

**20210509 ASH Presentation**  
**Caller training seminar Zoom series**  
**Using Symmetry for New Callers**  
**Mel Wilkerson**

**Slide**

**Using Symmetry for Variety**

**So much more than just a mirror image**

**Slide – what is symmetry**

Symmetry, in general terms as far as square dance Choreography goes, means, simply “**a balance**”.

Unfortunately, most callers do not look at this much more than indicating that: one half of the square does, the other does the same, or the old adage, draw a line through the square and the other half is the mirror image.

It is usually looked at as “when some condition exists on one side of the formation, it exists on the other side as well. There is so much more to it than that.

For sight callers, there are many aspects to symmetry, but the three most important kinds are

- **Formation Symmetry**, - this is generally referred to as the mirror image
- **Arrangement Symmetry**- this applies to gender symmetry or the boy girl arrangement in the mirror so that gender specific calls can apply.
- **Sequence Symmetry**. – This is the opposing dancer relationship as applied to specific dancers always being mirrored.
  - #1 Girl and #3 Girl
  - #1 Boy and #3 Boy
  - #2 Girl and #4 Girl
  - #2 Boy and #4 Boy

In short, if the dancers dance what you call, and don't make any mistakes and dance what is typically called at most open dances, *all* three of these of these symmetries exist at the same time.

Symmetry is very powerful tool, especially for the sight caller, because it substantially reduces the [number of combinations possible](#) with 8 dancers.

There is however a lot to learn about symmetry long before you even consider sight calling.

## Slide symmetry - Basic Principles

That said, as a newer caller, it is important to begin to understand the basic principles of symmetry. When a caller understands the basics of symmetry, when they can identify one dancer in a square, they know where specific other dancers are.

If they identify any 3 dancers, they have automatically identified exactly who is where for the entire square. That automatic symmetry recognition of who is where, is a skill that takes a lot of practice, and is very useful, but that is much further on in the development stage of learning to call.

It is the principle that is important however and how we are going to apply it to using modules and known sequences.

We are discussing it only to put it on the table and say – at this point for new callers,

- **we are not worried about sight calling,**
- **we are not worried about sight resolution,** and
- **we are not worried about asymmetrical or symmetrical formation management.**

It is sufficient to know that:

- if you recognise a formation, and
- you understand the basic principle of the mirror image,

then you can use choreographic substitution symmetry to add simple and easy variety in your calling modules without making things insanely difficult or technical.

Now that we understand the basic principle behind symmetry, let's have a look at how we can apply that knowledge as a new caller to incorporate a different kind of symmetry in our modules for calling variety and enhance the dancer experience without difficulty.

## Slide – Symmetry for new callers

For new callers you just have to accept the mirror image concept. Most new callers start by a process of:

- Parroting – Singing call as patten
- Using Foundation modules
- Using Modules
- Isolated Sight
- Focus Modules
- Learning to sight call

The use and awareness of symmetry should develop as a basic skill prior to learning to sight call.

This is especially true as it applies in practical terms in the process to the 5 beginning foundation modules.

### Slide - review the 5 foundation modules

- The mixer CB-CB mover
- The PL-PL take a look mover
- The PL-CB conversion
- The CB-PL – Magic Module
- The ChickenPlucker

All callers should have those 5 modules as part of their repertoire as they are foundation building blocks. We all use them it is just that as we get more experienced, we tend to disguise them with the use of equivalents and such.

### Slide – The forgotten symmetries

There are 3 other kinds of symmetry which are unfortunately, usually ignored by callers, or alternatively are used effectively by many callers and they do not even understand what or why it works.

These three symmetries are

**Directional Symmetry** – this is often called “opposite hand” symmetry or the “other way” symmetry. It is essentially using a mirrored left and right version of a same sequence module where the ending (or finish arrangement of the dancers) is normal and the same for both versions. **(It is this one in particular that we will focus on in this session).**

**Location Symmetry** – this is often called opposite side symmetry and there have been some excellent presentations on this already including working from the RHL box for resolution etc. In its simplest form it is one of two things.

1. The Chicken Plucker effect – and doing the same thing on the opposite side, then coming back
2. The invert and rotate effect – where everyone is paired with the same FASR relationship, (partner corner, RHL etc. but what is moved is who is where within the same formation.
  - a. CB sides on outside – CB heads on outside
  - b. PL with 1p2p line – PL to a partner line with a 4P1P line

**Duplication symmetry** – this is referred to as the do it twice routine...where you call a routine twice, once for the girls AND once for the boys, **or** call a routine as many times as is needed to zero out (fractional zeros are good examples of duplication symmetry)

**The dancer joy of Symmetry.** When symmetry is used properly, it creates a feeling of both balance and variety, but it also a feeling of really using the floor and mixing well, dancing, changing directions, going everywhere, and feeling that you as a dancer have really achieved something special – even though there was very little work involved.

## **Slide forgotten symmetries slide 2**

Really great callers make use of this symmetry application and are acclaimed as Artists. Unfortunately, others tend to think that doing it left-handed and working something to death, **and/or** “being tricky” and technically clever, is just learning the definitions. Those callers seem to think that because they know it, that dancers should be able to do it. This is workshop “Death By Definition” type fatigue that many callers try to push That is a caller, calling for himself/herself and not for the dancers.

**I CAN ASSURE YOU – IT IS NOT SYMMETRY. THAT IS IDIOCY**

Symmetry done well, is like poetry where there is a rhythm and flow and balance to the way the poem is structured. Square dance symmetry is the same. You want the dancers to be able to do without much thought, but you want them to feel something a little different and experience the wind in the face, smooth flow in another direction, and importantly, the thrill of overcoming a seeming challenge.

## **Slide – good Choreographic Symmetry**

### **BENEFITS OF GOOD SYMMETRY**

- Dancers are seemingly challenged and feel success.
- Simple variety piques interest and causes smiles.
- Equalising floors across all programs and capabilities.
- Both New and Experienced dancers enjoy it

### **NEGATIVES OF GOOD SYMMETRY**

- NONE

## **Slide - How do to it**

This brings us to the practical part of Symmetry. How do we do it?

The first thing to do is change your mindset **from** Square Dance Movement Mechanics **to** Choreographic Presentation. In other words, you will already know your basic choreography and how it works so change you mindset from the Choreography to impress the callers to Choreography that will give the dancers a

positive experience that they enjoy. When you do this, the mechanics will take care of themselves.

- Good symmetry is planned and believe it or not, mainly modular in concept.
- It introduces variety without getting into abstract complexities of formations and individual position analysis or worse, the technical DBD
- You want to introduce known and familiar arrangements and formations then employ a symmetry aspect to create a pleasing and successful experience for the dancers.
- Good symmetry, when done well, ends the dancers in a “normal formation and gender arrangement.
- You want to keep you sequences relatively short so that the dancers will “beat the challenge” and feel like they are winners and successful.

### **Slide – New Callers Focus on.**

For new callers, and new dancers (or even those that are “weak”) regardless of program listing, you want to focus on two types of symmetry

- Directional symmetry
- Location Symmetry

These two types are the base foundation forms of simple and innovative variety.

The method is to use calls that flow with proper timing identical to the symmetrical counterparts. Doing this will at the same time give innovation to sequences, add variety to an evening program, still flow and time well for dancing and provide balance to the choreographic sequences

What makes this such a powerful tool is that both the Dancers and the Callers already know the choreography, and generally what to do with it. It feels familiar and comfortable but just a little bit different without being difficult. It is an easy pill to swallow to cure otherwise mediocre calling and dancing.

### **Slide – Directional symmetry**

That is the overview so now let’s look at the meat on his diner plate. That is what we call it but a Steak dinner is so much than just a piece of meat.

**Directional symmetry.** – this is used to create a balance by equalizing clockwise rotation with counter-clockwise rotation or the right-handed motion with left-handed motion.

Dancers perceive movement to the right and to the left as well as emphasis on the right versus left hand.

Many of these have already been introduced so that the concept is not new. It is already familiar to the dancers. Examples include directional opposites or defined “Reverse calls” or specific standard “left” such as

- Flutterwheel and Reverse Flutterwheel,
- Swing Thru and Left Swing Thru.
- Square thru vs Left Square Thru
- Wheel around versus reverse wheel around

Callers use these “defined” symmetry calls as complimentary calls in a flowing manner to employ both directions within a choreographic sequence and thereby create a pleasing balanced effect. What is overlooked is expanding that symmetry use to the rest of what you already know.

## SLIDE

Common use sequence	Symmetrical Counterpart
(CB-CB), SWING THRU, BOYS RUN, FERRIS WHEEL, CENTERS PASS THRU, ALLEMANDE LEFT	(CB-CB) HEADS LEFT SQUARE THRU, LEFT SWING THRU, GIRLS RUN, FERRIS WHEEL, CENTERS PASS THRU, ALLEMANDE LEFT
(PL-PL) PASS THRU, WHEEL AND DEAL, DOUBLE PASS THRU, FIRST COUPLE GO LEFT, NEXT COUPLE GO RIGHT	(PL-PL) PASS THRU, <b>LEFT WHEEL &amp; DEAL**</b> , DOUBLE PASS THRU, FIRST COUPLE GO RIGHT, NEXT COUPLE GO LEFT. (walk this first)
(CB-PL) SWING THRU, GIRLS CIRCULATE, BOYS TRADE, BOYS RUN, BEND THE LINE	(CB-PL) LEFT SWING THRU, BOYS CIRCULATE, LADIES TRADE, LADIES RUN, BEND THE LINE
(PL-CB) TOUCH ¼, CIRCULATE, BOYS RUN	(PL-CB) LEFT TOUCH ¼, CIRCULATE, GIRLS RUN

## GO TO TAMILATIONS and look at the sequences

Examples would include, to start our first four foundation modules

- (CB-CB), SWING THRU, BOYS RUN, FERRIS WHEEL, CENTERS PASS THRU, ALLEMANDE LEFT
- (CB-CB) HEADS LEFT SQUARE THRU, LEFT SWING THRU, GIRLS RUN, FERRIS WHEEL, CENTERS PASS THRU, ALLEMANDE LEFT

Heads square thru	Heads left square thru
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Swing thru	Left swing thru
Boys run	Girls run
Ferris wheel	Ferris wheel
Centers pass thru	Centers pass thru

- (PL-PL) PASS THRU, WHEEL AND DEAL, DOUBLE PASS THRU, FIRST COUPLE GO LEFT, NEXT COUPLE GO RIGHT
- (PL-PL) PASS THRU, LEFT WHEEL AND DEAL\*\*, DOUBLE PASS THRU, FIRST COUPLE GO RIGHT, NEXT COUPLE GO LEFT. (walk this first)

Heads lead right	Heads lead right
Circle to a line	Circle to a line
Pass Thru	Pass thru
Wheel and Deal	Left wheel and deal
Double Pass Thru	Double pass thru
First Couple Go Left, Next Couple Go Right	First couple go right, next couple go left

- (CB-PL) SWING THRU, GIRLS CIRCULATE, BOYS TRADE, BOYS RUN, BEND THE LINE
- (CB-PL) LEFT SWING THRU, BOYS CIRCULATE, LADIES TRADE, LADIES RUN, BEND THE LINE

Heads square thru	Heads left square thru
Swing Thru	Left swing thru
Girls Circulate	Boys circulate
Boys Trade	Ladies trade
Boys Run	Ladies run
Bend the Line	Bend the line

- (PL-CB) TOUCH 1/4 , CIRCULATE, BOYS RUN
- (PL-CB) LEFT TOUCH 1/4 , CIRCULATE, GIRLS RUN

Heads lead right	Heads lead right
Circle to a line	Circle to a line
Touch 1/4	Left touch 1/4
Circulate	Circulate
Boys run	Girls run

If you look at most of your modules where you have boy / girl action, with the exceptions of a few movements, you can find a Direction symmetry variation to assist you in adding variety.

<b>Directional Symmetry sequence – Right hand</b>	<b>Same Sequence Directional symmetry – Left hand</b>
<b>Heads Square Thru</b>	<b>Heads Left Square Thru</b>
<b>Swing Thru</b>	<b>Left Swing Thru</b>
<b>Ends Circulate</b>	<b>Ends Circulate</b>
<b>Centers Trade</b>	<b>Centers Trade</b>
<b>Centers Run</b>	<b>Centers Run</b>
<b>Bend the Line</b>	<b>Bend the Line</b>
<b>Touch a Quarter</b>	<b>Left Touch a Quarter</b>
<b>Circulate</b>	<b>Circulate</b>
<b>Boys Run</b>	<b>Girls Run</b>
<b>Swing Thru</b>	<b>Left Swing Thru</b>
<b>Boys Run</b>	<b>Girls Run</b>
<b>Ferris Wheel</b>	<b>Ferris Wheel</b>
<b>Centers Pass Thru</b>	<b>Centers Pass Thru</b>
<b>Spin Chain Thru</b>	<b>Left Spin Chain Thru</b>
<b>Girls Circulate Twice</b>	<b>Boys Circulate Twice</b>
<b>Boys Run</b>	<b>Girls Run</b>
<b>Bend the Line</b>	<b>Bend the Line</b>
<b>Pass Thru</b>	<b>Pass Thru</b>
<b>Wheel and Deal</b>	<b>Left Wheel and Deal</b>
<b>Centers Swing Thru</b>	<b>Centers Left Swing Thru</b>
<b>Centers Turn Thru</b>	<b>Centers Left Turn Thru</b>
<b>Swing Thru</b>	<b>Left Swing Thru</b>
<b>Boys Cross Run</b>	<b>Girls Cross Run</b>
<b>Swing Thru</b>	<b>Left Swing Thru</b>
<b>Girls Cross Run</b>	<b>Boys Cross Run</b>
<b>Swing thru</b>	<b>Left swing thru</b>
<b>Boys run</b>	<b>Girls run</b>
<b>Couples circulate</b>	<b>Couples circulate</b>
<b>Girls trade</b>	<b>Boys trade</b>



**Bend the line**

**Star thru**

**Dive thru**

**Centers pass thru**

**Touch 1/4**

**All 8 circulate**

**Boys run**

**Square thru 2**

**Trade by**

**Step to a wave**

**Girls cross run**

**Girls circulate**

**Boys cross run**

**Step thru and courtesy turn**

**Slide thru**

**Box the gnat**

**Pass thru**

**Girls run**

**Swing thru**

**All 8 circulate**

**Centers trade**

**Boys run**

**Touch 1/4**

**Circulate twice**

**Cast off 3/4**

**Step thru and wheel around**

**Pass thru**

**Bend the line**

**Touch 1/4,**

**Circulate,**

**Boys Run,**

**Reverse Flutter Wheel and Sweep**

**1/4**

**Slide thru**

**Bend the line**

**Star thru**

**Dive thru**

**Centers pass thru**

**Left touch 1/4**

**All 8 circulate**

**Girls run**

**Left square thru 2**

**Trade by**

**Step to a left hand wave**

**Boys cross run**

**Boys circulate**

**Girls cross run**

**Step thru and courtesy turn**

**Slide thru**

**Box the gnat**

**Pass thru**

**Boys run**

**Left swing thru**

**All 8 circulate**

**Centers trade**

**Girls run**

**Left touch 1/4**

**Circulate twice**

**Cast off 3/4**

**Step thru and reverse wheel around**

**Pass thru**

**Bend the line**

**Left touch 1/4**

**circulate**

**Girls run**

**Flutterwheel and sweep 1/4**

**Slide thru**

**Left square thru 4**

<b>Square thru 4</b>	<b>Left wheel and deal</b>
<b>Wheel and deal</b>	<b>Centers left swing thru</b>
<b>Centers swing thru</b>	<b>Extend</b>
<b>Extend</b>	<b>Left swing thru</b>
<b>Swing thru</b>	<b>Split circulate</b>
<b>Split circulate,</b>	<b>Girls run</b>
<b>Boys run</b>	<b>Pass thru</b>
<b>Pass thru</b>	<b>Girls run</b>
<b>Boys run</b>	<b>Left swing thru twice</b>
<b>Swing thru twice</b>	<b>Girls run</b>
<b>Boys run</b>	<b>Pass thru</b>
<b>Pass thru</b>	<b>Boys run</b>
<b>Girls run</b>	<b>Swing thru twice</b>
<b>Left Swing thru twice</b>	<b>Boys run</b>
<b>Girls run</b>	<b>Slide thru</b>
<b>Slide thru</b>	<b>Right and left thru</b>
<b>Right and left thru</b>	<b>Pass thru</b>
<b>Pass thru</b>	<b>Allemande left</b>
<b>Allemande left</b>	<b>Right and left grand</b>
<b>Right and left grand</b>	<b>Square the set</b>
<b>Square the set</b>	

You will note that each of the above has either a general right or symmetrical left hand flow with the only exchanges being an odd change of a square thru to left square thru to establish a hand free for a left hand swing thru. Generally, the only actions that have changed are changing swing thru, to left swing thru, boys to girls, flutterwheels to reverse flutterwheelss and so forth. With all the flow geared only one direction it can lead to a “driving in circles around an oval feel, not overflow but redundantly similar. However we can look at the exact same sequences by mixing and matching with directional symmetry we come up with a lot of variety and change that feels like using the entire floor, mixing with the entire square and achieving something really and truly unique. The bonus is, for the dancers, a quick prompt of “left” occasionally and they got it. For the callers, virtually no change at all to what is already known.

## **MIX and MATCH**

**Directional Symmetry sequence –  
Right hand**

**Heads Square Thru**  
**Swing Thru**  
**Ends Circulate**  
**Centers Trade**  
**Centers Run**  
**Bend the Line**  
**Left Touch 1/4**  
**Circulate**  
**Girls run**  
**Swing Thru**  
**Boys Run**  
**Ferris Wheel**  
**Centers Pass Thru**  
**Left Spin Chain Thru**  
**Boys Circulate Twice**  
**Girls Run**  
**Bend the Line**  
**Pass Thru**  
**Wheel and Deal**  
**Centers Swing Thru**  
**Centers Turn Thru**  
**Left Swing Thru**  
**Girls Cross Run**  
**Left Swing Thru**  
**Boys Cross Run**  
**Left swing thru**  
**Girls run**  
**Couples circulate**  
**Boys trade**  
**Bend the line**

**Same Sequence Directional  
symmetry – Left hand**

**Heads Left Square Thru**  
**Left Swing Thru**  
**Ends Circulate**  
**Centers Trade**  
**Centers Run**  
**Bend the Line**  
**Touch a Quarter**  
**Circulate**  
**Boys Run**  
**Left Swing Thru**  
**Girls Run**  
**Ferris Wheel**  
**Centers Pass Thru**  
**Spin Chain Thru**  
**Girls Circulate Twice**  
**Boys Run**  
**Bend the Line**  
**Pass Thru**  
**Left Wheel and Deal**  
**Centers Left Swing Thru**  
**Centers Left Turn Thru**  
**Swing Thru**  
**Boys Cross Run**  
**Swing Thru**  
**Girls Cross Run**  
**swing thru**  
**Boys run**  
**Couples circulate**  
**Girls trade**  
**Bend the line**

**Star thru**

**Dive thru**

**Centers pass thru**

**Touch 1/4**

**circulate**

**Boys run**

**Left square thru 2**

**Trade by**

**Step to a left hand wave**

**Boys cross run**

**Boys circulate**

**Girls cross run**

**Step thru and courtesy turn**

**Slide thru**

**Box the gnat**

**Pass thru**

**Girls run**

**Swing thru**

**circulate**

**Centers trade**

**Boys run**

**Touch 1/4**

**Circulate twice**

**Cast off 3/4**

**Step thru and wheel around**

**Pass thru**

**Bend the line**

**Left touch 1/4**

**circulate**

**Girls run**

**Flutterwheel and sweep 1/4**

**Slide thru**

**Square thru 4**

**Wheel and deal**

**Star thru**

**Dive thru**

**Centers pass thru**

**Left touch 1/4**

**circulate**

**Girls run**

**square thru 2**

**Trade by**

**Step to a wave**

**Girls cross run**

**Girls circulate**

**Boys cross run**

**Step thru and courtesy turn**

**Slide thru**

**Box the gnat**

**Pass thru**

**Boys run**

**Left swing thru**

**circulate**

**Centers trade**

**Girls run**

**Left touch 1/4**

**Circulate twice**

**Cast off 3/4**

**Step thru and reverse wheel around**

**Pass thru**

**Bend the line**

**touch 1/4**

**circulate**

**boys run**

**Reverse Flutterwheel and sweep 1/4**

**Slide thru**

**Left square thru 4**

**Left wheel and deal**

<b>Centers swing thru</b>	<b>Centers left swing thru</b>
<b>Extend</b>	<b>Extend</b>
<b>Swing thru</b>	<b>Left swing thru</b>
<b>Split circulate,</b>	<b>Split circulate</b>
<b>Boys run</b>	<b>Girls run</b>
<b>Pass thru</b>	<b>Pass thru</b>
<b>Girls run</b>	<b>Boys run</b>
<b>Left swing thru twice</b>	<b>swing thru twice</b>
<b>Girls run</b>	<b>Boys run</b>
<b>Pass thru</b>	<b>Pass thru</b>
<b>Boys run</b>	<b>Girls run</b>
<b>Swing thru twice</b>	<b>Swing thru twice</b>
<b>Boys run</b>	<b>Girls run</b>
<b>Slide thru</b>	<b>Slide thru</b>
<b>Right and left thru</b>	<b>Right and left thru</b>
<b>Pass thru</b>	<b>Pass thru</b>
<b>Allemande left</b>	<b>Allemande left</b>
<b>Right and left grand</b>	<b>Right and left grand</b>
<b>Square the set</b>	<b>Square the set</b>

**BACK TO THE POWERPOINT PRESENTATION**

**SLIDE - Directional symmetry right hand example – done on taminations**

**SLIDE – Directional symmetry left hand example**

**SLIDE – same sequences mixed and matched left and right**

**Slide – basic location symmetry**

The last part of this session is the use of location symmetry. If you remember there are two parts to this. One is the Chicken Plucker location symmetry model, and the other is the invert and rotate symmetry model.

The invert and rotate symmetry model is quite complex and we have had several sessions on this topic all by itself by Don Wood, Kip Garvey, and Michael Haworth. It is a most powerful tool, but it has a lot in inherent dangers to the

unwary caller. Those have been discussed and we can talk about them later if there is time.

We are not going to look at that in this session because right now we are only geared to foundation skills of new callers and that is getting pretty far advanced into toolbox development. If you are interested go back and re-visit those videos and notes on the OC Callers Website where Mark Hart is ensuring that this material is available.

For new and newer callers, the only aspect of Location Symmetry you really need to be concentrating on to start with, is the traffic pattern **or** Chicken Plucker Symmetry model. The aspect of location symmetry that we are talking about here is the employment of the Chicken Plucker model of symmetry and to incorporate with your calling.

We have already introduced, using a CB-CB module, doing a Chicken Plucker, repeating the CB-CB module on the other side with new dancers, doing a half Chicken Plucker to get back, and calling allemande left or a resolution module.

Incorporating the ChickenPlucker mentality, especially equivalents for symmetry variety changes an entire feel of the dance.

**Basic:** Right and Left Thru, Pass Thru, Trade By

**Equivalent:** Swing Thru, Boys Run, Ferris Wheel, Square Thru 3, Dosado (LH free)

**Symmetry** Left Swing Thru, Girls Run, Ferris Wheel, Left Square Thru 3, (RH free)

**Remember,** You can do all sorts of things like this with just a little emphasis on the word left and remembering to change boys to girls etc. you do not really need to change anything else to get a little variety and make innovative choreography to impress and please the dancers. They are your target audience, not other callers.

## GO TO TAMILATIONS

Heads square thru

Right and left thru

Pass thru

Trade by

Right and left thru

Dive thru

Centers Pass thru

Swing thru

Boys run

Ferris wheel

Centers square thru 3

Left swing thru

Girls run

Ferris wheel

Centers Left square thru 3

Swing thru

Spin the top

Slide thru

Left swing thru

Girls run

Ferris wheel

Centers Left square thru 3

Swing thru

Spin the top

Slide thru

Swing thru

Boys run

Ferris wheel

Centers Square thru 3

Allemande left

Right and left grand

Square the set

### **Slide** – Basic Chicken Plucker Flow Symmetry Sequencing.

Through the use of simple directional symmetry (make sure it works) and location symmetry a new caller can increase and enhance the dancer experience 10-fold without actually learning how to do anything new.

All you have done is take your basic modules and exchanged left and right, and boy and girl. The module itself doesn't change, it is short and sweet, and ends in a standard formation that the dancers are comfortable with and feel successful at beating the challenge.

The hardest thing that you may have to do is give a prompt on “**Left Wheel and Deal**” *left hand couple go in first.* ‘

**SLIDE – YOUR DANCES WILL THANK YOU**

For new callers especially, understanding and using simple directional and location symmetry will open an avenue of calling to you that you didn't even know existed. Your dancers will thank you for it and you will thank yourself for it because you will be:

- reinforcing the modules and techniques you already know
- reaffirming your foundation modules
- solidifying your traffic flow interaction modules (Chicken Plucker)
- adding fixes to flow and hand issue with options that weren't there before
- placing in your memory and repertoire things about flow and sequence that will greatly benefit you when you do begin to sight call, and

**Most Importantly** – you will be creating a floor of successful happy dancers that feel they accomplished something different, that wasn't boring, that had them going different directions and interacting with different people and getting home with a big WOW.

Dancers that are happy, and successful at meeting your challenge, feel inspired and are more likely to stay, play and grow with you and your club than rush away to “fun levels” of “Just more mundane movements being the only variety they get.

### **Slide**

***After all, it is all about them in the first place – and this tool is all for their pleasure. Try it, it works.***



## **Appendix – symmetry module tables.**

The following tables are being provided as some simple examples of Symmetrical use of modules. This is by no means extensive and it is recommended that you look at symmetry when creating your modules.

Your dancers will thank you for it. It does not need, and really it should not be, difficult, but rather just a natural extension of what they know and do which can be achieved with little or no prompting.

A Ferris wheel where you have the girls starting in the middle of normal couples is no harder to dance than the same Ferris wheel with normal couples, but the boys start in the middle (the lefty). However, it will feel just that much different and really give the dancers a feeling of achievement. Work on your modules and develop the theory of incorporating simple symmetry in your calling. When you do eventually choose to start sight calling, you will find it will also be a much easier task because all the flow elements are already there.

The attached tables are just some examples of a symmetry equivalent of many known modules that you can make use of. As always, it is recommended to start slow and build from there. Pick one or two which have a theme that works for your calling and learn them. Learn how to integrate them smoothly into your preparation and finally your delivery with lots of practice.

Once you have got that, learn another one. Slowly build. As stated these are only a few examples. The limitation on symmetry is up to you. **REMEMBER** though, **IT IS NOT DEATH BY DEFINITION.**

It is taking what is known and simply using a symmetrical simple equivalent and quickly returning the dancers to normal. That subtle difference in flow direction gives the dancers a happy invigorated feeling of success without being exhausted by technicality. **IT IS ALL ABOUT THEM....NOT YOU**

**CORNER BOX TO CORNER BOX MODULES – SYMMETRY EXAMPLES**

SWING THRU MEN CROSS RUN LEFT SWING THRU MEN CROSS RUN DOSADO	LEFT SWING THRU LADIES CROSS RUN SWING THRU MEN CROSS LEFT DOSADO
SWING THRU MEN RUN BEND THE LINE PASS THRU WHEEL & DEAL CENTERS PASS THRU	LEFT SWING THRU LADIES RUN BEND THE LINE PASS THRU LEFT WHEEL AND DEAL CENTERS PASS THRU
SWING THRU MEN RUN COUPLES CIRCULATE LADIES TRADE BEND THE LINE STAR THRU DIVE THRU CENTERS PASS THRU	LEFT SWING THRU LADIES RUN COUPLES CIRCULATE MEN TRADE BEND THE LINE STAR THRU DIVE THRU CENTERS PASS THRU
SWING THRU MEN RUN FERRIS WHEEL CENTERS PASS THRU	LEFT SWING THRU LADIES RUN FERRIS WHEEL CENTERS PASS THRU
TOUCH 1/4 SPLIT CIRCULATE MEN RUN PASS THRU WHEEL AND DEAL CENTERS PASS THRU	LEFT TOUCH 1/4 SPLIT CIRCULATE LADIES RUN PASS THRU LEFT WHEEL AND DEAL CENTERS PASS THRU

TOUCH 1/4 ALL 8 CIRCULATE MEN RUN SQUARE THRU 2 TRADE BY	LEFT TOUCH 1/4 ALL 8 CIRCUALTE LADIES RUN SQUARE THRU 2 TRADE BY
TOUCH 1/4 CENTERS CROSS RUN SPLIT CIRCULATE MEN CROSS RUN STEP THRU AND COURTESY TURN	LEFT TOUCH 1/4 CENTERS CROSS RUN SPLIT CIRCULATE LADIES CROSS RUN STEP THRU AND COURTESY TURN
OUTSIDES HALF SASHAY SWING THRU MEN RUN PASS THRU WHEEL AND DEAL DOUBLE PASS THRU LEADERS TRADE	OUTSIDES HALF SASHAY LEFT SWING THRU LADIES RUN PASS THRU LEFT WHEEL AND DEAL DOUBLE PASS THRU LEADERS TRADE
OUTSIDES HALF SASHAY SWING THRU MEN RUN REVERSE FLUTTER WHEEL STAR THRU DIVE THRU CENTERS PASS THRU	OUTSIDES HALF SASHAY LEFT SWING THRU LADIES RUN FLUTTERWHEEL STAR THRU DIVE THRU CENTERS PASS THRU
SWING THRU MEN CROSS RUN LADIES TRADE LEFT SWING THRU MEN CROSS RUN LADIES TRADE DOSADO	LEFT SWING THRU LADIES CROSS RUN MEN TRADE SWING THRU LADIES CROSS RUN MEN TRADE LEFT DOSADO

SWING THRU MEN CROSS RUN LEFT SWING THRU LADIES TRADE STEP THRU AND COURTESY TURN	LEFT SWING THRU LADIES CROSS RUN SWING THRU MEN TRADE PASS THRU AND COURTESY TURN
SQUARE THRU 2 COUPLES HINGE CHAIN DOWN THE LINE	LEFT SQUARE THRU 2 COUPLES HINGE CHAIN DOWN THE LINE
STAR THRU DIXIE STYLE TO A WAVE ALL 8 CIRCULATE ALL 8 CIRCULATE MEN CROSS RUN PASS THRU AND WHEEL AROUND	STAR THRU REVERSE DIXIE STYLE TO A WAVE ALL 8 CIRCULATE ALL 8 CIRCULATE LADIES CROSS RUN LEFT PASS THRU AND WHEEL AROUND
TOUCH 1/4 WALK & DODGE BEND THE LINE TOUCH 1/4 WALK & DODGE TRADE BY	HEADS PAIR OFF LEFT TOUCH 1/4 WALK AND DODGE BEND THE LINE LEFT TOUCH 1/4 WALK AND DODGE TRADE BY
TOUCH 1/4 SCOOT BACK MEN RUN PASS THRU BEND THE LINE STAR THRU	HEADS PAIR OFF LEFT TOUCH 1/4 SCOOT BACK LADIES RUN PASS THRU BEND THE LINE STAR THRU

<p>VEER LEFT  COUPLES CIRCULATE TWICE  1/2 TAG THE LINE  BOX CIRCULATE  MEN RUN  REVERSE FLUTTER WHEEL  SLIDE THRU</p>	<p>VEER RIGHT  COUPLES CIRCULATE TWICE  LEFT HALF TAG  SPLIT CIRCULATE  LADIES RUN  FLUTTERWHEEL  SLIDE THRU</p>
<p>STEP TO A WAVE  ALL EIGHT CIRCULATE  LADIES TRADE  RECYCLE  PASS TO THE CENTER  CENTERS PASS THRU  RIGHT &amp; LEFT THRU</p>	<p>STEP TO A LEFT HAND WAVE  ALL 8 CIRCULATE  MEN TRADE  RECYCLE  PASS TO THE CENTER  CENTERS PASS THRU  RIGHT AND LEFT THRU</p>
<p>ENDS HALF SASHAY  SPLIT TWO  SEPARATE AROUND 1 TO A LINE  SQUARE THRU 3  1/2 TAG  LADIES TRADE  RECYCLE</p>	<p>ENDS 1/2 SASHAY  SPLIT TWO  SEPARATE AROUND 1 TO A LINE  LEFT SQUARE THRU 3  LEFT 1/2 TAG  MEN TRADE  RECYCLE</p>
<p>ENDS HALF SASHAY  CENTERS SPLIT TWO SEPARATE  AROUND 1 TO A LINE  TURN THRU  1/2 TAG  SWING THRU  MEN RUN  WHEEL &amp; DEAL</p>	<p>OUTSIDES HALF SASHAY  SPLIT THE OUTSIDES TWO  SEPARATE AROUND 1 TO A LINE  LEFT TURN THRU  LEFT HALF TAG  LEFT SWING THRU  LADIES RUN  WHEEL AND DEAL</p>
<p>SPLIT THE OUTSIDES  SEPARATE AROUND 1 TO A LINE  TOUCH 1/4  MEN RUN</p>	<p>SPLIT THE OUTSIDES  SEPARATE AROUND 1 TO A LINE  LEFT TOUCH 1/4  LADIES RUN</p>

<p>SWING THRU  MEN RUN  TAG THE LINE IN  PASS THRU  TAG THE LINE RIGHT  WHEEL &amp; DEAL  RIGHT &amp; LEFT THRU</p>	<p>LEFT SWING THRU  LADIES RUN  LEFT TAG THE LINE – IN  PASS THRU  LEFT TAG THE LINE – LEFT  WHEEL AND DEAL  RIGHT AND LEFT THRU</p>
<p>SWING THRU  SINGLE HINGE  EXTEND  MEN FACE RIGHT  LADIES SWING THRU AND CAST OFF  3/4  MEN CIRCULATE  ALL WHEEL &amp; DEAL</p>	<p>LEFT SWING THRU  SINGLE HINGE  EXTEND  LADIES FACE LEFT  MEN SWING THRU AND CAST OFF  3/4  LADIES CIRCULATE  WHEEL AND DEAL</p>
<p>TOUCH 1/4  SPLIT CIRCULATE  HINGE  CIRCUALTE TWICE  RECYCLE</p>	<p>LEFT TOUCH 1/4  SPLIT CIRCULATE  HINGE  CIRCULATE TWICE  RECYCLE</p>
<p>TOUCH 1/4  SPLIT CIRCULATE  SCOOT BACK  WALK &amp; DODGE  PARTNER TRADE  RIGHT &amp; LEFT THRU  SLIDE THRU</p>	<p>LEFT TOUCH 1/4  SPLIT CIRCULATE  COOT BACK  WALK AND DODGE  PARTNER TRADE  RIGHT AND LEFT THRU  SLIDE THRU</p>

**PARTNER LINE TO PARTNER LINE MODULES – SYMMETRY EXAMPLES**

SQUARE THRU 2 TRADE BY VEER LEFT COUPLES CIRCULATE FERRIS WHEEL CENTERS PASS THRU STAR THRU	LEFT SQUARE THRU 2 TRADE BY VEER RIGHT COUPLES CIRCULATE FERRIS WHEEL CENTERS PASS THRU STAR THRU
SLIDE THRU LEFT SWING THRU CIRCULATE LEFT SWING THRU RIGHT AND LEFT THRU ** SLIDE THRU RIGHT AND LEFT THRU	SLIDE THRU LEFT SWING THRU CIRCULATE LEFT SWING THRU **STEP THRU AND COURTESY TURN SLIDE THRU RIGHT AND LEFT THRU
SLIDE THRU SQUARE THRU 3 TRADE BY LEFT SQUARE THRU 3 TRADE BY FLUTTERWHEEL AND SWEEP 1/4	SLIDE THRU LEFT SQUARE THRU 3 TRADE BY LEFT SQUARE THRU 3 TRADE BY REVERSE FLUTTERWHEEL AND SWEEP 1/4
STAR THRU VEER LEFT FERRIS WHEEL CENTERS PASS THRU STAR THRU	STAR THRU VEER RIGHT FERRIS WHEEL CENTERS PASS THRU STAR THRU

STAR THRU STEP TO A WAVE CIRCULATE LADIES TRADE MEN TRADE CIRCULATE LADIES TRADE MEN TRADE RIGHT AND LEFT THRU** STAR THRU	STAR THRU STEP TO A LEFT-HAND WAVE CIRCULATE MEN TRADE LADIES TRADE CIRCULATE MEN TRADE LADIES TRADE **STEP THRU AND COURTESY TURN STAR THRU
TOUCH 1/4 CIRCULATE TRADE CIRCULATE MEN RUN RIGHT AND LEFT THRU STAR THRU	LEFT TOUCH 1/4 CIRCULATE TRADE CIRCULATE LADIES RUN RIGHT AND LEFT THRU STAR THRU
BOX THE GNAT PASS THRU LADIES RUN SWING THRU CIRCULATE CENTERS TRADE MEN RUN	BOX THE GNAT PASS THRU MEN RUN LEFT SWING THRU CIRCULATE CENTERS TRADE LADIES RUN
PASS THRU WHEEL AND DEAL ZOOM CENTERS PASS THRU TOUCH 1/4 SPLIT CIRCULATE MEN RUN RIGHT AND LEFT THRU	PASS THRU LEFT WHEEL AND DEAL ZOOM CENTERS PASS THRU LEFT TOUCH 1/4 SPLIT CIRCULATE LADIES RUN RIGHT AND LEFT THRU



PASS THRU WHEEL AND DEAL CENTERS PASS THRU TOUCH 1/4 SPLIT CIRCULATE MEN RUN	PASS THRU LEFT WHEEL AND DEAL CENTERS PASS THRU LEFT TOUCH 1/4 SPLIT CIRCULATE LADIES RUN
PASS THRU WHEEL AND DEAL DOUBLE PASS THRU FIRST COUPLE GO LEFT NEXT COUPLE GO RIGHT	PASS THRU LEFT WHEEL AND DEAL DOUBLE PASS THRU FIRST COUPLE GO RIGHT NEXT COUPLE GO LEFT
PASS THRU MEN TRADE CENTERS TRADE ENDS TRADE MEN TRADE	PASS THRU LADIES TRADE CENTERS TRADE ENDS TRADE LADIES TRADE
PASS THRU MEN RUN SPLIT CIRCULATE MEN RUN REVERSE FLUTTERWHEEL	PASS THRU LADIES RUN SPLIT CIRCULATE LADIES RUN FLUTTERWHEEL
PASS THRU MEN RUN SWING THRU CIRCULATE ENDS TRADE MEN RUN	PASS THRU LADIES RUN LEFT SWING THRU CIRCULATE ENDS TRADE LADIES RUN
PASS THRU MEN RUN RIGHT SWING THRU CENTERS TRADE MEN RUN RIGHT AND LEFT THRU	PASS THRU LADIES RUN LEFT LEFT SWING THRU CENTERS TRADE LADIES RUN RIGHT AND LEFT THRU

SLIDE THRU *STEP TO A RH WAVE SWING THRU MEN RUN FERRIS WHEEL CENTERS PASS THRU RIGHT AND LEFT THRU SLIDE THRU	SLIDE THRU *STEP TO A LEFT-HAND WAVE LEFT SWING THRU LADIES RUN FERRIS WHEEL CENTERS PASS THRU RIGHT AND LEFT THRU SLIDE THRU
SLIDE THRU SWING THRU LADIES TRADE LADIES RUN COUPLES CIRCULATE BEND THE LINE	SLIDE THRU LEFT SWING THRU MEN TRADE LADIES RUN COUPLES CIRCULATE BEND THE LINE
SLIDE THRU STEP TO A WAVE MEN TRADE SPLIT CIRCULATE CENTERS TRADE MEN RUN	SLIDE THRU STEP TO A LEFT-HAND WAVE LADIES TRADE SPLIT CIRCULATE CENTERS TRADE LADIES RUN
HALF SASHAY PASS THRU LADIES RUN SWING THRU ENDS TRADE MEN RUN	HALF SASHAY PASS THRU MEN RUN LEFT SWING THRU ENDS TRADE LADIES RUN

PASS THRU WHEEL & DEAL CENTERS HALF SASHAY ZOOM CENTERS SQUARE THRU 3 DOSADO TO A WAVE SWING THRU MEN RUN	PASS THRU LEFT WHEEL AND DEAL REVERSE HALF SASHAY ZOOM CENTRES LEFT SQUARE THRU 3 LEFT DOSADO TO A LEFT-HAND WAVE LEFT SWING THRU LADIES RUN
PASS THRU WHEEL AND DEAL CENTERS HALF SASHAY ZOOM CENTERS LEFT SQUARE THRU 3 SWING THRU MEN RUN	PASS THRU LEFT WHEEL AND DEAL CENTERS REVERSE HALF SASHAY ZOOM CENTERS SQUARE THRU 3 LEFT SWING THRU LADIES RUN
PASS THRU WHEEL & DEAL CENTERS PASS THRU SWING THRU MEN RUN BEND THE LINE	PASS THRU LEFT WHEEL AND DEAL CENTERS PASS THRU LEFT SWING THRU LADIES RUN BEND THE LINE
PASS THRU MEN RUN SWING THRU TWICE MEN RUN	PASS THRU LADIES RUN LEFT SWING THRU TWICE LADIES RUN
SLIDE THRU SPIN CHAIN THRU SPIN CHAIN THRU ** MEN RUN COUPLES CIRCULATE BEND THE LINE RIGHT AND LEFT THRU	SLIDE THRU LEFT SPIN CHAIN THRU ** SPIN CHAIN THRU LADIES RUN COUPLES CIRCULATE BEND THE LINE RIGHT AND LEFT THRU

<p>SLIDE THRU  STEP TO A LEFT-HAND WAVE  CAST OFF THREE QUARTERS  CENTERS SCOOT BACK  STEP THRU  CENTERS TURN THRU  OUTSIDES TRADE  STAR THRU  REVERSE FLUTTERWHEEL</p>	<p>SLIDE THRU  STEP TO A WAVE  CAST OFF THREE QUARTERS  CENTERS SCOOT BACK  STEP THRU  CENTERS TURN THRU  OUTSIDES TRADE  STAR THRU  FLUTTERWHEEL</p>
<p>RIGHT AND LEFT THRU  SLIDE THRU  PASS THRU  CENTERS SWING THRU TWICE  OUTSIDES TRADE  EXTEND  RECYCLE AND SWEEP 1/4</p>	<p>RIGHT AND LEFT THRU  SLIDE THRU  PASS THRU  CENTERS LEFT SWING THRU  TWICE  OUTSIDES TRADE  EXTEND  RECYCLE AND SWEEP 1/4</p>
<p>TOUCH 1/4  WALK AND DODGE  OUTSIDES CLOVERLEAF  CENTERS SQUARE THRU 2  SLIDE THRU  TOUCH 1/4  WALK AND DODGE  OUTSIDES CLOVERLEAF  CENTERS SQUARE THRU 2  SLIDE THRU</p>	<p>LEFT TOUCH 1/4  WALK AND DODGE  OUTSIDES CLOVERLEAF  CENTERS LEFT SQUARE THRU 2  SLIDE THRU  LEFT TOUCH 1/4  WALK AND DODGE  OUTSIDES CLOVERLEAF  CENTERS LEFT SQUARE THRU 2  SLIDE THRU</p>
<p>TOUCH 1/4  CIRCULATE TWICE  MEN RUN  TRADE BY  8 CHAIN 2  SLIDE THRU</p>	<p>LEFT TOUCH 1/4  CIRCULATE TWICE  LADIES RUN  TRADE BY  EIGHT CHAIN TWO  SLIDETHRU</p>

<p>VEER LEFT  HALF TAG  CAST OFF 3/4  STEP THRU  WHEEL AROUND  PASS THRU  BEND THE LINE</p>	<p>VEER RIGHT  LEFT HALF TAG  CAST OFF THREE QUARTERS  STEP THRU  REVERSE WHEEL AROUND  PASS THRU  BEND THE LINE</p>
<p>DIXIE STYLE TO A WAVE  MEN TRADE  MEN RUN  BEND THE LINE  BOX THE GNAT</p>	<p>REVERSE DIXIE STYLE TO A WAVE  LADIES TRADE  LADIES RUN  BEND THE LINE  BOX THE GNAT</p>
<p>PASS THRU  WHEEL AND DEAL  CENTERS PASS THRU  SPIN THE TOP  MEN RUN  BEND THE LINE  STAR THRU</p>	<p>PASS THRU  LEFT WHEEL AND DEAL  CENTERS PASS THRU  LEFT SPIN THE TOP  LADIES RUN  BEND THE LINE  STAR THRU</p>
<p>PASS THRU  MEN FOLD  STAR THRU  COUPLES CIRCULATE  BEND THE LINE  RIGHT AND LEFT THRU</p>	<p>PASS THRU  LADIES FOLD  STAR THRU  COUPLES CIRCULATE  BEND THE LINE  RIGHT AND LEFT THRU</p>
<p>PASS THRU  MEN RUN  CENTERS CIRCULATE TWICE  SWING THRU  CENTERS CIRCULATE TWICE  SWING THRU  MEN RUN</p>	<p>PASS THRU  LADIES RUN LEFT  CENTERS CIRCULATE TWICE  LEFT SWING THRU  CENTERS CIRCULATE TWICE  LEFT SWING THRU  LADIES RUN</p>

PASS THRU MEN RUN CENTERS CIRCULATE SWING THRU CENTERS CIRCULATE SWING THRU ALL 8 CIRCULATE MEN RUN	PASS THRU LADIES RUN CENTERS CIRCULATE LEFT SWING THRU CENTERS CIRCULATE LEFT SWING THRU ALL 8 CIRCULATE LADIES RUN
SLIDE THRU SWING THRU CIRCULATE SWING THRU RECYCLE AND SWEEP 1/4 RIGHT AND LEFT THRU	SLIDE THRU LEFT SWING THRU CIRCULATE LEFT SWING THRU RECYCLE AND SWEEP 1/4 RIGHT AND LEFT THRU
PASS THRU MEN RUN SCOOT BACK CENTERS SCOOT BACK SPLIT CIRCULATE CENTERS TRADE SPIN THE TOP RECYCLE	PASS THRU LADIES RUN SCOOT BACK CENTERS SCOOT BACK SPLIT CIRCULATE CENTERS TRADE SPIN THE TOP RECYCLE
PASS THRU HALF TAG SWING THRU SPLIT CIRCULATE MEN RUN	PASS THRU LEFT HALF TAG LEFT SWING THRU SPLIT CIRCULATE LADIES RUN
SLIDE THRU TOUCH 1/4 CENTERS TRADE SWING THRU SCOOT BACK MEN RUN	SLIDE THRU LEFT TOUCH 1/4 CENTERS TRADE LEFT SWING THRU SCOOT BACK LADIES RUN

PASS THRU WHEEL AROUND LADY WALK MAN DODGE HINGE MEN CROSS RUN RECYCLE AND SWEEP 1/4 RIGHT AND LEFT THRU	PASS THRU REVERSE WHEEL AROUND MEN WALK LADIES DODGE HINGE LADIES CROSS RUN RECYCLE AND SWEEP 1/4 RIGHT AND LEFT THRU
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**USING SYMMETRY IN MODULES ALSO GIVES VARIETY FOR CONVERSIONS AND RESOLUTIONS AS WELL**

<b>CORNER BOX TO PARTNER LINE – SYMMETRY EXAMPLES</b>	
SWING THRU MEN RUN MEN CIRCULATE WHEEL AND DEAL STAR THRU	LEFT SWING THRU LADIES RUN LADIES CIRCULATE WHEEL AND DEAL STAR THRU
SWING THRU ALL 8 CIRCULATE LADIES CIRCULATE MEN TRADE MEN RUN COUPLES CIRCULATE BEND THE LINE	LEFT SWING THRU ALL 8 CIRCULATE MEN CIRCULATE LADIES TRADE LADIES RUN COUPLES CIRCULATE BEND THE LINE
STEP TO A WAVE LADIES CROSS RUN LADIES CIRCULATE MEN CROSS RUN LADIES TRADE RECYCLE SLIDE THRU	STEP TO A LEFT-HAND WAVE MEN CROSS RUN MEN CIRCULATE LADIES CROSS RUN MEN TRADE RECYCLE SLIDE THRU

<p>SQUARE THRU 4  WHEEL AND DEAL  CENTERS SWING THRU  EXTEND  SWING THRU  SPLIT CIRCULATE  MEN RUN</p>	<p>LEFT SQUARE THRU 4  LEFT WHEEL AND DEAL  CENTERS LEFT SWING THRU  EXTEND  LEFT SWING THRU  SPLIT CIRCULATE  LADIES RUN</p>
<p>SWING THRU  SPIN CHAIN THRU  RECYCLE  SLIDE THRU</p>	<p>LEFT SWING THRU  SPIN CHAIN THRU  RECYCLE  SLIDE THRU</p>
<p>SWING THRU  SPIN THE TOP  SINGLE HINGE  ALL 8 CIRCULATE  SINGLE HINGE  LADIES TRADE  RECYCLE  RIGHT &amp; LEFT THRU</p>	<p>LEFT SWING THRU  SPIN THE TOP  HINGE  CIRCULATE  HINGE  MEN TRADE  RECYCLE  RIGHT AND LEFT THRU</p>
<p>SWING THRU  LADIES CIRCULATE  SPIN THE TOP  RECYCLE  REVERSE FLUTTER WHEEL</p>	<p>LEFT SWING THRU  MEN CIRCULATE  SPIN THE TOP  RECYCLE  FLUTTERWHEEL</p>
<p>TOUCH 1/4  CENTERS SCOOT BACK  SPIN CHAIN THRU  ENDS CIRCULATE TWICE  SPLIT CIRCULATE  MEN RUN</p>	<p>LEFT TOUCH 1/4  CENTERS SCOOT BACK  SPIN CHAIN THRU  ENDS CIRCULATE TWICE  SPLIT CIRCULATE  LADIES RUN</p>



## PARTNER LINE TO CORNER BOX SYMMETRY EXAMPLES

TOUCH 1/4 CIRCULATE MEN RUN REVERSE FLUTTERWHEEL AND SWEEP 1/4 SLIDE THRU	LEFT TOUCH 1/4 CIRCULATE LADIES RUN FLUTTERWHEEL AND SWEEP 1/4 SLIDE THRU
TOUCH 1/4 CIRCULATE MEN RUN	LEFT TOUCH 1/4 CIRCULATE LADIES RUN
SLIDE THRU SWING THRU LADIES CIRCULATE MEN RUN WHEEL & DEAL RIGHT & LEFT THRU	SLIDE THRU LEFT SWING THRU MEN CIRCULATE LADIES RUN WHEEL AND DEAL RIGHT AND LEFT THRU
SLIDE THRU STEP TO A WAVE MEN CIRCULATE ALL 8 CIRCUALTE LADIES TRADE RECYCLE	SLIDE THRU STEP TO A LEFT-HAND WAVE LADIES CIRCULATE ALL 8 CIRCUALATE MEN TRADE RECYCLE
SLIDE THRU STEP TO A WAVE LADIES CIRCULATE SWING THRU MEN CROSS RUN SWING THRU LADIES CROSS RUN LADIES TRADE RECYCLE 8 CHAIN 2	SLIDE THRU STEP TO A LEFT-HAND WAVE MEN CIRCULATE LEFT SWING THRU LADIES CROSS RUN LEFT SWING THRU MEN CROSS RUN MEN TRADE RECYCLE EIGHT CHAIN TWO

RIGHT & LEFT THRU DOSADO TO A WAVE SPIN THE TOP LADIES CIRCULATE MEN TRADE MEN RUN BEND THE LINE SLIDE THRU	RIGHT AND LEFT THRU LEFT DOSADO TO A LEFT-HAND WAVE SPIN THE TOP MEN CIRCULATE LADIES TRADE LADIES RUN BEND THE LINE SLIDE THRU
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**Symmetry in modules can also work for resolutions to give a little theme variety**

CORNER BOX TO RESOLVE – SYMMETRY EXAMPLES	
SWING THRU MEN TRADE MEN RUN FERRIS WHEEL CENTERS SWING THRU OUTSIDES 1/2 SASHAY CENTERS STEP THRU RIGHT AND LEFT GRAND	LEFT SWING THRU LADIES TRADE LADIES RUN FERRIS WHEEL CENTERS LEFT SWING THRU OUTSIDES HALF SASHAY CENTERS STEP THRU RIGHT AND LEFT GRAND
SWING THRU MEN TRADE STEP THRU RIGHT AND LEFT GRAND	LEFT SWING THRU LADIES TRADE STEP THRU RIGHT AND LEFT GRAND
SWING THRU LADIES CIRCULATE MEN TRADE MEN RUN WRONG WAY PROMENADE	LEFT SWING THRU MEN CIRCULATE LADIES TRADE LADIES RUN PROMENADE

<p>SWING THRU  MEN TRADE  EVERYBODY FOLD RIGHT  ALLEMANDE LEFT</p>	<p>LEFT SWING THRU  LADIES TRADE  EVERYBODY FOLD LEFT  ALLEMANDE LEFT</p>
<p>SWING THRU  MEN RUN  BEND THE LINE  PASS THRU  WHEEL AND DEAL  CENTERS PASS THRU  ALLEMANDE LEFT</p>	<p>LEFT SWING THRU  LADIES RUN  BEND THE LINE  PASS THRU  LEFT WHEEL AND DEAL  CENTERS PASS THRU  ALLEMANDE LEFT</p>
<p>SWING THRU  MEN RUN  BEND THE LINE  RIGHT AND LEFT THRU  PASS THRU  WHEEL AND DEAL  ZOOM  CENTERS DOSADO 1-1/2  ALLEMANDE LEFT</p>	<p>LEFT SWING THRU  LADIES RUN  BEND THE LINE  RIGHT AND LEFT THRU  PASS THRU  LEFT WHEEL AND DEAL  ZOOM  CENTERS DOSADO 1-1/2  ALLEMANDE LEFT</p>
<p>SWING THRU  MEN RUN  CENTERS TRADE  BEND THE LINE  PASS THRU  WHEEL AND DEAL AND CENTERS  AND SWEEP 1/4  CENTERS SQUARE THRU 2  PASS THRU  TRADE BY  PASS THRU  ALLEMANDE LEFT</p>	<p>LEFT SWING THRU  LADIES RUN  CENTERS TRADE  BEND THE LINE  PASS THRU  LEFT WHEEL AND DEAL AND  CENTERS AND SWEEP 1/4  CENTERS SQUARE THRU 2  PASS THRU  TRADE BY  PASS THRU  ALLEMANDE LEFT</p>

<p>SWING THRU, LADIES CIRCULATE, SPLIT CIRCULATE, CENTERS RUN, BEND THE LINE, PASS THRU, WHEEL &amp; DEAL, CENTERS PASS THRU, STAR THRU WRONG WAY PROMENADE</p>	<p>LEFT SWING THRU MEN CIRCULATE SPLIT CIRCULATE CENTERS RUN BEND THE LINE PASS THRU LEFT WHEEL AND DEAL CENTERS PASS THRU STAR THRU PROMENADE</p>
<p>SWING THRU LADIES CIRCULATE MEN TRADE MEN RUN COUPLES CIRCULATE BEND THE LINE PASS THRU WHEEL AROUND FLUTTERWHEEL AND SWEEP 1/4 SLIDE THRU STAR THRU PASS THRU ALLEMANDE LEFT</p>	<p>LEFT SWING THRU MEN CIRCULATE LADIES TRADE LADIES RUN COUPLES CIRCULATE BEND THE LINE PASS THRU REVERSE WHEEL AROUND REVERSE FLUTTERWHEEL AND SWEEP 1/4 SLIDE THRU STAR THRU PASS THRU ALLEMANDE LEFT</p>
<p>SWING THRU LADIES CIRCULATE MEN TRADE SCOOT BACK STEP THRU ALLEMANDE LEFT</p>	<p>LEFT SWING THRU MEN CIRCULATE LADIES TRADE SCOOT BACK STEP THRU ALLEMANDE LEFT</p>

<p>SWING THRU  ALL 8 CIRCULATE (ANY NUMBER)  MEN RUN  WHEEL AND DEAL  ALLEMANDE LEFT</p>	<p>LEFT SWING THRU  ALL 8 CIRCUALTE (ANY NUMBER)  LADIES RUN  WHEEL AND DEAL  ALLEMANDE LEFT</p>
<p>SQUARE THRU  LADIES TRADE  SWING THRU  MEN TRADE  CENTERS TRADE  SPLIT CIRCULATE TWICE  LADIES RUN  SQUARE THRU 4  RIGHT AND LEFT GRAND</p>	<p>LEFT SQUARE THRU 4  MEN TRADE  LEFT SWING THRU  LADIES TRADE  CENTERS TRADE  SPLIT CIRCULATE TWICE  MEN RUN  SQUARE THRU  RIGHT AND LEFT GRAND</p>
<p>STAR THRU  PASS THRU  MEN RUN  ENDS CIRCULATE  CENTERS TRADE  MEN RUN  PASS THRU  WHEEL AND DEAL  DOUBLE PASS THRU  LEADERS TRADE  PASS THRU  ALLEMANDE LEFT</p>	<p>STAR THRU  PASS THRU  LADIES RUN  ENDS CIRCULATE  CENTERS TRADE  LADIES RUN  PASS THRU  LEFT WHEEL AND DEAL  DOUBLE PASS THRU  LEADERS TRADE  PASS THRU  ALLEMANDE LEFT</p>
<p>SWING THRU TWICE  LADIES RUN  FERRIS WHEEL AND CENTERS  SWEEP 1/4  CENTERS SQUARE THRU 4  RIGHT AND LEFT GRAND</p>	<p>LEFT SWING THRU TWICE  MEN RUN  FERRIS WHEEL AND CENTERS  SWEEP 1/4  CENTERS SQUARE THRU 4  RIGHT AND LEFT GRAND</p>

<p>SWING THRU TWICE  SPLIT CIRCULATE  CENTERS TRADE  SPLIT CIRCULATE TWICE  CENTERS TRADE  SWING THRU  SPLIT CIRCULATE 3 TIMES  FACE RIGHT  PASS THRU  RIGHT AND LEFT GRAND</p>	<p>LEFT SWING THRU TWICE  SPLIT CIRCULATE  CENTERS TRADE  SPLIT CIRCULATE TWICE  CENTERS TRADE  LEFT SWING THRU  SPLIT CIRCULATE 3 TIMES  FACE LEFT  PASS THRU  RIGHT AND LEFT GRAND</p>
<p>SWING THRU TWICE  CIRCULATE  SWING THRU  MEN RUN  VEER RIGHT  TRADE BY  ALLEMANDE LEFT</p>	<p>LEFT SWING THRU TWICE  CIRCULATE  LEFT SWING THRU  LADIES RUN  VEER LEFT  TRADE BY  ALLEMANDE LEFT</p>
<p>SWING THRU  MEN RUN  COUPLES CIRCULATE  LADIES CROSS RUN  MEN TRADE  MEN CROSS RUN  BEND THE LINE  STAR THRU  PASS THRU  TRADE BY  ALLEMANDE LEFT</p>	<p>LEFT SWING THRU  LADIES RUN  COUPLES CIRCULATE  MEN CROSS RUN  LADIES TRADE  LADIES CROSS RUN  BEND THE LINE  STAR THRU  PASS THRU  TRADE BY  ALLEMANDE LEFT</p>
<p>TOUCH 1/4  SPLIT CIRCULATE TWICE  LADIES RUN  SQUARE THRU 2  RIGHT AND LEFT GRAND</p>	<p>LEFT TOUCH 1/4  SPLIT CIRCULATE TWICE  MEN RUN  SQUARE THRU 2  RIGHT AND LEFT GRAND</p>

<p>TOUCH 1/4 CENTERS TRADE SWING THRU LADIES RUN REVERSE FLUTTERWHEEL AND SWEEP 1/4 PASS THRU WHEEL AROUND PASS THRU RIGHT AND LEFT GRAND</p>	<p>LEFT TOUCH 1/4 CENTERS TRADE LEFT SWING THRU MEN RUN FLUTTERWHEEL AND SWEEP 1/4 PASS THRU REVERSE WHEEL AROUND PASS THRU RIGHT AND LEFT GRAND</p>
<p>SQUARE THRU 2 TAG THE LINE FACE RIGHT COUPLES CIRCULATE FERRIS WHEEL CENTERS SWING THRU CENTERS STEP THRU RIGHT AND LEFT GRAND</p>	<p>LEFT SQUARE THRU 2 LEFT TAG THE LINE FACE LEFT COUPLES CIRCULATE FERRIS WHEEL CENTERS LEFT SWING THRU CENTERS STEP THRU RIGHT AND LEFT GRAND</p>
<p>SWING THRU SPIN THE TOP RECYCLE REVERSE FLUTTERWHEEL PASS THRU PARTNER TRADE SLIDE THRU</p>	<p>LEFT SWING THRU SPIN THE TOP RECYCLE FLUTTERWHEEL PASS THRU PARTNER TRADE SLIDE THRU</p>
<p>SWING THRU SPIN THE TOP STEP THRU ALLEMANDE LEFT</p>	<p>LEFT SWING THRU SPIN THE TOP STEP THRU ALLEMANDE LEFT</p>

SWING THRU TWICE LADIES TRADE HINGE WALK AND DODGE ALLEMANDE LEFT	LEFT SWING THRU TWICE MEN TRADE HINGE WALK AND DODGE ALLEMANDE LEFT
SWING THRU MEN RUN TAG THE LINE FACE RIGHT WHEEL AND DEAL PASS THRU RIGHT AND LEFT GRAND	LEFT SWING THRU LADIES RUN LEFT TAG THE LINE FACE LEFT WHEEL AND DEAL PASS THRU RIGHT AND LEFT GRAND
TOUCH 1/4 EXTEND MEN SPIN THE TOP LADIES CLOVERLEAF MEN SWING THRU EXTEND TWICE LADIES SPIN THE TOP MEN CLOVERLEAF LADIES SWING THRU EXTEND LADIES RUN SQUARE THRU 4 RIGHT AND LEFT GRAND	LEFT TOUCH 1/4 EXTEND LADIES SPIN THE TOP MEN CLOVERLEAF LADIES LEFT SWING THRU EXTEND TWICE MEN SPIN THE TOP LADIES CLOVERLEAF MEN LEFT SWING THRU EXTEND MEN RUN SQUARE THRU 4 RIGHT AND LEFT GRAND



**PARTNER LINE TO RESOLVE – SYMMETRY EXAMPLES**

<p>SQUARE THRU 2 CENTERS SWING THRU TRADE BY TOUCH 1/4 SPLIT CIRCULATE ALL CIRCULATE ONCE AND A LITTLE BIT MORE RIGHT AND LEFT GRAND</p>	<p>LEFT SQUARE THRU 2 CENTERS LEFT SWING THRU TRADE BY LEFT TOUCH 1/4 SPLIT CIRCULATE CIRCULATE ONCE AND A LITTLE MORE RIGHT AND LEFT GRAND</p>
<p>FLUTTERWHEEL VEER LEFT COUPLES HINGE VEER RIGHT ALLEMANDE LEFT</p>	<p>REVERSE FLUTTERWHEEL VEER RIGHT COUPLES HINGE VEER LEFT ALLEMANDE LEFT</p>
<p>PASS THRU PARTNER TRADE REVERSE FLUTTERWHEEL AND SWEEP 1/4 HALF SASHAY RIGHT AND LEFT GRAND</p>	<p>PASS THRU PARTNER TRADE FLUTTERWHEEL AND SWEEP 1/4 REVERSE HALF SASHAY RIGHT AND LEFT GRAND</p>
<p>FLUTTERWHEEL PASS THRU HALF TAG SPLIT CIRCULATE SWING THRU SCOOT BACK STEP THRU ALLEMANDE LEFT</p>	<p>REVERSE FLUTTERWHEEL PASS THRU LEFT HALF TAG SPLIT CIRCULATE LEFT SWING THRU SCOOT BACK STEP THRU ALLEMANDE LEFT</p>

PASS THRU WHEEL AND DEAL CENTERS SQUARE THRU 3 SPLIT THE OUTSIDE TWO SEPARATE AROUND 1 TO A LINE PASS THRU WHEEL AND DEAL DOUBLE PASS THRU LEADERS TRADE RIGHT AND LEFT GRAND	PASS THRU LEFT WHEEL AND DEAL CENTERS SQUARE THRU 3 SPLIT THE OUTSIDE TWO SEPARATE AROUND 1 TO A LINE PASS THRU LEFT WHEEL AND DEAL DOUBLE PASS THRU LEADERS TRADE RIGHT AND LEFT GRAND
PASS THRU WHEEL AND DEAL AND CENTERS SWEEP 1/4 CENTERS SLIDE THRU CENTERS PASS THRU SWING THRU BOYS RUN FERRIS WHEEL CENTERS SQUARE THRU 3 ALLEMANDE LEFT	PASS THRU LEFT WHEEL AND DEAL AND CENTERS AND SWEEP 1/4 CENTERS SLIDE THRU CENTERS PASS THRU LEFT SWING THRU GIRLS RUN FERRIS WHEEL CENTERS SQUARE THRU 3 ALLEMANDE LEFT
PASS THRU WHEEL AND DEAL CENTERS HALF SASHAY CENTERS PASS THRU TOUCH 1/4 WALK AND DODGE HALF TRADE WRONG WAY GRAND	PASS THRU LEFT WHEEL AND DEAL REVERSE HALF SASHAY CENTERS PASS THRU LEFT TOUCH 1/4 WALK AND DODGE HALF TRADE RIGHT AND LEFT GRAND
TOUCH 1/4 CIRCULATE GIRLS RUN RIGHT AND LEFT GRAND	LEFT TOUCH 1/4 CIRCULATE BOYS RUN RIGHT AND LEFT GRAND

PASS THRU BOYS TRADE GIRLS RUN PASS THRU GIRLS TRADE BOYS RUN STAR THRU PASS THRU ALLEMANDE LEFT	PASS THRU GIRLS TRADE BOYS RUN PASS THRU BOYS TRADE GIRLS RUN STAR THRU PASS THRU ALLEMANDE LEFT
PASS THRU WHEEL AND DEAL GIRLS ZOOM CENTERS SQUARE THRU 3 PASS THRU ALLEMANDE LEFT	PASS THRU LEFT WHEEL AND DEAL BOYS ZOOM CENTERS SQUARE THRU 3 PASS THRU ALLEMANDE LEFT
PASS THRU GIRLS RUN CENTERS TRADE LEFT SWING THRU BOYS RUN PASS THRU U-TURN BACK SLIDE THRU PASS THRU ALLEMANDE LEFT	PASS THRU BOYS RUN CENTERS TRADE SWING THRU GIRLS RUN PASS THRU "REVERSE" U-TURN BACK SLIDE THRU PASS THRU ALLEMANDE LEFT

SLIDE THRU SWING THRU SPLIT CIRCULATE SWING THRU SPLIT CIRCULATE BOYS RUN SLIDE THRU STEP TO A WAVE GIRLS TRADE BOYS RUN PROMENADE	SLIDE THRU LEFT SWING THRU SPLIT CIRCULATE LEFT SWING THRU SPLIT CIRCULATE GIRLS RUN SLIDE THRU STEP TO A LEFT-HAND WAVE BOYS TRADE GIRLS RUN WRONG WAY PROMENADE
PASS THRU BOYS RUN GIRLS FOLD DOUBLE PASS THRU BOYS U-TURN BACK STAR THRU PROMENADE	PASS THRU GIRLS RUN BOYS FOLD DOUBLE PASS THRU GIRLS U-TURN BACK STAR THRU WRONG WAY PROMENADE
RIGHT AND LEFT THRU TOUCH 1/4 SPLIT CIRCULATE TWICE GIRLS RUN RIGHT AND LEFT GRAND	RIGHT AND LEFT THRU LEFT TOUCH 1/4 SPLIT CIRCULATE TWICE BOYS RUN RIGHT AND LEFT GRAND

<p>SLIDE THRU  DOSADO TO A WAVE  GIRLS RUN  COUPLES CIRCULATE  GIRLS RUN  ALL 8 CIRCULATE TWICE  SPIN CHAIN THRU  GIRLS CIRCULATE  BOYS RUN  BEND THE LINE  SLIDE THRU  PASS THRU  ALLEMANDE LEFT</p>	<p>SLIDE THRU  LEFT DOSADO TO A LEFT-HAND WAVE  BOYS RUN  COUPLES CIRCULATE  BOYS RUN  ALL 8 CIRCULATE TWICE  SPIN CHAIN THRU  BOYS CIRCULATE  GIRLS RUN  BEND THE LINE  SLIDE THRU  PASS THRU  ALLEMANDE LEFT</p>
<p>RIGHT AND LEFT THRU  PASS THRU  BOYS RUN  CENTERS TRADE  SWING THRU  GIRLS RUN  SLIDE THRU  ALLEMANDE LEFT</p>	<p>RIGHT AND LEFT THRU  PASS THRU  GIRLS RUN  CENTERS TRADE  LEFT SWING THRU  BOYS RUN  SLIDE THRU  ALLEMANDE LEFT</p>
<p>PASS THRU  WHEEL AROUND  HALF SASHAY 1-1/2  BOYS STEP TO A WAVE  SWING THRU  EXTEND  SWING THRU TWICE  SPLIT CIRCULATE  BOYS U-TURN BACK  SQUARE THRU 4  RIGHT AND LEFT GRAND</p>	<p>PASS THRU  REVERSE WHEEL AROUND  REVERSE HALF SASHAY 1-1/2  GIRLS STEP TO A LEFT-HAND WAVE  LEFT SWING THRU  EXTEND  LEFT SWING THRU TWICE  SPLIT CIRCULATE  GIRLS U-TURN BACK  SQUARE THRU 4  RIGHT AND LEFT GRAND</p>

TOUCH 1/4 SCOOT BACK TWICE BOYS RUN ALLEMANDE LEFT	LEFT TOUCH 1/4 SCOOT BACK TWICE GIRLS RUN ALLEMANDE LEFT
SQUARE THRU 3 WHEEL AND DEAL DOUBLE PASS THRU FACE RIGHT WHEEL AND DEAL STAR THRU CALIFORNIA TWIRL BOYS TRADE PROMENADE	SQUARE THRU 3 LEFT WHEEL AND DEAL DOUBLE PASS THRU FACE LEFT WHEEL AND DEAL STAR THRU CALIFORNIA TWIRL GIRLS TRADE PROMENADE
PASS THRU WHEEL AROUND DIXIE STYLE TO A WAVE GIRLS CIRCULATE BOYS TRADE EVERYBODY FOLD PASS THRU RIGHT AND LEFT GRAND	PASS THRU REVERSE WHEEL AROUND REVERSE DIXIE STYLE TO A WAVE BOYS CIRCULATE GIRLS TRADE EVERYBODY FOLD PASS THRU RIGHT AND LEFT GRAND
PASS THRU GIRLS RUN CENTER TRADE LEFT SWING THRU SPLIT CIRCULATE TWICE BOYS RUN PASS THRU AND FACE HER** RIGHT AND LEFT GRAND  OR SLIDE THRU, ALLEMANDE LEFT	PASS THRU BOYS RUN CENTERS TRADE SWING THRU SPLIT CIRCULATE TWICE GIRLS RUN PASS THRU AND FACE HER** RIGHT AND LEFT GRAND  OR SLIDE THRU, ALLEMANDE LEFT

<p>RIGHT AND LEFT THRU  PASS THRU  WHEEL AROUND  DIXIE STYLE TO A WAVE  BOYS TRADE  BOYS CROSS RUN ]  SPIN CHAIN THRU  GIRLS CIRCULATE TWICE  SPIN CHAIN THRU  BOYS CIRCULATE ONCE  RECYCLE  PASS TO THE CENTER  CENTERS SQUARE THRU 3  ALLEMANDE LEFT</p>	<p>RIGHT AND LEFT THRU  PASS THRU  REVERSE WHEEL AROUND  REVERSE DIXIE STYLE TO A WAVE  GIRLS TRADE  GIRLS CROSS RUN  SPIN CHAIN THRU  BOYS CIRCULATE TWICE  SPIN CHAIN THRU  GIRLS CIRCULATE ONCE  RECYCLE  PASS TO THE CENTER  CENTERS SQUARE THRU 3  ALLEMANDE LEFT</p>
<p>SLIDE THRU  SWING THRU  RECYCLE  RIGHT AND LEFT GRAND</p>	<p>SLIDE THRU  LEFT SWING THRU  RECYCLE  RIGHT AND LEFT GRAND</p>
<p>SPIN THE TOP  SWING THRU  SPIN CHAIN THRU  GIRLS CIRCULATE  BOYS RUN  BEND THE LINE  STAR THRU  PASS THRU  ALLEMANDE LEFT.</p>	<p>LEFT SPIN THE TOP  LEFT SWING THRU  SPIN CHAIN THRU  BOYS CIRCULATE  GIRLS RUN  BEND THE LINE  STAR THRU  PASS THRU  ALLEMANDE LEFT</p>

SPIN THE TOP BOYS RUN COUPLES CIRCULATE TAG THE LINE CLOVERLEAF GIRLS PASS THRU STAR THRU PROMENADE	LEFT SPIN THE TOP GIRLS RUN COUPLES CIRCULATE LEFT TAG THE LINE CLOVERLEAF BOYS PASS THRU STAR THRU WRONG WAY PROMENADE
SPIN THE TOP SCOOT BACK GIRLS CIRCULATE SWING THRU BOYS RUN BEND THE LINE SQUARE THRU BUT ON THE 4 <sup>TH</sup> HAND ALLEMANDE LEFT	LEFT SPIN THE TOP SCOOT BACK BOYS CIRCULATE LEFT SWING THRU GIRLS RUN BEND THE LINE SQUARE THRU BUT ON THE 4 <sup>TH</sup> HAND ALLEMANDE LEFT
SQUARE THRU 3 TAG THE LINE FACE LEFT COUPLES CIRCULATE FERRIS WHEEL CENTERS LEFT TURN THRU TOUCH 1/4 SCOOT BACK BOYS RUN REVERSE FLUTTERWHEEL FLUTTERWHEEL AND SWEEP 1/4 RIGHT AND LEFT GRAND	SQUARE THRU 3 LEFT TAG THE LINE FACE RIGHT COUPLES CIRCULATE FERRIS WHEEL CENTERS TURN THRU LEFT TOUCH 1/4 SCOOT BACK BOYS RUN FLUTTERWHEEL REVERSE FLUTTERWHEEL AND SWEEP 1/4 RIGHT AND LEFT GRAND



<p>SQUARE THRU 3  HALF TAG  SPLIT CIRCULATE  GIRLS TRADE  TRADE  BOYS CROSS FOLD  RIGHT AND LEFT GRAND</p>	<p>SQUARE THRU 3  LEFT HALF TAG  SPLIT CIRCULATE  BOYS TRADE  ALL TRADE  GIRLS CROSS FOLD  RIGHT AND LEFT GRAND</p>
<p>SLIDE THRU  STEP TO A WAVE  GIRLS CIRCULATE  SWING THRU  BOYS CIRCULATE  SPIN THE TOP  HINGE  ALL 8 CIRCULATE  BOYS RUN  PASS THRU  TRADE BY  ALLEMANDE LEFT</p>	<p>SLIDE THRU  STEP TO A LEFT-HAND WAVE  BOYS CIRCULATE  LEFT SWING THRU  GIRLS CIRCULATE  SPIN THE TOP  HINGE  CIRCULATE  GIRLS RUN  PASS THRU  TRADE BY  ALLEMANDE LEFT</p>
<p>TOUCH 1/4  CIRCULATE  GIRLS RUN  CENTERS SQUARE THRU 3  CENTERS IN  CAST OFF 3/4  PASS THRU  TAG THE LINE  LEADERS TRADE  PASS THRU  RIGHT AND LEFT GRAND.</p>	<p>LEFT TOUCH 1/4  CIRCULATE  BOYS RUN  CENTERS SQUARE THRU 3  CENTERS IN  CAST OFF 3/4  PASS THRU  TAG THE LINE  LEADERS TRADE  PASS THRU  RIGHT AND LEFT GRAND</p>

<p>TOUCH 1/4  CIRCULATE  CENTERS WALK AND DODGE  CENTERS IN  CAST OFF <math>\frac{3}{4}</math>  CENTERS PASS THRU  END GIRL RUN  LADIES TRADE  SWING THRU  GIRLS CIRCULATE  BOYS RUN  WHEEL AND DEAL  ALLEMANDE LEFT</p>	<p>LEFT TOUCH A QUARTER  CIRCULATE  CENTERS WALK AND DODGE  CENTERS IN  CAST OFF THREE QUARTERS  CENTERS PASS THRU  ENDS BOYS RUN  BOYS TRADE  LEFT SWING THRU  BOYS CIRCULATE  GIRLS RUN  WHEEL AND DEAL  ALLEMANDE LEFT</p>
<p>RIGHT AND LEFT THRU  GIRLS WALK, BOYS DODGE  HINGE  BOYS TRADE  LEFT SWING THRU  GIRLS CROSS FOLD  RIGHT AND LEFT GRAND</p>	<p>RIGHT AND LEFT THRU  BOYS WALK, GIRLS DODGE  HINGE  GIRLS TRADE  SWING THRU  BOYS CROSS FOLD  RIGHT AND LEFT GRAND</p>
<p>PASS THRU  BOYS RUN  HINGE  BOYS TRADE  BOYS RUN  COUPLES CIRCULATE  CENTERS TRADE  BEND THE LINE  SQUARE THRU 4  TRADE BY  BOX THE GNAT  RIGHT AND LEFT GRAND</p>	<p>PASS THRU  GIRLS RUN  HINGE  GIRLS TRADE  GIRLS RUN  COUPLES CIRCULATE  CENTERS TRADE  BEND THE LINE  SQUARE THRU 4  TRADE BY  BOX THE GNAT  RIGHT AND LEFT GRAND</p>

PASS THRU ENDS CROSS FOLD SWING THRU GIRLS TRADE PASS THRU ENDS CROSS FOLD TOUCH A QUARTER GIRLS TRADE SPLIT CIRCULATE BOYS RUN WRONG WAY PROMENADE	PASS THRU ENDS CROSS FOLD LEFT SWING THRU BOYS TRADE PASS THRU ENDS CROSS FOLD LEFT TOUCH A QUARTER BOYS TRADE SPLIT CIRCULATE GIRLS RUN PROMENADE
PASS THRU ENDS FOLD SWING THRU GIRLS TRADE RECYCLE VEER LEFT BOYS FOLD RIGHT AND LEFT GRAND	PASS THRU ENDS FOLD LEFT SWING THRU BOYS TRADE RECYCLE VEER RIGHT GIRLS FOLD RIGHT AND LEFT GRAND

I hope you have found this presentation a little interesting and a little useful.

All comments are welcome.

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Note on the "left modifier". Left as a modifier is not well explained in basic

It is ambiguously defined as "Left" When used as a prefix to a call, Left generally instructs dancers to interchange all lefts and rights throughout the call. See "Additional Details: Commands: Extensions like Reverse Wheel Around".

However:

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

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