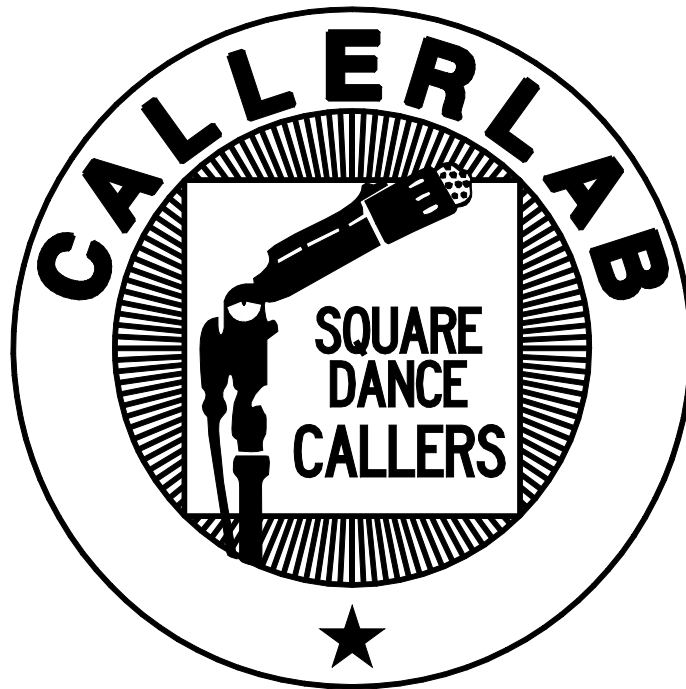


CALLERLAB

PLUS DEFINITIONS



Revised August 25, 2026

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PREFACE

The objective of the Plus Program Definitions is to provide clear, concise, **and** simple explanations of the terms and calls used in the Plus Program.

Starting Formations

Each definition lists one or more starting formations for each call. These were the most common starting formations when the definition was approved. Other starting formations are possible. The word “only” will be used when the formations are limited in the Plus Program to those listed.

Facing Dancers

Unless otherwise specified, Facing Dancers are any two dancers who are directly facing each other.

Couples

Unless otherwise specified, a Couple is any two dancers who are standing side-by-side and facing in the same direction.

Mainstream Restrictions that are Removed at Plus

Courtesy Turn: In the Mainstream Program, Courtesy Turn can start only from a Normal Couple. At Plus this restriction is removed. As a result, the Mainstream restrictions on Right and Left Thru and on Chain Down the Line are also removed.

Pass the Ocean: In the Mainstream Program, **Pass the Ocean** can start only from Facing Couples. At Plus this restriction is removed. Therefore, at Plus it is proper to call Pass the Ocean from a Right-Hand Ocean Wave and from other formations allowed by the Ocean Wave Rule (see below).

Swing Thru or Left Swing Thru: In the Mainstream Program, the starting formation for Swing Thru or Left Swing Thru must be either a Wave of at least 3 dancers or an Alamo Ring. At Plus it is also proper for the starting formation to be a Right-Hand or Left-Hand Thar. In addition, Swing Thru or Left Swing Thru can also be called when the dancers are in a formation that will become one of the above formations when the Facing Couples Rule is applied. (See the next section.)

When Swing Thru or Left Swing Thru starts from a Thar, all dancers form one group. When applying “those who can Turn 1/2” to the Center Four dancers, the Center Four dancers Turn the Star 1/2.

For example, **Swing Thru** from a Right-Hand Thar (that is, a Wrong Way Thar): All Turn 1/2 by the Right; the Center Four dancers Turn the Star (by the Left) 1/2. The ending formation is a Right-Hand Thar.

Facing Couples Rule

A few specific calls that are defined to start from an Ocean Wave are also proper starting from Facing Couples. The Facing Couples Rule is generalized to include any formation where dancers can step forward to form a Wave. For example:

- Facing Dancers step to a Mini-Wave,
- Facing Couples step to an Ocean Wave,
- Dancers in Facing Lines step to a Tidal Wave,
- Dancers in an Eight Chain Thru formation step to Parallel Waves,
- Dancers in a Right and Left Grand Circle step to a Thar.

The Facing Couples Rule applies only to the Plus calls All 8 Spin the Top, Fan the Top, Grand Swing Thru, Grand Left Swing Thru, Relay the Deucey, Spin Chain and Exchange the Gears, Spin Chain the Gears, and Spin Chain Thru. It also applies to the Mainstream calls Swing Thru, Left Swing Thru, and Spin the Top. The definition of each of these calls includes a note saying the rule applies.

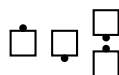
If one of the calls listed above is called when the dancers are not in an appropriate Wave or other known starting formation, the dancers apply the Facing Couples Rule by stepping forward to form the appropriate Wave. Unless “Left” is specified, the dancers should form an appropriate Right-Hand Wave.

If “Left” is specified, such as Left Relay the Deucey or Left Swing Thru, the dancers first step into a Left-Hand version of the same appropriate Wave. (See the section about “Left” below.)

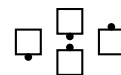
Stepping to the Wave does not change the call. It does not add a part or change how fractions of the call are counted. It is merely an adjustment that is blended into the call’s first dance action.

If the definition of a call does not say that the Facing Couple Rule applies, do not attempt to apply the Facing Couples Rule to that call. All of the listed calls have a limited number of starting formations and similar starting action characteristics.

The following types of mixed Mini-Wave and Facing Dancer starting formations, while unusual, are also proper:



Swing Thru



Swing Thru

Timing: Application of the Facing Couples Rule does not change the timing of the call.

Ocean Wave Rule

Some calls that are defined to start from Facing Couples (or Facing Lines) are also proper starting from a Right-Hand Ocean Wave (or Tidal Wave). Examples include Right and Left Thru and Square Thru. In these cases, the dancers have already stepped forward toward the facing dancer and are ready to complete the remaining action of the directed call.

The Ocean Wave Rule applies only to the Plus calls Dixie Grand, Dixie Style to a Wave (from a Single 1/4 Tag), Eight Chain Thru, Load the Boat, Pass the Sea, Pass to the Center, and Turn Thru. In each case the Wave(s) must be right-handed unless the caller specifically directs a left-hand call (for example, Left Turn Thru) in which case the Wave(s) must be left-handed. In addition, at Plus, the Ocean Wave Rule also applies to Pass the Ocean.

For the sake of dancer comprehension and teaching purposes, it may be necessary initially to have the dancers back up into Facing Couples (or Facing Lines), then step back into the Ocean Wave (or Tidal Wave) and complete the call.

The Ocean Wave Rule is generalized to include Mini-Wave (Facing Dancers), Tidal Wave (Facing Lines), and Thars. Plus examples of these applications include Turn Thru and Load the Boat.

In order for the Ocean Wave Rule to apply, the initial dance action of the call must start with a Box the Gnat, Pass Thru (or right-shoulder passing action), Right Pull By, or Step to a Wave. In addition, the call must not be defined to have a different dance action from an Ocean Wave. For example, the call Circulate is defined from an Eight Chain Thru formation and from Ocean Waves. It would be improper to call Circulate from Ocean Waves and expect dancers to dance it as a Step Thru based on the Ocean Wave Rule because they would naturally apply the definition of Circulate from Ocean Waves.

While unusual, it is also proper to use a call that can begin from either a Right-Hand Ocean Wave or Facing Couples from a starting formation that has both a Mini-Wave and Facing Dancers such as shown at the right.



The adjustment that is part of the Ocean Wave Rule does not change the effect of the call. It does not add or subtract a part or change the use of fractions. It is as if any dancer in a Mini-Wave had first stepped back into Facing Dancers and then all did the call. For example, from a Right-Hand Mini-Wave “Dosado” ends in Facing Dancers, not in a Right-Hand Mini-Wave.

The Ocean Wave Rule also applies to calls that normally start from Facing Couples when the dancers are in a Left-Hand Ocean Wave. In these cases, the caller must direct a left-hand call (for example, “Left Square Thru”). (See “*Additional Details: Commands: Modifiers*”.)

When half of the dancers are in a Mini-Wave, and the other half of the dancers are Facing Dancers, and the call is a two-dancer call (for example, “Box the Gnat”, “Slide Thru”, “Pass Thru”) the caller should make clear who is to do the call (for example, “Everyone” or “Those Facing”).

Timing: Application of the Ocean Wave Rule does not change the timing of the call.

Same Position Rule

If two dancers are required to occupy the same position at the end of a call, and are facing in opposite directions from each other, they adjust to form a Right-Hand Mini-Wave that is centered on their common destination position. Callers will sometimes refer to this situation as a “crash”. If a further adjustment is necessary (since there are now two dancers side-by-side in a formation that expected one dancer), the adjustment is sideways, towards the outside of the group in which they were working.

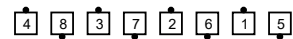
Callers should not use a call that would result in two dancers who are facing the same direction, or at right angles, trying to occupy the same position.

Example:

Circulate once and a half



before



after

Passing Rule

If the definition of a call has two dancers on the same path and requires them to walk past each other, they should pass right shoulders (unless otherwise specified) and continue. See the following section about Left.

Left

When used as a prefix to a call, Left generally instructs dancers to interchange all lefts and rights throughout the call. This includes any uses of the Facing Couples Rule and the Passing Rule. The word Left must be used when applying the Ocean Wave Rule to a Left-Hand Wave. (See “*Additional Details: Commands: Modifiers*”.) Caller judgment should be used when calling left-handed applications. Most of the examples mentioned below are Extended Applications.

Note: Currently there is controversy about whether or not “Left” modifies the Same Position Rule. It is recommended that the caller should always cue what is wanted when two dancers have a common destination position at the end of a call modified by “Left”.

For Plus calls where the prefix “Left” can be used, a brief description of that application is included in the definition (All 8 Left Spin the Top, Left Chase, Left Partner Hinge, Left Partner Tag, Left Quarter Thru and related calls, Left Track 2, and Left Turn Thru).

In addition to the calls specifically listed with a Left version in the Mainstream Program, Left can also be used as a modifier for Circulate, Pass Thru and Double Pass Thru, Tag the Line or Fractional Tags, Trade, and Trade By. In these applications the modified action uses a left shoulder pass. For a Left Wheel and Deal from a One-Faced Line, the original left-side couple ends in front of the original right-side couple.

When the Left modifier is applied to Partner Hinge or to Half of a Partner Trade, the result will be a Left Mini-Wave. This will change the ending result for Linear Cycle when it is not restricted to a Wave and the ending result for some fractional applications of Acey Deucey or Triple Trade.

Several calls in the Plus Program are defined without reference to left or right and can be danced from either a right-handed or left-handed formation. Such calls include Coordinate, Cut the Diamond, Flip the Diamond, Follow Your Neighbor, Peel the Top, Ping Pong Circulate, Scoot and Dodge, Shoot the Star, Slip the Clutch, Trade the Wave, Triple Scoot, and Walk and Dodge. This also applies to the Mainstream calls Ferris Wheel, Recycle, Scoot Back, and Wheel and Deal from a Two-Faced Line.

Several calls in the Plus Program can begin from a Left-Hand Thar or from Parallel Left-Hand Waves. In cases where the Facing Couples Rule applies, and the left-hand version is desired, the caller should preface the call with “Left”. Examples include: All 8 Spin the Top, Fan the Top, Relay the Deucey, Spin Chain and Exchange the Gears, Spin Chain the Gears, and Spin Chain Thru. This also applies to the Mainstream call Spin the Top.

Reverse

A prefix to a call that generally instructs dancers to interchange the directions of clockwise and counterclockwise (and Right and Left) throughout the call. For the Plus calls where the prefix “Reverse” can be used, a brief description of that application is included in the definition (Reverse Circle to a Line and Reverse Dixie Style to a Wave). At Plus these uses are Extended Applications.

In addition to the common Mainstream uses of Reverse Flutterwheel and Reverse Wheel Around, Reverse can also apply to the Mainstream calls Half Sashay, Rollaway, and Single Circle to a Wave.

Regional Styling Differences

CALLERLAB recognizes that regional differences in styling exist.

PLUS PROGRAM DEFINITIONS

(anything) and Roll

Timing: 2

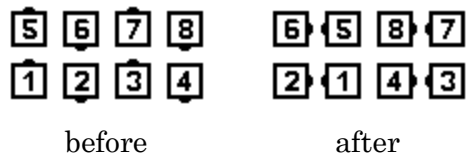
Starting formation: Various

Dance action: The term "... and Roll" may be added to any call which, by definition, causes one or more dancers to have turning body flow to the right or left as they complete their portion of the call. It is an instruction to those dancers to turn individually, in place, one quarter (90 degrees) more in the direction of body flow determined by the preceding command.

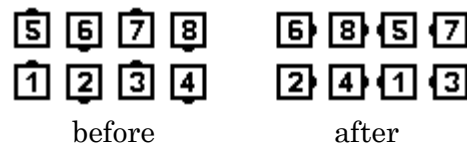
Note that if "... and Roll" is added to a call that, by definition, has some dancers walking in a straight line at the completion of their portion of the call, those dancers will do nothing for the "... and Roll".

Styling: At the completion of the (anything) movement preceding the Roll, release all handholds and allow the established momentum to set the direction for the solo turn in place. Arms are returned to natural dance position and ready to assume appropriate position for the next call or to create the new formation.

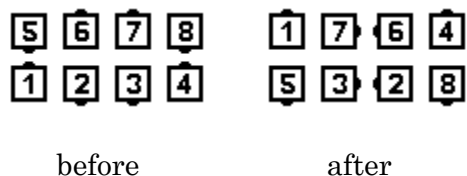
Trade and Roll



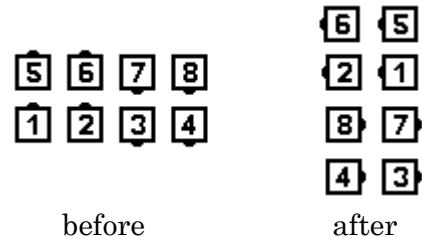
Swing Thru and Roll



Acey Deucey and Roll



Ferris Wheel and Roll

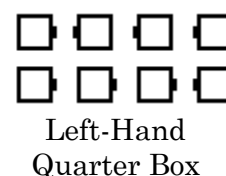
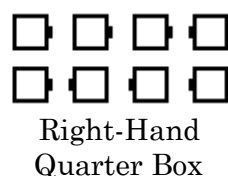
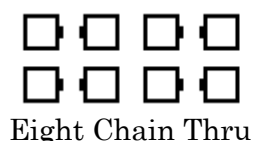
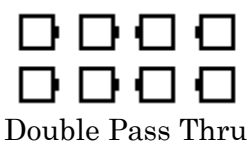


Comment: A statement that certain dancers "can Roll" after a call means that as those dancers complete their portion of the call, they will have turning body flow that would enable them to Turn 1/4 (90 degrees) in place if "and Roll" were appended to the call. Examples: after Swing Thru, everyone can Roll; after Scoot Back from a Right-Hand or Left-Hand Box, only the Original Leaders can Roll; at the end of Pass the Ocean, all dancers are defined to be moving forward as they Step to a Wave, so no one can Roll.

(anything) and Spread

Timing: 2

Starting formations for the Spread action (that is, where the (anything) call would end if completed): Double Pass Thru, Eight Chain Thru, Right-Hand or Left-Hand Quarter Box, General Line of Four, General Parallel Lines, General Crossed Lines, and General Tidal Line. (See Formation Note below.)



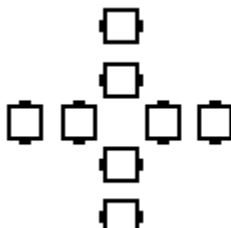
In the diagrams below, a square with two “noses” indicates that the dancer in that position may be facing in either of two directions.



General Line of Four



General Parallel Lines



General Crossed Lines



General Tidal Line

Dance action: As the dancers complete the (anything) call, the Centers slide apart while each End moves forward or sideways into the nearest vacated center position. Centers exchanging places with Ends pass in front of those Ends unless the body flow dictates otherwise.

When the starting formation is one or two General Lines, the Spread action is performed within each Line.

Dancers should adjust their motion to blend smoothly into the Spread action as the preceding (anything) call finishes.

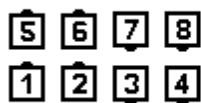
From a General Line, doing just 1/2 of the Spread action produces a Box.

Comments: The following examples describe some of the commonly used applications.

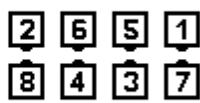
Typical uses where Centers slide apart and Ends step forward between them:

- From Parallel Two-Faced Lines: Ferris Wheel and Spread
- From a Static Square: Heads Touch a Quarter and Spread

Ferris Wheel and Spread

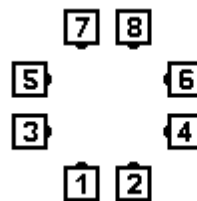


before

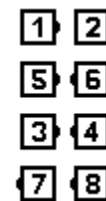


after

Heads Touch a Quarter and Spread



before

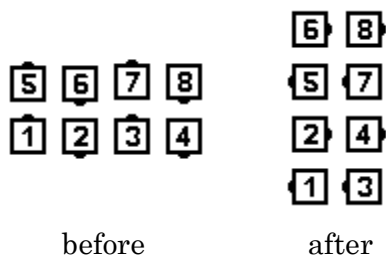


after

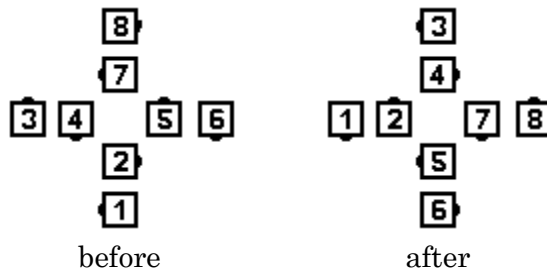
Typical uses where all dancers slide face-to-face:

- From Parallel Waves: Follow Your Neighbor and Spread
- From a Right-Hand Tidal Wave: Grand Swing Thru and Spread
- From a Thar Star: All 8 Spin the Top and Spread
- From a Right-Hand Box: Follow Your Neighbor and 1/2 Spread (result is Facing Couples)

Follow Your Neighbor and Spread



All 8 Spin the Top and Spread



Grand Swing Thru and Spread



Typical uses where designated dancers slide face-to-face:

- From a Static Square: Sides Spin the Top and Spread (the Sides slide face-to-face)
- From BBGG Waves: Spin the Top and the Girls Spread (just the Girls slide face-to-face)

Typical uses where Centers slide in front of Ends, but not face-to-face:

- From Parallel Two-Faced Lines: Acey Deucey and Spread
- From Parallel Two-Faced Lines: Fan the Top and Spread
- From Facing Lines: Bend the Line and Spread

A typical use where the body flow dictates that Centers slide behind the Ends:

- From Lines Facing Out: Bend the Line and Spread

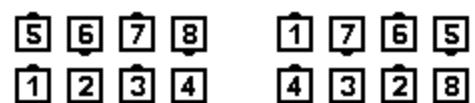
Formation Note: From a Squared Set, “Heads Touch a Quarter” makes a Right-Hand Quarter Box. A Thar Star is an example of General Crossed Lines.

Historical Note: This definition was changed in 2025 to simplify the rules. Former eight-dancer applications of the Spread action where the Leaders or Actives are not in the center are now improper (for example, “Double Pass Thru and Spread”). In many of those cases, “Centers In” can be used instead.

Acey Deucey

Timing: 4

Starting formations: Parallel Waves or Two-Faced Lines



Dance action: Center Four dancers Trade while the others Circulate.

Ending formations: Parallel Waves or Two-Faced Lines end in the same formation as at the start.

Comment: Other formations are also acceptable. There must be four Centers and four Ends (or Outsides). The Centers must be able to Trade in adjacent Pairs of two and the Ends (or Outsides) must be able to Circulate and not become Centers.

All 8 Spin the Top

Timing: 10

Starting formations: Thar Star (stationary or in motion), Wrong Way Thar (stationary or in motion), Right and Left Grand Circle.

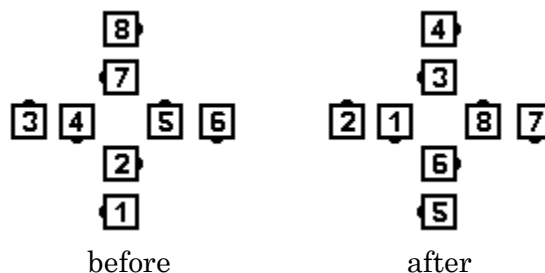
Dance action: If started from a Thar Star (or Wrong Way Thar), any motion is stopped, the handholds forming the Center Star are released, and each Center dancer and the adjacent Outside dancer Arm Turn 1/2 (180 degrees). The new Centers Star Right (or Star Left) 3/4 (270 degrees) (walking forward), while the new Outsides move forward 1/4 (90 degrees) around the perimeter of the Circle to join hands with the same person again in a stationary Thar Star or Wrong Way Thar formation.

If started from a Right and Left Grand Circle, everyone Turns by the Right 1/2 with the dancer they are facing, then completes the call as above (new Centers Star Left 3/4, etc.). The ending formation is a stationary Wrong Way Thar.

From a Right and Left Grand Circle, the command **All 8 Left Spin the Top** has everyone Turn by the Left 1/2 with the dancer they are facing and then completes the call as above (new Centers Star Right 3/4, etc.) ending in a stationary Thar Star formation.

Ending formations: Thar Star or Wrong Way Thar

The diagram shows All 8 Spin the Top starting from a Wrong Way Thar. Everyone Turns by the Right 1/2, then new Centers Star Left 3/4 while Outsides move around 1/4.



Styling: The initial Arm Turn 1/2 is a forearm turn. The star portion is performed using standard star styling utilizing palm star hand positioning. Outside dancers moving forward have hands in natural dance position, ready to assume appropriate position for the next call. Ladies may use skirt work.

Comment: The Facing Couples Rule applies to All 8 Spin the Top.

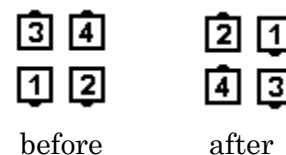
Chase Right

Timing: 6

Starting formation: Two Couples Back-to-Back

Dance action: Each right-hand dancer does an exaggerated Zoom action, moving into the position previously occupied by the right-hand dancer in the Couple behind, to finish facing in the same direction as at the start. (The net result is the same as if the right-hand dancer had done a right face U-Turn Back and Box Circulate twice). The left-hand dancer follows ("Chases") the right-hand dancer by doing a Box Circulate two positions.

Ending formation: Right-Hand Box



Left Chase: The left-hand dancer does the exaggerated Zoom action to the left and the right-hand dancer follows by doing a Box Circulate two positions. The ending formation is a Left-Hand Box.

Styling: All dancers have arms in natural dance position. Ladies' skirt work optional. Right-hand dancer uses flowing motion rather than an abrupt turn around.

When two Couples (for example, the Heads) do Chase Right in the center of the square, it is important for those doing the Zoom motion to keep the action tight and avoid bumping into the outside dancers. At the same time, those, not involved in the Chase Right, move, if possible and comfortable, away from the center to allow more space for the action.

Circle to a Line

Timing: 8

Starting formation: Eight Chain Thru

Command examples:

Circle to a Line

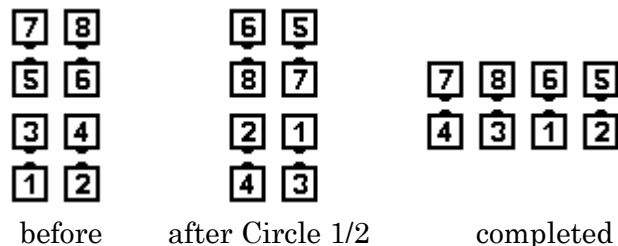
Heads Lead Right; Circle to a Line, Head Men Break, Make a Line of 4

Sides Star Thru, California Twirl, Circle to a Line

Heads Left Touch a Quarter, Walk and Dodge, Circle to a Line

Dance action: Each group of Facing Couples Circle Left 1/2 (180 degrees). The left-side dancer in the new Outside Couple releases the left handhold and slides sideways to the left to become the left end of a One-Faced Line (which faces the Line formed by the other four dancers). All other handholds are maintained. The other dancers continue circling, gradually blending into the One-Faced Line by unwinding the circle. The final dancer replaces the unwinding action with a forward and left-turning twirl, walking under an arch made with the adjacent dancer, similar in action to a California Twirl.

Ending formation: Facing Lines



Styling: The circle portion is the same styling as in Circle Left. Dancers lead the twirl under the arch by raising their joined hands into an arch.

Comments: A wider variety of Command Examples are often used (for example, “Circle Up 4, Break Out, Make a Line”, “Circle 4, Side Man Break to a Line”, “Circle Up 4, Bust Out to a Line”). Some feel that the words “Circle to a Line” must always be included, whereas others feel that other options are acceptable if the meaning is clear. Callers are cautioned that the distinction between circling “to a line” and circling “to another action” (for example, “Heads Lead Right; Circle Left Halfway; Dive Thru”) can be lost if care is not taken in their choice of words.

Some callers identify who “breaks” (that is, who releases the left hand to become the left end of the final line). These helping words are optional; if used, they refer to the Outside left-side dancer after Circle Left 1/2.

This definition gives the proper way that Circle to a Line should be danced and styled. There are other dance actions in popular use (with the same ending result). Dancers and callers should be aware that they may encounter these variations and that this call requires cooperation to be danced successfully.

For **Reverse Circle to a Line**, Facing Couples Circle Right 1/2, the right-side dancer in the new Outside Couple slides sideways to the right, and the final dancer does a right-turning twirl.

Some callers extend Circle to a Line (designating different dancers to break, or circling a different amount), while others think such extensions are improper. In any case, there has never been consensus on how they work, and these applications require workshoping.

Clover and (anything)

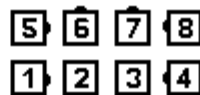
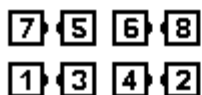
Timing: Greater of 4 or the (anything) call

Starting formations: From any formation in which two Couples are facing out and can do a Cloverleaf (for example, Trade By formation).

Dance action: Those facing out Cloverleaf, while the others do the (anything) call (after moving to the center, if necessary).



Clover and Square Thru



Clover and Swing Thru

Cloverleaf

The general action of a Cloverleaf has the active dancers walking in a 3/4 circle, staying in their own quadrant of the set. The edge of one leaf of a four-leaf clover gives a good visual picture of the dance path. Some places have highway intersections that are called a “Cloverleaf” because they use the same symmetrical shape of four looping roadways.

a. Cloverleaf (Everyone Active)

Timing: 8

Starting formation: Completed Double Pass Thru

Command examples:

Cloverleaf

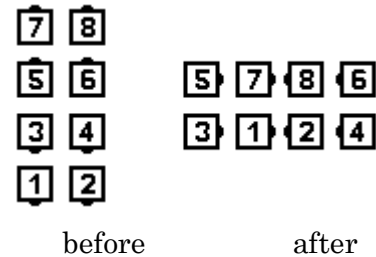
Everyone Cloverleaf

Dance action: The Lead dancers separate and move away from each other in a 3/4 (270 -degree) circle.

When each Lead dancer approaches another Lead dancer from the other side of the square, they both reach with outside hands, blending into a Couple handhold as they continue into the center of the square to become a Couple facing in.

Each Trailing dancer follows the dancer in front, and ends directly behind that same dancer.

Ending formation: Double Pass Thru



Styling: Arms are held in natural dance position, skirt work optional. It is important to move slightly forward before turning away. Trailing dancers should follow footsteps of the Lead dancers and not cut the corners. As dancers meet each other, they use Couples handholds.

As a pleasing variation, some dancers use a sweeping gesture during the call by letting go of the starting handhold and offering the same hand for the final handhold, without dropping that arm in between.

b. Cloverleaf (Only Two Couples Active)

Timing: (see below)

Starting formations: Anywhere two Couples are facing out of the set (for example, Trade By)

Command examples:

Boys are a Couple looking out of the set: Boys Cloverleaf

Squared Set: Heads Turn Thru and Cloverleaf

Squared Set: Heads Square Thru; Pass Thru; Heads Cloverleaf while the Centers Square Thru

Squared Set: Sides Pass Thru and Cloverleaf; Heads Square Thru 2 and Cloverleaf; New Centers Right and Left Thru; Double Pass Thru; Ends Cloverleaf; Others Partner Trade; You're Home

Dance action: The designated dancers must be facing out of the set. If they are in the center of the set, they first step forward. Next, they Separate and move away from each other in a 3/4 (270-degree) circle. When they meet another dancer from the other side of the square, they become a Couple facing in. If no one else is in front of them, they can finish in the center, just as the Leads normally would for Everyone Cloverleaf. When the non-designated dancers are a Couple facing in, they will move into the center if not already there.

Ending formations: Various. The active dancers will be Couples facing in.

Timing: Designated dancers: 6 (or, if they move into the middle, 8);

Non-Designated dancers: 0 (if they start as Centers) or 2 (if they start as Ends).

Styling: Arms are held in natural dance position, skirt work optional. As dancers meet each other, they use a Couple handhold.

Comment: The next call is often directed to the non-designated dancers and can commence while the active dancers are still dancing their Cloverleaf.

Note that Two Couples Active applications of Cloverleaf can often be called using “Clover and (anything)”.

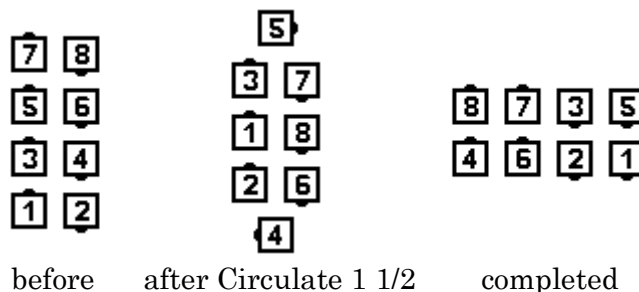
Coordinate

Timing: 8

Starting formations: At Plus, only from Right-Hand or Left-Hand Columns

Dance action: Circulate. Then 1/2 (Half) Circulate. Triple Trade (the three adjacent Pairs in the center Trade). The Very Center Two dancers release handholds and walk diagonally outward without turning, while the two lonesome dancers walk ahead, moving in a 1/4 (90-degree) circle.

Ending formations: From Right-Hand Columns, Coordinate ends in Right-Hand Two-Faced Lines. From Left-Hand Columns, Coordinate ends in Left-Hand Two-Faced Lines



Styling: Use hands up position for trading action. After the Very Center Two dancers release handholds and move forward, all dancers join hands with a Couple handhold. No time allowed for skirt work.

Crossfire

Timing: 6

Starting formations: Two-Faced Line, Inverted Line, One-Faced Line

Dance action: As the Centers begin to Trade, the Ends Cross Fold. Upon completing their Trade, the Centers release hands and step straight forward forming an Ocean Wave or Mini-Wave with the dancers they are facing. If the Trade leaves the original Centers facing no one, they step forward and remain facing out.

Ending formations: Starting from a Right-Hand Two-Faced Line ends in a Right-Hand Box. Starting from a Left-Hand Two-Faced Line ends in a Left-Hand Box. Starting from an Inverted Line ends in a Right-Hand Wave. Starting from a One-Faced Line ends in Tandem Couples except for the case of Lines Facing Out, which is discussed in the next paragraph.



Starting from Lines Facing Out ends in a 1/4 Tag formation. This is a case in which Crossfire is treated as an eight-dancer call rather than a four-dancer call. For this application callers might need to use extra words to clarify the ending formation. Another approach is to follow Crossfire with a call that uses the Facing Couples Rule or the Ocean Wave Rule, so that the dance action will be essentially the same even if some dancers mistakenly treat Crossfire from Lines Facing Out as a four-dancer call.

Callers may use the command “Each Line, Crossfire”. Using “Each Line” modifies the action by requiring Crossfire to be treated as a four-dancer call. From Lines Facing Out, this results in a Double Pass Thru formation.

Styling: If starting formation is a Two-Faced Line, Center dancers use hands up position for trading action and blend into normal Mini-Wave styling. If starting formation is Parallel Lines of Four that results in Centers facing no one, that Couple joins hands with a Couple handhold.

Cut the Diamond

Timing: 6

Starting formations: Any Diamond

Dance action: The Centers of the Diamond do a Diamond Circulate to the next position in their Diamond, while the Points slide together and Trade.

Ending formations: A Right-Hand Diamond ends in a Right-Hand Two-Faced Line. A Left-Hand Diamond ends in a Left-Hand Two-Faced Line. A Facing Diamond ends in a Wave.



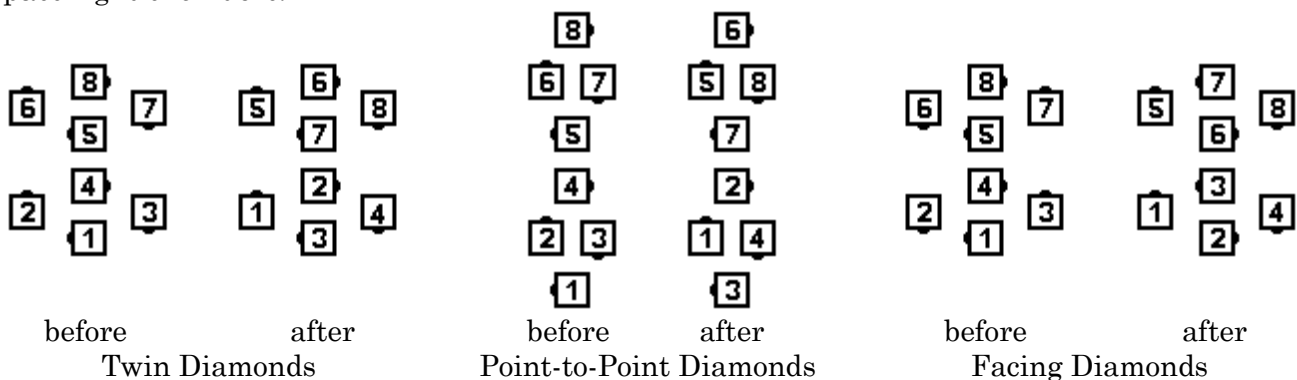
Styling: From a Right or Left-Hand Diamond formation, all dancers blend into a Couple handhold. If the starting formation is a Facing Diamond, all dancers blend into hands up position as appropriate for an Ocean Wave.

Diamond Circulate

Timing: 3

Starting formations: Any Diamond

Dance action: Each dancer moves forward to the next position in the Diamond, changing their original facing direction 1/4 (90 degrees) toward the center of the Diamond. Points become Centers, and Center become Points. If the call is directed to Facing Diamonds, all dancers must pass right shoulders.



Ending formations: Circulating a Right or Left-Hand Diamond will maintain the same formation. Circulating Facing Diamonds will exchange the handedness of the Centers and the Points.

Styling: It is important that dancers maintain the Diamond formation as they move diagonally from one position to the next. Those moving into the center of the Diamond blend into hands up position as in an Ocean Wave. Dancers at the Points maintain arms in natural dance position. Ladies may utilize skirt work.

Dixie Grand

Timing: 6

Starting formations: Dixie Grand Circle, Right and Left Grand Circle, Double Pass Thru, or any formation where at least two dancers can start. The Ocean Wave Rule applies when Dixie Grand begins from a 1/4 Tag formation or from Parallel Right-Hand Waves.

Dance action: Those who can, start the call by joining right hands with the Facing Dancer and pulling by. Each dancer moves ahead around the circle and gives a left hand to the next, pulling by, and a right hand to the next, pulling by. Regardless of the starting formation, as the movement progresses, the formation converts to a Circle.

Ending formation: Right and Left Grand Circle

Styling: Styling is similar to the description for Right and Left Grand. Dancers use handshake hold for alternating pull by movements, releasing hands as dancers pass each other.

Dixie Style to an Ocean Wave

Timing: 6

Starting formations: Facing Couples, Facing Tandems

Command examples:

Dixie Style to a Wave

Dixie Style to an Ocean Wave

Put the Ladies in the Lead, Dixie Style to a Wave (from Normal Facing Couples)

Ladies Lead, Dixie Style to an Ocean Wave (from Normal Facing Couples)

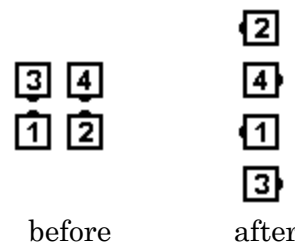
On a Double Track, Dixie Style to a Wave (from a Double Pass Thru)

Boys Lead, Dixie Style to a Wave (from Half-Sashayed Facing Couples)

Dance action: From Facing Couples: do half of a Half Sashay (that is, dancers slide inward until they form a Tandem, with the original right-hand dancer in front) and Centers Right Pull By; all Left Touch a Quarter.

From Facing Tandems: Centers Right Pull By; all Left Touch a Quarter.

Ending formation: Left-Hand Ocean Wave



Styling: From Facing Couples, the left-hand dancers take a full step back and to the right. This prepares for the Left Touch a Quarter while giving the right-hand dancers room to Right Pull By. From Facing Tandems, the Trailers step slightly to the right to prepare for the Left Touch a Quarter.

Comments: The Ocean Wave Rule applies to Dixie Style to a Wave (from a Single 1/4 Tag).

From a Double Pass Thru, it is confusing to simply call Dixie Style to an Ocean Wave because of the following ambiguity: The Center Four dancers could do the call starting from Facing Couples, or each Tandem could do the call with the Tandem they are facing. The caller should clarify by using extra words before “Dixie Style to a Wave” such as: “On a Double Track”, “Single File”, or “Each Column of 4” if all 8 dancers should be involved, or “Center Four” if only the Centers are active.

“Double Track” is used to describe the action when there are two side-by-side Facing Tandems dancing separately along their own “Track”.

From a Normal Squared Set, “All 4 Ladies Lead, Dixie Style to a Wave” is an extended application (and is likely to be called immediately after Four Ladies Chain). The Right Pull By is replaced by Right-Hand Star 1/2, similar to Four Ladies Chain. After the Left Touch a Quarter, dancers end in a Thar with men in the center. Callers should expect that this will need a workshop.

Reverse Dixie Style to a Wave: Do half of a Reverse Half Sashay, Centers Left Pull By, all Touch a Quarter.

Do Paso

Timing: 12

Starting formations: Right and Left Grand Circle, Thar, Squared Set, In-Facing Circle of 8, Alamo Ring (see first comment), or a “Turning your Partner Left” formation (see last command example).

Command examples:

Do Paso

Walk Around Your Corner; Partner Left Do Paso

Circle Left; Do Paso, it's Partner Left, Corner Right, Partner Left

Circle Left; Break it on up with a Do Paso

Ladies Star by the Right Three Quarters, Do Paso

Four Ladies Chain, Star them home for a Do Paso

Square Thru, but on your fourth hand Do Paso (from Half-Sashayed Facing Lines)

Do Paso, Turn Partner Left and Corner Right, Left Dosado your own

Do Paso, Partner Left, Corner Right, Turn Partner Left and Men Star Right

Put the Ladies Center Back-to-Back, Men Promenade that outside track; get back home, Do Paso

Four Boys Star Right, Turn your Partner by the Left for a Do Paso

Dance action: Left Arm Turn with partner until facing Corner and release arm hold. Right Arm Turn with Corner until facing Partner and release arm hold. If there is no further instruction, Courtesy Turn Partner to end facing the center of the set. Otherwise, follow the next instruction, which will start with a Left Arm Turn with Partner, or with a left-handed Facing Dancer call.

Ending formations: Facing center of set if ended with a Courtesy Turn; otherwise, either turning Partner by the Left, or facing Partner with a left hand available as necessary for the additional call.

Styling: All dancers' hands in position for forearm turns, alternating left and right. When the Courtesy Turn portion of the Do Paso is replaced by a different call, then the styling changes to styling of that call.

Comments: In an Alamo Ring in which the Men are Facing Out, the initial arm turn will be Left 3/4 so that everyone can move towards their Corner.

Do Paso is used primarily with a directional style of calling, in which many of the calls have vague or flexible starting or ending formations, usually in Circles, Thars, and Squares. Dancers are expected to blend smoothly into the next call. The call defines a general pattern, but the specific parts of the call are typically cued (for example, “Do Paso; It's Partner Left, Corner Right, Partner Left and hang on tight, make an Allemande Thar with the Men in the Middle ...”).

Variations can be cued, but the caller should draw attention to the fact that the typical pattern has been broken (for example, “Do Paso, Turn Partner Left, Turn Corner by the Right, Don't Stop Yet! Partner Left and Corner Right, hang on tight, Boys Swing In to a Wrong Way Thar”).

The combination Four Ladies Chain, Chain Them Back with a Do Paso is an example of blending. (See “*Additional Details: Dance Action: Blending One Call into Another*”).

While primarily a circle-type figure, Do Paso may also be started from Eight Chain Thru formation (Half-Sashayed) and Left-Hand Ocean Waves (Boys on Ends).

Do Paso may also be used from Circles of 4 and 6 dancers. These applications have received insufficient use in recent years and will probably require a quick walk through.

Eight Chain Thru

Timing: (see below)

Eight Chain 1, 2, 3, etc.

Starting formation: Eight Chain Thru

Command examples:

Eight Chain Thru
Eight Chain 3
Eight Chain 4
Eight Chain 1, Allemande Left

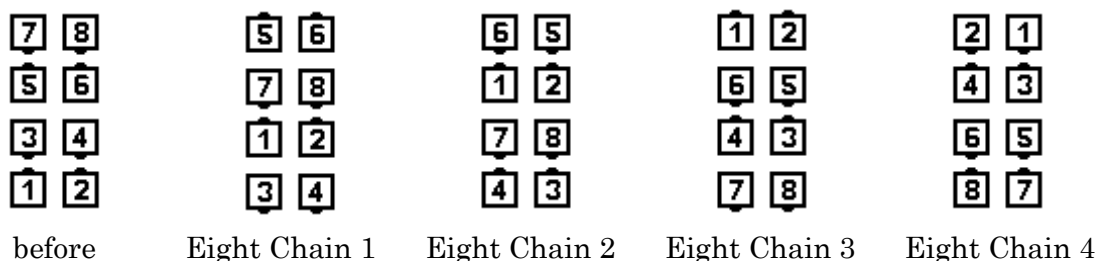
Dance action: The dancers perform a sequence of actions as described below and always starting at the top. If the call is “Eight Chain Thru” they do all eight of the actions. If the call is Eight Chain (number), they do that number of actions.

Complete as many of these actions as appropriate:

- All Right Pull By (Eight Chain 1 has been completed)
- Centers Left Pull By while the Ends Courtesy Turn (Eight Chain 2 has been completed)
- All Right Pull By (Eight Chain 3 has been completed)
- Centers Left Pull By while the Ends Courtesy Turn (Eight Chain 4 has been completed)
- All Right Pull By (Eight Chain 5 has been completed)
- Centers Left Pull By while the Ends Courtesy Turn (Eight Chain 6 has been completed)
- All Right Pull By (Eight Chain 7 has been completed)
- Centers Left Pull By while the Ends Courtesy Turn (Eight Chain 8 has been completed)

Note that Eight Chain Thru is equal to Eight Chain 8.

Ending formations: Eight Chain Thru ends in an Eight Chain Thru formation
Eight Chain 1, 3, 5, etc. ends in Trade By formation
Eight Chain 2, 4, 6, etc. ends in Eight Chain Thru formation



Timing: Eight Chain Thru: 20

Eight Chain 1, 2, 3, etc.: each odd-numbered part: 2; each even-numbered part: 3
(for example: Eight Chain 3: 2+3+2 = 7)

Styling: Same as Right and Left Thru. Dancers doing the Left Pull By in the center move slowly so their action takes the same time as the Courtesy Turn on the outside.

Each part of this call ends in an Eight Chain Thru or Trade By formation. Dancers should not drift into a circular formation as in Wrong Way Grand.

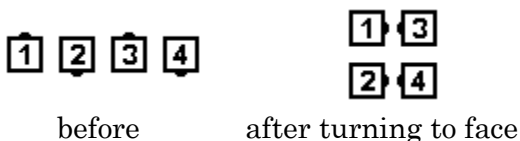
Comment: The Ocean Wave Rule applies to Eight Chain Thru and variations 1, 2, 3, etc.

Explode and (anything) (from Waves only)

Timing: 2 for the Explode portion

Starting formations: At Plus, only from a Four-Dancer Ocean Wave

Dance action: Everyone releases handholds, steps forward and Turns 1/4 In (90 degrees) to face the adjacent dancer, and does the (anything) call (for example, Right and Left Thru, Star Thru, etc.).



Styling: In all Explode and (anything) applications, follow the styling suggestions for the (anything) call used.

Comments: Although “Explode and (anything)” and “(anything) and Roll” are each defined to accompany an (anything) call, they are sometimes combined with each other. Here is the dance action for this special case.

Explode and Roll: Step forward, then Turn 1/4 In (90 degrees) to face the adjacent dancer and Roll. From Parallel Waves, this call produces an Eight Chain Thru formation. From a Tidal Wave, this call produces Facing Lines.

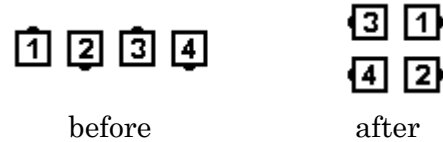
Explode the Wave

Timing: 6

Starting formation: Only from a Four-Dancer Ocean Wave

Dance action: Everyone releases handholds, steps forward and Turns 1/4 In (90 degrees) to face the adjacent dancer and right hand pulls by that person, to end as Couples Back-to-Back.

Ending formation: Back-to-Back Couples



Styling: A handshake hold is used as dancers right hand pull by. For position orientation, hands are joined in a Couple handhold at the completion of the call.

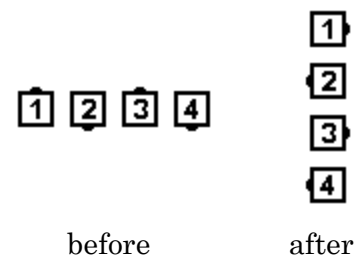
Fan the Top

Timing: 4

Starting formations: Ocean Wave, Two-Faced Line, or Diamond

Dance action: The Centers of the Line, Wave, or Diamond Turn 3/4 (270 degrees) while the Ends (or Points, in the case of a Diamond) move forward in a 1/4 (90-degree) circle.

Ending formations: An Ocean Wave ends in an Ocean Wave. A Two-Faced Line ends in a Two-Faced Line. A Diamond ends in a Diamond. The ending formation is at right angles to the starting formation. Centers remain Centers, Ends remain Ends, and Points remain Points.



Styling: Center dancers use hands-up position and styling similar to that of Swing Thru. End dancers' arms are in natural dance position and hands are ready to assume appropriate position for the next call.

Comment: The Facing Couples Rule applies to Fan the Top.

Flip the Diamond

Timing: 3

Starting formations: Any Diamond

Dance action: The Centers of the Diamond do a Diamond Circulate to the next position in their Diamond, while the Points Run (“Flip” 180 degrees) into the nearest center position and join hands to become the Centers of the forming Wave or Line. When “Flipping” a Facing Diamond, the Points always take the inside path, and the Centers always take the outside path.

Ending formations: A Right-Hand Diamond ends in a Right-Hand Wave. A Left-Hand Diamond ends in a Left-Hand Wave. A Facing Diamond ends in a Two-Faced Line.



Styling: From a Right or Left-Hand Diamond, all dancers blend into hands up position as appropriate for an Ocean Wave. If the starting formation is a Facing Diamond, all dancers blend into a Couple handhold.

Follow Your Neighbor

Timing: 6

Starting formations: Right-Hand or Left-Hand Box, Single 1/4 Tag

Dance action: From a Right-Hand or Left-Hand Box: While the Trailers Extend and Arm Turn 3/4 (270 degrees), the Leaders move forward in a tight 3/4 (270-degree) circle toward their Partner to finish as Ends of an Ocean Wave. Follow Your Neighbor cannot be fractionalized.

From a Single 1/4 Tag: All dancers do the Trailers part (Extend and Arm Turn 3/4).

Ending formations:

From a Right-Hand Box, Follow Your Neighbor ends in a Left-Hand Wave.

From a Left-Hand Box, Follow Your Neighbor ends in a Right-Hand Wave.

From a Right-Hand Single 1/4 Tag, Follow Your Neighbor ends in a Right-Hand Wave.

From a Left-Hand Single 1/4 Tag, Follow Your Neighbor ends in a Left-Hand Wave.



Styling: Those who Arm Turn 3/4 use a forearm grip, blending at the end of the call into the usual handhold for an Ocean Wave.

Grand Swing Thru

Timing: 6

Starting formations: Tidal Wave, Ocean Wave of Six Dancers

Dance action: Those who can Turn 1/2 by the Right, then those who can Turn 1/2 by the Left.



As for Swing Thru, Grand Swing Thru is defined to begin with a Turn by the Right. If the caller wants the action to begin with a Turn by the Left, then the command to use is “**Grand Left Swing Thru**” or “Left Grand Swing Thru”.

Grand Left Swing Thru: Those who can Turn 1/2 by the Left, then those who can Turn 1/2 by the Right.

Ending formations: Same as the starting formation

Styling: Use Hands Up throughout the call. The first part of the call blends smoothly into the second part.

Comment: The Facing Couples Rule applies to Grand Swing Thru and Grand Left Swing Thru.

Linear Cycle (from Waves Only)

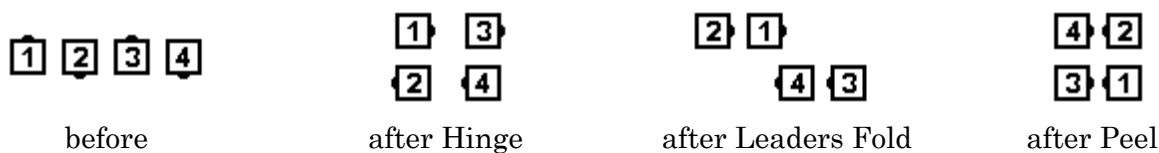
Timing: 8–10

Starting formations: General Line (At Plus, this call is restricted to starting from a Wave only.)

Dance action: This is a three-part call:

1. The End and adjacent Center dancers Hinge.
2. In one blended action, the Leaders Fold (behind the Trailers) as the Trailers begin a Double Pass Thru (or a Left Double Pass Thru if both Mini-Waves were Left-Handed before the Fold).
3. As the dancers complete the Double Pass Thru, each pair of Tandem dancers Peel to their right or left depending on the handedness of their Mini-Wave before the Fold.

Ending formation: Facing Couples.



Styling: The first part is performed using the standard styling for the Hinge. Then dancers drop hands and dance with arms in natural dance position until reconnecting in a Couple handhold as the call is being completed.

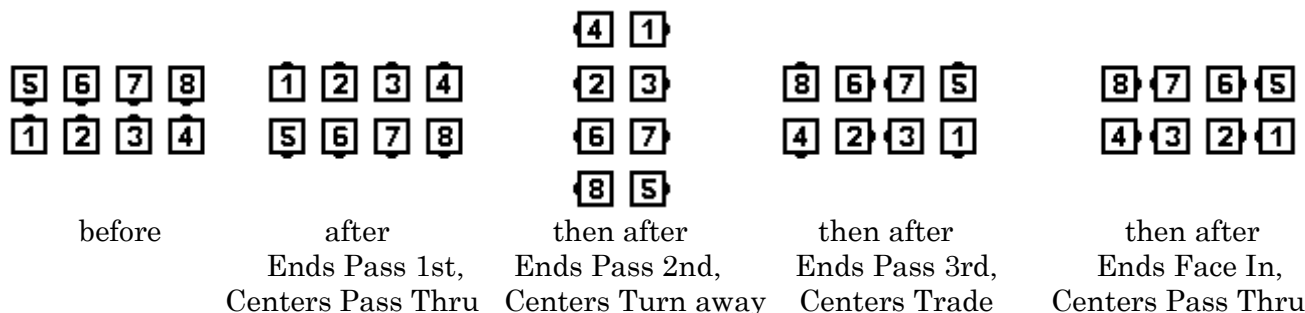
Load the Boat

Timing: 12

Starting formations: Lines of Four, with Centers facing in, and the Ends of each Line facing the same (In or Out) direction.

Dance action: The End dancers move forward around the outside, passing right shoulders with three moving End dancers, and Turn 1/4 In to stand beside the third person passed, facing the center of the set as a Couple. Simultaneously, the Center Four dancers Pass Thru, Turn their backs to their momentary Partners, Partner Trade with their new Partners, and Pass Thru.

Ending formations: Facing Lines end in Eight Chain Thru formation. Inverted Lines with Ends Facing Out ends in a 2×4 T-Bone with the Centers Facing Out and the Ends Facing towards the Centers.



Styling: The End dancers, while moving on the outside, leave enough room for the Center dancers to work comfortably. Arms are held in natural dance position throughout the action, blending into the appropriate hand position for the next call.

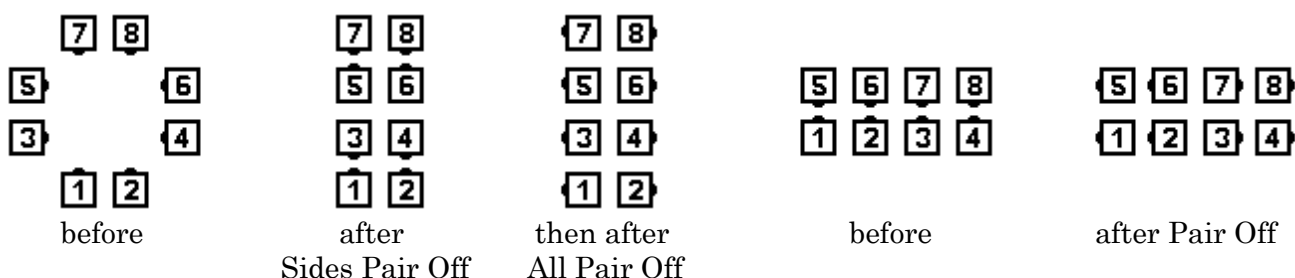
Comment: The Ocean Wave Rule applies to Load the Boat.

Pair Off

Timing: 2, SS 4

Starting formation: At Plus, only from Facing Dancers, neither of whom is facing the flagpole center of the set. (“Flagpole center” designates the geometric center point of the set.)

Dance action: Dancers face out to end as a Couple. From a Static Square, the designated dancers will first step forward into the center.



Ending formation: Couple

Partner Hinge

Timing: 2

Starting formation: Only from a Couple

Dance action: Half Partner Trade, finishing in a Right-Hand Mini-Wave at right angles to the original Couple, with the new handhold centered on the original handhold.



Ending formation: Right-Hand Mini-Wave

Left Partner Hinge: The “Left” changes the right-shoulder pass in Partner Trade to a left-shoulder pass, so stopping at the halfway point ends in a Left-Hand Mini-Wave.

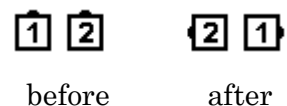
Comment: The command “Hinge” can be used for either Single Hinge or Partner Hinge.

Partner Tag

Timing: 3

Starting formation: a Couple or Mini-Wave

Dance action: Dancers Turn to Face each other and Pass Thru.



Ending formation: Back-to-Back Dancers

Left Partner Tag: Dancers Turn to Face each other and Left Pass Thru.

Pass the Sea

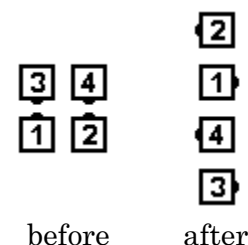
Timing: 6

Starting formation: Facing Couples

Dance action: All Pass Thru; Face your Partner; Step to a Left-Hand Wave.

Ending formation: Left-Hand Ocean Wave

Comment: The Ocean Wave Rule applies to Pass the Sea.



Pass to the Center

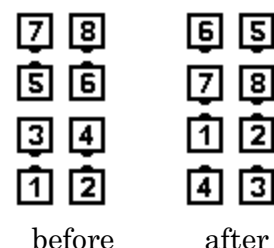
Timing: (see below)

Starting formation: Eight Chain Thru

Dance action: Pass Thru. Those looking out of the square Partner Trade.

Ending formation: Double Pass Thru formation

Timing: Dancers who finish in the center: 2.
Dancers who finish on the ends: 6.



Styling: Same styling as Pass Thru and Partner Trade.

Comments: The Ocean Wave Rule applies to Pass to the Center.

This call is not proper from Left-Hand Ocean Waves. However, **Left Pass to the Center** is proper from an Eight Chain Thru formation or from Left-Hand Ocean Waves. It is defined as Left Pass Thru, then those looking out of the square Left Partner Trade.

On the Pass Thru, some dancers should be coming into the center and other dancers should be heading towards the outside. This call is not proper from Facing Lines.

Peel Off

Timing: 4

Starting formations: Tandem Couples, Right-Hand or Left-Hand Box, or Z formation

Dance action: Lead dancers walk in an approximate semicircle, away from the center of the starting formation, to become the Ends of a Four-Dancer Line. Trailing dancers step forward as necessary to become Centers of the same Line and U-Turn Back, turning away from the center of the starting formation. All dancers end in a Four-Dancer Line. Each dancer will have turned 1/2 (180 degrees) to end facing the opposite direction from which they started.

Ending formations: Peel Off from Tandem Couples ends in a One-Faced Line.
Peel Off from a Right-Hand or Left-Hand Box or a Z ends in a Two-Faced Line (opposite hand).



Comments: Everyone can Roll after a Peel Off. Dancers move in a smooth, continuous motion that cannot be fractionalized. The center of the ending formation is the same as the center of the starting formation.

Two dancers who form a Tandem and have a center to work away from can Peel Off as if in a Right-Hand or Left-Hand Box (for example, the Ends of Waves or the Points of Diamonds). They finish as a Couple on a line midway between the original lead and trailing positions.

Styling: Arms should be held in natural dance position and ready to assume appropriate position for the next call. It is important that Lead dancers move slightly forward before starting the “peeling” motion.

Peel the Top

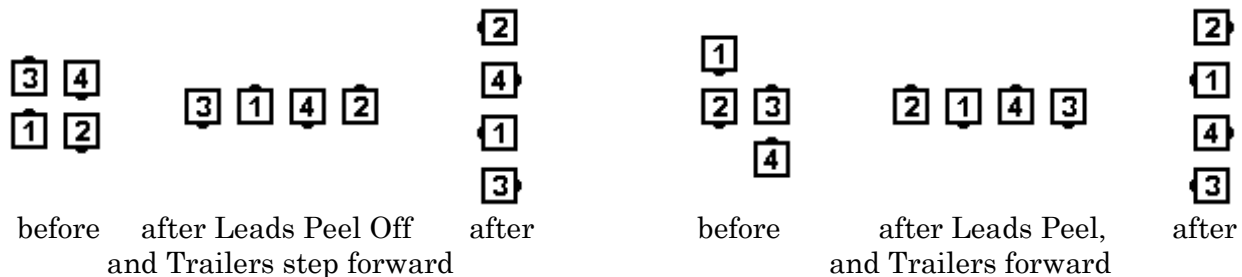
Timing: 6

Starting formations: Right-Hand or Left-Hand Box, or Z formation

Dance action: The Lead dancers Peel Off as the Trailing dancers step straight forward as necessary to take adjacent hands; everyone then does a Fan the Top.

Ending formations: A Right-Hand Box or Z formation ends in a Left-Hand Wave.

A Left-Hand Box or Z formation ends in a Right-Hand Wave.



Styling: Lead dancers have arms in natural dance position and adjust hands to appropriate position for next call. It is important that dancers move slightly forward before starting the “peeling” motion. Trailing dancers use hands up position and styling as in Swing Thru.

Ping Pong Circulate

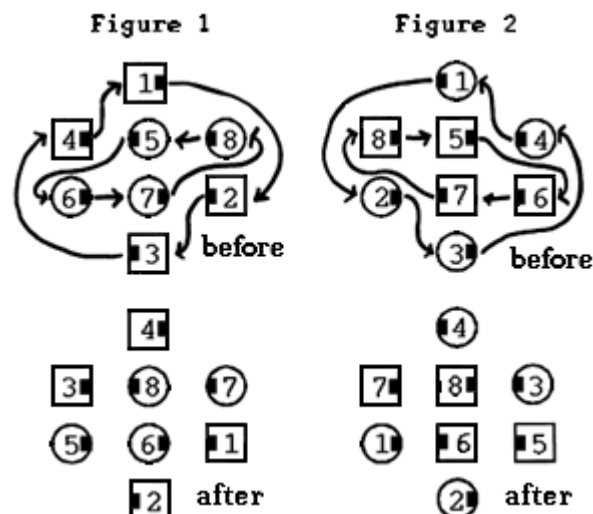
Timing: 6

Starting formation: 1/4 Tag

Dance action: The movement starts on 1/4 Tag spots and ends on those same spots. Each dancer moves forward one position along one of two circulate paths. These paths both go around the center of the formation and do not cross each other.

The “outside path” includes the positions of the Ends of the Center Wave and of the Outside dancer on each side who is nearest to and behind those Wave Ends. The “inside path” includes the positions of the Very Centers and of the Outside dancer on each side who is directly behind a Very Center. These paths are illustrated at the top of Figure 1 for the case of a Right-Hand 1/4 Tag formation and at the top of Figure 2 for the case of a Left-Hand 1/4 Tag formation.

In the typical case of a Right-Hand 1/4 Tag starting formation, each Wave End moves forward along the outside path, going wide around one Outside spot and Turning to the Right 180 degrees to end facing in on the farther Outside spot, while each Outside dancer on the outside path moves diagonally forward and outward, without turning, to become a Wave End. Each Very Center moves forward along the inside path, going diagonally Left and blending into a tight 180-degree Left Turn to end facing in on the farther Outside spot, while each Outside dancer on the inside path moves straight forward to become a Very Center.



From a Left-Hand 1/4 Tag formation, all movements are the same except that Wave Ends turn to the Left and Very Centers go diagonally Right and Turn to the Right.

Ending formation: 1/4 Tag

Styling: Styling is the same as previously described for Circulate. Dancers in center use Ocean Wave styling. Outside dancers join hands in Couple handhold.

Comment: The inside and outside paths are independent of each other. Therefore, it is possible for only those on the outside path (dancers numbered 1, 2, 3, and 4 in Figures 1 and 2) to Ping Pong Circulate or only those on the inside path (dancers numbered 5, 6, 7, and 8 in Figures 1 and 2) to Ping Pong Circulate.

Quarter Thru Family

Styling: For all members in this family the styling is the same as for Swing Thru. That is, use Hands Up throughout the call. The first part of the call blends smoothly into the second part.

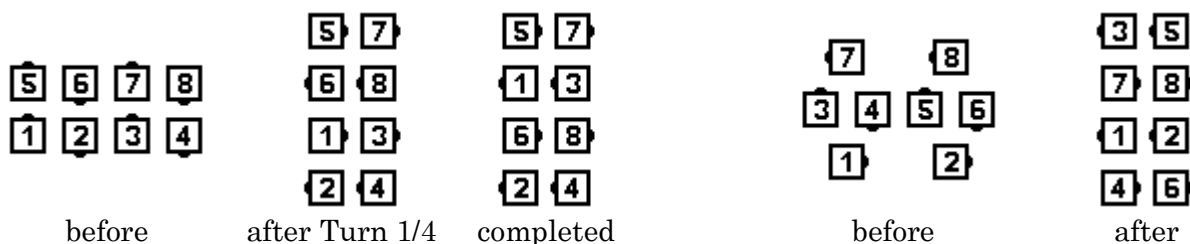
a) Quarter Thru

Timing: 6

Starting formations: Any appropriate four-dancer formation where at least some dancers can execute each part of the call (for example: Right-Hand Box, or Facing Diamond where Centers are holding right hands), a Thar, or an Alamo Ring

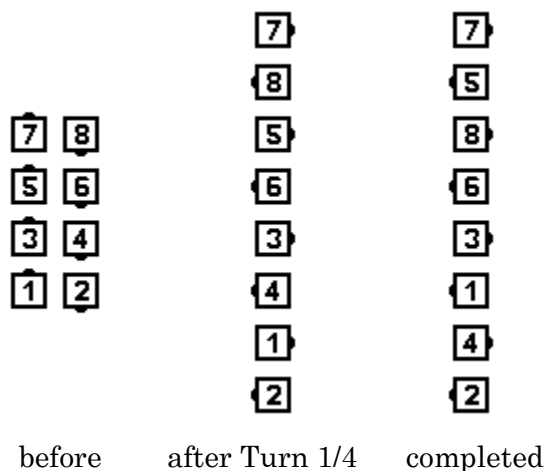
Dance action: Those who can Turn 1/4 (90 degrees) by the Right, then those who can Turn 1/2 (180 degrees) by the Left.

Ending formations: A Right-Hand Box ends in a Right-Hand Wave. A Facing Diamond where Centers are holding right hands ends in a Left-Hand Wave. A Thar Star ends in a Thar Star. A Wrong Way Thar ends in an Alamo Ring. An Alamo Ring ends in a Wrong Way Thar.



Comments: If there are two adjacent formations each of which can do the call, dancers don't move from one to the other. For example: from Right-Hand Columns, each of the two Right-Hand Boxes does the call independently.

There must be at least one dancer who can do both parts of the call. The call is not proper from an Inverted Box.



Quarter Thru is defined to begin with a Right Turn. If the caller wants the action to begin with a Left Turn, then the command to use is "Left Quarter Thru" or "Left One-Quarter Thru".

Left Quarter Thru: Those who can Turn 1/4 by the Left, then those who can Turn 1/2 by the Right. A Left-Hand Box ends in a Left-Hand Wave. A Facing Diamond where Centers are holding left hands ends in a Right-Hand Wave. A Wrong Way Thar ends in a Wrong Way Thar. A Thar Star ends in an Alamo Ring. An Alamo Ring ends in a Thar Star.

From a Thar or Alamo Ring: The Turn 1/4 will either turn the Center Star or change the formation from one of these to the other. The Turn 1/2 will be danced either in the Alamo Ring, in each Mini-Wave of the Thar, or by turning the Center Star.

Example: Quarter Thru from a Right-Hand Thar (that is, a Wrong Way Thar): All Turn 1/4 by the Right (to form an Alamo Ring); All Turn 1/2 by the Left. Ends in an Alamo Ring.

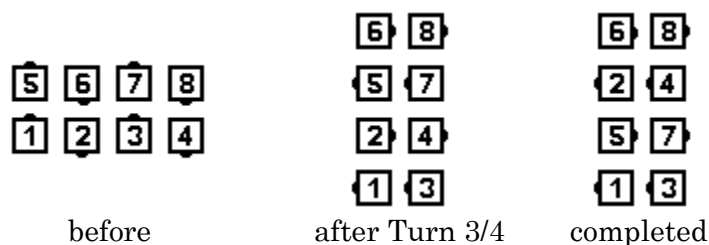
Example: Left Quarter Thru from an Alamo Ring: All Turn 1/4 by the Left (to make a Thar Star); Centers Turn the Star (by the Right) 1/2. Ends in a Left Hand Thar (that is, a Thar Star).

b) Three-Quarter Thru

Timing: 8

Starting formations: From any appropriate four-dancer formation where at least some dancers can execute each part of the call (for example, Right-Hand Box, or Facing Diamond where Centers are holding right hands), a Thar, or an Alamo Ring

Dance action: Those who can Turn 3/4 (270 degrees) by the Right, then those who can Turn 1/2 (90 degrees) by the Left.



Ending formations: A Right-Hand Box ends in a Right-Hand Wave. A Facing Diamond where Centers are holding right hands ends in a Left-Hand Wave. A Thar Star ends in a Thar Star. A Wrong Way Thar ends in an Alamo Ring. An Alamo Ring ends in a Wrong Way Thar.

Comments: If there are two adjacent formations each of which can do the call, dancers don't move from one to the other. For example: from Right-Hand Columns, each of the two Right-Hand Boxes does the call independently.

There must be at least one dancer who can do both parts of the call. The call is not proper from an Inverted Box.

Three-Quarter Thru is defined to begin with a Right Turn. If the caller wants the action to begin with a Left Turn, then the command to use is "Left Three-Quarter Thru".

Left Three-Quarter Thru: Those who can Turn 3/4 by the Left, then those who can Turn 1/2 by the Right. A Left-Hand Box ends in a Left-Hand Wave.

From a Thar or Alamo Ring: The Turn 3/4 will either turn the Center Star or change the formation from one of these to the other. The Turn 1/2 will be danced either in the Alamo Ring, in each Mini-Wave of the Thar, or by turning the Center Star.

Example: Three-Quarter Thru from a Left-Hand Thar (that is, a Thar Star): Centers Turn the Star by the Right 3/4; All Turn 1/2 by the Left. Ends in a Left-Hand Thar (that is, a Thar Star).

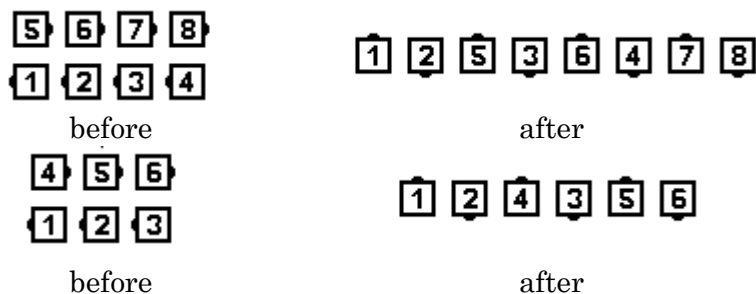
Example: Left Three-Quarter Thru from an Alamo Ring: All Turn 3/4 by the Left (to make a Thar Star); Centers Turn the Star (by the Right) 1/2. Ends in a Left-Hand Thar (that is, a Thar Star).

c) Grand Quarter Thru

Timing: 6

Starting formations: From Right-Hand Columns (of 6 or 8).

Dance action: Those who can Turn 1/4 (90 degrees) by the Right, then those who can Turn 1/2 (180 degrees) by the Left.



Ending formations: Right-Hand Columns end in a Right-Hand Tidal Wave.

Grand Quarter Thru is defined to begin with a Right Turn. If the caller wants the action to begin with a Left Turn, then the command to use is “Grand Left Quarter Thru” or “Grand Left One-Quarter Thru”.

Grand Left Quarter Thru: Those who can Turn 1/4 by the Left, then those who can Turn 1/2 by the Right. Left-Hand Columns end in a Left-Hand Tidal Wave.

Comment: There must be at least one dancer who can do both parts of the call. The call is not proper from Magic Columns (Columns containing Mini-Waves of one handedness on the outside and of the other handedness in the center).

d) Grand Three-Quarter Thru

Timing: 8

Starting formations: From Right-Hand Columns (of 6 or 8).

Dance action: Those who can Turn 3/4 (270 degrees) by the Right, then those who can Turn 1/2 (180 degrees) by the Left.



Ending formations: Right-Hand Columns end in a Right-Hand Tidal Wave.

Grand Three-Quarter Thru is defined to begin with a Right Turn. If the caller wants the action to begin with a Left Turn, then the command to use is “Grand Left Three-Quarter Thru”.

Grand Left Three-Quarter Thru: Those who can Turn 3/4 by the Left, then those who can Turn 1/2 by the Right. Left-Hand Columns end in a Left-Hand Tidal Wave.

Comment: See the comment under Grand Quarter Thru.

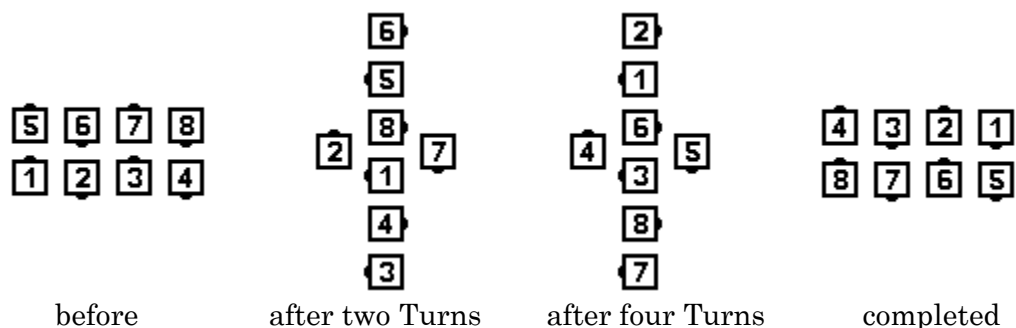
Relay the Deucey

Timing: 20

Starting formations: Parallel Ocean Waves

Dance action: All Circulates in this definition refer to the original Circulate path established by the Ends of the original Ocean Waves. No dancer ever stops moving during this call; the pauses written into the definition (that is, the action described as “Half Circulate”) are there for clarity of description and for teaching purposes only.

Each End and the adjacent Center dancer Turn 1/2 (180 degrees). The new Centers of each Ocean Wave Turn 3/4 (270 degrees), while the others Half Circulate, forming a Six-Person Wave and two lonesome dancers. The 3 Pairs in the Wave of 6 each Turn 1/2, while the others Half-Circulate. The 2 Pairs in the Center 4 of the Wave of 6 each Turn 1/2, while the Other Four dancers Half Circulate. The 3 Pairs in the Wave of 6 each Turn 1/2, while the Others Half-Circulate. Finally, the 2 Pairs in the Center 4 of the Wave each Turn 3/4 (becoming the Centers of the new Waves), while the outside 4 Half Circulate to become the Ends of the final Waves.



Ending formations: Parallel Ocean Waves with the same handedness and in the same location as the original Waves.

Styling: Swing Thru styling is utilized for turning movements within the Ocean Wave formations. Circulating dancers do the circulate action with arms in natural dance position, blending to hands up Ocean Wave formation at the conclusion of the call.

Comments: The Facing Couples Rule applies to Relay the Deucey.

It is useful for both dancers and callers to know that the overall effect of Relay the Deucey is to rotate the entire starting formation by 180 degrees.

Scoot and Dodge

Timing: 8

Starting formations: Only from a Right-Hand Box, Left-Hand Box, or Facing Couples

Command examples:

Scoot and Dodge

Right and Left Thru, Girls Scoot Back, Boys Dodge (from Facing Normal Couples)

Boys Scoot, Girls Dodge

Dance action: Some dancers do their part of Scoot Back (“Scoot”) to take the position of the dancer beside them, and other dancers, without changing facing direction, move sideways (“Dodge”) into the adjacent spot.

From a Right-Hand or Left-Hand Box, the Trailers “Scoot” and Leaders “Dodge”.

From Facing Couples, callers must designate which dancers “Scoot” and which dancers “Dodge”.

Ending formations: Back-to-Back Couples, Right-Hand Box, or Left-Hand Box



Comment: It is mandatory from Facing Couples to designate two of the dancers to do their part of Scoot Back while the other two dancers Dodge. For example, “Girls Scoot Back, Boys Dodge” or “Original Heads Scoot Back, others Dodge”. The result will be either a Right-Hand Box or a Left-Hand Box.

See Saw

Timing: 8

Starting formation: Right and Left Grand Circle

Command examples:

Walk Around the Corner; See Saw Your Partner

Dance action: Facing Dancers walk forward and around each other keeping left shoulders adjacent. They return to their original position, facing away from each other.

Ending formation: Right and Left Grand Circle

Styling: Similar to Walk Around the Corner.

Comments: See Saw is almost always preceded by Walk Around the Corner. Other applications may require workshopping. From a Circle or Squared Set, dancers begin by facing the designated dancer.

Formerly See Saw, when not used after Walk Around the Corner, had the dance action of a Left Dosado. Today callers should say Left Dosado.

“Taw” is an old term for a Man’s Partner. Its use with See Saw dates back to a time when certain calls were directed primarily toward the Men. In days past the common call combination was “Walk All Around the Left-Hand Lady; See Saw the Pretty Little Taw”.

Shoot the Star

Timing: 4, full around 6

Shoot the Star Full Around

Starting formations: Thar in motion, Wrong Way Thar in motion

Command examples:

(The first five command examples start from a Thar with men as the centers)

Shoot the Star; Right and Left Grand

Shoot the Star to Another Thar, Go Forward 2, Men Swing In to a Backup Star

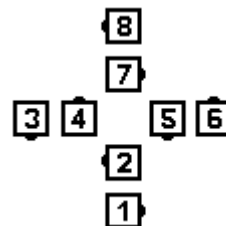
Shoot the Star go all the way around, give Corner Right, Men Swing In to a Wrong Way Thar

Shoot the Star a Full Turn, go Backwards 3, Right, Left, Right, Boys Wheel In to a Wrong Way Thar

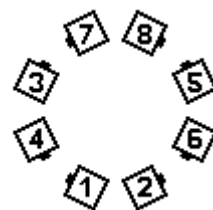
Shoot the Star a Full Turn, this way Go Forward 3, Right, Left, Right; Allemande Left

(From a Wrong Way Thar) Shoot the Star, Go Forward 2, with a Left and Right, to another Wrong Way Thar

Dance action: Center dancers drop the inside handholds forming the Star as each Center dancer and the adjacent Outside dancer Arm Turn 1/2 and Step Thru. If Full Around is directed, the Arm Turn is a Full Turn (360 degrees).



before



after

Ending formation: Right and Left Grand Circle

Styling: A forearm hold is used for the Arm Turn. Other hands are in natural dance position and available for the next call. Ladies can continue to use skirt work during the Arm Turn.

Comments: The Facing Couples Rule does not apply to Shoot the Star.

After Shoot the Star, the caller sometimes indicates that dancers are to Pull By one or more times and Arm Turn to another Thar. For instance, in the second command example above, following the Step Thru the dancers Right Pull By and, stepping up to a left forearm hold, Left Arm Turn 1/2.

The caller can direct the dancers to Go Forward any number of hands. Each hand is a Pull By, except the last hand, which is normally the start of an Arm Turn to a Thar or Wrong Way Thar.

Some callers use “Forward” to mean “in normal Right and Left Grand direction” and use “Backward” (or “Back” or “Backwards”) to mean the opposite direction. Other callers use “Forward” to mean “the direction you are facing” and never use the words “Back” or “Backward”. Either is acceptable, but callers must be careful not to confuse dancers. See the fourth and fifth command examples above.

Some callers adapt Shoot the Star as a way to Cast Off 3/4 and get an Alamo Ring. For example, “Shoot the Star 3/4 to an Alamo Ring” or simply “Shoot the Star to an Alamo Ring”.

Shoot the Star can also blend into the next call. For example, “Shoot the Star, 4 Ladies Chain”.

Slip the Clutch

Timing: 2

Starting formations: Thar in motion, Wrong Way Thar in motion

Command examples:

Slip the Clutch, Allemande Left

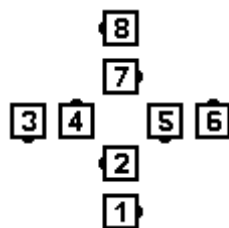
Slip the Clutch, Skip One, Left Allemande

Slip the Clutch, Skip One, Skip Another, Skip Another, Turn Partner Left, Four Ladies Chain
(From a Wrong Way Thar) Slip the Clutch, Pass Two, Right and Left Grand

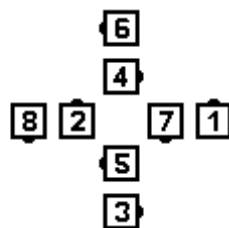
Dance action: Any backward motion is stopped as Outside dancers release arm holds with the adjacent Centers. All dancers move forward around the center of the set to the next dancer.

On the command to Skip (or Pass) one or more dancers, everyone walks forward within their circle, passing the indicated number of dancers.

Ending formations: Thar, Wrong Way Thar



before



Slip the Clutch, Skip One

Styling: Despite the change of moving direction, Center dancers can make the switch flowing and comfortable if the arm hold is released effortlessly and that same hand is held ready for the next call.

The handhold after a Slip the Clutch depends on the next call. Center dancers generally maintain their Star.

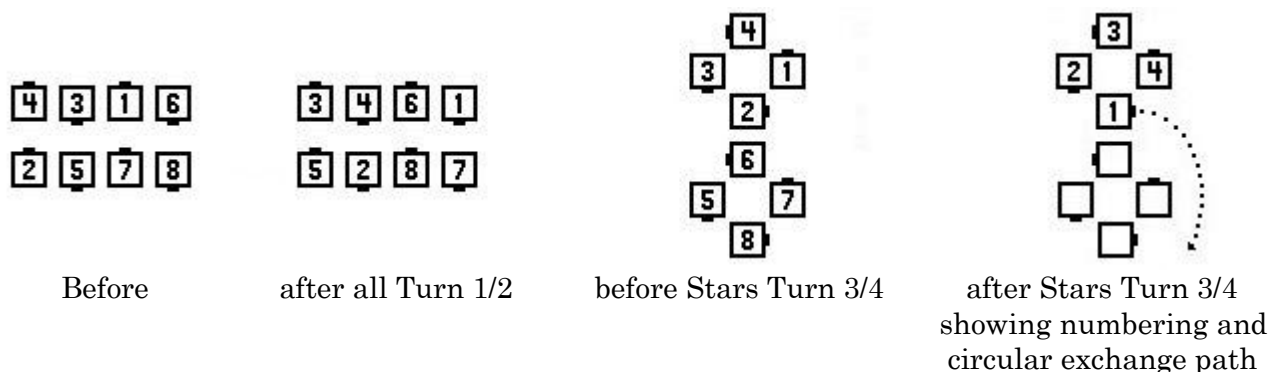
Comment: The Facing Couples Rule does not apply to Slip the Clutch.

Spin Chain and Exchange the Gears

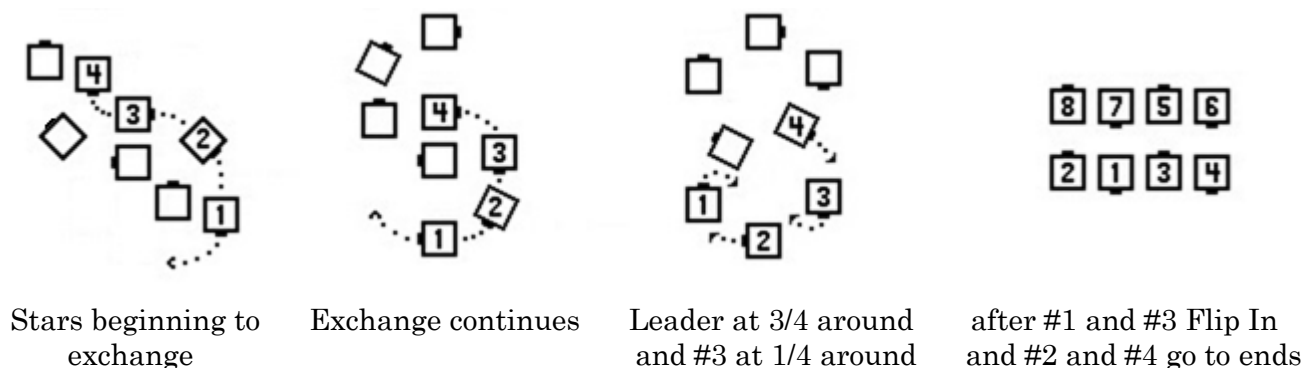
Timing: 26

Starting formations: Parallel Ocean Waves

Dance action: Each End and adjacent Center Turn 1/2 (180 degrees). New Centers Turn 3/4 (270 degrees) to form a center Ocean Wave and the Ends Flip In (180-degree inward turn similar to Ends Run). Very Centers Turn 1/2. Each half of the square forms a four-hand Star (a “gear”) and Turns it 3/4.



Each Very Center dancer (one is #1 in the diagram) leads those following them in their Star (#2, #3 and #4) along a circular path around the outside of the other star (the “exchange”). When #1 has gone 3/4 around and #3 has gone 1/4 around, dancers #1 and #3 Flip In to join hands and become Centers of a Wave while dancers #2 and #4 continue to move forward along the circular path to join their inside hand with the dancer ahead to become Ends of the Wave.



Ending formations: Parallel Ocean Waves with the same handedness and in the same location as the original Waves.

Styling: Ocean Wave and Star Turns use standard styling.

As the Centers Turn 3/4 at the beginning of the call, the other dancers pause slightly and then, as they Flip In, they bring the other hand up to immediately join the forming Star.

While turning the Star and exchanging, each group of four dancers are following a smooth S-like path. The exchange and formation of the Waves is one continuous action. As each Star forms (before turning the Star), the dancer who will be leading the exchange usually raises the outside hand to indicate “follow me”. That hand is held up for the Star Turn and through the exchange, and can be smoothly joined with the inside hand of the following dancer when forming the ending Wave.

Comments: The Facing Couples Rule applies to Spin Chain and Exchange the Gears.

The $\frac{3}{4}$ fraction to turn the Star can be modified by the caller, in which case a different dancer will be #1 and lead the exchange.

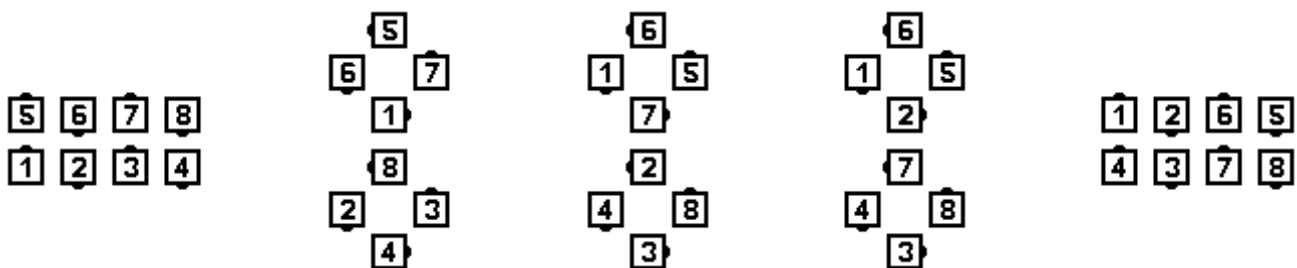
Spin Chain the Gears

Timing: 24

Starting formations: Parallel Ocean Waves

Dance action: Each End and adjacent Center Turn $\frac{1}{2}$ (180 degrees). New Centers Turn $\frac{3}{4}$ (270 degrees) to form a center Ocean Wave and the Ends Flip In (180-degree inward turn similar to Ends Run). Very Centers Turn $\frac{1}{2}$. Each half of the square forms a four-hand Star (a “gear”) and turns it $\frac{3}{4}$. Very Centers Turn $\frac{1}{2}$. Those in the center Ocean Wave Turn $\frac{3}{4}$ while the other four dancers Flip Out (180-degree outward Turn similar to Centers Run).

Ending formations: Parallel Ocean Waves with the same handedness and in the same location as the original Waves.



before

Stars formed

Stars Turned $\frac{3}{4}$, Very Centers Turned $\frac{1}{2}$, completed

Styling: Ocean Wave and Star Turns use standard styling.

As the Centers Turn $\frac{3}{4}$ at the beginning of the call, the other dancers pause slightly and then, as they Flip In, they bring the other hand up to immediately join the forming Star.

Comments: The Facing Couples Rule applies to Spin Chain the Gears.

The $\frac{3}{4}$ fraction to Turn the Star can be modified by the caller, in which case different dancers will be the Very Centers for the following Turn $\frac{1}{2}$.

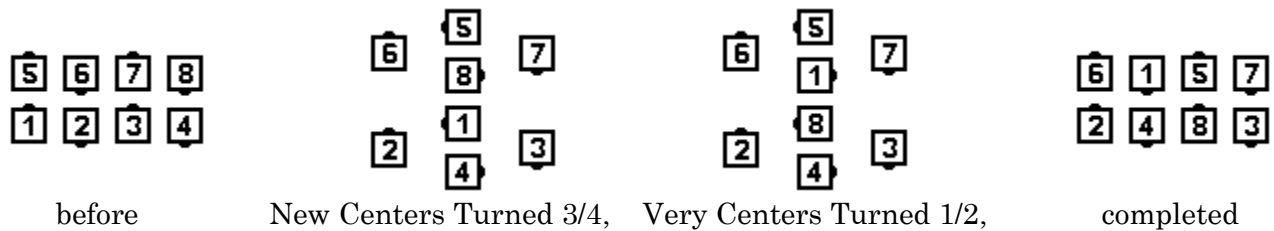
Spin Chain Thru

Timing: resulting Ends, 3; resulting Centers, 16

Starting formations: Parallel Ocean Waves

Dance action: Each End and adjacent Center Turn $\frac{1}{2}$ (180 degrees). New Centers Turn $\frac{3}{4}$ (270 degrees) to form a center Ocean Wave. Very Centers Turn $\frac{1}{2}$. In the center Ocean Wave, each End and adjacent Center Turn $\frac{3}{4}$.

Ending formations: Parallel Ocean Waves with the same handedness and in the same location as the original Waves.



Styling: Use same styling as in Swing Thru. The resulting Ends stand still as the Centers finish the call.

Comments: The Facing Couples Rule applies to Spin Chain Thru.

While the new Centers are finishing the call, the resulting Ends may be given another call (for example, Spin Chain Thru, Ends Circulate Twice).

Spin Chain Thru can be danced as “All Turn 1/2. Those who meet Turn 3/4. Those who meet Turn 1/2. Those who meet Turn 3/4”. With this in mind, some callers use Spin Chain Thru from other formations as a gimmick (see “*Additional Details: Commands: Gimmicks*”). When using this gimmick, the caller may need to indicate which Pairs of dancers begin the call. For example, if the starting formation is an Alamo Ring, “Start with the right hand, Spin Chain Thru”.

Teacup Chain

Timing: 32

Starting formations: Static Square or proceeding from everyone doing a Left Arm Turn with Partner.

Dance action: The caller will specify two Ladies to move to the center at the start of the call, for example, “Head Ladies center for a Teacup Chain”. For the rest of the definition, these two Ladies will be called the “specified Ladies”.

The specified Ladies (both Head Ladies or both Side Ladies) move to the center and Star Right three-quarters to meet their Corners for a Left Arm Turn. At the same time, the other two Ladies move to the right around the perimeter of the square to their Corners, and do a Right Arm Turn.

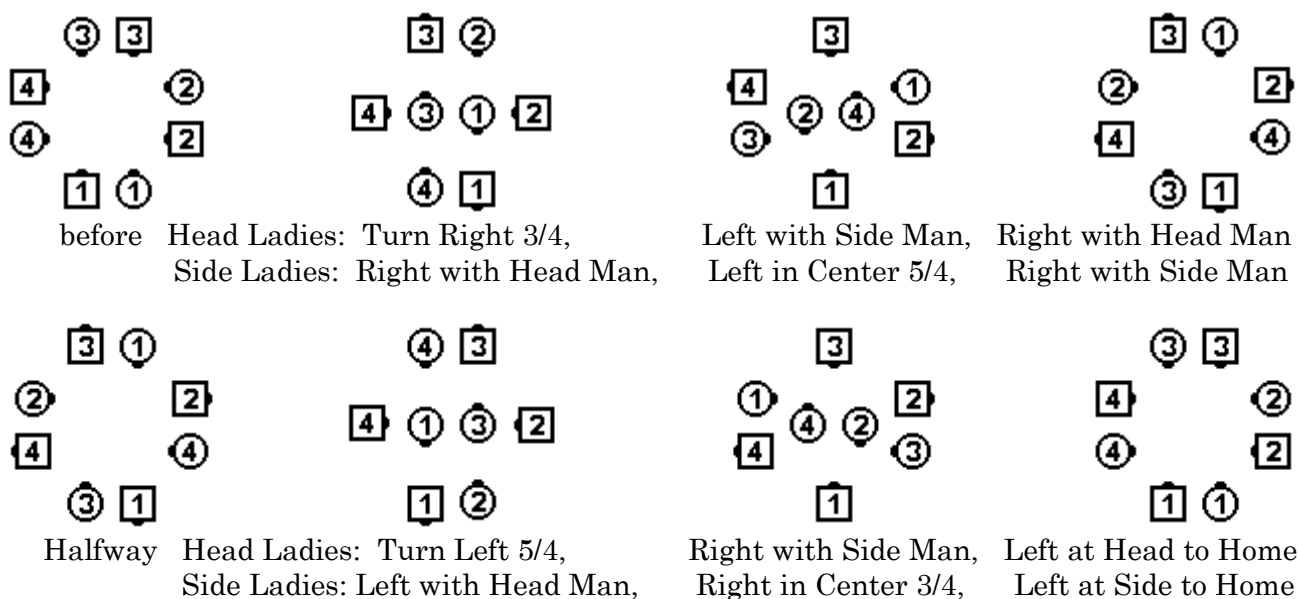
Following the Arm Turns, the specified Ladies move around the perimeter of the square to their new Corners for a Right Arm Turn, while the other Ladies go to the center and Star Left once and a quarter (that is, five-quarters) to meet their new Corners for a Right Arm Turn.

The specified Ladies then move to the center and Star Left once and a quarter to their new Corners for a Right Arm Turn, while the other Ladies move to their new Corners (around the perimeter of the square) for a Left Arm Turn.

Finally, the specified Ladies move to their new Corners (their original Partners) for either a Courtesy Turn or a Left Arm Turn leading into the next command, while the other Ladies move to the center and Star Right three-quarters to meet their new Corners (their original Partners) for either a Courtesy Turn or a Left Arm Turn leading into the next command. Everyone finishes with their original Partner.

The Men can dance the part described above for the Ladies, while the Ladies dance the part described above for the Men. The starting formation is a Static Square with all Couples Half-Sashayed, or proceeding from everyone doing a Left Arm Turn with their Partner. The command is **“Head/Side Men center for a Teacup Chain”**.

Ending formations: Static Square or blending into the next command



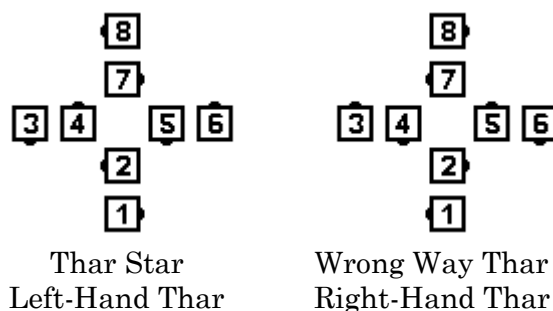
Styling: Center dancers turning in star patterns use hands up styling. All turns with outside dancers are forearm turns. When not leading into another command, a Courtesy Turn, as previously described, is used at the conclusion of the call. Outside dancers (usually the Men) dance with arms swinging naturally from one forearm turn to the next, being as graceful as possible in a movement that offers little other than pivot movements. Ladies may enhance the styling of this call through skirt work with outside hand.

Thar Family

In the Thar Family, Allemande Thars and Wrong Way Thars are formations in motion. The four Center dancers form a Pack-Saddle Star and walk backward. In a Pack-Saddle Star, each dancer turns the palm down and holds the wrist of the dancer ahead, so that all four are linked. Each Center dancer also holds a forearm grip with the adjacent Outside dancer, who walks forward.

The calls in the Thar Family are some of the oldest. They are traditionally delivered in a more verbose fashion, blurring the division between the actual command words and the helping words. As always, it is the caller's responsibility to deliver these calls so the dancers understand what is desired.

Timing numbers in the Thar Family do not count turning the Thar.



a) Allemande Thar

Timing: 2 (for the Left Arm Turn 1/2)

“Allemande Thar” refers to a Thar Star (Left-Hand Thar) in motion. This definition lists several command examples that callers use when describing actions that result in a Thar Star in motion. It also describes how dancers form and turn the Allemande Thar.

Starting formations: Blended from a Left Arm Turn

Command examples:

Walk Around the Corner; Turn Partner Left and Make an Allemande Thar

Walk Around Your Corner; Turn Partner Left for an Allemande Thar, Men in the middle of a backup Star

Walk Around the Corner; Turn Partner Left a Full Turn, Girls in the middle of an Allemande Thar

Do Paso, Turn Partner Left, Corner Right, Partner Left, Boys Swing In to a Thar

Boys Make a Right-Hand Star, Turn It Once Around, Find Your Corner, Turn Corner Left to an Allemande Thar Star with the Girls in the Center

Right and Left Grand, but on your Fourth Hand Make an Allemande Thar, Men back in

Dance action: Dancers continue to Left Arm Turn 1/2. The Centers form a Right-Hand Star and Back Up. Outside dancers hold the Left forearm of a Center dancer and Walk Forward.

Ending formation: Thar in motion

Styling: The dancers in the center, backing up, will form a Pack-Saddle Star. These Center dancers must remember to allow those on the outside, who travel farther, to set the pace.

Ladies, if on the outside, may use skirt work.

Comments: Callers often specify those who become center dancers. This is particularly helpful in non-standard applications.

In most cases, dancers Left Arm Turn 1/2. That is, if the dancers take forearm holds when shoulder-to-shoulder, the dancer who begins on the outside will become a center dancer. Callers may specify a different amount of turning. For example: Circle Left, Turn Your Corner Left all the way around to an Allemande Thar, Men in the Center.

Allemande Thar is part of circle choreography. It is improper from Left-Hand Waves to call Turn Partner Left to an Allemande Thar.

“Allemande Left to an Allemande Thar” has a specific meaning described below. It does not mean to Left Arm Turn with Corner and continue to a Thar. For that action “Allemande Left, hang on to Corner, Girls Wheel In to an Allemande Thar” could be used.

b) Allemande Left to an Allemande Thar

Timing: 12

Starting formations: Same as Allemande Left

Command examples:

Allemande Left to an Allemande Thar, go Right and Left and form a Star

Allemande Left to an Allemande Thar, go Forward Two, Men Swing In to a Backup Star

Allemande Left to an Allemande Thar, go Right and Left and Make an Allemande Thar

Dance action: Allemande Left; Right Pull By; Left Arm Turn to make a Thar with the Men in the Center.

Ending formation: Thar in motion

Styling: Same as Allemande Thar

Comments: To avoid dancer confusion with “Allemande Thar” the caller must always include some instructions about “Going Forward”. Simply calling “Allemande Left to an Allemande Thar” is improper. Furthermore, although going forward two is most common, it must be specified.

The caller can direct the dancers to Go Forward any number of hands. Each hand is a Pull By, except the last hand, which is normally the start of an Arm Turn In to a Thar or Wrong Way Thar.

c) Wrong Way Thar

Timing: 2 (for the Right Arm Turn 1/2)

“Wrong Way Thar” is a formation shown at the beginning of this Thar Family section. That formation is also described as a Right-Hand Thar.

The words “Wrong Way Thar” are also the words used to describe a Right-Hand Thar in motion. This definition lists several command examples that callers use when describing actions that result in a Wrong Way Thar in motion.

Starting formations: Blended from a Right Arm Turn

Command examples:

Allemande Left; Turn Partner Right, Girls Swing In, make a Wrong Way Thar

Allemande Left; Turn Partner Right a Full Turn, Boys Swing In, make a Wrong Way Thar

Turn Partner Left; Turn Corner Right to a Wrong Way Thar (Men will be in the middle)

Do Paso; (after the Do Paso) go to the Corner, Turn by the Right, make a Wrong Way Thar

Allemande Left in the Alamo Style; Swing Thru; Turn by the Right 3/4 to a Wrong Way Thar

Dance action: Dancers continue to Right Arm Turn 1/2. The centers form a Left-Hand Star and back up. Outside dancers hold the right forearm of a center dancer and walk forward.

Ending formation: Wrong Way Thar in motion

Styling: Same as Allemande Thar

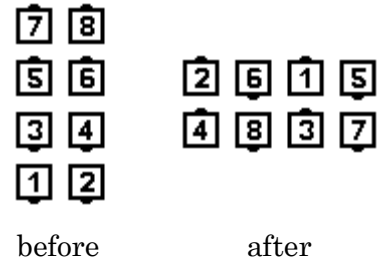
Comment: See Allemande Thar

Track 2

Timing: 8

Starting formation: Completed Double Pass Thru

Dance action: The dancers work in “Tandem”, that is, the Trailing dancers follow the Lead dancers. Those in the right “track” move single file to the left, counterclockwise, staying to the inside of the dancers on the left “track”, who move single file, clockwise, to the right on the outside. The movement continues as in a Double Pass Thru, until the dancers have reached Parallel Right-Hand Ocean Waves.



Ending formation: Parallel Right-Hand Ocean Waves

Styling: As dancers are moving simultaneously in opposing directions, it is important for them to provide moving room for one another. Those on the outside must avoid crowding those in the center. All dancers hold arms in natural dance position, blending into a hands-up Ocean Wave formation at the conclusion of the call.

Left Track 2: Those in the left “track” stay to the inside of those on the right “track”. The ending formation is Parallel Left-Hand Ocean Waves.

Trade the Wave

Timing: 6

Starting formations: Four-Dancer Ocean Wave

Dance action: Dancers facing the same direction in the Wave Trade with each other.

Ending formations: A Right-Hand Ocean Wave ends in a Left-Hand Ocean Wave. A Left-Hand Ocean Wave ends in a Right-Hand Ocean Wave. End dancers become Center dancers and Center dancers become End dancers.



Styling: As in any Trade, dancers first step slightly forward to clear the Wave before turning toward dancer with whom they are trading. Assume hands up position in Ocean Wave styling.

Comment: In accordance with the definition of Trade, the two dancers facing in the same direction pass right shoulders as they Trade.

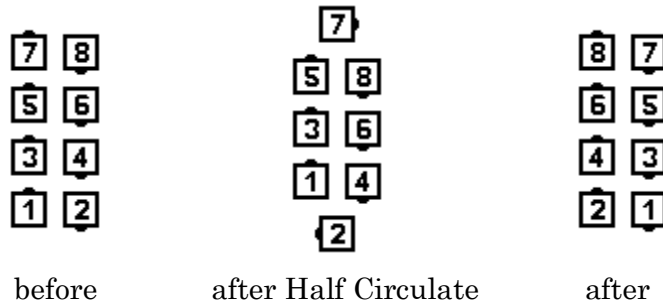
Triple Scoot

Timing: 6

Starting formations: Right-Hand or Left-Hand Columns

Dance action: The #1 dancers Column Circulate while all others 1/2 Column Circulate (“Grand Extend”), Arm Turn 1/2, and step forward (“Grand Extend”).

Ending formations: Columns of the same handedness as at the start.



Comments:

Most dancers will use the same hand three times: to form the starting Column, to do the Arm Turn, and to form the ending Column.

Double Scoot is used when there are 6 active dancers in Columns of 3.

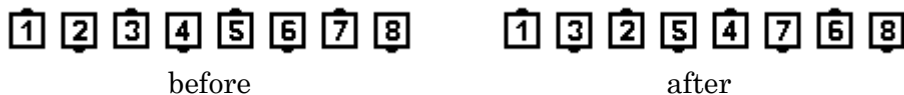
Triple Trade

Timing: 6

Starting formations: Tidal Wave, Tidal Two-Faced Line, Point-to-Point Diamonds, Six-Dancer Ocean Wave, or any 3 Pairs of Adjacent Dancers.

Dance action: The two End dancers remain in place as the three adjacent Pairs of dancers (the six in the center) Trade with each other.

Ending formations: Tidal Waves and Tidal Two-Faced Lines end in the same formation as they started and with the same handedness.



Turn Thru

Timing: 4

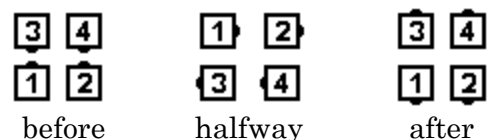
Starting formation: Facing Dancers

Command examples:

- Turn Thru
- Swing Thru; Turn Thru
- Girls Turn Thru
- Squared Set: Heads Turn Thru and Separate Around 1 to a Line
- Heads Square Thru 4; Spin the Top; Turn Thru; Courtesy Turn

Dance action: In one smooth motion, dancers Step to a Wave (but use forearm styling), Right Arm Turn 1/2, and Step Thru.

Ending formation: Back-to-Back Dancers



Turn Thru is defined to begin with a Right Arm Turn. If the caller wants the action to begin with a Left Arm Turn, then the command to use is “Left Turn Thru”.

Left Turn Thru: In one smooth motion, dancers Step to a Left-Hand Wave (but use forearm styling), Left Arm Turn 1/2, and Step Thru ending as Back-to-Back Dancers.

Styling: Similar to Allemande Left. Use normal forearm position. Man's free hand in natural dance position. Lady's skirt work desirable for free hand.

Comments: The Ocean Wave Rule applies to Turn Thru and to Left Turn Thru.

Turn Thru is always a 180-degree turn. From an Alamo Ring, if the desired action is to get everyone to their Corners, the proper call would be an Arm Turn, not a Turn Thru.

Walk and Dodge

Timing: 4

Starting formations: Only from a Right-Hand Box, Left-Hand Box, or Facing Couples

Command examples:

Walk and Dodge

Right and Left Thru, Girls Walk, Boys Dodge (from Facing Normal Couples)

Boys Walk, Girls Dodge

Dance action: Some dancers move forward (“Walk”) to take the position of the dancer in front of them, and other dancers, without changing facing direction, move sideways (“Dodge”) into the adjacent spot.

From a Right-Hand or Left-Hand Box, Trailers “Walk” and Leaders “Dodge”.

From Facing Couples, callers must designate which dancers “Walk” and which dancers “Dodge”.

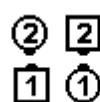
Ending formations: Back-to-Back Couples, Right-Hand Box or Left-Hand Box



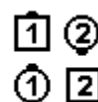
before



after



Boys Walk, Girls Dodge



Styling: Arms in natural dance position, with dancers forming a Couple or Mini-Wave handhold at the end of the call.

Comments: Walk and Dodge is a four-dancer call. From Right-Hand or Left-Hand Columns, dancers work in two groups of four, one on each side, ending in a Trade By formation.

It is mandatory from Facing Couples to designate two of the dancers to Walk forward while the other two dancers Dodge. For example, “Girls Walk, Boys Dodge” or “Original Heads Walk, others Dodge”. The result will be either a Right-Hand Box or a Left-Hand Box.

As a gimmick, callers may designate some dancers to back up rather than “Walking”. For example, Heads Square Thru, Touch a Quarter, Walk and Dodge, Girls Back Up and Boys Dodge. From Lines Facing Out, the command Centers Walk, Ends Dodge is also a gimmick, as are other applications where dancers leave their group of four. (See “*Additional Details: Commands: Gimmicks*”.)

There are extended applications in which six or eight dancers work together. For example, after Sides Pass the Ocean, Sides Swing Thru, All Boys Run, it is possible to either have the Center Six Walk and Dodge or the Outside Six Walk and Dodge. In both cases, four dancers “Walk” and two dancers “Dodge”. It is also possible to have six dancers “Walk” and two dancers “Dodge”. For example, Heads Touch a Quarter, Side Girls Dodge and Others Walk.

From Facing Couples or Back-to-Back Couples, the command “Walk and Dodge” by itself is improper unless dancers are expected to Do Their Part. (See “*Additional Details: Commands: Do Your Part*”.)

Walk Around the Corner

Timing: 8

Starting formations: Squared Set, In-Facing Circle of 8

Command examples:

Walk Around the Corner

Walk All Around Your Corner

4 Ladies Chain; Circle Left; Walk Around New Corner

Dance action: Dancers face their Corners. Walking forward and around each other while keeping right shoulders adjacent, dancers return to their original position, with their backs toward their Corner.

Ending formation: Right and Left Grand Circle

Styling: Men hold arms in natural dance position. Ladies use both hands on skirt, moving skirt forward and back to avoid opposite dancer. Dancers should maintain eye contact over their shoulders until their Partners become visible.

Comment: Modern square dancing has evolved towards a preference for “Walk Around the Corner”. Traditionally the call was “Walk All Around the Left-Hand Lady”, which required the Ladies to mentally translate the command to “All Around the Right-Hand Man”.

HISTORY OF DOCUMENT CHANGES

This document is a revision of the Plus Definitions. Changes have been made as follows:

Change Date	Changes Made
	First revision was made to the <i>Plus Definitions</i> dated November 1977.
1982	Removed All Eight Swing Thru , Curley Cross , Pair Off , and Swap Around (all 4 calls were added to A-1).
1988	Removed Triple Trade and Turn and Left Thru .
1990	Removed Triple Scoot .
1991	Added Triple Scoot and Triple Trade .
1994	Removed Triple Trade .
1997	Removed Remake the Thar and Triple Scoot (both were added to Advanced by 2001).
08/07/02	Added Fan the Top (removed from the Mainstream Program). Added Eight Chain Thru (removed from the Mainstream Program). Added Spin Chain Thru (removed from the Mainstream Program).
03/18/03	Added Regional Styling difference statement to PREFACE.
09/01/03	Removed Eight Chain Thru (returned to Mainstream Program).
04/05/04	Changed “8” to “6” in Preface for “Regional Differences”.
10/22/04	Changed definition of the following: Acey Deucey ; Coordinate ; and Peel Off .
12/01/04	Reformatted “Preface”.
12/15/04	Reformatted Several Definitions.
09/21/06	Removed Spin Chain Thru (returned to Mainstream Program).
10/02/06	Page 8 changed timing of 3/4 Tag the Line to 5.
08/31/07	Page 1 corrected the definition of All Eight Spin the Top .
11/30/10	Converted to MS Word. Page 4 changed timing of Linear Cycle to 8-10.
12/08/10	Changed definition of Coordinate page 2.
12/29/10	Changed PLUS MOVEMENTS to PLUS PROGRAM DEFINITIONS.
09/26/11	Changed Acey Deucey Definition Format and typo. Updated Table of Contents.
01/09/12	Added closing Parenthesis to Ocean Wave Rule.
12/22/14	Changed definition for Spin Chain and Exchange the Gears .
04/29/15	Edited corrections on “0” as shown on 90°; 180°; 270°.

Change Date	Changes Made
09/03/15	Removed Extend (all fractions combined in Mainstream Program).
01/12/16	Changed definition of Follow Your Neighbor .
01/31/18	Edited corrections on “0” as shown on Grand Swing Thru 180°.
09/22/18	Removed 3/4 Tag (moved to Mainstream Program).
10/28/21	Revised Spin Chain the Gears and Spin Chain and Exchange the Gears . Added Triple Scoot . Changed Track II to Track 2 . Edited format.
06/14/23	Revised Linear Cycle . Changed to italics for <i>Starting formation</i> , <i>Styling</i> , and <i>Comments</i> .
08/20/25	Changed definition of (anything) and Spread .
03/21/26 Draft	Moved definitions of calls from other programs into this document, and the definition of one call from this document into the Mainstream Definitions, as part of the restructuring of the Mainstream and Plus Programs mandated by the adoption of Program Policy Revision E on May 29, 2025. Circle to a Line, Do Paso, See Saw and Walk Around the Corner added from Basic. Cloverleaf, Dixie Style to a Wave, Eight Chain Thru, Pass to the Center, Shoot the Star, Slip the Clutch, Spin Chain Thru, Thar Family, Turn Thru, and Walk and Dodge added from Mainstream. Clover and (anything), Pair Off, Partner Hinge, Partner Tag, Pass the Sea, Scoot and Dodge, and Quarter Thru Family added from Advanced One. Single Circle to a Wave was moved to Mainstream. Revised Passing Rule, Same Position Rule, Facing Couples Rule, and Ocean Wave Rule to be consistent with the Mainstream wording. Added Comment about Crossfire from Lines Facing Out. Added information about left applications of calls in the Quarter Thru Family and Turn Thru. Adjusted Comments about Ocean Wave and Facing Couples Rules as appropriate. Added Ending formation information. Adjusted format and common wording for consistency with other programs.
08/25/26	Clarified the removal of Mainstream restrictions. Added information about Left and Reverse to the Preface and to some definitions. Minor edits as suggested by Plus Committee discussion. Diagrams added. Revisions to (anything) and Roll, Explode and (anything), Ping Pong Circulate, Scoot and Dodge, Triple Scoot, and Walk and Dodge. Added Alamo Ring and Thars as starting formations for Swing Thru, Quarter Thru, and Three-Quarter Thru. Adjusted Spin Chain Thru comments. Edits to improve consistency in terminology, capitalization and fraction references.