*]: This call may have a fraction after it, such as Box Counter Rotate  $\frac{3}{4}$ . If no fraction is given, it means Box Counter Rotate  $\frac{1}{4}$ . For each  $\frac{1}{4}$  in the fraction: Each dancer moves his position in the formation forward around the center of the formation  $90^\circ$ , by walking forward in a smooth arc to reach that spot. Each dancer works independently of the other 3 dancers in his formation.

Every dancer can Roll at the end of this call.

## **Box Transfer** Timing: 8

From box circulate formation, or any symmetric 2x2 formation with 2 leaders and 2 trailers: Leads Box Circulate Twice and Quarter In, while the trailers Extend, Arm Turn 3/4, and Extend.

## **Checkmate** Timing: 10

From columns: Numbers 1 and 2 in each column  
Circulate 4 spots and Face In, while numbers 3  
and 4 Circulate twice, Face In, and as a couple  
Circulate. Ends in parallel two-faced lines.

## **Cut the Hourglass** Timing: 6

From an Hourglass: The points slide together and Trade, while the others Hourglass Circulate.  
Ends in parallel lines or waves.

## **Diamond Chain Thru** Timing: 10

From diamonds: All Diamond Circulate, the very centers Trade, and Cast Off  $\frac{3}{4}$  with the adjacent ends of the wave.

Ends in parallel waves or lines.

## **Flip the Hourglass** Timing: 4

From an hourglass: The points Run to the nearest center (Flip in as for Flip the Diamond), while the others Hourglass Circulate.

## **Hourglass Circulate** Timing: 4

From an hourglass: Each dancer does a Circulate by moving forward one position in the hourglass, to take that dancer's place. Dancers move along the path shown: Points become centers, and centers become points. Also, the diamond dancers move to the box, and the box dancers move to the diamond.

For Teaching: Tell each dancer to move up to the next person's spot in the hourglass, taking his footsteps. During this call, everyone keeps the same shoulder toward the center of the set. This is a good call for using a demonstration square.

## **In-Roll Circulate** Timing: 4

From general lines, with the ends forming a tandem: In each line, the end facing in Circulates. Meanwhile, each of the other dancers (in a single, smooth motion) faces the vacated spot, steps forward, and turns another  $1/4$  the same way he first turned. Ends back in parallel lines or waves. The non-circulators' part is a single motion, rather than a 3-part move. This call can be fractionalized into halves.

For Teaching: You can describe the non-circulators' part as a Run (or Flip) toward the vacated spot. This captures the idea of a single, flowing motion for them.

## **Mini-Busy** Timing: 6

From parallel two-faced lines: The trailing as couples Extend, have the center two Hinge, and Flip the Diamond. Meanwhile, the lead couples (working around the outside) Face In, step forward one spot, and Face In. Ends in a quarter-tag formation. This call has three parts.

## **Motivate** Timing: 16

From waves: All Circulate, the centers of each wave Cast Off  $3/4$  while the ends Circulate  $1/2$ , to create a star between two mini-waves. The star turns half, while those in the mini-waves Trade. Those who meet Cast Off  $3/4$ , while the others move up (as in Hourglass Circulate) to become the ends of parallel waves.

## **Out-Roll Circulate** Timing: 6

From general lines, with the ends forming a tandem: In each line, the end facing out Circulates. Meanwhile, each of the other dancers, in a single, smooth motion, faces the vacated spot, takes a step forward, and turns another 1/4 in the same direction he first turned. Ends back in parallel waves or lines.

The non-circulators' part is a single motion, rather than a 3-part move. This call can be fractionalized into halves.

For Teaching: You can describe the non-circulators' part as a Run toward the vacated spot. This captures the idea of a single, flowing motion for them.

## **Pass and Roll** Timing: 10

From single eight chain thru: All Pass Thru; the centers Turn Thru, while the outsides do a right-face U-Turn Back. All Pass Thru, and the centers Pass Thru as the outsides do a Right Roll to a Wave to meet the centers. Ends in parallel mini-waves.

**Pass and Roll Your Neighbor** Timing: 12

From single eight chain thru: All Pass Thru. The centers Turn Thru while the outsides do a right-face U-Turn Back. All Pass Thru, and the centers Touch 3/4 while the outsides finish as in Follow Your Neighbor (Fold right, Roll, and step slightly forward). Ends in a left-hand wave.

## **Peel and Trail** Timing: Tandem Couples - 4, Box Circulate or Z - 6

Starting formation: Tandem Couples, Box Circulate, or Tandem Dancers in a Z (e.g. from a wave after the Ends Fold) Lead dancers do their part of a Peel Off turning away from the center of the formation and walking in an approximate semicircle to become the ends of a four-dancer line or wave. Trailing dancers do their part of a Trail Off stepping forward as necessary and walking in a small semicircle around the center point to become the centers of the forming line or wave. When the trailers are a Couple and must cross paths, the dancer on the right has the right-of-way so the Beau allows the Belle to cross in front (Half Sashay). When the trailers are facing opposite directions they step forward as necessary to the centerline and Trade with each other (using the same hand as the

handedness of the formation). As in Peel Off and Trail Off, always adjust to end in a four-dancer line or wave with each dancer having turned half (180 degrees). Peel and Trail, including all necessary adjustments, is danced as one continuous motion that cannot be fractionalized. Peel and Trail from Tandem Couples will end in a One-Faced line. Peel and Trail from a Box Circulate or from a Right or Left Hand Z will end in an opposite-handed Wave.

Notes: Everyone can Roll after a Peel and Trail. For the four dancers, the center of the ending formation is the same as the center of the starting formation; however, square breathing adjustments may reposition the whole line or wave. When the trailers start facing in the same direction, their dance action feels like a Left Shoulder Partner Trade.

## **Recycle** Timing: 6

From facing couples only: The beaus step forward until they are side-by-side, while doing a U-Turn Back, turning toward each other. Meanwhile, the belles Veer Left and join right hands with the original beaus.

Ends in a right-hand wave; the beaus finish as centers of the wave, and the belles finish as ends.

## Remake Timing: Alamo 12, others 10

From a right hand mini-wave box, or a left-hand facing diamond: Those who can Turn  $\frac{1}{4}$  by the Right, those who can Turn  $\frac{1}{2}$  by the Left, and those who can Turn  $\frac{3}{4}$  by the Right. For each part of the call, there must be a dancer performing this part and the immediately preceding or following one. For example, the call is not proper from an Inverted Box. The left-hand version of Remake is called "Left Remake". The name of the formation may be added at the end of the call (e.g., Remake The Wave) as a help to the dancers but doing so is optional. If there are two side-by-side formations, each of which can do the call, dancers don't move from one to the other. From right-hand columns, for example, each of the two box circulate formations does the call independently.

The exception to the remake rules is "Remake The Thar".

## **Grand Remake** Timing: 10

From right-hand columns (of 6 or 8): Those who can Turn  $1/4$  by the Right, those who can Turn  $1/2$  by the Left, and those who can Turn  $3/4$  by the Right. For each part of the call, there must be a dancer performing this part and the immediately preceding or following one. For example, the call is not proper from M H1yeagic Columns.

The left-hand version of Grand Remake is called "Left Grand Remake".

## **Remake The Thar Timing: 10**

From a Thar or Wrong-Way Thar, end and adjacent center Arm Turn one-quarter (90 degrees) to form a momentary Alamo ring. In a continuously flowing movement, everyone releases holds with the dancer they just turned, and with the other hand, turn the next dancer one-half (180 degrees) to form another momentary Alamo ring. Without stopping, they release holds at the completion of the half turn and, with the other arm, turn the next dancer three-quarters (270 degrees) to form another Thar or Wrong-Way Thar.

## **Scoot and Weave** Timing: 10

From right-(left-)hand box circulate only: Scoot Back. Those facing in Left (Right) Touch 1/4 with each other, while those facing out Quarter Right (Left). Ends in a wave.

From single quarter tag: Extend, Trade, and then Weave the same way you would from box circulate.

## **Scoot Chain Thru Timing: 12**

From waves only: Those facing out do a Scoot Back, while those facing in Extend, Swing, Slip, Swing, and Extend. Ends in waves.

From quarter tag: All Extend, Swing, Slip, Swing, and Extend. Ends in three quarter tag.

For teaching: The centers' part can be thought of as a Swing Thru  $1\frac{1}{2}$ --Extend or Left Swing Thru  $1\frac{1}{2}$  Extend, depending on what hand was held in the wave.

## **Single Wheel** Timing: 4

From a couple or mini-wave only: With each dancer taking the part of an entire couple, do a Wheel and Deal. This call cannot be fractionalized. For teaching: You can think of this as a Hinge and Roll. However, this call has only one part--it cannot be fractionalized

## **Slide** Timing: 3

From a general line in which each end and the adjacent center form a mini-wave only: Each end and the adjacent center slide nose-to-nose to take each other's place.

## **Slip** Timing: 3

From a general line with the centers forming a mini-wave only: Centers Arm Turn  $1/2$  by the hand they have joined.

## **Slither** Timing: 3

From a general line with centers in a mini-wave only: The centers slide past each other nose-to-nose, to take each other's place.

## **Spin the Windmill Timing: 12**

From anywhere with a center wave or center facing couples (e.g., 3/4 Tag, Trade By): Centers Swing, Slip, and Cast Off 3/4, while the outsides face as directed and Circulate two positions. If the centers start in facing couples, they first Touch, then finish the call.

Left Spin the Windmill is the same, except that: It may only be used with the centers in facing couples or a left-hand wave. If the centers are in facing couples, they Left Touch before doing the Swing, Slip, and Cast Off 3/4.

For teaching: You can describe the centers' part as Swing Thru and Cast Off 3/4, or as Left Swing Thru and Cast Off 3/4, depending on the handedness of the wave.

## **Split Counter Rotate** Timing: 4

From any applicable formation [*At Advanced, this call may be used from the following formations only: Any 2x4 formation, e.g., parallel waves, parallel columns.*]: Each half of the square does a Box Counter Rotate.

e.g., Split Counter Rotate 1/4:

## **Split Square Chain Thru** Timing: 12

From a static square, or T-bone. (From a static square, those designated step forward, to form two side-by-side T-bones.): Those facing Right Pull By, Quarter In (to face those who didn't pull by), all Left Swing Thru, and Left Turn Thru. Finishes in couples back-to-back.

## **Split Transfer** Timing: 8

From waves or columns: Divide the whole formation into two side-by-side box circulate formations. Each of them Box Transfer.

## **Swing** Timing: 3

From a general line with each end and the adjacent center in a mini-wave only: Each end and the adjacent center Arm Turn  $1/2$  by the hand they have joined.

## **Switch the Wave** Timing: 6

From a wave: Centers Run, while the ends Cross Run.

## **Switch to a Diamond Timing: 4**

From a wave or line [*At Advanced, this call may be used from waves only*]:

Centers Run, while the ends do their part of Diamond Circulate.

## **Switch to an Hourglass** Timing: 4

From waves or lines [*At Advanced, this call may be used from parallel waves only*]:

Centers Run, while the ends do their part of Hourglass Circulate.

## **Trade Circulate** Timing 6

From waves only: Leads Trade, while the trailing center Circulates to the nearest end of the other wave, and the trailing end Circulates to the nearest center of the other wave.

From two-faced lines only: The Leads Partner Trade, while the trailers Diagonal Pass Thru with each.

Note: The right-shoulder passing rule applies to this call.

## Trail Off Timing: 6

Starting Formation: Tandem Couples, Box Circulate, or Tandem Dancers in a Z (e.g. from a wave after the Ends Fold) Lead dancers, turning toward the center of the formation, walk in an approximate wide semicircle to become the far ends of a four-dancer line. Trailing dancers step forward as necessary and walk in a small semicircle around the center point of the starting formation to become the centers of the forming line. For Tandem Couples each couple must begin their semicircles by crossing paths. The dancer on the right has the right-of-way so the Beau allows the Belle to cross in front (Half Sashay). For Box Circulate and Right or Left-Hand Z formations, the semicircular path of each leader goes around the other trailer. Each trailer moves forward as necessary to the centerline then Trades with the other trailer (using the same hand as the handedness of the formation). The four dancers in each of the

given starting formations always adjust to end in the same four-dancer line. Each dancer will have turned half (180 degrees) to end facing the opposite direction from which they started. Trail Off, including all necessary adjustments, is danced as one continuous motion that cannot be fractionalized. Trail Off from Tandem Couples will end in a One-Faced line. Trail Off from a Box Circulate or from a Right- or Left-Hand Z will end in a like-handed Two-Faced Line.

Notes: Everyone can Roll after a Trail Off. For the four dancers, the center of the ending formation is the same as the center of the starting formation; however, square breathing adjustments may reposition the whole line. Trail Off may be thought of as a "Cross" Peel Off. This helps motivate the Belle in front of the Beau dance action. When the trailers start facing in the same direction, their dance action feels like a Left Shoulder Partner Trade.

**Transfer and (Anything)** Timing: 8 (any starts on 5)

From columns: The #1 and #2 dancers in each column Transfer The Column (to end as a couple on the outside, facing in), while the #3 and #4 dancers Circulate (forming a box circulate formation in the center) and do the Anything call. A Transfer The Column could be defined as a Transfer and Cast Off 3/4 and all Extend.

## **Zig and Zag** Timing: 2

From anywhere there are leads and trailers: Zig means Face Right, and Zag means Face Left.

When given in a pair, as in Tag the Line Zig Zag, the call applies to a group of two dancers; each leader does the first (Zig in this case), and each trailer does the second (Zag in this case).

If only one is given, it is directed to the leaders, and the trailers do nothing. In 3/4 Tag the Line, Zig, only the outsides would Face Right: