C-1 EMPHASIS CALL
WITH THE FLOW

**DEFINITION:** From facing couples, with each couple having sideways body flow—as a couple—resulting from the previous call or with exactly one dancer in each couple moving forward: This is a flowing Walk and Dodge. The leading dancer in flow direction walks forward, as the other dancer dodges into the space being vacated.

**TEACHING HINTS:** The easiest calls to start with are those having a strong sweeping motion around the center of the box. Any case for which Sweep 1/4 is appropriate is also appropriate for With the Flow. (The converse is not true. With the Flow can be used in cases where Sweep 1/4 can not.) Flutter Wheel and Reverse Flutter Wheel are perhaps the best examples to start with. Recycle from waves and Wheel and Deal from two-faced lines also work well.

Once dancers feel comfortable with that case (that is, preceding movement is around the center of the box) move on to calls where the center of the turning action is the midpoint of the couple. Examples of this are Ladies Chain, Right and Left Thru, and Chain Down the Line.

Finally, introduce the more challenging cases such as Shakedown, Turn and Deal, Cycle and Wheel, Linear Cycle, and Cast Off 3/4 (push cast from two-faced lines).

Timing of call delivery can be critical to dancer success. For short calls such as Shakedown, With the Flow should be delivered with almost no pause — almost as if it were a single call. Where the dance action is longer, With the Flow is best delivered as the final turning action starts. For example, for Interlocked Diamond Chain Thru, New Centers With the Flow should be delivered as the final push cast for the centers is starting.

**NOTES:** With the Flow is a 4-person call done from a facing box, or a T-bone 2x2 where all dancers are trailers. It ends in either a mini-wave box of 4 or a T-bone 2x2. It is similar to the calls Roll and Sweep 1/4 in that it uses the momentum of the preceding call to determine its action. It requires the preceding call to impart some turning momentum which makes it clear to the dancers who walks and who dodges. The call is not proper from any box that has even one leader; all dancers must be trailers.

The turning momentum of the dancers may either be around the center of their box, or around the center-point of the individual couples. For example, in a Flutter Wheel the turning momentum is a sweeping action around the center of the box. With the Flow would cause the beaus to Walk and the belles to Dodge, forming a right-hand box of 4. For Two Ladies Chain, the turning momentum is around the center of the couple during the Courtesy Turn. With the Flow would cause the girls to Walk and the boys to Dodge, forming a left-hand box of 4.

In general, it is inadvisable to call With the Flow after a Roll. The rotation in a Roll is around the axis of each individual dancer, rather than the couple or the box. However, With the Flow is commonly used after calls such as Turn and Deal and Recycle that incorporate an individual rolling action at the end. This works because, despite the final rolling motion, the overall motion perceived by the dancers is around the center of the box. There are a few calls where a carefully timed delivery could mimic this property (e.g. Ah So and Roll, With the Flow). This usage is considered debatable and is best avoided.

With the Flow can be executed with a different grouping of dancers than those interacting in the preceding call. For example, from lines facing out, it is proper to call Wheel and Deal, New Centers With the Flow. However, all dancers participating in the With the Flow must have the necessary initial rotational momentum. For example, it would be improper to call from a static square: Heads Wheel Thru With the Flow and expect the Sides to participate.
<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
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| **Easy** | Sides Lead Right & Veer Left  
Couples Circulate  
Chain Down the Line, **With the Flow**  
Alter the Wave and Roll  
RLG |
| **Easy** | Heads Wheel Thru  
Right and Left Thru, **With the Flow**  
Triple Cross  
Outsides Trade & Centers Zing  
Home |
| **Easy** | Heads Split Square Thru  
Shakedown **With the Flow**  
Transfer the Column  
Swing Thru  
3/4 Flip the Line  
RLG |
| **Easy** | Heads Pass Out  
Swing Thru  
Linear Cycle, **With the Flow**  
Acy Deucey  
Tandem Spin the Top  
Split Circulate  
RLG |
| **Easy** | Sides Fan the Top  
Linear Action  
Explode And Right and Left Thru  
Flutterwheel, **With the Flow**  
Swing Thru  
2/3 Recycle  
RLG |
| **Easy** | Sides Split Dixie Sashay  
Couples Circulate  
Wheel and Deal, **With the Flow**  
Triple Cross  
Clover And Follow Your Neighbor and  
Spread  
Extend & Remake  
RLG |
| **Easy** | Heads Slide Thru and Spread  
Grand Swing Thru  
Concentric Recycle, **Centers (Boys)**  
**With the Flow**  
Triple Cross  
Tandem Peel and Trail  
Left Swing Thru (from right-hand waves)  
RLG |
| **Easy** | Heads Split Dixie Diamond  
Diamond Circulate  
Centers Switch the Wave  
Interlocked Diamond Chain Thru,  
**New Centers With the Flow**  
Scatter Scoot  
Follow Your Neighbor  
Extend & LA |
| **Medium** | Heads Square Thru 4, Sides Roll-away  
Touch 1/4 and Cross  
Twist And Square Thru 2  
Slide Thru  
Couples Circulate  
Slip & Cast Off 3/4, **With the Flow**  
Quarter Right  
LA |
| **Medium** | Sides Recycle  
Split Square Thru 3  
Turn and Deal **New Centers With the Flow**  
Those Facing Slide Thru  
Siamese Follow Thru  
Outsides Bend the Line, Center Boys  
Right Pull By  
LA |
| **Medium** | All 4 Ladies Chain  
**All 8 With the Flow**  
Alamo Swing Thru  
Girls Run Left  
Girls Lead for All 8 Flutterwheel  
**All 8 With the Flow**  
Sweep the Fractions  
Boys Run  
All 8, Chain Down the Line  
Promenade Home |
| **Medium** | Heads Turn Thru  
Split Circulate  
New Ends Pass Thru  
Shakedown **With the Flow** (T-Bone)  
Ends Zing, Centers Quarter In  
Home |
| **Medium+** | Heads Pass Thru, Separate Around 1 to a Line  
Pass Thru  
Wheel and Deal **Girls With the Flow**  
Make Magic  
Those Facing Slide Thru  
Each Box Shakedown **With the Flow** (T-Bone)  
Split Counter Rotate, Centers Counter Rotate  
Those Facing Start, Cross Chain and Roll  
RLG |

**END**

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