

C calls / concepts used at Jerry's dances - last updated 26 Feb 2015

A few years back (before we learned challenge), Pam and I would keep a cheat sheet of the challenge calls that Jerry uses, and we would review our cheat sheet before coming to Jerry's dances. We've found [taminations](#) (especially the app version) to be a great tool to assist in learning/remembering calls.

Listed below are the calls that Jerry has used in the 2014 dance season. This is not meant to scare you off, but to give you a chance to know what to expect. All calls will be linked to their tamination explanation.

(You can click on the calls in blue).

In-roll motivate (one example of the C-2 [anything concept](#) which means Any call that begins with everyone doing a Circulate can be modified by replacing the initial Circulate with another call).

[Ah So](#)

[Box/Split Recycle](#)

[Chase Your Neighbor](#)

[Dixie Diamond](#)

[Flip Back](#) (Like a tag back to a wave - but instead of half tag and then scoot back, it's [Flip the Line ½](#), and then scoot back).

Funny diamond circulate (one example of the [C-2 funny concept](#) which is a "Those Who Can" concept. On each part of the call being done, as many people as possible do that part, as long as no two people finish on the same spot.

[Interlocked Diamond Circulate](#)

[Jaywalk](#)

[Percolate](#) (danced directionally quite a few times and then given a name).

Some Call but [replace](#) part of the call with some other call, e.g. *square the bases but replace the split square thru 2 with a split square chain thru*.

[Relay the Top](#)

[Square the Bases](#)

[Stretch Wheel and Deal](#) (part of the C-1 stretch concept in which you stretch the 2 or 4 person call to end in the far center - a stretched wheel and deal becomes a Ferris Wheel)

[Swing and Circle](#) (¼) Starts in some variant of ¼ tag. Centers do an any hand swing thru while the outsides face in (if necessary). Outer 6 circulate (making sure they end up facing in). This call is meant to be done 4 times unless (almost always) it's fractionalized - e.g Swing and Circle ½ (do it twice). Don't get in the habit of always going clockwise. If the center wave is left you'll go counter-clockwise. Or if the call is swing and circle ½ but interrupt with a trade the wave, you'll go both ways!

[Swing the Fractions](#) - like remake, but instead of just 1-2-3 (quarters) it's 1-2-3-2-1 (quarters). Both calls always start with the right.

[Switch the Line](#) (Remember on ANY switch (we're used to the advanced call switch the wave) the **center runs** while the **end cross runs**. Per callerlab *"In cases where dancers would collide, those doing the Cross Run move outside of those doing the Run"*.

[Tag Back to a Wave](#) (within the tagging family - half tag and then scoot back)

[Tally Ho](#)

[Twist the Line](#), [Twist and Anything](#)

[Walk Out to a Wave](#) (the definition sounds complicated, but this is pretty much the "ending" of spin chain and exchange the gears - which by definition also sounds complicated!)

[Zing](#) (starts like zoom)