CALLERLAB

ADVANCED DEFINITIONS

August 27, 2026

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Read this First

This set of definitions is an attempt to capture the real meaning for each call on the Advanced list. It is intended to serve as the referee for disputes about exactly what a call means, and as a basis for teaching the calls properly. Whenever the technical definition of a call is too long or complicated to do a first teach from, we have provided a teaching definition or teaching hints. This way, the definitions can meet both sets of needs. Naturally, dancers should be introduced to the full definition of each call as soon as your judgment dictates.

Before you use these definitions, you should be familiar with the latest versions of the CALLERLAB Mainstream and Plus Definitions, and the names of formations from the *CALLERLAB Formation Pictograms* document. These documents can be downloaded from the CALLERLAB website at

https://www.callerlab.org/dance-programs/

Where possible, we have used calls and formations defined in those documents. This has let us make the definitions shorter and clearer.

Regional Styling Differences

CALLERLAB recommends that calls such as Swing Thru and Spin the Top be danced using the hands-up position and the palm star handhold. Many areas of the square dance world continue to use forearm turns for all turning actions. In order to eliminate the controversy over the use of forearm turns, the CALLERLAB membership approved a 1992 resolution recognizing that regional differences in styling exists.

General Rules

All of the general rules which apply to the Mainstream and Plus definitions also apply at Advanced.

Facing Dancers: Facing dancers, unless otherwise specified, may be any combination of men and women.

Couples: Couples, unless otherwise specified, may be any combination of men and women.

Facing Couples Rule: Some calls that normally start from an Ocean Wave can also be done from Facing Couples. In that case, the dancers first step into a momentary Right-Hand Ocean Wave and complete the call — unless the caller specifically directs a left-hand call (for example, Left Swing Thru), in which case the dancers step into a momentary Left-Hand Ocean Wave and complete the call. This rule may also apply when calls that require Parallel Waves are called with the dancers in an Eight Chain Thru formation.

The Facing Couples Rule applies only to the Advanced calls Swing and Mix, Fractional Tops and Spin the Windmill.

Ocean Wave Rule: Some calls that normally start from Facing Couples can be done from a Wave. In that case, the dancers have already stepped forward toward each other and are ready to complete the remaining action of the call. This rule also applies when calls that start from a single Eight Chain Thru formation (for example, Pass and Roll) are called from a Right-Hand Box Circulate formation.

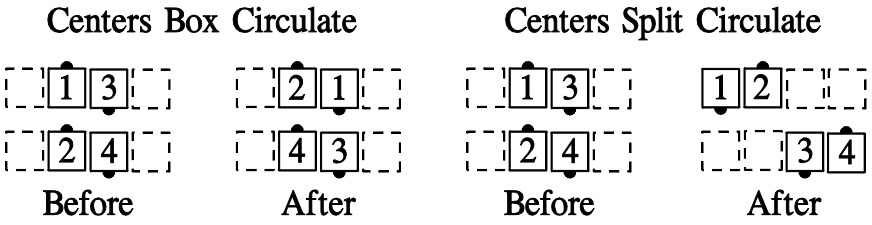
The Ocean Wave Rule applies only to these Advanced calls; the required handedness of the wave is shown for each call: Cross Trail Thru [R], Brace Thru [R], Pass and Roll [R], Pass and Roll Your Neighbor [R], Pass In [R], Pass Out [R], Split Square Thru [R], Split Square Chain Thru [R], Square Chain Thru [R], Left Square Chain Thru [L].

Right-Shoulder Rule: Whenever two dancers are moving toward each other and would otherwise collide, they pass right shoulders instead. If two dancers facing opposite directions must occupy the same spot on the floor at the same time, they step to form a Right-Hand Mini-Wave instead. You may not have two dancers who are facing the same direction, or at right angles, try to occupy the same spot.

Split versus Box: There are two versions of many calls: Split Circulate and Box Circulate; Split Transfer and Box Transfer; Split Counter Rotate and Box Counter Rotate. The Split version of a call is used when an 8-dancer formation is to be split into groups of 4 to do the call. Box is used:

- when there is only a single Box Circulate formation which can do the call (for example, the center 4 of Parallel Two-Faced Lines doing a Box Transfer), --*or*--
- when the center 4 dancers are to do the call (for example, from Parallel Waves, Centers Box Transfer while the ends Zig Zag).

It is not good practice to simply call "Box Circulate" from Columns or Parallel Waves. It is necessary to clearly distinguish between Centers Box Circulate (they stay in the center) and Centers Split Circulate (they stay in their own half of the square). Either way, you must tell the centers to do the call.

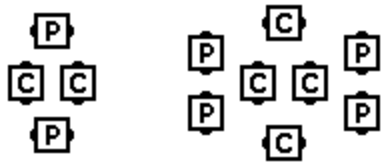


How We Name Dancers

For purposes of the definitions, we often had to identify specific dancers — say, the ends of a wave. There are a lot of ways to name people, and we tried to use the ones that are common at Advanced. For reference, we've listed them here:

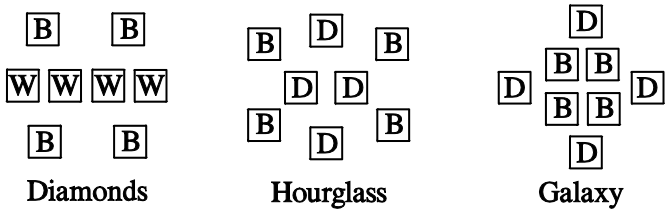
#1, #2, #3, #4: The dancers in a column are sometimes identified by number. The very lead dancer is called #1; the one behind him is #2, and so on. For example, here's how the dancers below would be named:

Points and Centers: In diamonds and hourglasses, there are points and centers. The points in the diagrams below are marked "P" and the centers are marked "C":



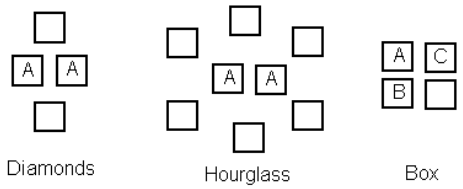
Diamond Hourglass

Box, Wave, and Diamond Dancers: In parallel diamonds, hourglasses, and galaxies, you can identify dancers by what part of the formation they're in. In parallel diamonds there is a wave inside a box of dancers; in an hourglass there is a diamond inside a box; in a galaxy there is a box inside a diamond. In the diagrams below, Wave Dancers are marked "W", Diamond Dancers are marked "D", and Box Dancers are marked "B":

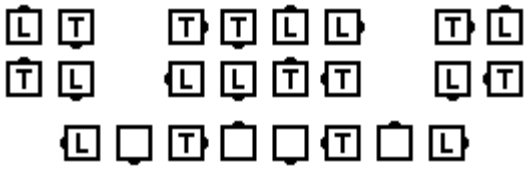


Centers and Ends: All line-type and column-type formations have ends and centers. The dancers who are nearest the center of the formation are centers, and the others are ends —regardless of their facing direction. In the diagram below, the centers are marked "C" and the ends are marked "E".

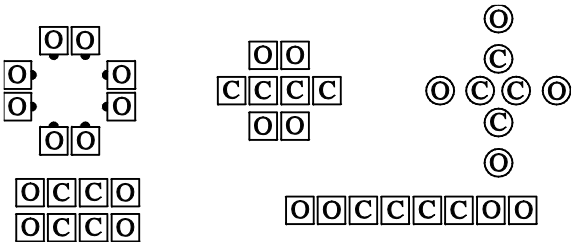
Adjacent: Two dancers are said to be *adjacent* if they are close to each other, with no intervening space or other dancers. This is true regardless of the dancers' facing directions. In the diamond and hourglass diagrams below, the dancers marked "A" are all adjacent to each other; the others aren't adjacent to anyone. In the box diagram, dancers "B" and "C" are both adjacent to dancer "A", but not to each other.



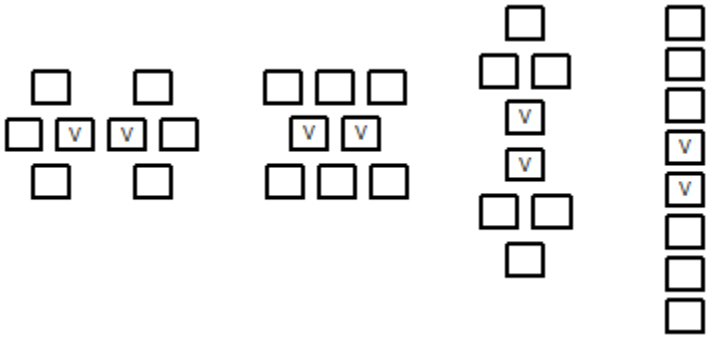
Leads (or Leaders) and Trailers: In any 1x2 formation (for example, Facing Dancers, a Tandem, Dancers Back-to-Back), those facing out of the 1x2 formation are called leaders, and those facing into the 1x2 formation are called trailers. A dancer who has one shoulder directly toward the center of the 1x2 formation is neither. In the pictures below, the dancers marked "L" are leaders, and the dancers marked "T" are trailers. Those not marked are neither.



Centers and Outsides: Those dancers who are close to the center of the formation are centers; the others are outsides. In lines and columns, end and outside are the same; in the other formations below, the centers are marked with "C" and the outsides with "O".



Very Centers: The two dancers closest to the flagpole center of the set are called the very centers or the very center two. This term is only used when exactly two people are closest to the center. They are marked with V's in the pictures below:



Starting Formations

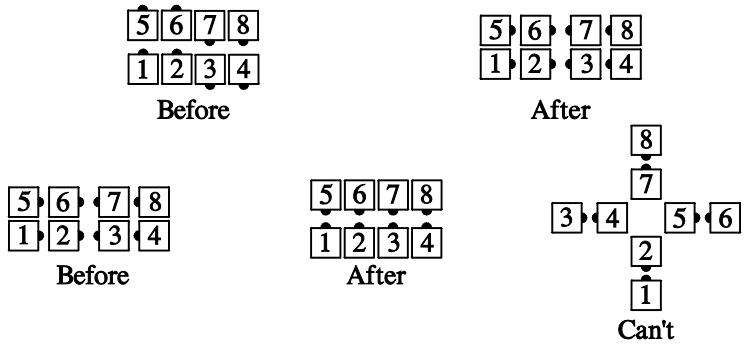
Each call's definition includes a list of possible starting formations for that call. Since there's no way to list every formation a call can start from, we don't mean to restrict you to those formations. However, this isn't a license to shoehorn a definition into an oddball formation. Following the guidelines below will lead you to other legitimate starting formations; anything else should be avoided.

- The formations listed are usually the smallest from which the call can be done. Larger formations may be made of these smaller units. For example, Switch to a Diamond is defined to start from a single ocean wave, so it can also be done from Parallel Waves *[ending in Parallel Diamonds]*, or from a Tidal Wave *[ending in Point-to-Point Diamonds]*.
- Where they apply, you can use the general rules (Facing Couples, Ocean Wave) to find other starting formations. For instance, Pass and Roll can start from a Right-Hand Box Circulate formation even though that formation doesn't appear in the definition's list: The Ocean Wave Rule applies.
- If the word "only" appears in the list, then only the formations listed may be used. You may not apply the Facing Couples or Ocean Wave Rules. One call like this is Recycle — the facing-couples definition is not applicable from an Ocean Wave.
- If the way you plan to use a call requires that two conflicting rules apply, your usage is improper. For example, using the call Cast a Shadow from lines back-to-back causes a conflict for the ends — they are both leads, and each must meet the other with his inside hand. At the same time, the right-shoulder rule applies. Because of this conflict, that use of Cast a Shadow is improper.
- If the formation you call the call from, can be broken into two different starting formations for the call, you have to specify which you mean. For example, the call Dixie Style to a Wave can start either from Facing Couples or from Facing Tandems. If it is called when the dancers are in a Double Pass Thru formation, they don't know which formation to start the call from — it could be done either way. In cases like this, you must tell the dancers which one you want: either "Centers Dixie Style to a Wave", or "On the double track, Dixie Style to a Wave".

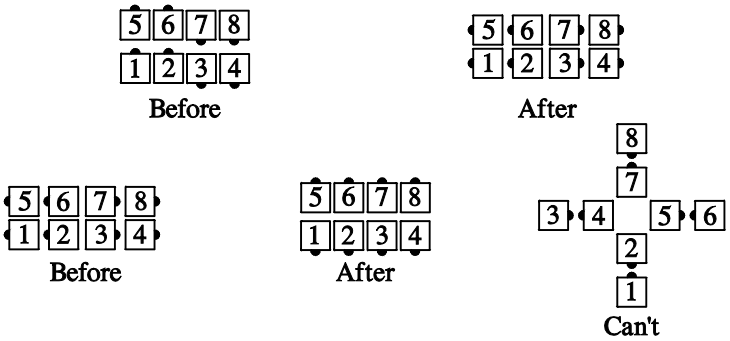
Glossary of Descriptive Terms Used in the Definitions

All the terms from the Descriptive Terminology section of the *CALLERLAB Mainstream Dance Program Definitions* apply to these definitions. We have also used some terms which haven't been formally defined before but are commonly used within the Advanced program:

Face In: Means "Turn 1/4 in place, turning toward the center of the set."



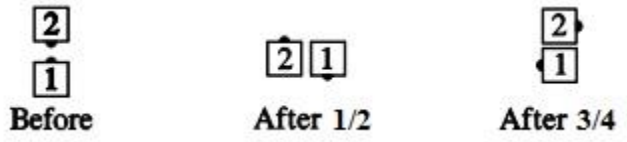
Face Out: Means "Turn 1/4 in place, turning away from the center of the set."



Line: Unless otherwise specified, the term line means any kind of 4-dancer line — one-faced, two-faced, three-and-one, inverted, etc.

Touch: This is the same as saying step to an ocean wave: The dancers step forward to join right hands, making a right-hand mini-wave.

Touch 1/2, 3/4: Fractions other than 1/4 are allowed with Touch. For example, the call "Touch 1/2" is the same as "Touch and Trade." In the same way, "Touch 3/4" is "Touch and Cast Off 3/4:"



Cast Off 1/4, 1/2: Fractions other than 3/4 are allowed with Cast Off. The rule is the same as for Cast Off 3/4, but the dancers move 1/4 or 1/2 instead of going the full 3/4.

Left: The modifier "Left" applies to calls and interchanges right with left and, if also applicable, belle with beau (and also clockwise and counterclockwise). Left should only be used to modify calls where a right-hand turn or shoulder pass is clearly part of the definition. The Left modifier is usually used with calls that start with one of the following:

a) Right Pull By (for example, Left Square Chain Thru, Left Split Square Thru)
b) Pass Thru or passing action (for example, Left Dosado, Left Pass and Roll, Left Track 2, Left Wheel and Deal from a One-Faced Line)
c) Tag the Line (for example, Left 3/4 Tag, Left Turn and Deal)
d) Right Arm Turn (for example, Left Swing Thru, Left Turn Thru)
e) Turn [a fraction] by the Right (for example, Left 1/4 Thru, Left Remake)
f) Touch (for example, Left Touch 1/4, Left Spin the Windmill)
g) Turn to the right (for example, Left Wheel Thru, Left Roll to a Wave, Left Chase)

To apply the Facing Couples Rule to a "Left" call, dancers first Step to a Left-Hand Wave (for example, Left Swing Thru, Left Relay the Deucey, Left 3/4 Top).

If a different modifier can perform the same function as the Left modifier (for example, Wrong Way Promenade, Reverse Flutterwheel), then Left should not be used. Also see "Reverse", below.

The Left modifier does not affect other directions that are explicitly given. For example, in Left Spin the Windmill Right, the outsides go right. (The Left only applies to the centers; this use of Left is only necessary for Facing Couples.)

At Advanced, the left versions of the calls are part of the program even when they are not explicitly listed.

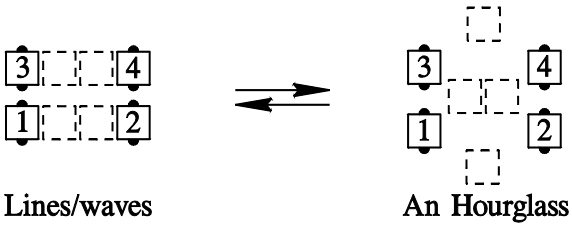
Reverse: The modifier "Reverse" applies to certain calls and interchanges Beau and Belle and the directions of clockwise and counterclockwise (and also right and left). At Advanced, dancers are expected to apply Reverse to the calls listed below. Other applications of Reverse should be workshopped or avoided.

a) Rollaway
b) Half Sashay
c) Wheel Around
d) Courtesy Turn
e) Flutterwheel
f) Dixie Style to an Ocean Wave
g) Circle to a Line
h) Single Circle to a Wave
i) Swap Around
j) Recycle (from Facing Couples)

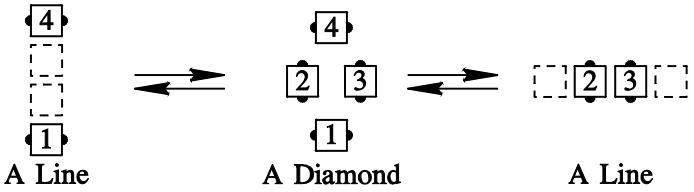
Formation Isn't There

Sometimes the definitions call for a dancer to do "his part of" some call — even when the formation he's working in exists only in the mind's eye. For example, in the call Switch to a Diamond, the ends of the wave Diamond Circulate even though there's no Diamond. Similarly, in Flip the Hourglass, the points Run as though they were in Parallel Lines. The cases we used are shown below; in each diagram, the corresponding positions in the corresponding formations are labeled alike. Unlabeled dancers have no corresponding places.

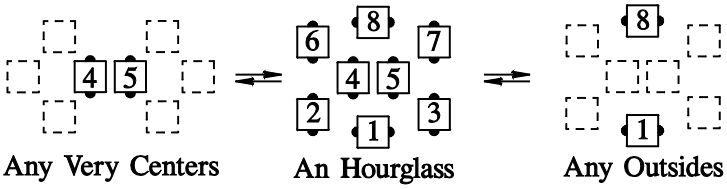
The ends of Parallel Lines or Waves may act like the points of an Hourglass. Similarly, the points of an Hourglass may act as though they were the ends of Parallel Lines:



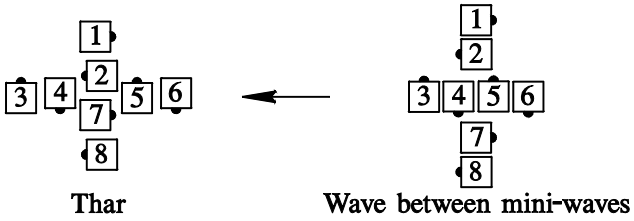
The points of a Diamond may act like the ends of a Line, or vice versa. The centers of a Diamond may act like the centers of a Line, or vice versa:



The very center two in any formation may act like the centers of an Hourglass, and vice versa. Any outsides who are on a center line may act as the other centers of an Hourglass, and vice versa:



A Wave between vertical Mini-Waves may be treated as a Thar:



Doing your part: At Advanced, the caller can have dancers do their part of a call — even when the complete starting formation isn't there. The caller doesn't have to say "do your part" — it can be implied.

How Calls Are Extended at Advanced

Some calls at Mainstream and Plus have restrictions in their starting formations that do not apply at Advanced. The definitions of these calls can be found at Mainstream (Recycle) or Plus (Coordinate, Explode and (anything), Linear Cycle).

Recycle: At Mainstream and Plus, this call is proper only from a Wave. At Advanced, this call is also proper from Facing Couples. See the A-2 call Recycle, below.

Coordinate: At Plus, this call is proper only from Columns. At Advanced, this call is proper from any formation that meets the definition.

Explode and (anything): At Plus, this call is proper only from a Wave. At Advanced, this call is also proper from a general line with both Centers facing the same direction. See Explode and (Anything), below.

Linear Cycle: At Plus, this call is proper only from a Wave. At Advanced, this call is proper from a general line.

A-1 Definitions

Any Hand (anything)

Any Hand is typically used with an (anything) call that starts with the right hand and is defined to consist of, or begin with, a series of one or more Turn actions (examples: Swing Thru, Quarter Thru, Remake). The parts of the (anything) call are all done in the same order, and for each Turn the same fraction is used, but the hand used may be different and the dance action may be modified.

Starting formation: Inverted Line(s), Inverted Box(es), Diamond(s). Every partner pair must be in a Right-Hand or Left-Hand Mini-Wave.

Inverted Line Inverted Box

Dance action: The first Turn in the series is performed by each pair of partners, who become active and Turn the appropriate amount by whichever hand (Right or Left) connects them.

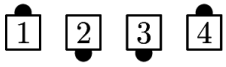
For every Turn in the series after the first, if a dancer was active on the previous Turn and can now use the other hand to hold the hand of a different dancer, then both those dancers become connected and active for the current Turn (and it doesn't matter whether that other dancer was active on the previous Turn). If two dancers who connect in this way are in a Mini-Wave, they Turn by the appropriate amount; but if they are in a Couple, the turn is modified as follows:

- Turn 1/4: if in a couple, use Cast Off 1/4.
- Turn 1/2: if in a couple, use Partner Trade.
- Turn 3/4: if in a couple, use Cast Off 3/4.

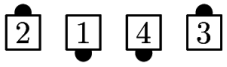
All other dancers become inactive for the current Turn.

After the last Turn in the series, all dancers become active for the remaining parts of the call (if any).

Example #1: Any Hand Swing Thru



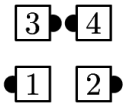
Before
Any Hand Swing Thru



After all Turn 1/2
(some by the right, some by the left)

then after
centers Partner Trade

Example #2: Any Hand Quarter Thru

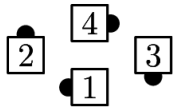


Before
Any Hand Quarter Thru

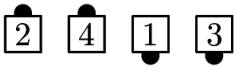
After all Turn 1/4
(some by the right, some by the left)

then after
centers Partner Trade

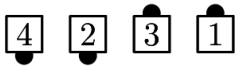
Example #3: Any Hand Three-Quarter Thru



Before Any Hand
Three-Quarter Thru

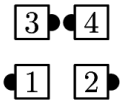


After all who have partners
(the centers) Turn 3/4



then after
all Partner Trade

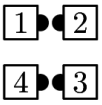
Example #4: Any Hand Remake



Before
Any Hand Remake

After all Turn 1/4
(some by the right,
some by the left)

then after centers
Partner Trade



then after
all Cast Off 3/4

Comments: The call Any Hand (anything) is proper only if there are at least two dancers active for each Turn in the series.

If the (anything) call is a 4-dancer call, then Any Hand (anything) is a 4-dancer call (example: Any Hand Quarter Thru). If the (anything) call is an 8-dancer call, then Any Hand (anything) is an 8-dancer call (example: Any Hand Grand Quarter Thru).

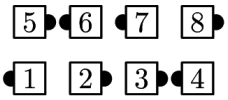
Example #5: from Left-Hand Point-to-Point Diamonds, the call Any Hand Three-Quarter Thru has the centers of each diamond Turn 3/4 by the Left — the very centers do not Turn 3/4 by the Right because this is a 4-dancer call — then all Partner Trade to end in a Right-Hand Tidal Two-Faced Line.

Before Any Hand
Three-Quarter Thru
(a 4-dancer call)

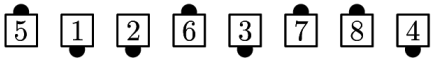
After all who have partners
in each 4-person subformation
(the centers of each diamond) Turn 3/4

then after
all Partner Trade

Example #6: Any Hand Grand Three-Quarter Thru



Before Any Hand
Grand Three-Quarter Thru
(an 8-dancer call)

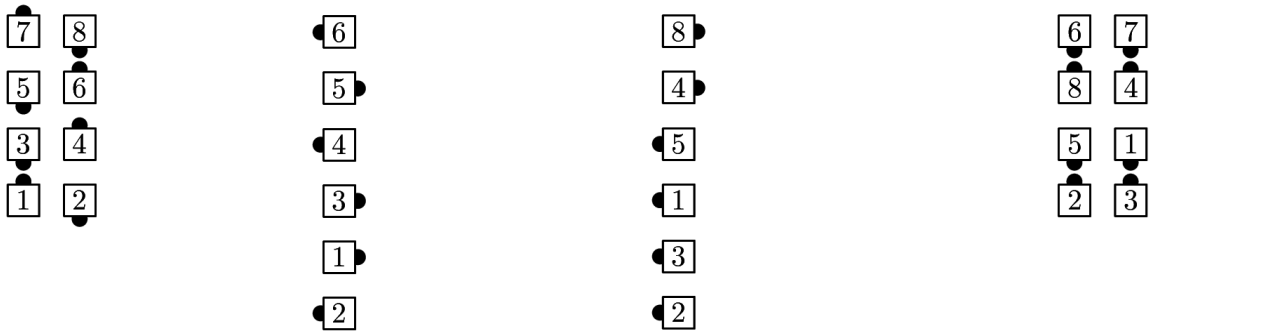


After all Turn 3/4
(some by the right,
some by the left)

then after centers of
each side Partner Trade
and very centers Turn 1/2

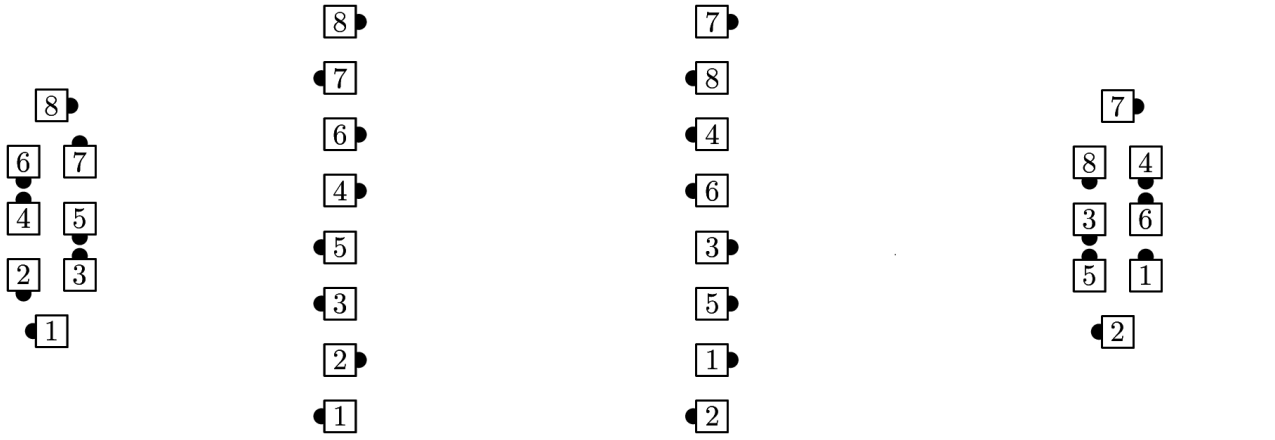
If any dancers use Cast Off to replace a Turn because they are in a Couple, all the usual rules for Cast Off apply, including how it is danced from a Tidal Line or Line of 6.

Example #7: Any Hand Grand Remake



Before Any Hand Grand Remake	After all Turn 1/4 (some by the right, some by the left)	then after centers of each side Partner Trade *and* very centers Turn 1/2	then after all Cast Off 3/4 (the Line of 4 *on each side* does Cast Off 3/4)

Example #8: Any Hand Grand Remake



Before Any Hand Grand Remake	After center 6 Turn 1/4 (some by the right, some by the left)	then after center 4 Partner Trade *and* outer 4 Turn 1/2	then after centers of each side Cast Off 3/4 *and* very centers Turn 3/4

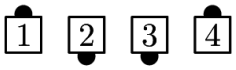
The Facing Couples Rule does not apply with to Any Hand (anything), regardless of whether that rule applies to the (anything) call itself.

If the Ocean Wave Rule applies to (anything), then Any Hand (anything) is proper if and only if:

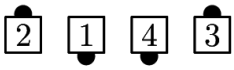
(a) the definition of the (anything) call begins with Step to a Wave, then a Turn by the right, and

(b) all dancers are already in Mini-Waves.

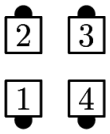
Example #9: Any Hand Turn Thru



Before
Any Hand Turn Thru



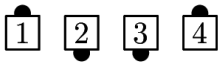
After all Turn 1/2
(some by the right, some by the left)



then after
all Step Thru

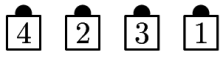
Any Hand is sometimes used with an (anything) call that can start with either hand, to alert dancers that some will start with the right hand and some will start with the left hand. In such cases the use of Any Hand does not actually alter the dance action. For example, from an Inverted Line, Any Hand Hinge has exactly the same dance action as Hinge. (Compare this to the occasional use of Left Hinge from a Left-Hand Wave: it has the same dance action as Hinge, but reminds all dancers to use the left hand.)

Example #10: Any Hand Swing and Mix (same dance action as for Swing and Mix)

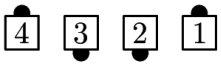


Before either
Any Hand Swing and Mix
or Swing and Mix

After all Turn 1/2
(some by the right,
some by the left)



then after
centers Cross Run



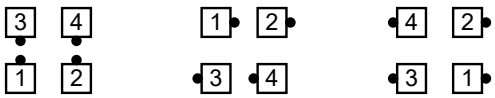
then after
new centers Trade

(anything) and Cross / (Named Dancers) Cross

(anything) and Cross

Timing: call + 2

From any appropriate formation: Do the "Anything" call. Trailers diagonally Pull By with each other, using their outside hands. For example, Touch 1/4 and Cross:



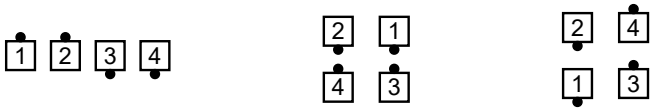
Before After Touch 1/4 After

The "anything" call must end in a 2x2 formation with two leaders, and two trailers who are facing each other on a diagonal (for example, Box Circulate formation).

(Named Dancers) Cross

Timing: 2

Any formation in which the designated dancers are facing on a diagonal: The named dancers then diagonally Pull By with each other, using their outside hands. Ending formation: various. For example, Wheel and Deal, Beaus Cross:



Before After Wheel and Deal After

As Couples Concept

Timing: –

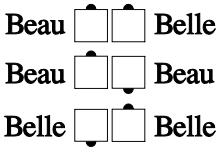
This is used to modify a call. Each Couple acts as though it were a single dancer, and does the part of the call appropriate to its position in a starting formation that is composed of Couples.

For example, from Parallel Right-Hand Two-Faced Lines consider As Couples Walk and Dodge. Each Couple works as a unit, and these units act as though they were in a Right-Hand Box. The Couples facing in take the part of single dancers facing in, so they walk forward, and the Couples facing out take the part of single dancers facing out, so they slide sideways to the right. The result is Lines Facing Out.

For Teaching: No one should let go of his partner during an As Couples call.

Belles and Beaus (to name dancers)

Dancers whose partners are on their left are Belles, and dancers whose partners are on their right are Beaus. In particular, for a Couple, the dancer on the right is the "Belle", and the dancer on the left is the "Beau".



Brace Thru

Timing: 6, SS 8

From Facing Couples, each composed of a man and a woman: All Right Pull By. Those dancers (if any) in a normal couple Courtesy Turn to end facing the other couple. Those in a half-sashayed couple U-Turn Back, turning toward each other. Ends in Normal Facing Couples.

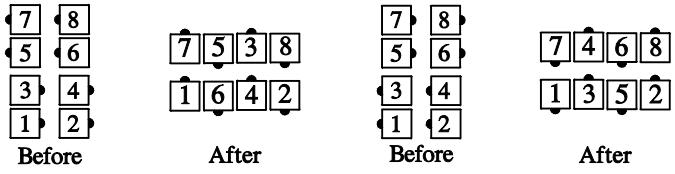
Cast a Shadow

Timing: 10

From the following formations only:

- 2x4 with the ends forming a Tandem
- Promenade or Wrong Way Promenade

From a 2x4 formation with the ends forming a Tandem: ends 1/2 Zoom, Arm Turn 3/4, and Spread to become ends of a 2x4. Meanwhile centers facing out Cloverleaf and centers facing in Extend, Arm Turn 1/4, and Extend. The centers finish as centers of a 2x4 by stepping in between ends who spread apart. In the case in which all the centers are facing in, they Pass In and Pass Thru; if all centers are facing out, they Cloverleaf.



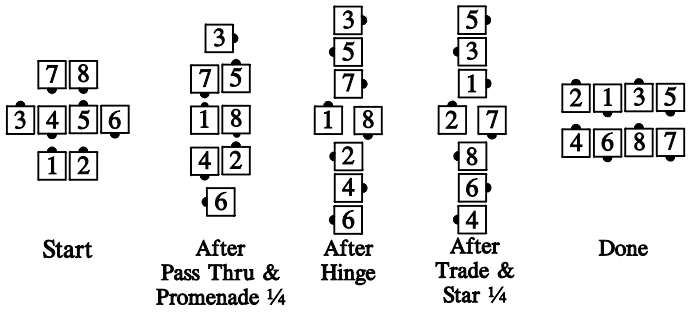
From Promenade or Wrong Way Promenade: The caller must designate two couples, for example, Heads Cast a Shadow. Everyone acts as though the formation were Two-Faced Lines, with the designated couples as the leaders. Thus, the outsides 1/2 Zoom (with the designated outside acting as the lead), Arm Turn 3/4, and Spread, while the designated centers Cloverleaf, and the other centers Arm Turn 1/4 and Extend. Ends in Parallel Waves.

Note: Cast a Shadow is not proper from Columns because the ends are not in Tandem with each other.

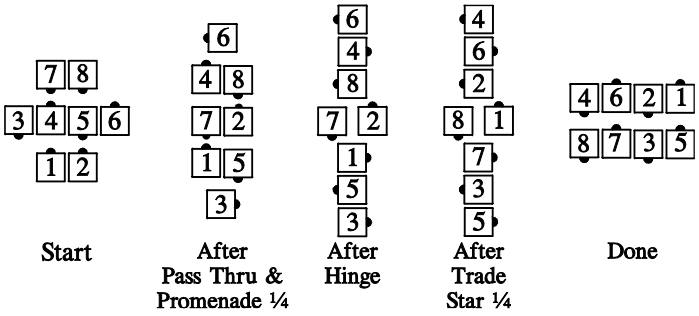
Chain Reaction

Timing: 12

From any 1/4 Tag or 1/4 Line formation in which each very center can Pass Thru with an outside dancer. [*At Advanced, this call is restricted to starting from Right- or Left-hand Quarter Tag formations only*.]: The very centers Pass Thru with the dancers they are facing, while the ends of the center line/wave Promenade 1/4 around the outside of the set. The original very centers and the dancers they are next to, Hinge. The centers Star (or Diamond Circulate) one spot, while the outsides Trade. Those who meet now Cast Off 3/4, while the others move up (very centers along an outward diagonal, and very ends along a quarter circle) to become the ends of Parallel Waves. Example:



Example from Left-Hand Wave:



Cross Clover and (anything)

Timing: Greater of 10 or the call

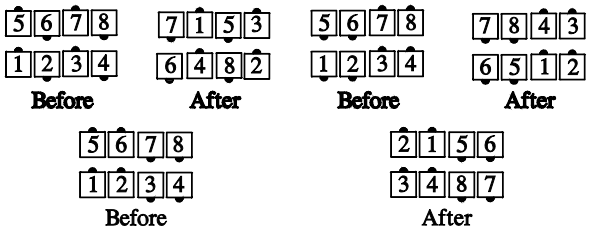
From any formation in which 2 couples are facing out and can do a Cloverleaf (for example, Trade By formation): Those facing out Half Sashay blending into a Cloverleaf, while the others do the Anything call.

Cross Over Circulate

Timing: 6

From General Lines only: Each dancer moves forward one spot along the circulate path shown below: A lead end Circulates to the far center spot in the same line; a lead center Circulates to the far end spot in the same line; a trailing end Circulates to the near center spot in the other line, and a trailing center Circulates to the near end spot in the other line. If two dancers are about to collide and they are facing the same direction, the belle goes in front of the beau; if they are facing each other, they pass right shoulders.

Examples:



For Teaching: You can describe this as: Leads Cross Run as trailers (do their part of) Couples Circulate and Half Sashay as they go. However, it is far more effective to re-introduce the idea of circulate paths (already used at Mainstream), and use it to describe the call.

Cross Trail Thru

Timing: 6, SS 6

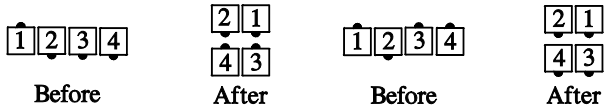
From Facing Couples: As one smooth motion, Pass Thru and Half Sashay. Ends in Couples Back-to-Back.

Note: When one hears "Cross Trail Thru to your Corner; Allemande Left", the Cross Trail Thru is danced, as one smooth motion, Pass Thru and left-shoulder Partner Tag.

Cycle and Wheel

Timing: 4

From a 3-and-1 Line: The dancers in the mini-wave do a Recycle while the couple does a Wheel and Deal. If the ends of the line are facing opposite directions, this will end in couples facing. If the ends are both facing the same direction, the right end must pass in front, to end in Tandem Couples.

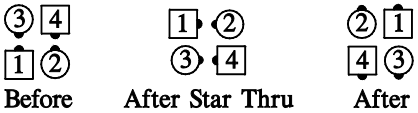


Double Star Thru / Triple Star Thru

Double Star Thru

Timing: 6

From any appropriate formation (for example, Normal Facing Couples): Those who can Star Thru. Those who can do the mirror image of a Star Thru (an arch is made with the man's left hand and the woman's right hand; the man goes around the arch while the lady goes under). In each part of the call, some dancers must be active. Normal Facing Couples will end as Sashayed Couples Back-to-Back.



Triple Star Thru

Timing: 10

From any appropriate formation (for example, Double Pass Thru with normal couples in the center and outsides sashayed): Those who can Star Thru. Those who can do the mirror image of a Star Thru (as in Double Star Thru). Those who can Star Thru. In each part of the call, some dancers must be active.

For Teaching: The lady always goes under the arch.

Ends Bend

Timing: 2

From any formation with the ends in a line: The ends do their part of a Bend the Line. Note that dancers can Roll after this call.

For Teaching: This can be described as half of a Run.

Explode and (anything)

Timing: 2 + call

From a wave: All Step Thru (giving couples back-to-back), Quarter In, and do the "anything" call.

From a General Line with both centers facing the same direction: The centers step ahead as the ends slide together. All Quarter In to make facing couples and do the anything call.

Note: The call Explode is not meant to be used alone; only as the preface in this call. It is not used as short-hand for Explode the Line or Explode the Wave. After Explode and, every dancer is able to Roll.

Explode the Line

Timing: 6

From a General Line with the centers facing the same way: The centers step forward as the ends slide together. Then all Quarter In and Right Pull By. Ends in Couples Back-to-Back.

Fractional Tops

Timing: 4-6-8

From a Thar or Wrong-Way Thar: All Arm Turn 1/2, then the centers turn their star, as the outsides move forward around their circle, and for

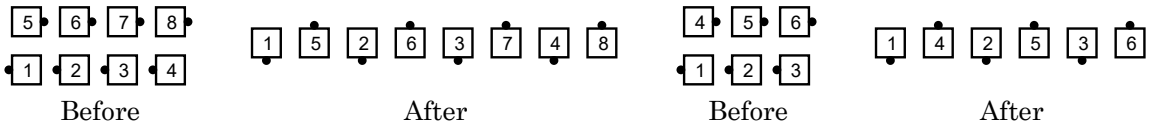
- Quarter Top end upon meeting the first dancer.
- Half a Top end upon meeting the second dancer.
- Three-Quarter Top end upon meeting the third dancer.

Ends in a Thar or Wrong-Way Thar.

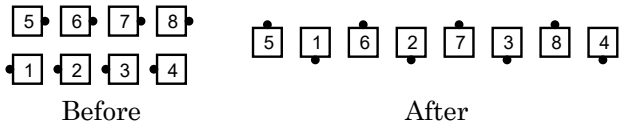
Grand Follow Your Neighbor

Timing: 6

From Columns: The #1 dancer in each column does the leaders' part of Follow Your Neighbor (tight 3/4 circle towards partner). The #2, #3, and #4 dancers do the trailers' part of Follow Your Neighbor (Extend and Arm Turn 3/4). Ends in a Tidal Wave.



You can also do Grand Follow Your Neighbor and Spread:



Horseshoe Turn

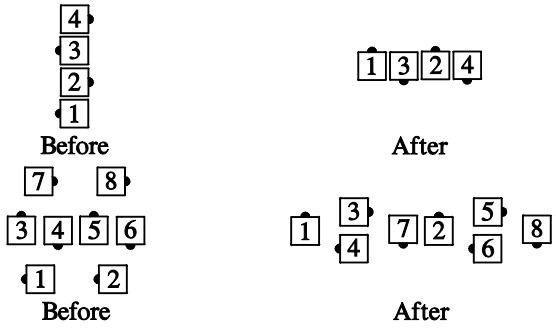
Timing: 6

From anywhere the outsides can Cloverleaf and the centers can Partner Tag (for example, Completed Double Pass Thru): Clover and the centers Partner Tag.

Lockit

Timing: 4

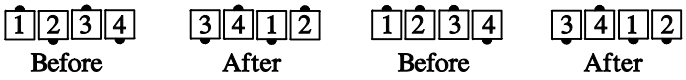
From a General Line or Diamond, with the centers in a Mini-Wave only: Centers Arm Turn 1/4, while the ends move up around a quarter circle, as in Fan the Top.



Mix

Timing: 6

From a General Line: Centers Cross Run, then the new centers Trade. If both centers are facing the same way at the start of the call, they Half Sashay, blending into a Run around the original far end.



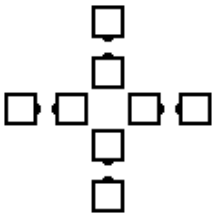
Pass In / Out

Pass In

Timing: 4

From facing dancers (for example, Facing Lines, or Eight Chain Thru): All Pass Thru and Face In.

Note that the dancers shown below cannot Face In after the Pass Thru, and so cannot Pass In.



Pass Out

Timing: 4

From Facing Dancers (for example, Facing Lines, or Eight Chain Thru): All Pass Thru and Face Out.

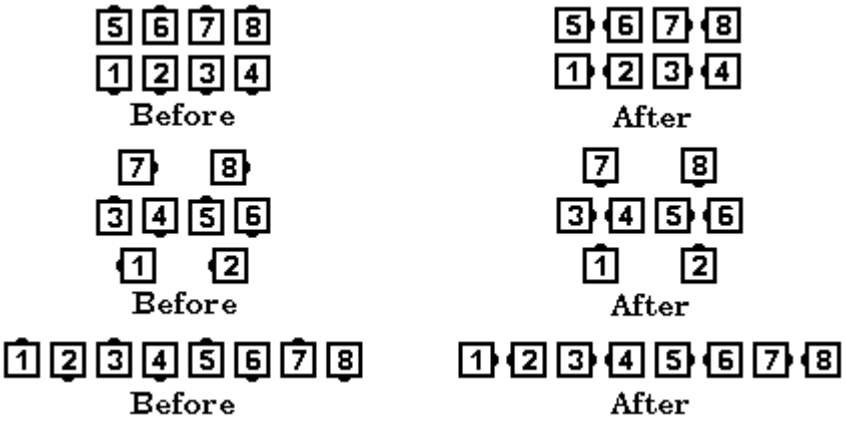
Note that the people in the diagram shown under Pass In (those who could not do the Pass In) also cannot Pass Out.

Quarter In / Out

Quarter In

Timing: 2

From anywhere partner is defined, or the call Face In can be done: Turn 1/4 in place to face your partner. If you have no partner (as in a diamond), then Face In toward the center of your half of the set.



Quarter Out

Timing: 2

From anywhere partner is defined or the call Face Out can be done: Turn 1/4 in place, turning away from your partner. If you have no partner (as in single file promenade), then Face Out from the center of your half of the set.

Right (Left) Roll to a Wave

Timing: 4 & 2

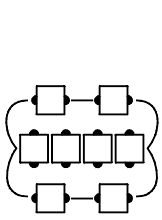
From a Tandem, Back-to-Back Dancers, or Facing Dancers: The leaders right-face (left-face) U-Turn Back, and all (Left) Touch.

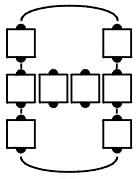
Six-Two Acey Deucey

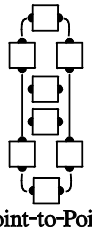
Timing: 4

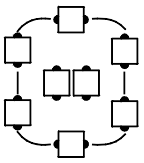
From anywhere with a very center two, and an outside 6: The very centers Trade, while the outside six Circulate in their formation.

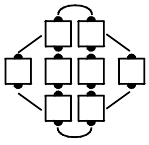
For common formations, the circulate paths for the outside six are shown below:


Diamonds


H


Point-to-Point Diamonds


Hourglass


Waves Between Mini-waves, etc.

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 Square Thru

Timing: 6-8-10, SS 8-10-12

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), and all Left Square Thru 3/4.

Split Square Thru can also be done fractionally, or for a given number of hands. In these cases, the fraction applies to those who start the call, for example, for a Split Square Thru 3/4, the dancers who start facing do a total of 3 Pull Bys, and the other two dancers do 2 Pull Bys.

Square Chain Thru

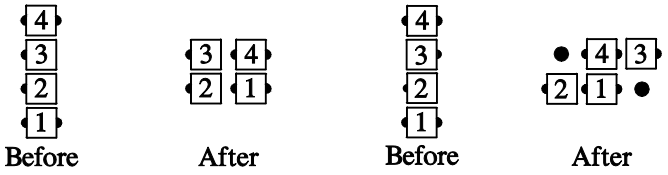
Timing: 14

From facing couples: All Right Pull By, Quarter In, Left Swing Thru, and Left Turn Thru, to end in couples back-to-back.

Step and Slide

Timing: 4

From a General Line: Centers step forward, while the ends slide sideways until they are adjacent.



Swap Around / Reverse Swap Around

Swap Around

Timing: 4

From Facing Couples: The belle in each couple walks straight forward without turning, to take the spot of the dancer s/he was facing. At the same time, the beau in each couple Runs (passing behind his starting partner) into the spot being vacated. Ends as Couples Back-to-Back.

Reverse Swap Around

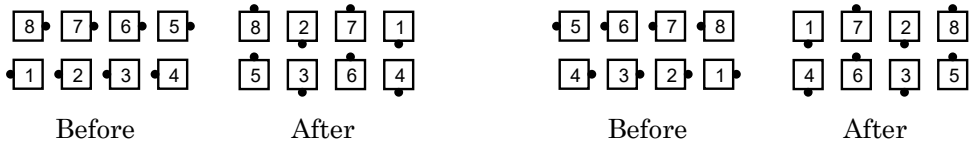
Timing: 4

From Facing Couples, the beaus walk (as in Walk and Dodge) while the belles run to the left.

Transfer the Column

Timing: 10

From Columns: The #1 and #2 dancers Circulate 3 spots, working slightly wider than usual to give the centers room, and Face In (to become a Couple). Meanwhile, the #3 and #4 dancers Circulate and Arm Turn 3/4. From the momentary Right-Hand or Left-Hand 1/4 Tag, all Extend to form Parallel Waves.



Before After Before After

Triple Cross / Double Cross

Timing: 4

Triple Cross

From Columns (4): The 6 dancers who can pull by on the diagonal, using outside hands.

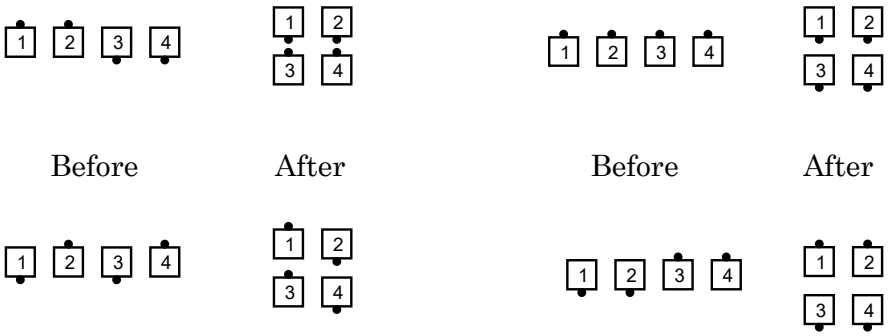
Double Cross

From Columns (3): The 4 dancers who can pull by on the diagonal, using outside hands.

Turn and Deal

Timing: 4

From a General Line: As one smooth motion, all Half Tag, then turn individually another quarter in the same direction you turned to start the Half Tag. This call is considered to have a single part; it cannot be fractionalized.



Before After Before After

Before After Before After

Wheel Thru / Left Wheel Thru

Wheel Thru

Timing: 4, SS 6

From Facing Couples: Similar to Couples Lead Right, except that the dancers drop hands and the beaus pass right shoulders with each other on the way. Ends in Couples Back-to-Back.

Left Wheel Thru

Timing: 4, SS 6

From Facing Couples: Similar to Couples Lead Left, except that the dancers drop hands with each other, and the belles pass left shoulders with each other on the way. Ends in Couples Back-to-Back.

A-2 Definitions

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 (or calls using fewer dancers), and allow all eight dancers to do the call at once. Each group of 4 dancers works with themselves as though the other group were not there.

When the dancers would normally walk through the middle of the square (for example, 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 (for example, 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 (for example, 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.

Some calls contain both traffic patterns. From a Squared Set, All 4 Couples Square Chain Thru would be danced as a pass your corner right shoulder, Right Pull By, pass the next left shoulder, step to Left-Hand Wave with the next, all Arm Turn 1/2 by the left, center 4 Star 1/2 by the right, all Left Turn Thru and pass the next left shoulders. Ends in a Squared Set with everyone facing out. The dancers who started on the head spots are now on the side spots.

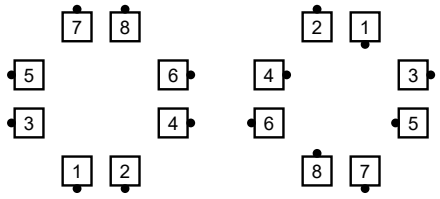
At the end of the call, you must adjust to the nearest static square footprints of the wall you are facing. For example, if you end facing the head walls, adjust (without turning) to the nearest head position. If you end on Thar spots, you don't adjust.

The initial traffic pattern determines the name of the concept. If the initial traffic pattern requires all dancers to walk around the perimeter, "All Four Couples" is used. Otherwise, "All Eight" is used.

All 4 Couples Chase Right

Timing: 10

From a Static Square with everyone facing out, those at the head position Chase Right while those at the side position also Chase Right. All action is clockwise around the outside of the set. Ends on static square spots with dancers in Right-Hand Mini-Waves.

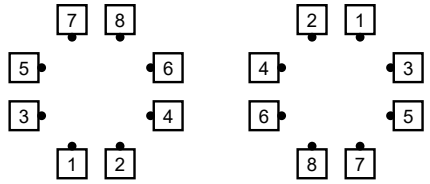


Before After

All 4 Couples Right and Left Thru

Timing: 10

From a Static Square or Circle: All pass corners right shoulders, Right Pull By with opposite, pass the next dancer left shoulders, and Courtesy Turn with partner, to end facing the center of the set.

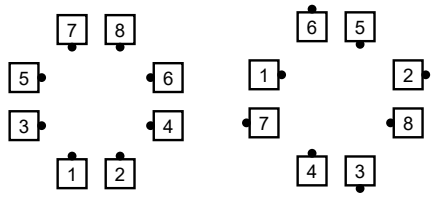


Before After

All 4 Couples Star Thru, etc.

Timing: 6

From a Square or Circle: All pass corner right shoulders, Star Thru, etc. For example, All Four Couples Touch 1/4:

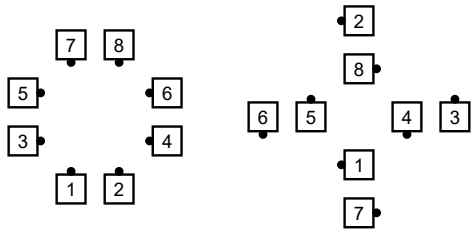


Before After

All 8 Dixie Style to a Wave

Timing: 8

From a Static Square, the right-hand dancers step forward and to the left to become the lead dancer in a Tandem. Lead dancers join right hands in a star and Pull By. All Left Touch 1/4. Ends in a Thar Star.



Before After

All 8 Mix

Timing: 10

From a Thar or Wrong Way Thar, the centers cross run, by turning their star 1/2 and sliding nose-to-nose with the outsides (Slide). The new centers trade, by turning their star 1/2. Ends in a Thar or Wrong Way Thar.

All 8 Swing Thru

Timing: 8

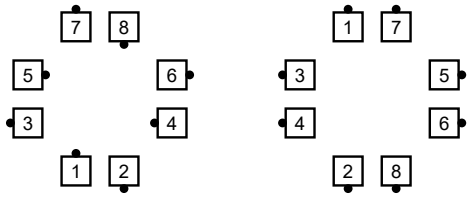
From a Wrong Way Thar, all arm turn 1/2 by the right. Center 4 star 1/2 by the left. Ends in a Wrong Way Thar.

Before After

All 8 Walk and Dodge

Timing: 6

From a Static Square with everyone in a Mini-Wave, those facing in walk forward across the set to take the place of the dancer who was directly in front of him. Those facing out step sideways into the position vacated by the "walker". Ends in a Static Square with everyone Facing Out. If all the "walkers" move at the same rate, there will be a momentary star 1/2 way through the call.



Before After

Teaching hints to tell the dancers:

1. Based on the call, identify the 4 dancers whom you will work with.
2. Do the call as if the other 4 dancers weren't there. Avoid colliding with them either by using a star when you go through the middle or passing them on the perimeter.
3. At the end of the call you must adjust (without turning) to the nearest static square footprints of the wall you are facing.
4. If you end on Thar spots, you don't adjust.

Checkmate the Column

Timing: 10

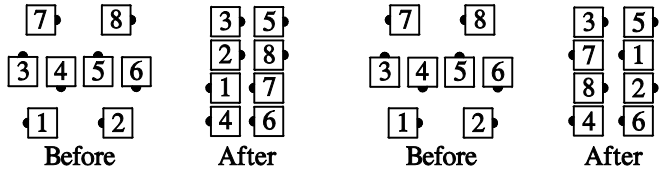
From Columns: numbers 1 and 2 in each column Circulate four times and Face In while numbers 3 and 4 Circulate twice, Face In to form a couple, then individually Circulate. From Columns, ends in Parallel Two-Faced Lines.

Before After Before After

Diamond Chain Thru

Timing: 10

From Diamonds: All Diamond Circulate, the very centers Trade, and Cast Off 3/4 with the adjacent ends of the wave. Ends in Parallel Waves or Lines.

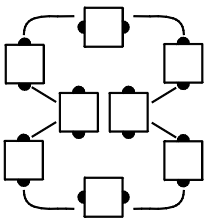


Hourglass Formation:

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.

Cut / Flip the Hourglass

Cut the Hourglass

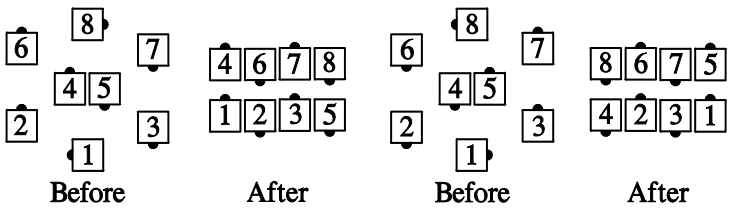
Timing: 6

From an Hourglass: The points slide together and Trade, while the others Hourglass Circulate. Ends in Parallel Lines or Waves.

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.



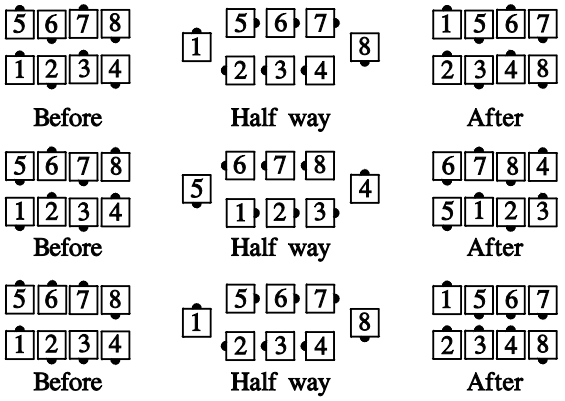
In / Out Roll Circulate

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, as shown below.



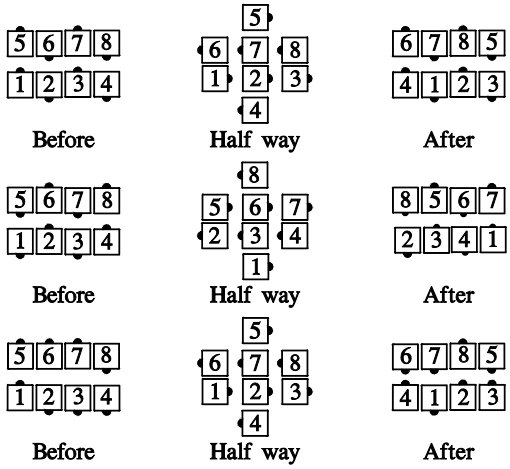
For Teaching: You can describe the non-circulators' part as a Run (or Flip) toward the vacated spot. This captures the idea of a single, flowing motion for them.

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, as shown below.

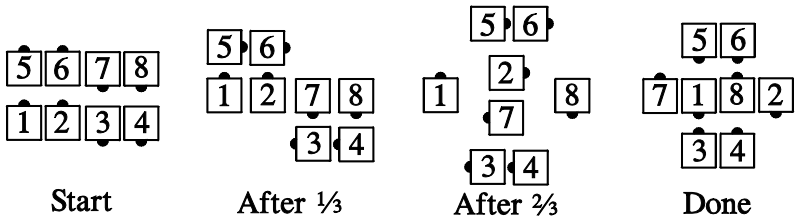


For Teaching: You can describe the non-circulators' part as a Run toward the vacated spot. This captures the idea of a single, flowing motion for them.

Mini-Busy

Timing: 6

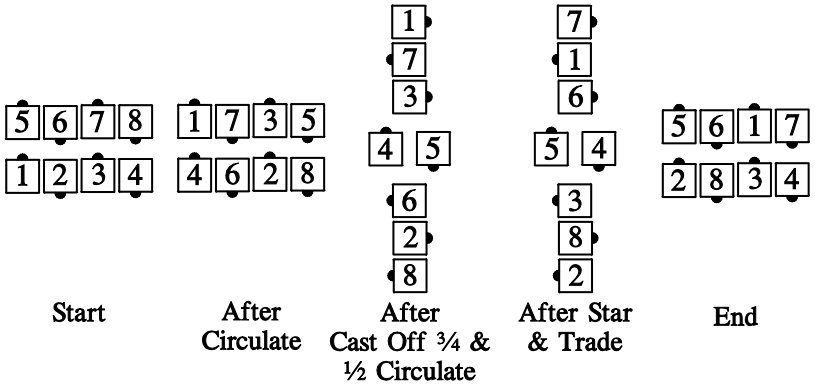
From Parallel Two-Faced Lines: The trailers As Couples Extend, have the center two Hinge, and Flip the Diamond. Meanwhile, the lead couples (working around the outside) Face In, step forward one spot, and Face In. Ends in a 1/4 Tag formation. This call has three parts, as illustrated below:



Motivate

Timing: 16

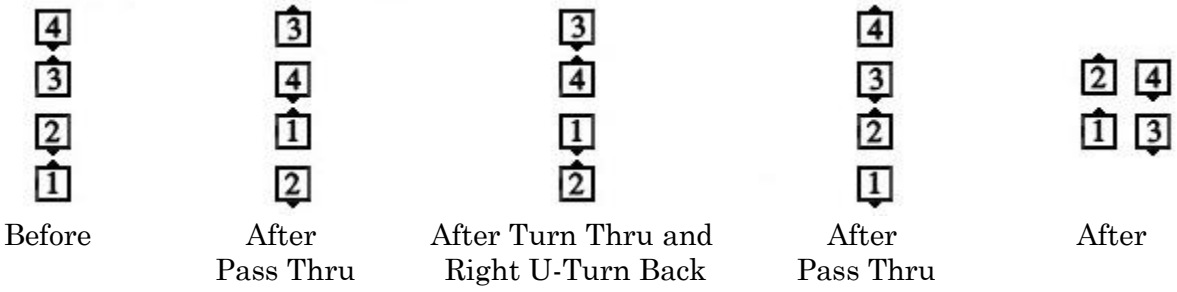
From Waves: All Circulate, the centers of each wave Cast Off 3/4 while the ends Circulate 1/2, to create a star between two Mini-Waves. The star turns half, while those in the mini-waves Trade. Those who meet Cast Off 3/4, while the others move up (as in Chain Reaction) to become the ends of Parallel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



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 begin a Pass Thru, blending smoothly into Follow Your Neighbor (equivalent to Pass Thru; Centers Touch 3/4 while outsides right-face U-Turn Back and Roll). Ends in a Left-Hand Wave.

Peel and Trail

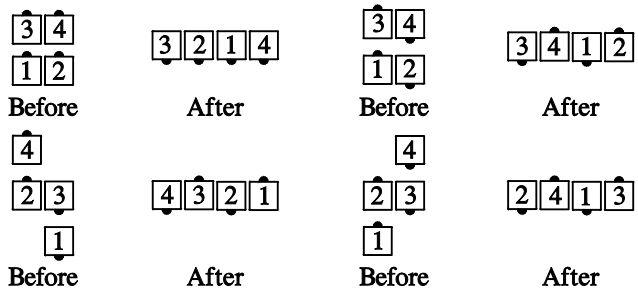
Timing: Tandem Couples: 4, Box Circulate or Z: 6

Starting formation: Tandem Couples, Box Circulate, or Tandem Dancers in a Z (for example, 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 Family

Remake

Timing: Alamo 12, others 10

From a Right Hand Mini-Wave Box, or a Left-Hand Facing Diamond: 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 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 (for example, 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", defined below.

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 Magic Columns.

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

Remake the Thar

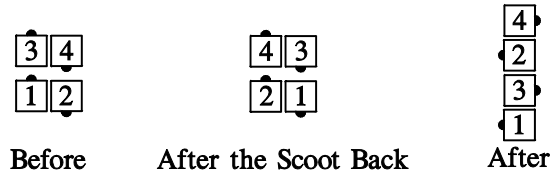
Timing: 10

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.

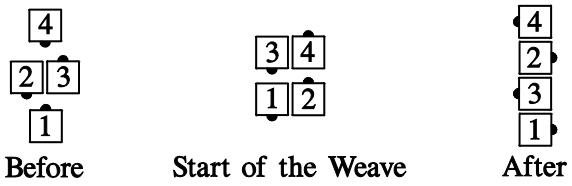
Scoot and Weave

Timing: 10

From Right-Hand (Left-Hand) Box Circulate formation: Scoot Back. Those facing in Left (Right) Touch 1/4 with each other, while those facing out Quarter Right (Left). Ends in a Wave.



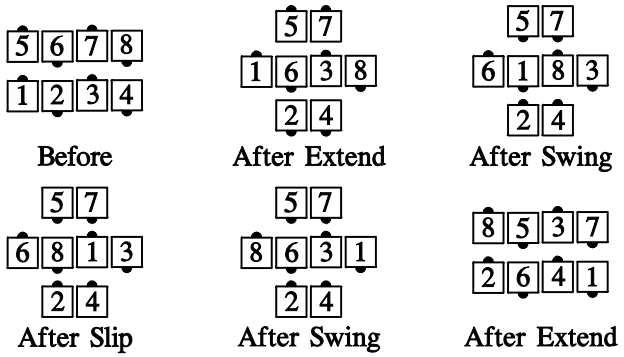
From Single 1/4 Tag: Extend, Trade, and then Weave the same way you would from Box Circulate formation.



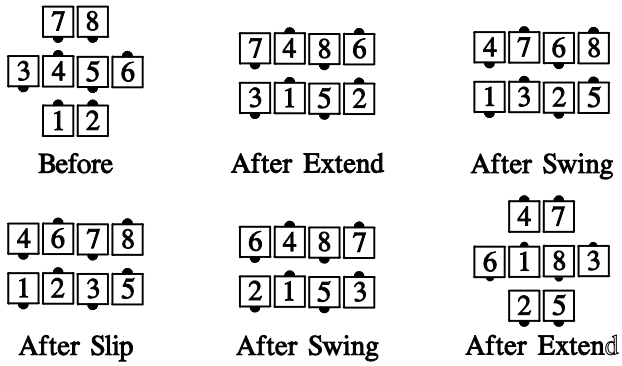
Scoot Chain Thru

Timing: 12

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



From 1/4 Tag: All Extend, Swing, Slip, Swing, and Extend. Ends in 3/4 Tag.



For teaching: The centers' part can be thought of as a Swing Thru 1 1/2 and Extend or Left Swing Thru 1 1/2 and 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.

Slip / Slide / Swing / Slither

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.

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.

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.

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 (for example, 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 [fraction] and related calls

Timing: 1/4: 4

[*At Advanced these calls are proper only from Boxes or Diamonds as described below.*]

The Counter Rotate action involves dancers moving forward a specified amount around a center point. *At Advanced, this action is restricted to a Diamond or a 2x2 Box (for example, Right-Hand Box, Left-Hand Box, Facing Couples, or Back-to-Back Couples).* The first word(s) in the call must identify the 4-dancer formation(s) either explicitly such as "Center Box Counter Rotate" or "Center Diamond Counter Rotate", or implicitly such as "Split Counter Rotate" or "Transfer and Box Counter Rotate".

Each of these calls may have a fraction after it. The fraction indicates what portion of a full circle each dancer moves around the center point of the four-dancer formation. If no fraction is given, 1/4 is implied and the rotation is 90 degrees.

Split Counter Rotate can begin from any applicable formation that can be divided across its long axis into two side-by-side four-dancer formations with no dancers facing directly toward or away from the center of their group of four. *At Advanced, this call is proper only from applicable 2x4 formations (for example, Parallel Waves or Columns), or from Twin or Point-to-Point Diamonds.*

(Designated Box) Counter Rotate or **(Designated Diamond) Counter Rotate** can begin from any applicable formation that has a Box or a Diamond of four dancers.

Beginning in an appropriate Box or Diamond, each dancer moves forward in a smooth arc around the center while changing facing direction by the designated amount (90 degrees for 1/4, 180 degrees for 1/2, 270 degrees for 3/4). During this action, each dancer maintains the same distance from the center, except while applying the Passing Rule. Before moving, dancers should identify their relative position in the Box or Diamond, and plan to end in the same relative position (such as Leader or Trailer, Beau or Belle, Center or Point).

Every dancer can Roll at the end of these calls.

Styling:

When in a Right-Hand Box or Left-Hand Box, both Mini-Wave handholds are maintained while the four dancers simultaneously rotate the whole Box the designated fraction around the center point of the Box.

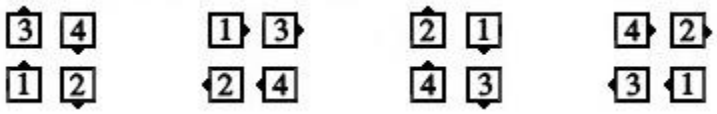
For more general 2x2 formations, dancers may need to drop hands and move independently of the other dancers in the formation (passing right shoulders if necessary), and reconnecting with new partners at the end of the call.

When in a Diamond, the centers of each Right-Hand or Left-Hand Diamond maintain their handhold and all four dancers simultaneously rotate the designated fraction around the center point of the Diamond. From a Facing Diamond, the centers of the Diamond maintain their handhold and stay in the center as dancers pass. For Split Counter Rotate, Twin Diamonds become Point-to-Point Diamonds and vice versa. Handedness is maintained.

The diagrams below show the beginning and ending positions for the four possible roles a single dancer might play in a Box Counter Rotate 1/4. A Beau will turn 90 degrees to the right; a Belle will turn 90 degrees to the left.

Before After — Leading Beau
Before After — Trailing Beau
Before After — Leading Belle
Before After — Trailing Belle

The following diagrams show a starting Right-Hand Box and the ending positions after Box Counter Rotate with various fractions (such as Box Counter Rotate 1/2).

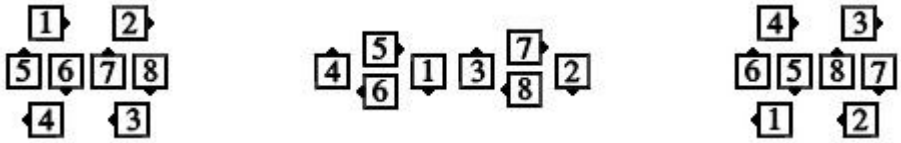


Before — After 1/4 — After 1/2 — After 3/4

Example: Split Counter Rotate 1/4:

Before — After — Before — After

Example: Split Counter Rotate from Diamonds:



Before — After 1/4 — After 1/2

Example: Center Box Counter Rotate and Roll:

Before — After

Split / Box Transfer

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.

Before — After

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 and Mix

Timing: 8

From an Ocean Wave or Inverted Line: ends and adjacent centers Turn 1/2; Centers Cross Run; resulting Centers Trade. The Facing Couples Rule applies to this call.

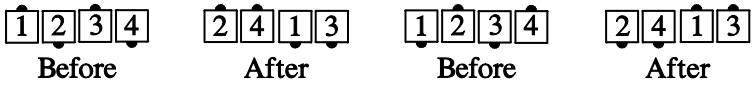
Note: There are two ways in which Swing and Mix is not simply the call Swing followed by the call Mix.

- First, reflecting historical usage, Swing and Mix is a single call with three parts while (Any Call) and Mix are two separate calls.
- Second, from facing couples, Swing and Mix is proper even though Swing is improper.

Switch the Wave

Timing: 6

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



Switch to a Diamond / Hourglass

Switch to a Diamond

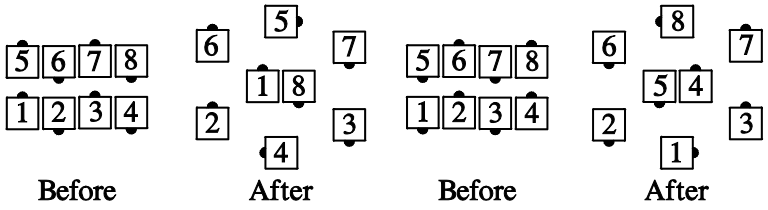
Timing: 4

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.

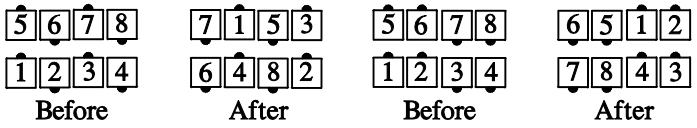


Trade Circulate

Timing: 6

From Waves only: Leaders 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 leaders Partner Trade, while the trailers Diagonal Pass Thru with each other.



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 (for example, 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.

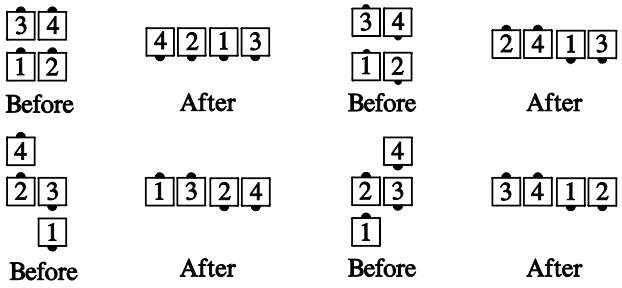
For Tandem Couples each couple must begin their semicircles by crossing paths. The dancer on the right has the right-of-way so the Beau allows the Belle to cross in front (Half Sashay).

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.

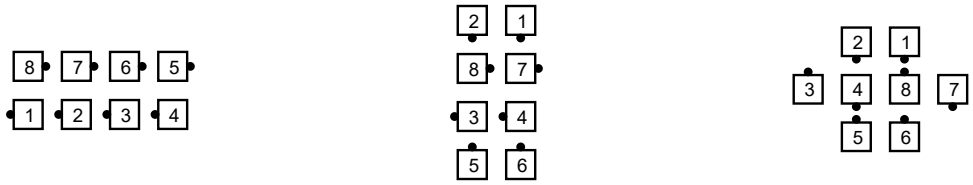
When the trailers start facing in the same direction, their dance action feels like a Left-Shoulder Partner Trade.

Transfer and (anything)

Timing: 8 (Anything starts on 5)

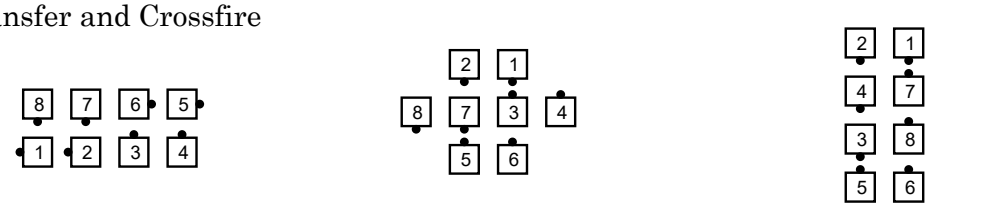
From Columns (or other applicable formation): The #1 and #2 dancers Transfer the Column, omitting the final Extend, ending as an in-facing couple on the outside. The other dancers walk forward to form a box (or other compact formation; this may be less than a full circulate) in the center and do the (Anything) call.

Example: Transfer and Quarter Thru



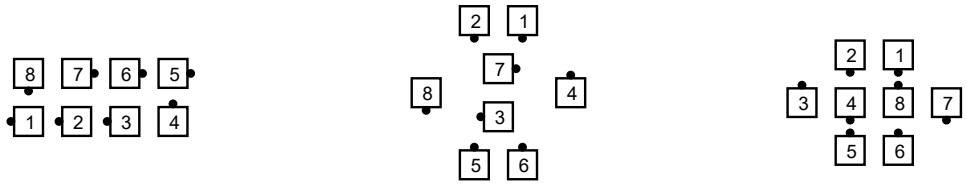
Before During After

Example: Transfer and Crossfire



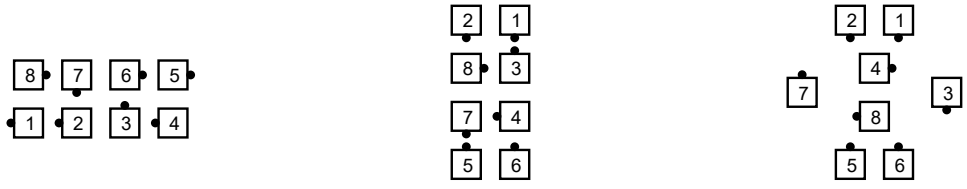
Before During After

Example: Transfer and Cut the Diamond



Before During After

Example: Transfer and Peel and Trail



Before During After

Zig Zag and variations

Timing: 2

From a General Tandem or General Column:

"Zig" means Face Right, and "Zag" means Face Left, but neither "Zig" nor "Zag" is used by itself as a call.

If two actions are given in a single call (the four possible combinations are Zig Zag, Zag Zig, Zig Zig, or Zag Zag), each active dancer must be either a Leader or a Trailer. Leaders do the first action while Trailers do the second action.

Before Zig Zag After

Three or more actions may be given in a single call if columns of matching length are first identified. The #1 dancers in each column do the first action, #2 dancers do the second action, and so on. Examples: "Columns of 4, Zag Zig Zig Zag"; "Columns of 3, Zig Zig Zag".

From any General Tandem, Zig Zag produces a Right-Hand Mini-Wave, and Zag Zig produces a Left-Hand Mini-Wave.

General Tandem before Zig Zag After General Tandem before Zag Zig After

It follows that from a General Column, Zig Zag produces Right-Hand Waves, and Zag Zig produces Left-Hand Waves. From General Lines, Zig Zag produces Right-Hand Columns, and Zag Zig produces Left-Hand Columns.

Historical Note: Prior to 2025 the definition included this statement: "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." This usage is now improper.

Change History since October 10, 2001

NOTE: This document is a revision of the Advanced Definitions dated October 10, 2001.

Date	Change
2002/07/22	Added **Grand Follow Your Neighbor** and **Triple Scoot.**
2004/01/14	Added Definition of "LEFT".
2004/07/10	Deleted reference to "Galaxy" Formations. Fixed typo in **(Anything) and Cross.**
2004/12/15	Reformatted several diagrams.
2004/12/27	Added reference to "Galaxy" Formations
2004/12/29	Added **Belles and Beaus** to the A1 list; Updated **Mini Busy**.
2005/04/13	Updated **Grand Remake.**
2006/03/16	Updated **Box Counter Rotate**. Removed **Left Pass Thru**, **Left Touch**, and **Left Square Chain Thru**. Updated **Left**. Changed **Remake, Grand Remake, 1/4 Thru, Grand 1/4 Thru, 3/4 Thru**, and **Grand 3/4 Thru**.
2006/09/09	Revised **Peel and Trail** and **Trail Off**. Incorporated various minor editorial changes.
2006/10/04	Reformatted definitions.
2007/02/06	Made minor corrections on pages 3 and 5.
2007/10/09	Corrected **Extend** diagram from Left-Hand Single Quarter Tag.
2007/11/28	Updated **Cross Clover and (Anything)** and **Clover and (Anything).** Added **Any Hand Concept** to the Preface. Removed **Cross Cloverleaf**.
2008/06/03	Fixed diagrams in **Any Hand Concept** and **All 8 Concept**. Added **(Named Dancers) Cross**.
2010/03/01	Fix typo in **Grand Remake**.
2010/11/17	Add timing to **Grand Follow Your Neighbor**.
2010/12/04	Convert to Word with minor edits throughout. Move **Any Hand Concept** from Preface to A-1. Fix error in **Mini-Busy**. Move **Box Counter Rotate**, **Box Transfer**, and **Reverse Swap Around**. Added diagrams for **Grand Follow Your Neighbor**.
2010/12/16	Change margins. Update call names to exactly match updated Advanced list: listed **Clover and (Anything)** and **Cross Clover and (Anything)** together, listed **Double** and **Triple Star Thru** together, added **Quarter Top**, **Half the Top**, and **Three Quarter Top** under **Fractional Tops**, listed **Quarter Thru** and **Three Quarter Thru** together and placed the Grand versions under that, listed **Wheel Thru** and **Left Wheel Thru** together, changed spelling of "**Lock It**" to "**Lockit**", listed **Pass In** and **Pass Out** together, listed **Quarter In** and **Quarter Out** together, added a heading **Hourglass Formation** and put **Hourglass Circulate** and **Cut** and **Flip the Hourglass** under it, listed **In** and **Out Roll Circulate** together, listed **Slip**, **Slide**, **Swing**, and **Slither** together, and listed **Switch To a Diamond** and **Hourglass** together.
2011/02/16	Updated copyright; fixed typo in **Remake**; fixed diagram in **Transfer and (Anything);** added missing diagram to **Zig Zag / Zag Zig**.
2011/06/13	Add timing for **All 8 Mix**.
2011/08/16	Definition revision for **Transfer the Column**.
2011/10/31	Definition revision for **Transfer and (Anything).**
2011/12/06	Changed graphics for **How We Name Dancers**, **Transfer the Column**, **Checkmate the Column**, **Transfer and (Anything),** and **Turn and Deal.**
2012/01/11	Definition revision for **Swing and Mix.**
2012/04/16	Changed **Half Breed Thru** to **Brace Thru.**
2012/05/01	Corrected a single issue of **Half Breed Thru** where it was missed on Page 1

2012/09/13	Moved **Split Square Chain Thru** to A1
2013/06/01	Changed description of Left Modifier and added Reverse Modifier
2014/02/24	Definition revision for **Double Star Thru** and **Triple Star Thru**
2014/04/12	Definition revision for **Cast A Shadow**
2015/05/18	Editorial/punctuation changes made **Belles and Beaus** and **Brace Thru**
2015/07/06	Removed reference to Hourglass Circulate from definitions of **Chain Reaction** and **Motivate**
2015/08/15	Changed timing of **Ends Bend**
2015/12/15	Added **Triple Cross** to A-1 list.
2016/04/22	Editorial updated to **All 4 Couples Concept**
2016/06/16	Definition revision for **Right (Left) Roll To A Wave**
2016/07/12	Added timing for **Triple Cross**
2016/11/30	Revised Definition to be **Triple Cross/Double Cross**
2017/01/17	Editorial updated to **Split/Box Counter Rotate**
2018/08/03	Revised Definition to **Belles and Beaus**
2019/03/09	Updated copyright. Update How Calls Are Extended at Advanced section. Move Doing Your Part section.
2020/02/22	Updated copyright; moved change log to end and added it to the table of contents; consistent capitalization of Facing Couples Rule and Ocean Wave Rule; add Swing and Mix to Facing Couples Rule; updated the first paragraph of the Glossary of Descriptive Terms section; updated the definition of **Checkmate the Column**
2020/10/13	Removed reference to **Half Breed Thru** from **Brace Thru** definition
2022/07/28	Deleted **Triple Scoot** (to Plus). Updated "Read this First". Revised **Split / Box Counter Rotate** to include Diamonds. Minor edits to Ocean Wave Rule, Split versus Box, and Hinge. Updated Grand Follow Your Neighbor to match Follow Your Neighbor. Changed "e.g." to "for example". More consistent capitalization of Formation names. Changed date format to year/month/day in the Change History.
2023/03/29	Revised **Any Hand (anything)**, **Pass and Roll**, **Pass and Roll Your Neighbor.** Deleted ambiguous Quarter In diagram.
2025/01/15	Revised **Zig Zag and variations**. Replaced diagrams for **Points and Centers** and **Leaders and Trailers** to better match the format of other diagrams.
2026/08/27	Deleted definitions for calls that have been moved to the Plus program: **Clover and (Anything)**, **Pair Off**, **Partner Hinge**, **Partner Tag**, **Pass the Sea**, **Quarter Thru**, **Three-Quarter Thru**, **Grand Quarter Thru**, **Grand Three-Quarter Thru**, **Scoot and Dodge**, and **Triple Trade**. Revised wording in various places to eliminate references to the Basic Program. Deleted paragraph about **Hinge** in the Preface under "How Calls are Extended at Advanced." Revised wording for **As Couples**.