

CALLERLAB

EXTENDED CHALLENGE (C-3A) DEFINITIONS



Revised 2008
(June 30, 2008)

C-3A DEFINITIONS

TABLE OF CONTENTS

1/4 (or 3/4) Mix	1	Polly Wally	6
1/4 (or 3/4) The Deucey	1	Quick Step/ <i>Anything</i>	6
1/4 (or 3/4) Wheel The Ocean (Sea)	1	Quick Step	6
1/4 Wheel The Ocean/Sea	1	Quick <i>Anything</i>	6
3/4 Wheel The Ocean/Sea	1	Rally	6
Any Tagging Call Chain thru	1	Reach Out	6
Anything Reaction	1	Recoil	6
Breaker Anything	2	Release <i>Anything</i>	6
Bias Circulate	2	Relocate (<i>The formation</i>)	6
Big Block Concept	2	Scatter Circulate	6
Catch Anything [n]	2	Scoot The diamond	7
Checker Board/Box Anything	2	Single Checkmate	7
Checker Board Anything	2	Single Concept	7
Checker Box Anything	2	Single File Recycle/Recoil	7
Couple Up	2	Single File Recycle	7
Cross Chain Reaction	2	Single File Recoil	7
Cross Counter	2	Slant <i>Anything</i> (By <i>Anything</i>)	7
Delight/Dilemma	2	Snap The Lock	7
Drift Apart	3	Something New	7
Ease Off	3	Spin Chain The Line	7
Eight by <i>Anything</i>	3	Spin The Pulley	7
Exchange The Box	3	Split Phantom Columns/Lines/Waves Concept	8
Exchange The Triangle	3	Stable Concept	8
Expand The Column	3	Stampede	8
Explode The Top	3	Strip (The Diamond/Hourglass)	8
Fancy	3	Swap The Top	8
Finally Concept	3	Swing Chain Thru	8
Flare Out To A Line	3	Team Up	8
Follow To A Diamond	4	The Gamut	8
Follow Your Leader	4	Touch By fraction By <i>fraction/anything</i>	8
Grand Mix	4	Trade The Deucey	8
Hinge The Lock, Lock the Hinge	4	Travel Thru	8
Hinge The Lock	4	Trip The Set	9
Lock The Hinge	4	Triple Diamond Concept	9
<i>Anything</i> Hop	4	Triple Play	9
Initially Concept	4	Wind The Bobbin	9
Initially <i>Any</i> Concept <i>Anything</i>	4	Wrap To A <i>formation</i>	9
Interlocked Little	4		
Interlocked Plenty	4		
Interlocked Scoot (Back)	4		
Jay Concept	4		
Keep Busy	5		
Latch On (<i>fraction</i>)	5		
Link Up	5		
Locker's Choice	5		
Mini-Chase	5		
Once Removed Diamond Concept	5		
Open Up The Column	5		
Own The <i>Anyone Anything</i> By <i>Anything</i>	5		
Patch (The) <i>Anyone</i>	5		
Peel Chain Thru	5		
Plan Ahead	6		

THE CHALLENGE (C-3A) MOVEMENTS

1/4 (or 3/4) Mix - Starting formations - Right Hand Mini-Wave Box, a Diamond with the Centers in a R-H Mini-Wave, or other applicable formations.

Those who can Right Arm Turn 1/4 (or 3/4); those in a Line/Wave Mix. Ends in a Line or Wave.

1/4 (or 3/4) Mix is a 3-part call: Right Arm Turn 1/4 (or 3/4); Centers Cross Run; New Centers Trade.

1/4 (or 3/4) The Deucey - Starting formation - Parallel Ocean Waves.

1/4 The Deucey: Arm Turn 1/4; Centers Cast Off 1/4 as the Lead End Circulate as the Trailing End 1/2 Circulate; Center Star turn 1/4; those who meet (Center Wave) Cast Off 1/4 as lonesome Center move up (Phantom Hourglass Circulate) to become the End of a Wave. Ends in Parallel Waves.

3/4 The Deucey: Same as 1/4 The Deucey except each of the four 1/4 turns is replaced with a 3/4 turn. Ends in Parallel Waves.

1/4 (or 3/4) Wheel The Ocean/Sea

1/4 Wheel The Ocean/Sea - Starting formation - Left Hand Two-Faced Line.

Left Cast 1/4 (to end in Facing Couples); Finish Wheel The Ocean/Sea. (Ocean: Belles diagonally R-H Pull By; Sea: Belles Walk as Beaus Dodge.) Ends in a Mini-Wave Box. (Ocean: R-H Box; Sea: L-H Box.)

3/4 Wheel The Ocean/Sea - Starting formation - Right Hand Two-Faced Line.

Left Cast 3/4 (to end in Facing Couples); Finish Wheel The Ocean/Sea. Ends in a Mini-Wave Box.

1/4 (or 3/4) Wheel The Ocean/Sea is a 2-part call.

Any Tagging Call Chain Thru - Starting formations - depends on the "Any Tagging" call

Do the Any Tagging call to the 1/2 Tag position; Scoot Chain Thru. Ends in Parallel Waves.

Anything Reaction - Starting formations - depends on the "Anything" call

Do the anything call leaving off the final Extend, then do a full Chain Reaction. The anything call is usually a Scoot Back variation of a Tagging call. For example, Flip Reaction: From Parallel Waves. Flip Back Centers To A Wave then all Chain Reaction. Tag Reaction: From Parallel Lines. Tag Back To A Wave Centers To A Wave then all Chain Reaction. Note: For Tagging calls, there is an unspoken 'Back' (Scoot Back) in them (e.g., Tag Reaction means Tag Back Reaction).

Bias Circulate - From Parallel Waves or other applicable formations.

Leaders Circulate as Trailers Diagonal Box Circulate. Parallel Waves end in Parallel Waves. Traffic pattern: From R-H Waves Trailers use a R-H Star; from L-H Waves Trailers use a L-H Star.

Big Block CONCEPT - From Interlocked Blocks, Butterfly, "O" or other applicable formations.

Execute the given call working within Distorted Parallel Lines. At the completion of the call, each dancer must occupy one of the footprints of the original formation

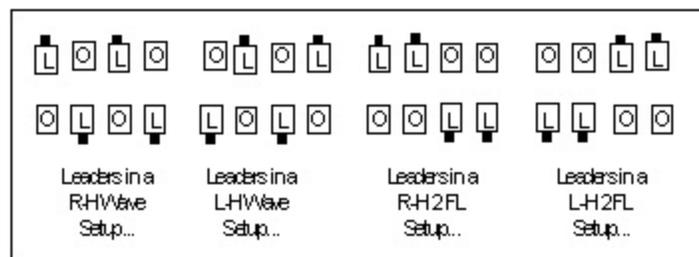
Breaker Anything - Starting formation - Right Hand & Left Hand Columns, Magic Columns, or applicable T-Bone 2 x 4s.

Ends Cast Off 3/4 as Centers Box Counter Rotate 1/4 and 1/2 Box Circulate; Center Line does the anything call (if the anything call is a number such as 1, 2, or 3, Cast Off that many quarters) as the others move up (Phantom Hourglass Circulate). Usually ends in Parallel Lines, Twin Diamonds, or an Hourglass depending upon the anything call.

Catch Anything [n] - Starting formations - Applicable formations.

Square Thru [n] To A Wave; do the anything call; Step & Fold. Ends in various formations.

Checker Board/ Box Anything - Starting formation - 2 x 4 (or other applicable formations) with precisely two Leaders in each Line. In the following diagrams, “L” designates the Leaders in each Line as “O” designates the other dancers. The dancers designated “O” by can be facing in any direction other than the same direction as the dancers designated “L” in their 1 x 4.



Checker Board Anything: The Leaders in each Line (“L” dancers) TRADE with each other as the others (“O” dancers) do the Anything call working in a distorted 1 x 4. Ends in a 2 x 4.

Checker Box Anything: The Leaders in each Line (“L” dancers) TRADE with each other as the others (“O” dancers) do the Anything call working in a distorted 2 x 2. Ends in a 2 x 4.

Couple Up - Starting formation - Any applicable 2 x 2.

Box Circulate; Leaders U-Turn Back (toward the Center of the 2 x 2). Ends in a 2 x 2.

Couple Up is a 2-part call.

Cross Chain Reaction - Starting Formation - Any applicable Generalized 1/4 Tag.

Very Centers Jaywalk with diagonally facing outside dancers as the Ends of the Center Line Counter Rotate 1/4 (around the outside); Centers of each side Hinge; Centers Star Circulate as Outsides Trade; Centers of each side Cast Off 3/4 as the others Phantom Hourglass Circulate. Ends in Parallel Lines.

Cross Counter - Starting formation 3/4 Tag or other applicable formations.

Centers Trade The Wave, Cast Off 3/4 and Counter Rotate 1/4 as the Outsides Cross Cast Back, Touch 1/2, and Step & Fold. A R-H 3/4 Tag ends in Parallel L-H Two-Faced Lines; a L-H 3/4 Tag. Ends in Parallel L-H Waves.

Cross Counter is a 3-part call.

Delight/Dilemma - Starting formation - Applicable formations (usually a 3/4 Tag).

Outsides 1/4 Right (if Delight) or 1/4 Left (if Dilemma) and Circulate twice as the Centers Swing, Slip twice, and Cast Off 3/4. Usually ends in Parallel Lines. The Center's part of Delight/Dilemma is a 4-part call.

Drift Apart - Starting formation - A 2 x 4 formation.

Ends Split Circulate twice as Out-facing Centers Crossover Circulate and Circulate as In-facing Centers Circulate and Crossover Circulate. Ends in a 2 x 4.

Drift Apart is a 2-part call.

Ease Off - Starting formation - Parallel Lines or other applicable formations.

Ends Zing as Centers (Concentric) Circulate and Face In. Parallel Lines end in a Double Pass Thru.

Eight By *Anything* -Starting formation - Applicable formations.

Outsides Grand Chain Eight and Roll as Centers do the anything call (working in the Center). Ending formation depends on the starting formation and the *Anything* call.

Exchange The Box -Starting formation - 2 x 4 formation.

Do a total of four SPLIT CIRCULATES, except that when you become an In-facing Center do your next CIRCULATE to your diagonal opposite position (crossing over into the other Box). Exchange The Box can be fractionalized into fourths. The traffic pattern is such that as you are crossing to the other Box, you must physically stay to the outside of those who are still in their original Box. The In-facing Centers lead the Exchange and usually everyone else in their Box can follow them.

Exchange The Triangle - Starting formation - Twin Triangles.

Do a total of three Triangle Circulates except that when 1) you become the Apex dancer (for Apex-to-Apex Triangles), or 2) you become the In-Facing Base dancer (for Base-to-Base Triangles); do your next Circulate to the other Triangle. (From Apex-to-Apex Triangles, the Circulate is an Interlocked Triangle Circulate; from Base-to-Base Triangles, the Circulate is to the diagonal opposite position.) Exchange The Triangle can be fractionalized into thirds.

Expand The Column - Starting formation - 2 x 4 formation in which the Outsides are in Columns, or from other applicable formations.

Centers Phantom Run (Reverse Flip) as the Outsides Column Circulate twice. Columns end in Parallel Lines.

Explode The Top - Starting formation - Parallel Lines.

Explode; End Beau Circulate 1 & 1/2 as End Belle Circulate, Veer inward, and U-Turn Back as Centers Touch 1/2 and the Very Centers Cast Off 3/4 while the other Center Step Ahead to form a R-H Star (Hint: the Center who Stepped Ahead should raise their Left hand to indicate that they are leading the Unwrap The Star); turn the Star 1/4 and the leader of the Unwrap walks forward as everyone else follows to Unwrap The Star, and everyone Face In to end in Facing Lines.

Fancy - Starting formation - Columns.

Trailers (#2 and #4 dancers) Press Out; Trailing Couple 1/2 Press Ahead; Outsides work Phantom: all Any Shoulder Turn & Deal. Ends in a Double Pass Thru.

Finally Concept -Starting formations - Various

Finally *Any Concept Anything*

Do the Anything call but only apply the given CONCEPT to the last part of the call. Ending formation depends on starting formation and *Anything* call and *Any* CONCEPT

Flare Out To A Line -Starting formation - Parallel Two-Faced Lines and other applicable formations.

Leaders work away from the Center of the set to do a Turn To A Line as Trailers 1/2 Circulate. Parallel Two-Faced Lines end in an As Couples Wave.

Follow To A Diamond -Starting formation - A Mini-Wave Box or applicable 2 x 2 T-Bone.
Trailers Follow Your Neighbor & Spread as Leaders Box Circulate once and a half. A Right Hand or Left Hand Mini-Wave Box ends in a Diamond, a 2 x 2 T-Bone usually ends in a Wave.

Follow Your Leader - Starting formation - Parallel Waves.
Leaders 1/2 Split Circulate and Tandem Cross Fold as Trailers Follow Your Neighbor (Extend and Arm Turn 3/4); all Tandem Extend. Ends in Columns.

Grand Mix - Starting formation - A Generalized Tidal Line.
Center pairs of dancers (3 pairs from an 8-dancer Tidal Line, 2 pairs from a 6-dancer Tidal Line) Grand (Working As Centers) Cross Run (like a Grand Slip-Slide); new Center pairs of dancers Trade (Grand Slip). Ends in a Tidal Line.

Grand Mix is a 2-part call.

Hinge The Lock, Lock The Hinge

Hinge The Lock - Starting formation - Any applicable non T-Bone 2 x 2.
Hinge; Lockit. Ends in a Wave.

Lock The Hinge - Starting formation - A Wave or a Two-Faced Line.
Lockit; Hinge. Ends in a Mini-Wave Box.

Hinge The Lock and Lock The Hinge are both 2-part calls.

Anyone Hop - Starting formation - Any applicable non T-Bone 2 x 2 (usually Facing Couples).
Designated dancers Walk as others Dodge; all Hinge. Ends in a Wave or Inverted Line.

Anyone Hop is a 2-part call.

Initially concept

Initially Any Concept Anything - Starting formation - Various
Execute the first part of the *Anything* call using the given CONCEPT; then execute the remainder of the *Anything* call (i.e., without using the given CONCEPT). Ending formation depends on starting formation and *Any* CONCEPT and *Anything* call.

Interlocked Little - Starting formation - A Generalized 1/4 Line or other applicable formations.
Outsides 1/4 Right and Counter Rotate 1/4 (i.e., Little) as Centers Step And Cross Fold (Ends Cross Fold as Centers 1/2 Press Ahead). A Generalized 1/4 Line ends in Parallel Lines.

Interlocked Plenty -Starting formation - A Generalized 1/4 Line or other applicable formations.
Interlocked Little; Split Circulate twice (usually danced as a Tandem Partner Trade or Reverse The Pass); Outsides Counter Rotate 1/4 and Roll as the Centers Concentric 1/2 Zoom. Usually ends in a 1/4 Tag.

Interlocked Scoot (Back) - Starting formation - A 1/4 Line.
Scoot Back with the dancers in your Interlocked Single 1/4 Tag (the dancers occupying the Interlocked Diamond footprints). Ends in a 1/4 Line.

Jay Concept -Starting formation - A Generalized 1/4 Tag or other applicable formations.
Work in a Distorted Box with the dancers with whom you would normally Jay Walk. At the end of the call re-establish the footprints of those four positions. Ending formation depends on starting formation.

Keep Busy -Starting formation - Parallel Two-Faced Lines.

Leaders Couples Circulate With The Flow as Trailers 1/2 Circulate, Very Centers Hinge, Flip The Diamond, Step & Fold. Ends in Parallel Waves.

Keep Busy is a 4-part call for the Trailers.

Latch On (*fraction*) - Starting formation - Tandem dancers, Facing dancers, or Back-to-Back dancers.

Right Roll To A Wave, Arm Turn 1/4 (or the designated fraction). Ends in a Right Hand Mini-Wave.

Latch On (*fraction*) is a 2-part call.

Link Up - Starting formation - Parallel Two-Faced Lines or Promenade (where those designated act as

Leaders). Leaders Cast Off 1/4 using the Outside dancer as the pivot point (Out Anchor 1/4), Roll and Press Ahead as the Trailers 1/2 Circulate and Cross Fire. Ends in Parallel Waves.

Locker's Choice -Starting formation - Parallel Waves.

Lockit; Center Wave Lockit as Others Trade; Center Wave Hinge as Others Step & Fold. Ends in opposite-handed Parallel Waves.

Locker's Choice is a 3-part call.

Mini-Chase - Starting formation - Back-to-Back Couples or applicable 2 x 2 T-Bone (all Leads).

Belles Shakedown as Beaus Partner Tag. Back-to-Back Couples end in a R-H Mini-Wave Box.

Once Removed Diamond Concept - Starting formation - Formation obtained from Parallel Two-Faced

Lines after the Outsides Concentric Follow Thru.

A Once Removed Diamond is a Diamond in which you work with the dancers occupying the positions on every other plane from you.

Open Up The Column - Starting formation - Columns.

#1 dancer Trail Off & Roll as #2 dancer Circulate, Peel Off & Roll as #3 and #4 dancers Circulate; Centers Cast Off 3/4; all Extend. Ends in Parallel Waves.

Own The *Anyone Anything By Anything* -Starting formation - Various

Designated dancers do their part of the first Anything call as the others do their part of the second Anything call. Ending formation depends on the starting formation and the Anything calls.

Patch (The) *Anyone* - Starting formation - A Couple or Mini-Wave.

Hinge; designated dancers U-Turn Back in flow direction (Roll twice). Ends in a Couple or Mini-Wave. This is a 2-part call.

Note: Determine who are the designated dancers before doing the Hinge, not after. For example, from a Couple: Patch The Beaus is a Partner Hinge (now both dancers are Beaus) followed by original Beau U-Turn Back. Similarly, from Parallel Lines: Patch The Ends refers to the original Ends, not those who become Ends after the Hinge.

Peel Chain Thru - Starting formation - Trade By or 3/4 Tag.

Centers Arm Turn 1/2 and Slip as outsides Cast Back and Touch 1/2; Centers of each side Cast Off 3/4 as others do their part of Fan The Top. A Trade By or R-H 3/4 Tag ends in Parallel R-H Waves; a L-H 3/4 Tag ends in a Parallelogram.

Plan Ahead -Starting formation - Facing Lines or other applicable formations.

Centers Touch 1/4, Cross Concentric Vertical Tag The Line, Lead dancer Peel Left, Trailer dancer Peel Right to end as a Couple (as in Sets In Motion) as the Outsides Circulate once and a half, Hinge, Cross Concentric Vertical 1/2 Tag, and Face In. Facing Lines ends in a Double Pass Thru.

Polly Wally - Starting formation - Generalized Columns.

Ends 1/4 To Promenade, Step Ahead, Turn another 1/4 toward their initial turning direction, and adjust to end in Parallel Lines.

Centers 1/4 To Promenade, Step Ahead, 1/4 To Promenade, and Step Ahead (to become Leaders in Parallel Lines).

Quick Step/Anything

Quick Step - Starting formation - A 1/4 Box or other applicable formations.

#2 dancer Press Out and Phantom Ah So with the adjacent dancer as the Others Circulate. A 1/4 Box ends in Columns. Ending formation depends on starting formation.

Quick Anything - Starting formation - A 1/4 Box or Columns.

#2 dancer Press Out and do the *Anything* call with the dancer they meet (working Phantom if necessary) as the Others Circulate. Ending formation depends on the *Anything* call.

Rally - Starting formation - Generalized 1/4 Tag or other applicable formations.

Centers Step & Fold, Peel & Trail as Outsides 1/4 Right, Counter Rotate 1/4, and Inward (Right or Left) Roll To A Wave. A Generalized 1/4 Tag ends in a Tidal Line.

Rally is a 2-part call for the Centers.

Reach Out -Starting formation - A Mini-Wave Box, Tandem Couples, or applicable 2 x 2 T-Bones.

Trailers 1/2 Box Circulate and Phantom Run (Reverse Flip) as Leaders Box Circulate 1 & 1/2. A Mini-Wave Box ends in a Wave; a 2 x 2 T-Bone usually ends in a Diamond; Tandem Couples ends in a One-Faced Line.

Recoil -Starting formation - An applicable non T-Bone 2 x 2.

Box Recycle; Step & Fold. Ends in a Mini-Wave Box.

Recoil is a 2-part call.

Release Anything - Starting formation - A Generalized 1/4 Tag or Generalized 1/4 Diamond.

The End of the Center 4 Press Ahead as the un-approached Outside dancer (12-Matrix) Press Out; Outsides work with Phantoms (if necessary) and all do the *Anything* call.

Note: Phantoms that end between the Outside dancers and the Center are removed at the end of the call unless the anything call involves a concept which specifically includes phantoms (e.g., Release Triple Wave Ah So retains the Phantoms whereas Release Ah So doesn't).

Relocate (*The formation*) - Starting formation - The given formation or any applicable formation.

Very Centers Arm Turn 3/4 as the Others Counter Rotate 1/4. Ends in the given formation.

Scatter Circulate - Starting formation - Parallel Two-Faced Lines and other applicable 2 x 4 formations (such as Facing Lines, Back-to-Back Lines, and some T-Bones).

Ends Split Circulate as Out-facing Centers Crossover Circulate as In-facing Centers Concentric (Box) Crossover Circulate. Parallel Two-Faced Lines end in Parallel Waves.

Scoot The Diamond - Starting formation - A Single 1/4 Tag.

Scoot Back; Outsides 1/4 to the handhold; all Diamond Circulate. Ends in a Diamond.

Single Checkmate - Starting formation - A 2 x 2 formation.

Leaders Box Circulate twice and 1/4 In (Box Transfer) as Trailers Box Circulate, 1/4 In, and Box Circulate. Ends in a 2 x 2.

Single Concept

Single is a way to take an 8-dancer call and make it a 4-dancer call; or to take a 4-dancer call and make it a 2-dancer call.

In the Single version of a call, each dancer executes the movement that would normally be done by a set of two dancers within the normal version of the call. Hence, for a call to have a Single version, it must be possible to group all dancers into sets of two, in which the dancers in each set are always facing the same direction throughout the given call. The dancers in each set are usually dancing their portion of the call As Couples, In Tandem, Once Removed, or Twosome (or some combination of these concepts).

You can think of Single as replacing each set of two dancers with a single dancer located exactly half-way between the two dancers. This single dancer then executes the given call always staying on a path located exactly half-way between where the two dancers would be in the normal version of the call.

Single File Recycle/Recoil

Single File Recycle - Starting formation A Single Double Pass Thru.

Centers act as Beaus while Ends act as Belles to do a facing Recycle (i.e., Centers Touch and Right-face U-Turn Back as Ends Veer Left to become the Ends of a R-H Wave).

Single File Recoil - Starting formation - A Single Double Pass Thru.

Single File Recycle; Step & Fold. Ends in a L-H Mini-Wave Box.

Single File Recycle/Recoil are each a 2-part call.

Slant Anything (By Anything) - Starting formation - Parallel Two-Faced Lines and other applicable formations.

Trailers Dodge inward to form Facing Couples and take the first *Anything* call (working in the center) as Leaders do their part of the second *Anything* call. Ending formation depends on the starting formation and the *Anything* calls.

Snap The Lock - Starting formation - Parallel Lines.

Partner Tag; Outsides Partner Tag as Centers Touch, Lockit, Step Thru. Ends in Back-to-Back Lines.

Something New - Starting formation - Columns.

#1 and #2 dancers Couple Up as #3 dancer 1/2 Circulate and U-Turn Back as #4 dancer Circulate and Veer Out. Ends in a 1/4 Tag.

Alternative definition: First Two Couple Up as the Last Two Circulate & the Leader Inwardly Roll To A Wave.

Spin Chain The Line - Starting formation - A Tidal Wave, Facing Lines, or other applicable formations.

Arm Turn 1/2; Centers of each side Cast Off 3/4 and Spread as Very Centers Trade; Very Ends and Very Centers slide together and Cast Off 3/4. Ends in Parallel Lines.

Spin The Pulley - Starting formation - A Static Set (or from the formation obtained from a Static Set after Heads Step into the Center) or from a Wave between and perpendicular to Facing Couples.

Centers or those designated Arm Turn 3/4; all Triple Cross; Peel Off. Ends in Parallel Two-Faced Lines.

Spin The Pulley is a 3-part call.

Split Phantom Columns/Lines/Waves Concept

Starting formation - A 4 x 4 Matrix, visualized as 4 adjacent Columns/Lines/Waves.

Split the 4 x 4 Matrix into two sets of adjacent Columns/Lines/Waves and work in the resulting 2 x 4 Matrix on each side. Ending formation depends on the starting formation.

Stable Concept - Starting formation - various

Do the given call without changing your facing direction. Your ending position will be the same as if you had executed the call normally, but your facing direction will not change from your original facing direction. Ending formation depends on the given call and the starting formation.

Stampede - Starting formation - A 3/4 Tag or other applicable formations.

Centers Trade The Wave, Hinge & Cross (Trailers diagonal Pull By using the outside hand) as the Ends Cross Cast Back and Pass In. A 3/4 Tag ends in an Eight Chain Thru.

Stampede is a 3-part call for the Centers and a 2-part call for the Ends.

Strip (The Diamond/ Hourglass) - Starting formation - Twin Diamonds or an Hourglass.

Outside four 1/2 Zoom and Trade as the Very Centers Cast Off 3/4 as the Other Center (on the outside) Counter Rotate 1/4 to end as the Very Outside dancer. Strip The Diamond ends in a Tidal Line, Strip The Hourglass ends in a 3 By 1 Diamond.

Swap The Top - Starting formation - Facing Couples.

Belles Extend (Left Hand) and Cast Off 3/4 as Beaus Run once and a half. Ends in a R-H Wave.

Swing Chain Thru - Starting formation - Parallel Waves, Eight Chain Thru, or other applicable formations.

Arm Turn 1/2; Centers Cast Off 1/4; Very Centers Trade; Centers Cast Off 1/4. Ends in Parallel Waves.

Swing Chain Thru is a 4-part call.

Team Up - Starting formation - Applicable formations.

Ends 1/2 Circulate and Hinge as Centers (working in the Center) do a Beaus Run as Belles Dodge. Ending formation depends on the starting formation.

The Gamut - Starting formation - Parallel Lines with the Centers in Tandem.

Ends Circulate twice as the Centers Any Hand 3/4 Thru and Trade The Wave; all Cut The Diamond. Ends in Parallel Lines.

Touch By fraction By *fraction/ anything* - Starting formation - A Single Double Pass Thru, the formation obtained from a Diamond after everyone 1/4 In, or other applicable formations.

Centers Touch the first given fraction and Spread as Others step forward; new Centers Touch the second given fraction or do the anything call. Usually ends in a Right Hand Diamond or a Right Hand Two-Faced Line. There are no default fractions for this call.

Trade The Deucey - Starting formation - Parallel Lines, Twin Diamonds, a Generalized Thar, or other applicable formations.

Centers Trade and Spread as the Ends Crossover Circulate. Ending formation depends on the starting formation.

Travel Thru - Starting formation - Facing Couples, a R-H Wave, or other applicable formations.

Pass Thru; As Couples 1/4 Right. Ends in a R-H Two-Faced Line.

Travel Thru is a 2-part call.

Trip The Set - Starting formation - Parallel Lines with the Ends Back-to-Back, or other applicable formations.

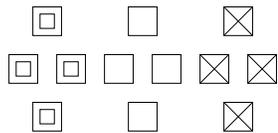
Ends Cross Fold and Roll as Centers (Concentric) 1/4 Out and Trade. Parallel Lines end in Facing Lines.

Trip The Set is a 2-part call.

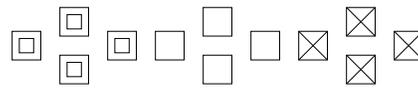
Triple Diamond Concept

Triple Diamonds consist of three adjacent Diamond formations some of which have positions occupied by phantoms.

The two most common types of Triple Diamonds are illustrated below.



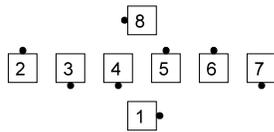
Regular Triple Diamonds...



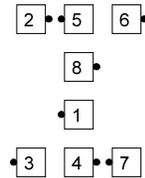
and Point-To-Point Triple Diamonds

Triple Diamonds are analogous to Triple Boxes [C1] and Triple Waves/Lines/Columns [C2].

Example: Triple Diamond, Flip The Diamond



Before



After

Triple Diamond calls are (4 or less)-dancer calls, requiring you to work only with the dancers in your Diamond. The historical application of 8-dancer calls such as Diamond Chain Thru is considered improper at C3A.

Triple Play -Starting formation - Columns.

#1 dancer Transfer (Trail Off, Circulate, 1/4 In) as others 1/2 Circulate and Trade; in the new Center Columns #1 dancer Transfer (Trail Off & Roll) as the others 1/2 Circulate and Hinge; all Extend. Ends in Parallel Waves.

Wind The Bobbin - Starting formation - Columns.

#1 and #3 Peel Off and Circulate twice (around the Outside) as #2 and #4 1/2 Circulate, Cast Off 3/4, Very Centers Trade, and Cast Off 3/4. Ends in Parallel Waves.

Wrap To A formation -Starting formation - Columns.

- #1 dancer: 1/2 Split Circulate and Phantom formation Circulate 2.
- #2 dancer: Circulate, 1/2 Split Circulate, and Phantom formation Circulate.
- #3 dancer: Circulate 2 & 1/2.
- #4 dancer: Circulate 3.

All adjust as necessary to end in the given formation.

