

ADVANCED DANCING BASICS

Acey deucey
 All 4 couple movements
 Right & left thru, star thru
 Curlique, pass thru, crosstrail
 All 8 spin the top variations:
 rational tops (1/4, 1/2, 3/4)
 All 8 swing thru
 Arky allemande/arky grand
 Arky star thru
 Cast a shadow
 Circulates:
 Cross over circulate
 In roll circulate/out roll cir.
 Split circulate
 Trade circulate (ocean waves &
 2-faced lines)
 Clover and (anything)
 Coordinate
 Curli-cross
 Diamond formations:
 Diamond circulate
 Cut the diamond/flip the diamond
 6 by 2 acey deucey
 Double star thru
 Ends bend
 Everybody chain
 Explode the line
 Explode the wave
 Explode (anything)
 Ferris wheel
 Follow your neighbor
 Half breed thru
 Horseshoe turn
 Load the boat
 Lockit
 Mix; (anything) & mix, i.e. swing &
 mix, circulate & mix, etc.
 Motivate
 Pass in/pass out
 Pass the ocean/pass the sea
 Quarter in/quarter out
 Quarter thru/3/4 thru
 Recycle (in ocean wave only)
 Relay the deucey
 Remake the thar/remake the set-up
 Roll (added after any call)
 Round off
 Scootback variations:
 Scoot & dodge
 Scoot chain thru
 Triple scoot
 Single wheel
 Slip-slide-swing-slither
 Spin chain the gears
 Spin the windmill (circulators go as
 directed)
 Split square thru
 Spread (added after any call)

ADVANCED BASICS CONT'D

Square chain thru
 Step & slide
 Swap around
 Switch the line/switch the wave
 Tag the line variations:
 1/4, 1/2, 3/4 tag
 Extend the tag
 Trade the wave
 Trail off
 Transfer the column
 Split transfer
 Triple trade
 Turn & deal
 Wheel & spread
 Wheel thru/left wheel thru
 Zig-zag/zag-zig

CHALLENGE BASICS

All the advanced dancing basics plus
 About (swing about, "anything about")
 Alter the wave
 Block formations:
 Partner trade, partner tag, pass
 thru, curlique, star thru, walk &
 dodge, square thru (i.e. square
 the block)
 Cast back/cross cast back
 Circle by (with fractions)/single
 circle by
 Circulates: T-bone circulate
 Counter rotate/split counter rotate
 Cross & turn
 Cross by
 Cross chain thru/cross chain & roll
 Cross & wheel
 Curl thru
 Diamond formations:
 Diamond chain thru
 Dixie diamond
 Switch to a diamond
 Flip back
 Cross your neighbor
 Hinge & trade (couples & single)
 Hourglass formation:
 Hourglass circulate
 Cut the hourglass/flip the hourglass
 Pass & roll
 Pass the axle
 Peel & trail/trail & peel
 Percolate
 Phantom formations:
 Circulate, acey deucey, tag the
 line, trade the wave, turn & deal,
 wheel & deal
 Recycle (facing couples, all 8)
 Regroup
 Relay the top

CHALLENGE BASICS CONT'D

(Right or left) roll to an ocean wave
Rotary spin
Rotate (couples & single) from squared set only
Flutter scoot
Scoot & plenty
Scoot & ramble
Shuffle the deck
Spin chain & circulate the gears
Split square chain thru
Square the bases
Square chain the top
Swing & circle
Swing the fractions
Tag back to ocean wave
Transfer and (anything)
Twist the line
Vertical tag
Weave (added after any call)
Wheel and (anything)
(Anything) the windmill (right, left, in, out) e.g. mix the windmill in

EXTENDED CHALLENGE

All 8 swing thru
Chain the square
Change the web
Chisel thru
Clock-a-luck
Circulates:
Dodge circulate
Split trade circulate
Stagger circulate/stagger split cir.
Crazy concept, such as
Crazy flutter wheel
Crazy right & left thru
Criss cross the shadow
Cross horseshoe turn
Cross the K
Cross & wheel variations:
Cross trade & wheel
Grand cross trade & wheel
Single cross & wheel
Single cross trade & wheel
Detour
Diamond formation:
Relocate the diamond
Dixie sashay
File to a line/wave
Flip the line/wave 1/4, 1/2, 3/4
Follow thru
Follow your neighbor variations:
Criss cross your neighbor
Lip your neighbor
Grand follow your neighbor
Pass & roll your neighbor
Tag your neighbor

EXTENDED CHALLENGE CONT'D

Grand chain 8
Invert the column 1/4, 1/2, 3/4, full
Jaywalk
Lines (anything) thru
Latch on
Mixed up square thru
(Anything) motivate, such as split motivate, curli-motivate, counter/split counter motivate
Peel the wave/trail the wave
Peel & trail/trail & peel the wave
Peel to a diamond/trail to a diamond
Reverses:
Reverse cross & turn
Reverse explode
Reverse swap around
Rims trade back/hubs trade back
Ripple the wave
Rotary extensions:
Rotary left swing thru the windmill
Rotary mix, lockit
Rotate (couples & single) from lines & waves only
Round & cross
Round the horn
Scoot & counter
Scoot & little/little more
Scoot & cross ramble
Sets in motion
Shazam
Snap the lock
Socket to me/here comes the judge
Split swap around
Stack the line
Step & (anything)
Swap the wave
3/4 tag & trade
Tandem formation using simple calls
Trixie/trixie spin
Turn to a line
Vertical tag 1/4, 1/2, 3/4, full
Vertical (anything)
Wheel fan thru
Wheel fan & cross thru
Zip code