## DIXIE GRAND by Ed Foote

CALLERLAB DEFINITION: Dixie Grand: Starting formation - Dixie Grand Circle, Double Pass Thru, Quarter Tag, or any formation where at least two dancers can start. TIMING - 6.

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.
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. Skirt work is not recommended.

HISTORICAL USE: For years Dixie Grand was only used from one formation - a Circle. The set-up was everyone doing a Single File Promenade, then dancers designated by the caller would U Turn Back, then the caller would say: "Dixie Grand Allemande Left."

## Examples:

1. 4 Ladies Chain \& Heads (only) $1 / 2$ Sashay, All Circle Left, Reverse Back Single File, Boys Turn Back, those who can start a Dixie Grand - Allemande Left.
2. 4 Ladies Chain \& Heads (only) $1 / 2$ Sashay, All Circle Right, Reverse Back Single File, Girls Turn Back, those who can start a Dixie Grand - Allemande Left.
Note: Both of the above make good Openers for a tip.
Eventually it was discovered that Dixie Grand could be used from many formations, such as Starting and Completed Double Pass Thru, 8 Chain Thru, Trade By, and Ocean Waves.

## ALLEMANDE LEFT AND DIXIE GRAND.

99\% of all Dixie Grands end in an Allemande Left. Reason: It is very convenient to do so. No matter what the starting formation, the definition says that with Dixie Grand -"the formation coverts to a Circle."

This ending formation of a Circle with all the dancers facing after a Dixie Grand does not lend itself to convenient choreography. So almost all callers just go with the idea of following a Dixie Grand with an Allemande Left.
Note: It is not mandatory to always follow Dixie Grand with an Allemande Left. A few callers have experimented with calling something else after a Dixie Grand, and this is fine. But most callers have found it easiest to just go with Allemande Left.

## WHY DO DANCERS LOVE DIXIE GRAND?

Because it provides on-going forward motion. It feels good to the dancers, for the same reason that Right \& Left Grand feels good. This is real dancing!

For years Dixie Grand was not called often, because callers were afraid of it. They did not know the formulas for using it from multiple formations, because these had never
been written down. So callers would use a prepared sequence once a night from a Circle and that was it.

Today we have formulas that make calling Dixie Grand unbelievably easy. These are shown in this article. A good sight caller can insert Dixie Grand as a get-out at any time, and, can even manipulate the square to force a Dixie Grand resolve. Required time to do this: 10-15 seconds.

## FUN WITH THE DANCERS ON DIXIE GRAND.

Most callers will say "Dixie Grand" and then give the directions by saying "Right-LeftRight" as the dancers are doing the call. The caller gives these directions to help the dancers who need it, but also to provide background words with the music.
In various parts of the country, dancers have started saying "Right-Left-Right" along with the caller. But, they don't just say it, they SHOUT IT - LOUD! Callers who teach dancers to do this find that it creates an upbeat exciting moment that the dancers love. The beauty is that this moment is re-created every time every time the caller uses Dixie Grand.

## How often should Dixie Grand be used?

I recommend at least 10 times a night, maybe more. This is a fun call that is easy for the dancers, they love it, and it is also exciting when they shout out the commands as described above. It doesn't get much better than this.

## FORMULA FOR SIGHT CALLERS.

These formulas cover most situations. All set-ups are normal boy-girl couples. Memorize these and you're all set.

1. From a Starting Double Pass Thru (DPT): Primary Couple in the center, secondary girl behind NOT with partner. Call "Dixie Grand - Allemande Left."

## SET UP: <br> Sides Star Thru, Zoom


a. From a Starting Double Pass Thru (DPT): Secondary couple in the center, primary man behind NOT with partner. Call "Dixie Grand - Allemande Left."

## SET UP:

Heads Star Thru, Zoom


Note: For both of the above situations, the centers might have to do a Right \& Left Thru to get in front of the correct person on the outside. Be alert for this.
Also, If you need to call "Centers Right \& Left Thru" in order to set this up, a better way to call it is: "Centers Square Thru - on the 3rd hand start a Dixie Grand." This dances better.
2. From a Starting Double Pass Thru (DPT): Anytime the centers can Pass Thru to an Allemande Left, instead call: "Double Pass Thru, Dixie Grand, Allemande Left."

## SET UP: <br> Sides Reverse Flutterwheel and Sweep a Quarter



Note: The first few times you call this, after calling "Double Pass Thru," you need to say: "Leaders face your partner - Dixie Grand." After doing this a couple times, then everyone has the idea and you no longer have to do this.
3. From a Corner Box: Call "Pass Thru, Dixie Grand - Allemande Left." You can also call "Pass to the Center, Dixie Grand - Allemande Left."

## SET UP: <br> Sides/Heads Square Thru


4. From a Corner Box (Diagram above): Call: "Slide Thru, Square thru 4, DIXIE GRAND, Allemande Left."
5. From Facing Partner Lines (IN sequence): Call "Square Thru 4, Trade By, Dixie Grand, Allemande Left."

## SET UP: <br> Heads Lead Right, Circle to a line


6. From Facing Partner Lines (OUT of sequence): Call "Pass the Ocean, All 8 Circulate, Dixie Grand, Allemande Left."

## SET UP:

Heads Lead Right, Circle to a line, Right and Left Thru


## INFORMATION FOR SIGHT CALLERS.

The basic idea behind \#1, \#1a, and \#2 (above) is that two couples have their partner and two do not. Any time during a sequence that you want to use a Dixie Grand from a Starting DPT, just manipulate the square to where two couples have their partner and two do not. This is easily done by using Acey Deucey, because Acey Deucey leaves two couples with the adjacent person they started with and the other two couples with their opposite.
If you are using Isolated Sight: Put the set into a Starting DPT, with the matched pair in the center and the mis-matched pair behind them. (Naturally, you keep the original starting 4 you were watching on the same side of the set - this is what Isolated Sight means.). Call "Dixie Grand - Allemande Left."
If you are using Two-Faced Line Sight: The very last step, when you are ready to go for the Allemande Left, says that you will have the Primary Couple on the outside and the Secondary Girl in the center. Then you look at the Secondary Girl. If she has her partner beside her, you can NOT call Dixie Grand. But if she does not have her partner beside her, then it is a Corner Box. So you can use \#3 above - ie. "Pass Thru, Dixie Grand - Allemande Left."
Using the formulas above, it is very easy to insert Dixie Grand into your choreography at any time. Remember, you are never more than 15 seconds away from a Dixie Grand get-out at any point in your calling.

## FORMULA FOR MODULE CALLERS.

Use \#3, \#4 \& \#5 from above. You will often be in these situations, and thus can insert a Dixie Grand instead of what you have prepared. In other words, call your normal module, but bail out at the end with a Dixie Grand.

## NEAT DIXIE GRAND GETOUTS.

Don't bother to memorize these - there is only so much you can memorize. But because these are nice, it is suggested that you print these on cards and have them lying on the table beside you. Then you can glance down and use one from time to time.

1. From a Corner Box: Call "Right \& Left Thru, Swing Thru, Boys Run, Veer Right, Dixie Grand - Allemande Left
2. From a Corner Box: Call "Pass Thru - Trade By \& OUTSIDES ROLL, Outsides Box the Gnat \& start a Dixie Grand - Allemande Left."
3. From a Corner Box Ocean Wave (from Corner Box, all step to right-hand wave): Call "Boys Circulate - Dixie Grand, Allemande Left."

How to use this get-out effectively. Do not say "Step to a Wave, Boys Circulate, etc." Stepping to a wave is fine for walk thrus, but not for dancing. Instead you want material that dances you into a Corner Box Wave at the end.
The ideal call here is Relay the Deucey. From a Corner Box call "Relay the Deucey." Watch the dancers. When they are 2 steps from being done, call very loud: "BOYS CIRCULATE - DIXIE GRAND, ALLEMANDE LEFT." This dances like a charm.

But you MUST have perfect timing for the "Boys Circulate." Too early or too late and the effect is lost. The reason you must raise your voice is that the dancers are concentrating on the Relay the Deucey, and thus will not hear or react to you unless you increase your voice volume.
Another nice combination is to have the Boys Circulate on a Spin Chain Thru. Setup is: From Facing Partner Lines (IN sequence): Call "Right \& Left Thru, Pass the Ocean, All 8 Circulate, Swing Thru, Boys Trade, Spin Chain Thru - Boys Circulate ONCE, Dixie Grand - Allemande Left."
4. From Facing Opposite Lines (IN sequence) (means everyone has their opposite as a partner): Call "Slide Thru, Square Thru - on the 3rd hand start a Dixie Grand.

## SET UP: <br> Four Ladies Chain, <br> Heads Lead Right, Circle to a Line


5. From Facing Opposite Lines (OUT of sequence): Call "Slide Thru, Dixie Grand Allemande Left."

## SET UP: <br> Four Ladies Chain Heads Lead Right Circle to a Line Right and Left Thru


6. From Facing Opposite Lines (OUT of sequence): Call "Pass the Ocean, Girls Run, Tag the Line - Face In, Slide Thru (same sex), those who can start a Dixie Grand Allemande Left."

## SET UP: <br> Four Ladies Chain <br> Heads Lead Right <br> Circle to a Line <br> Right and Left Thru


7. Any time the Centers can "Pass Thru - Allemande Left," instead call: "Double Pass Thru, Centers In - Cast Off 3/4, Centers LEFT Square Thru 4 - others shake hands \& start a Dixie Grand - Allemande Left."

## SET UP: <br> Sides Reverse Flutterwheel and Sweep a Quarter



## ADDITIONAL MATERIAL AND MODULES USING DIXIE GRAND

4 LADIES CHAIN 3/4,
(H) SQUARE THRU 4 HANDS, DIXIE GRAND, ALLEMANDE LEFT,
(H) SLIDE THRU,

CENTERS RIGHT \& LEFT THRU, ALL DOUBLE PASS THRU, DIXIE GRAND, ALLEMANDE LEFT,
(H) SQUARE THRU 2, PASS THRU, CENTERS SQUARE THRU 3/4, *DIXIE GRAND, ALLEMANDE LEFT, *OR, TRACK 2, GIRLS CIRCULATE, DIXIE GRAND, ALLEMANDE LEFT
(H) LEAD RIGHT - CIRCLE TO A LINE, STAR THRU, PASS THRU -
TRADE BY - STAR THRU, PASS THE OCEAN, GIRLS RUN, TAG THE LINE - FACE IN,
SLIDE THRU (same sex), THOSE WHO

CAN -- START A DIXIE GRAND, ALLEMANDE LEFT,
(H) LEAD RIGHT - CIRCLE TO A LINE, PASS THE OCEAN, ALL 8 CIRCULATE, EXPLODE THE WAVE, PARTNER TRADE,
RIGHT \& LEFT THRU, SLIDE THRU, DIXIE GRAND, ALLEMANDE LEFT,

ALLEMANDE LEFT-
RIGHT \& LEFT GRAND,
WITH $3^{\text {RD }}$ GIRL - RIGHT ARM TURN $1 / 2$, MAKE A WRONGWAY THAR, (girls in the center), DIXIE GRAND, ALLEMANDE LEFT

SIDE LADIES CHAIN, (H) STAR THRU \& CALIFORNIA TWIRL, RIGHT \& LEFT THRU, SWING THRU, SPIN CHAIN THRU,

BOYS CIRCULATE, DIXIE GRAND, ALLEMANDE LEFT,
(H) LEAD RIGHT, CIRCLE TO A LINE, RIGHT \& LEFT THRU, PASS THE OCEAN,
ALL 8 CIRCULATE TWICE - TO A
SLIDE THRU, SQUARE THRU 4,
TRADE BY, DIXIE GRAND,
ALLEMANDE LEFT,
FOUR LADIES CHAIN,
(H) RIGHT \& LEFT THRU,
(S) LEAD RIGHT, CIRCLE TO A LINE, SLIDE THRU, DIXIE GRAND,
ALLEMANDE LEFT,
(H) LEAD RIGHT - CIRCLE TO A LINE, PASS THE OCEAN,
ALL 8 CIRCULATE, CENTERS TRADE,
RECYCLE, DIXIE GRAND,
ALLEMANDE LEFT,
ALLEMANDE LEFT- FORWARD TWO, MAKE AN ALLEMANDE THAR, MEN BACK UP, SHOOT THE STAR GO FORWARD. TWO,
MAKE ANOTHER THAR,
MEN BACK UP, SHOOT THE STAR -
GO FULL AROUND,
TO THIS CORNER, DIXIE GRAND, ALLEMANDE LEFT,
(H) PASS THE OCEAN, EXTEND, SWING THRU, GIRLS FOLD, PEEL THE TOP, RECYCLE, PASS THRU - WHEEL \& DEAL., DIXIE GRAND, ALLEMANDE LEFT,
(H) LEAD RIGHT - CIRCLE TO A LINE, RIGHT \& LEFT THRU, PASS THRU WHEEL \& DEAL,
CENTERS SWING THRU \& BOX THE GNAT, LET GO \& ZOOM, DIXIE GRAND, ALLEMANDE LEFT,
(Left Dixie Grand) (H) LEAD RIGHT, VEER LEFT, GIRLS TRADE, BEND THE LINE, PASS THRU WHEEL \& DEAL,

CENTERS RIGHT \& LEFT THRU \& ALL ROLLAWAY,
LEFT DIXIE GRAND, RIGHT \& LEFT GRAND,

FOUR LADIES CHAIN,
(H) PROMENADE 1/2 WAY,
(H) LEAD RIGHT - VEER LEFT,

TAG THE LINE - FACE IN, SLIDE THRU (same sex), THOSE WHO CAN START, DIXIE GRAND, ALLEMANDE LEFT,

ALL FACE PARTNER, DIXIE GRAND, LEFT TOUCH 1/4 TO AN ALAMO -RIGHT \& LEFT GRAND,

FOUR LADIES CHAIN,
(H) SQUARE THRU 2 HANDS,
(S) 1/2 SASHAY,

PASS TO THE CENTER,
DIXIE GRAND (finish facing same sex), WALK BY THE NEXT PERSON, SWING YOUR PARTNER, PROMENADE HOME,
(H) SQUARE THRU 4 HANDS,
(S) $1 / 2$ SASHAY,

PASS TO THE CENTER,
DIXIE GRAND, WALK BY ONE,
STAR THRU WITH NEXT PERSON, (gives 2 couples facing in, 2 facing out),
THOSE LOOKING OUT: PART TRADE, OTHERS SLIDE THRU,
DIXIE GRAND, ALLEMANDE LEFT,
(remember who is heads and sides),
(H) SQUARE THRU 2 HANDS,

RIGHT \& LEFT THRU, SQUARE THRU
(S) ONLY GO -- (H) GO 4 HANDS,

ENDS CIRCULATE -
CENTERS PASS THRU,
DIXIE GRAND, ALLEMANDE LEFT,
(H) PASS THRU, SEPARATE -

AROUND 1-TO A LINE, CIRCLE
LEFT, CIRCLE RIGHT-GO SINGLE
FILE, BOYS TURN BACK, DIXIE
GRAND, ALLEMANDE LEFT

## BONUS MATERIAL - SHORT GET OUTS FOR USE AT ANY TIME

The following material is a series of short get out sequences that can be used at any time. They are for use for Corner Boxes, Partner lines in sequence, and Partner lines out of sequence. You can set up these FASR states or if you happen to see them you can plug the appropriate short get out in at any time.

I recommend you format these onto a page that you can set by your computer or display on your screen (for those computer literate amongst us) so that you can choose the appropriate formation get out and with a quick look, refresh at a glance.

Do not try to memorise all of these. Use them one or two at a time and the more you use them, the more they will become part of your memorised calling repertoire.

## GETOUTS - SHORT SEQUENCE MODULES BY ED FOOTE

## MAINSTREAM

## Get outs from a Corner box

- Swing Thru, Boys Trade, Extend, Right \& Left Grand
- Touch $1 / 4$, Girls Run, Square thru 4 , Right \& Left Grand
- Touch $1 / 4$ \& Hinge, Extend, Right \& Left Grand
- Right \& Left Thru, 1/2 Sashay, Pass Thru, Right \& Left Grand
- Touch 1/2, Extend, Right \& Left Grand
- Star Thru, 1/2 Sashay, Square Thru, Right \& Left Grand
- Star Thru, Pass Thru, U Turn Back, Square Thru 2, Right \& Left Grand
- Slide Thru, Girls Run, Allemande Left
- Slide Thru, Star Thru \& $1 / 2$ Sashay, Pass Thru, Right \& Left Grand
- Right \& Left Thru, $1 / 2$ Sashay, Pass Thru, Right \& Left Grand
- Slide Thru, Box the Gnat, Square Thru 2, Right \& Left Grand
- Right \& Left Thru, Slide Thru, Pass the Ocean,

Swing $1 / 2$ by the Right, Centers Circulate, Right \& Left Grand

- Right \& Left Thru, Slide Thru, Pass the Ocean, Swing $1 / 2$ by the Right, Ends Circulate, Right \& Left Grand
- Right \& Left Thru, Slide Thru, Pass the Ocean, Swing $1 / 2$ by the Right, Extend, Right \& Left Grand
- Square thru 2, U Turn Back, Pass the Ocean, Extend, Right \& Left Grand
- Pass Thru, U Turn Back, Pass Thru, Right \& Left Grand
- Slide Thru, Right \& Left Thru, Dixie Style to Ocean Wave., Boys Trade, Allemande Left
- Slide Thru, Right \& Left Thru, Pass Thru, Ends Fold, Pass Thru, Right \& Left Grand


## MAINSTREAM

## Get outs from Partner Lines (in sequence)

- Square Thru 4, U Turn Back, Right \& Left Grand
- Star Thru, California Twirl, Turn Back, Right \& Left Grand
- Slide Thru, Square Thru - but on the $3^{\text {rd }}$ Hand, Right \& Left Grand
- 1/2 Sashay, Star Thru, California Twirl, Box the Gnat, Right \& Left Grand
- 1/2 Sashay, Star Thru, California Twirl, Pass Thru, U Turn Back, Right \& Left Grand
- Left Square Thru - But on the $4^{\text {th }}$ hand, Box the Gnat, Right \& Left Grand
- Right \& Left Thru, 1/2 Sashay, Slide Thru, U Turn Back, Right \& Left Grand
- Star Thru, Pass to the Center, Centers Left Square Thru $3 / 4$, Box the Gnat, Right \& Left Grand
- Right \& Left Thru, Slide Thru, Pass Thru, U Turn Back, Right \& Left Grand
- Right \& Left Thru, Pass Thru, Ends Fold, Right \& Left Grand
- Right \& Left Thru, Slide Thru, Touch 1/2, Right \& Left Grand
- Pass Thru, $1 / 2$ Tag, Face In, Double Pass Thru, Leaders Trade, Swing Thru, Everyone Fold, Right \& Left Grand
- 1/2 Sashay, Pass Thru, Tag the Line, Leaders Turn Back, Right \& Left Grand
- Pass Thru, Ends Cross Fold, Centers Turn Back, Centers Right \& Left Thru, Centers Pass Thru, Touch 1/2, Right \& Left Grand
- Right \& Left Thru, $1 / 2$ Sashay, Pass the Ocean, Right \& Left Grand
- LEFT Touch 1/4, Boys Run, Right \& Left Grand
- Pass Thru, $1 / 2$ Tag, Split Circulate, Scoot Back, Right \& Left Grand
- Right \& Left Thru, Pass the Ocean, Scoot Back, Right \& Left Grand
- Right \& Left Thru, Dixie Style to Ocean Wave., Boys Scoot Back, Girls Circulate, Allemande Left
- Pass Thru, Face Your Partner, Square Thru, But on the $3^{\text {rd }}$ hand Right \& Left Grand
- Right \& Left Thru, Slide Thru, Swing Thru, Centers Trade, Right \& Left Grand
- Slide Thru, Square Thru 3/4, Allemande Left
- Touch 1/4, All 8 Circulate, Boys Run, Allemande Left


## Mainstream Get outs from Partner Lines (out of Sequence)

- Star Thru, Pass Thru, Allemande Left
- Star Thru, Pass Thru, U Turn Back, Right \& Left Grand
- Slide Thru, Touch 1/2, Right \& Left Grand
- Star Thru, $1 / 2$ Sashay, Square Thru But on the $3^{\text {rd }}$ hand Right \& Left Grand
- Pass the Ocean, Box the Gnat, Right \& Left Grand
- Slide Thru, Swing Thru, Centers Trade, Right \& Left Grand
- Pass the Ocean, Scoot Back, Right \& Left Grand
- Pass Thru, Ends Fold, Right \& Left Grand
- Square Thru 2, U Turn Back, Right \& Left Grand
- Pass Thru, U Turn Back, Left Square Thru but on the $4^{\text {th }}$ hand Right \& Left Grand
- Pass the Ocean, Everybody Fold, Right \& Left Grand
- Pass Thru, U Turn Back, Pass the Ocean, Same Sexes Trade, Right \& Left Grand
- Slide Thru, Swing Thru, Boys Trade, Boys Run, Boys Fold, Right \& Left Grand


## Plus Get outs from Corner Box

- Swing Thru, Acey Deucey, Right \& Left Grand
- Swing Thru, Girls Fold, Peel the Top, Step Thru, Ends Fold, Pass Thru, Right \& Left Grand
- Slide Thru \& Roll, Pass Thru, Right \& Left Grand
- Touch $1 / 4$, Follow Your Neighbour, Allemande Left
- Touch 1/4, Follow Your Neighbour \& Spread, Girls Trade \& Run, Wheel \& Deal, Pass Thru, Right \& Left Grand
- Single Circle to Ocean Wave., Extend, Right \& Left Grand
- Slide Thru, Right \& Left Thru, Load the Boat, Right \& Left Grand
- Slide Thru, Pass Thru, Tag the Line, Leaders Turn Back, Allemande Left
- Touch 1/4, Follow Your Neighbour \& Spread, Swing $1 / 2$ by the Right, Extend, Right \& Left Grand
- Touch 1/4, Follow Your Neighbour \& Spread, Explode and Roll, Pass Thru, Right \& Left Grand
- Slide Thru, Pass the Ocean, Trade the Wave, Allemande Left
- Relay the Deucey, Everybody Fold, Pass Thru, Right \& Left Grand


## Plus get outs from Partner lines (In sequence)

- Slide Thru, Pass the Ocean, Explode the Wave, U Turn Back, Right \& Left Grand
- Pass Thru, U Turn Back, Load the Boat, Right \& Left Grand
- Grand Swing Thru, Single Hinge, All 8 Circulate, Girls Run, Right \& Left Grand
- Load the Boat, Square Thru $3 / 4$, Allemande Left
- Right \& Left Thru, Pass Thru, Partner Trade \& Roll, Right \& Left Grand
- Load the Boat, Slide Thru, Pass Thru, Partner Trade \& Roll, Right \& Left Grand
- Pass Thru, Chase Right, Trade \& Roll, Right \& Left Grand
- Pass the Ocean, Recycle \& Sweep $1 / 4$ \& Roll \& Girls Peel, Right \& Left Grand
- Slide Thru, Touch 1/4, Split Circulate 1-1/2,
Flip the Diamond, Right \& Left Grand
- Right \& Left Thru, 1/2 Sashay, Load the Boat, Right \& Left Grand
- Pass the Ocean, Girls Run, Crossfire, Boys Turn Back, Right \& Left Grand
- Right \& Left Thru, Dixie Style to Ocean Wave., Acey Deucey, Right \& Left Grand
- Load the Boat, Slide Thru \& Roll, Square Thru, on 3rd Hand, Right \& Left Grand
- Load the Boat, Swing Thru, Recycle, Right \& Left Grand
- Load the Boat, Square Thru 2, Partner Trade \& Roll, Right \& Left Grand
- Slide Thru, Touch 1/4, Follow Your Neighbour \& Spread, Explode the Wave, Partner Trade \& Roll, Right \& Left Grand
- Slide Thru, Touch 1/4, Follow Your Neighbour \& Spread, Girls Trade, Recycle, +
- Pass Thru, Allemande Left; OR
- Single Circle, Right \& Left Grand


## Plus get outs from Partner lines (out of sequence)

- Pass Thru, Boys Run, Follow Your Neighbour \& Spread, Scoot Back, Right \& Left Grand
- Pass Thru, Boys Run, Follow Your Neighbour \& Spread, Box the Gnat, Right \& Left Grand
- Slide Thru, Touch $1 / 4$, Follow Your Neighbour, Extend, Allemande Left
- Pass the Ocean, Relay the Deucey, Box the Gnat, Right \& Left Grand
- Slide Thru, Single Circle to a Wave, Right \& Left Grand
- Pass the Ocean, Girls Trade, Follow Your Neighbour \& Spread, Split Circulate \& Hinge, Right \& Left Grand
- Pass the Ocean, Explode \& Roll, Right \& Left Grand
- Load the Boat, +
- Slide Thru \& Roll, Right \& Left Grand; OR
- Pass Thru, Allemande Left; OR
- Single Circle to a Wave, Right \& Left Grand; OR
- (d) Swing Thru, Boys Trade, Girls Turn Back, Prom Home

