

SIGHT AND MODULE RESOLUTION SYSTEMS

Compiled by Dottie Welch for CALLERLAB 2019 Interest Session, Richmond, Virginia

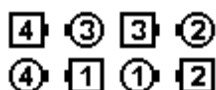
This is a sampling of topics and methods discussed in the "Sight and Module Resolution Systems" document available in the General Documents section of the CALLERLAB website.

A. Terminology

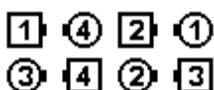
- 1) **Symmetry** is the balance on opposite sides of a central line. It allows us to focus on 4.
- 2) **Formation** refers to the pattern formed by the footprints of the dancers.
- 3) **Arrangement** refers to the position of the boys and girls within a given formation.
- 4) **Sequence** is the counter-clockwise order of the home position numbers of the dancers.
- 5) **Relationship** describes which girl is in the same quarter of the square as a certain boy.
- 6) **One FASR** = any one of eight setups that match a single FASR description.
- 7) **Corner Box** = Eight Chain Thru, Normal Couples, all in Sequence and all facing Corner.
- 8) **Partner Line** = Facing Lines of Normal Couples, all In Sequence and all with Partner.
- 9) **Across the Street Box** = Right-Hand Lady Box Out of Sequence = Heads Square T 2.
- 10) **Allemande Left FASRs**: Corner Box, Trade By, Lines Facing Out, Parallel Left Waves

B. Chicken Plucker

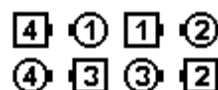
After a Get-In to a Corner Box, there is a paired couple on the outside and everyone is facing their corner. The Chicken Plucker framework moves the dancers from this Corner Box FASR to an Across the Street Box and then back to the Corner Box FASR. Watch the paired couples to track the framework. Confirm that corners are facing and that the paired couples are on the outside before calling "Allemande Left".



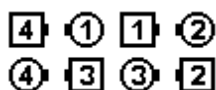
Starting Corner Box



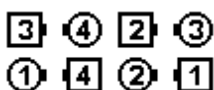
after Right and Left Thru



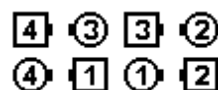
after Pass Thru and Trade By



Across the Street Box



after Right and Left Thru



after Pass Thru and Trade By

Adding Modules: Once this sequence is learned, the usual next step is to use various kinds of modules to modify the calls and create variety within the framework.

- 1) Use the original version of the Chicken Plucker which is twice through "Right and Left Thru, Centers Arch Dive Thru, Centers Pass Thru".
- 2) Use a Zero Module at the Across the Street Box point such as "Swing Thru, Boys Run, Wheel and Deal".
- 3) Use an Equivalent for "Right and Left Thru" such as "Each Four Circle Left Halfway".

Sight Resolve Using the Framework: Observant callers can recognize where they are.

- 1) Move the dancers into a Normal Eight Chain Thru.
- 2) If needed, use Ladies Chain to create exactly two paired couples.
- 3) Identify where the dancers are within the framework and pick up the sequence.

C. Modules

- 1) **Get-In** = a series of calls that move from a Static Square to a known FASR.
- 2) **Get-Out** = a series of calls that move from a known FASR to a Static Square.
- 3) **Zero** = a series of calls that begin and end in the same FASR.
 - a) **Geographic Zeros** always returns every dancer to the same footprints.
 - b) **True Zeros** always end in the same FASR but it might be rotated.
 - c) **Flip-Flops** are True Zeros that rotate the square halfway around.
 - d) **Fractional Zeros** must be repeated two or more times to make a True Zero.
 - e) **Technical Zeros** change Heads with Sides. The FASR is maintained only for two of the four sequence relationships (either genders same or genders different).
- 4) **Equivalentents** = two calls or series of calls which have the same end result.
- 5) **Conversions** = a series of call that move dancers from one known FASR to another.
- 6) **The Magic Module** from Bill Peters (converts from Corner Box to Partner Line) is “Swing Thru, Ends Circulate, Centers Trade and Run, Bend the Line”.

D. Pairing

1) Pairing from Parallel Two-Faced Lines or Waves with same gender in the center:

The goal is at least one couple that is a partner pair.

Is anyone paired? If yes, then you have at least one pair.

If no, then a) If “Centers Trade” gives a pairing, call it.

b) Otherwise call “Ends Circulate”.

c) If it is needed to make a pair, call “Centers Trade”.

2) Pairing all four couples from Normal Parallel Two-Faced Lines:

a) All dancers have their partners in the same line:

If needed call “Centers Trade” to make all paired with partner.

b) Some dancers have their partner in the same line:

If partners are together, call “Centers Trade” to separate them. (Exactly two pairs occur when the sequences of the boys and girls are different. “Centers Trade” changes the sequence of one gender. We want the sequence to be the same.) Then call either “Ends Circulate” or “Centers Circulate” as needed to bring the partners together. Automatically the other couples will also be paired.

c) No dancers have their partner in the same line:

Call “Ends Circulate Twice”, then if needed call “Centers Trade”.

Note: If you see partner pairs in one box, then another option is to call “Couples Circulate, Centers Trade”.

E. Women Callers

Many Sight Resolution Systems were developed by men and therefore focus on the Boy in Couple #1 and his Corner. A woman caller who has danced for a while before beginning to call will likely find this to be a cause of confusion. Her natural focus is on the Girl in Couple #1 and her Corner. When analyzing sequence, the woman’s instinct is to find the corner on the right in a circle. Many of the systems can easily be adapted to this focus. It is much easier to sight call as a woman if you use this focus and avoid using the few systems that cannot be adapted.

F. Recognizing “Friends”

Note a Primary Couple and the man’s corner and her partner as a Secondary Couple. Bill Peters referred to “Friends and Enemies” or “Friends and Strangers” to help callers remember the needed calls. The dancers in the secondary couple are thought of as “Friends” of the Primary Man. (LA = Left Allemande)

- 1) **Pair the primary man and his partner.**
- 2) **Place them on the Left End of Normal Facing Lines.**
- 3) **Look Across and check for the presence of Friends.**
- 4) **Use one of four Get-Outs depending on the Friends seen.**
 - a) If both are Friends, call “Circle Left, Allemande Left”
 - b) If neither is a Friend, call “Star Thru, Pass Thru, Allemande Left”
 - c) If a Girl Friend call, “Pass Thru, Wheel and Deal, Centers Pass Thru, LA”
 - d) If a Boy Friend call, “Pass Thru, Wheel and Deal, Centers Square Thru 3, LA”

G. Isolated Sight and Rubber Band Variation

1) **Isolated Sight Basic Example:** The following sequence keeps the four dancers in the Corner Box very close to the four original geographic locations using either lines or waves.

Get-In to a Corner Box: Heads Square Thru Four (Get-In to a Corner Box)

Isolated Four: Swing Thru, Boys Run, Bend the Line, (now Facing Lines)

Right and Left Thru, Flutterwheel, Reverse Flutterwheel, (same Lines)

Pass the Ocean, Ladies Trade, (Corner Box Wave)

Return to a Corner Box: Swing Thru, Boys Run, Wheel and Deal (Corner Box)

Get-Out from a Corner Box: Allemande Left.

2) **Rubber Band:** Place an imaginary elastic band around the four dancers and use only calls that start and end with them together. Recreate the original Corner Box in a new location.

H. At Home Resolution

- 1) Use Isolated Sight but after the Allemande Left say “Face In, You’re Home”.
- 2) Place one pair at home then use two-couple choreography to place centers at home.
- 3) Use specific calls to place one pair at home (try Ferris Wheel or Cloverleaf).
- 4) Make small adjustments to both the insides and the outsides.

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“Ends Slide Thru, Centers Back Away, You’re Home”

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I. Recognizing when Dancers are In Sequence

- 1) Look for adjacent corners in the circular sense.
- 2) When using Normal Couples Circulate the inside corner is in front of the outside corner.
- 3) Think of yourself as the noted dancer with both corner and partner noted. When facing toward the center, for boys the other boy should be to his left, and for girls the other girl should be to her right.
- 4) Both noted boys (or girls) are the same distance from home.
- 5) Exactly two partner pairings in lines or waves implies the sequence is different.

J. SIXTEEN SEQUENCE AND RELATIONSHIP POSSIBILITIES FOR FACING LINES OF NORMAL COUPLES

“Partner Pair” or “with Partner” means original partners are side-by-side.
Note that for each number (a) Right and Left Thru converts from (a) to (b).

Boys In and Girls In		Boys Out and Girls Out	
1a)	<p style="text-align: center;">All with Partner</p>	1b)	<p style="text-align: center;">All with Partner</p>
2a)	<p style="text-align: center;">All with Corner</p>	2b)	<p style="text-align: center;">All with Corner</p>
3a)	<p style="text-align: center;">All with Opposite</p>	3b)	<p style="text-align: center;">All with Opposite</p>
4a)	<p style="text-align: center;">All Gents with Right-Hand Lady</p>	4b)	<p style="text-align: center;">All Gents with Right-Hand Lady</p>

Boys In and Girls Out		Boys Out and Girls In	
5a)		5b)	
Exactly two Partner Pairs; each Gent is facing his Right-Hand Lady. Partner Pair and their Corners are all in one line.			
6a)		6b)	
Exactly two Partner Pairs; Corners are facing across.			
7a)		7b)	
Partners all in one line, but nobody is paired with original partner. Each Gent is facing his Opposite Lady.			
8a)		8b)	
All Partners are facing across.			

K. GENERALIZED CLASSIC RESOLUTION SYSTEM

A caller using this system moves the dancers into one of four FASRs, recognizes which FASR has been created, and then uses a known module to resolve from that FASR.

The four goal FASRs are:

1. Facing Lines, Normal Couples, All In Sequence, All with Partner
2. Facing Lines, Normal Couples, All Out of Sequence, All with Partner
3. Double Pass Thru, Normal Couples, All In Sequence, Outsides with Partner, Centers beside their Opposite and facing their Partner
4. Double Pass Thru, Normal Couples, All Out of Sequence, Outsides with Partner, Centers beside their Opposite and facing their Partner

This system assumes that the caller can manage the necessary formations, pair two dancers when desired, and normalize the formation with ease. There are several versions of this system that are more structured applications of the same procedure. Usually a sight caller learning this system would begin with one of the more structured versions and then progress to an understanding of the generalized system.

0) Note two adjacent couples: Before beginning to call, note one set of corner dancers and their partners. It is also useful to note the location of home for one partner pair in order to avoid calling "Promenade" when the dancers are already at home.

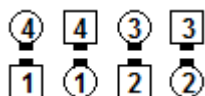
1) Normalize the Formation: When ready to resolve, use calls that change the formation into one with Normal Couples or Parallel Waves with same gender in the Center (0 or 1/2). This step may be unnecessary if such a formation already exists. This step may be delayed until after the couples are paired.

2) Pair at least one couple: Use calls that pair up one couple. Assuming symmetry, this will automatically also pair up the diagonally opposite couple. (If couple #1 is paired then couple #3 should also be paired.) When Step 1 and Step 2 are completed the setup should be Normalized and have at least one noted partner pair together.

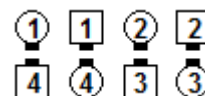
3) Count Partner Pairs and determine the route to follow: Assuming symmetry, the pairing of one couple will automatically also pair up the diagonally opposite couple. If both noted corner dancers are with their partners then all four couples should be paired. Count the pairs. If all couples are paired continue with Step 4. If exactly two couples are paired go to Step 6.

4) If Four Pairs, make Facing Lines: If all four couples are paired, maintain the pairing and change the formation to Facing Lines with Normal Couples.

5) Determine the sequence state by asking, "Are Corners adjacent?" If the noted corner dancers are adjacent (in the center of the line or around the end) then all the dancers are In Sequence. If the noted corner dancers are not adjacent (opposite ends of one line or facing each other across the center) then all the dancers are Out of Sequence.



Corners Adjacent, so In Sequence



Corners not adjacent, so Out of Sequence

These are goal FASRs #1 and #2 listed above. Having determined the sequence state, use an appropriate Get-Out module for Facing Lines In Sequence (go to 5a) or Facing Lines Out of Sequence (go to 5b).

5a) Four Pairs Get-Out if In Sequence: If the dancers are In Sequence the simple resolution is to call "Circle Left, Allemande Left". The classic get-out is "Star Thru (or Slide Thru), Square Thru Three, Allemande Left".

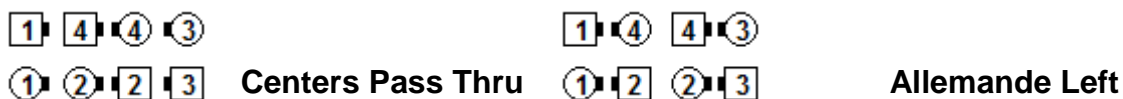
5b) Four Pairs Get-Out if Out of Sequence: If the dancers are Out of Sequence, call "Star Thru (or Slide Thru), Pass Thru, Allemande Left".

Since both Get-Outs begin with "Star Thru", that allows the caller a bit more time to visualize whether "Square Thru 3" or "Pass Thru" will bring the noted corners together. (At Mainstream "Star Thru" can be replaced by "Slide Thru".)

6) If Two Pairs, put them on the outside of a Double Pass Thru formation: If exactly two of the four couples are paired, maintain the pairing and use calls that change into a Double Pass Thru formation with the paired couples on the outside.

7) Determine the sequence state by asking, "Are Corners facing?"

7a) Two Pairs Get-Out if Corners Facing: If the noted corner dancers are facing each other with one dancer between them, call "Centers Pass Thru, Allemande Left" or an equivalent Get-Out module. Note that they are all In Sequence and Centers Pass Thru doesn't change that. This is goal FASR #3 listed above. (Also see step 7c.)

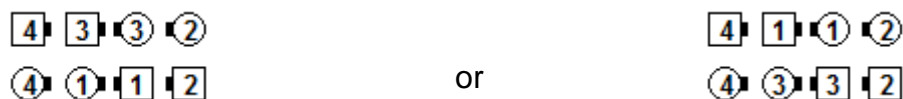


7b) Two Pairs Get-Out if Corners Not Facing: If the noted corner dancers are not facing each other (one is diagonally behind the other), call "Centers Square Thru Three" to turn the center dancers around and bring the two corners together for an Allemande Left or use an equivalent Get-Out module. This is goal FASR #4 listed above. Note that they are all Out of Sequence and the Centers Square Thru Three results in the necessary change in the Sequence State for both Boys and Girls. (Also see step 7c.)



7c) Get-Outs if outside pair is at home: If the outside couples are standing in their home positions, then the resolution calls given in steps 7a and 7b may be replaced with an appropriate at-home resolution module or a bit of Isolated Sight applied to the center four dancers.

Showing Sides at the home positions:



"Centers Star Thru, (Home)"

"Centers Square Thru but on 3 Slide Thru, (Home)"

L. Dancers with Limited Vocabulary

PAIRED AND CORNER ADJACENT RESOLUTION SYSTEM

(This only requires Basic Part 1 calls through Ladies Chain.)

Step 0) Before calling note two adjacent couples and the corner pair.

Step 1) Make Normal Facing Lines when ready to resolve.

Step 2) Place at least one partner pair together or facing.

Look at the table of Sixteen Sequence and Relationship Possibilities.

Case 1: All partners either paired or facing (1a, 1b, 8a, 8b).

Case 2: Two partners either paired or facing (2a, 2b, 4a, 4b, 5a, 5b, 6a, 6b).

Case 3: No partners paired or facing (3a, 3b, 7a, 7b).

3a)		3b)		7a)		7b)	
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Look along the line for a potential partner pair (present in the two FASRs on the right). If not present, then call "Two Ladies Chain" to change the two FASRs on the left into the FASRs on the right. With partners all in one line, call "Pass Thru, Bend the Line" to make 8a or 8b.

Step 3) For Case 1 pair all couples by calling "Two Ladies Chain" if needed.

For Case 2, aim for the partner pairs to be facing each other in the center of the lines.

Achieve this by calling "Two Ladies Chain" and/or "Right and Left Thru". You should now have 1a, 1b, 2a or 4b. (Note: Each Four Circle Left halfway = Right and Left Thru)

1a)		1b)		2a)		4b)	
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Step 4) Use "Right and Left Thru" if needed to put them all In Sequence.

If the noted corners are adjacent to each other either side-by-side or around the end then the dancers are all in sequence (1a = Partner Line and 2a = Corner Line). If the corners are not adjacent call "Right and Left Thru" (1b = Partner Line Out and 4b = Right Lady Line Out).

Step 5) Call "Circle Left" and use "Rollaway" or "Ladies Center, Men Sashay" to bring partners together. Then call "Allemande Left, Promenade".

MEMORY KEY: PAIRED INSIDE WITH CORNER ADJACENT MEANS IN SEQUENCE.

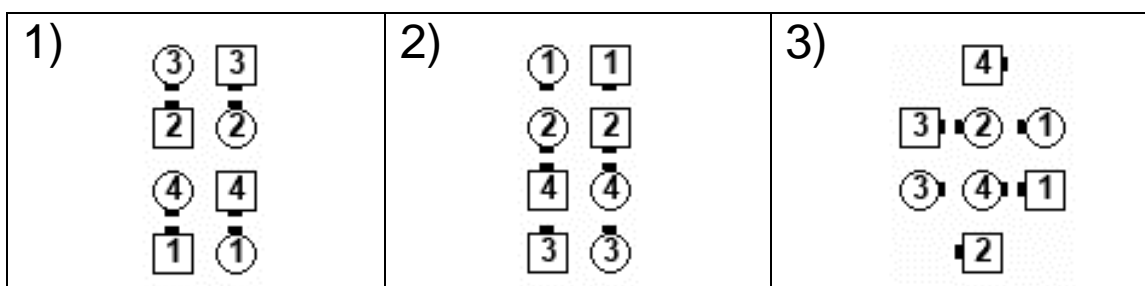
DIVE THRU RESOLUTION SYSTEM

This is a Basic Part 1 alternative when you have moved the dancers into possibility 2a or 4b (partner pairs facing each other in the center of normal lines and the end dancers not facing their partner). Call "Star Thru, Centers Arch, Dive Thru". Then use either "Centers Pass Thru" or "Centers Square Thru Three" as needed to bring corners together for an "Allemande Left".

SLOTING SYSTEM

FASRs 3a and 3b above are Opposite Lines (identify by seeing partners diagonally across). Call "Star Thru, Dive Thru, Centers Pass Thru" then "Pass Thru" or "Square Thru 3" to corner.

M. “SWING THRU, TURN THRU, ALLEMANDE LEFT” RESOLVE



If you can recognize or make these FASRs, they have a useful snapshot resolution.

1) **Lead Right Box FASR:**

All dancers are beside their partner.

The outside man is facing his corner (the center man is not).

From a Static Square: “Sides Lead Right, Swing Thru, Turn Thru, Allemande Left”

2) **Double Pass Thru FASR after Partner Lines “Pass Thru, Wheel and Deal”:**

All dancers are beside their partner.

The outside man is looking at his corner (around the man in front of him).

From Partner Lines: “Pass Thru, Wheel and Deal, Swing Thru, Turn Thru, Allemande Left”

3) **Quarter Tag FASR** which results when the centers in the Double Pass Thru FASR of number 2 step to a wave:

The outside dancers are beside their partner.

The outside man is looking at his corner.

From a Static Square: “Heads Pass the Ocean, Very Centers Trade,
Centers Swing Thru, Turn Thru, Allemande Left”

When your Key Corners are in the wrong place: When the outside man is looking at his corner, the inside man cannot see his corner. If the inside man is your key corner, that criteria will also work to verify the FASR.

Fixing the Sequence: If everyone is paired but the sequence is wrong, call
“Square Thru but on three Swing Thru and Turn Thru, Allemande Left”.

Double Pass Thru formation with centers not paired and no facing corners (Sq. T. 3):

“Centers Step to a Wave, Ladies Trade, Swing Thru, Turn Thru, Left Allemande”

Women Callers: The resolution requires the ladies to be in sequence. Look for the inside lady facing her corner.

The Basic Alternative: “Swing Thru, Box the Gnat, Pull By, Left Allemande”

N. SNAPSHOT GET-OUTS FOR BASIC, MAINSTREAM AND PLUS

EIGHT CHAIN THRU Formation

Corner Box:

(Get-In: Heads Square Thru Four)

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④▪① ①▪②

LA = Left Allemande

PR = Promenade

RLG = Right and Left Grand

B1: Centers Split Two, Separate around One to a Line, All Eight Circle Left, LA

B2: Centers Split Two, Separate around One to a Line, Box the Gnat, Pass Thru, LA

B2: Swing Thru, Girls Circulate, Boys Trade, RLG

B2: Touch 1/4, Split Circulate, Boys Run, Reverse Flutter Wheel, Pass Thru, LA

MS: Swing Thru, Spin the Top, Slide Thru, LA

MS: Square Thru 4, Ends Fold, Pass Thru, RLG

MS: Swing Thru, Cast Off 3/4, Walk and Dodge, LA

MS: Slide Thru, Pass Thru, Tag the Line, Leaders U-Turn Back, LA

MS: Spin Chain Thru, Girls Circulate Two, RLG

P: Touch 1/4, Follow Your Neighbor, LA

P: Relay the Deucey and Spread, LA

P: Single Circle to a Wave, Extend, RLG

Corner Box Out of Sequence:

(Get-In: Heads Square Thru Four, Right and Left Thru)

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③▪④ ②▪③

B1: Circle Right Halfway, LA

B1: Star Thru, Pass Thru, LA

B1: Left Square Thru 2, LA

B2: Dosado to a Wave, Girls Cross Run, Boys Trade, LA

B2: Dive Thru, Centers Touch 1/4 and Box Circulate 2, LA

B2: Left Swing Thru Twice, LA

MS: Slide Thru Twice, LA

MS: Step to Wave, Ladies Trade, Recycle, LA

MS: Touch 1/4, Centers Trade and Run, 3/4 Tag the Line, RLG

P: Left Square Thru 3, All begin Dixie Grand

P: Pass the Ocean, Explode and Allemande Left

P: Slide Thru, Load the Boat, LA

Across the Street = Right-Hand Lady Out of Sequence

(Get-In: Heads Star Thru and Pass Thru)

④▪① ①▪②

④▪③ ③▪②

B1: Right and Left Thru, Dive Thru, Centers Pass Thru, LA

B2: Square Thru 3, Trade By, LA

B2: Swing Thru, Girls Circulate, Swing Thru, Boys Run, PR

MS: Pass Thru, Outsides Cloverleaf, Centers Slide T and Pass Thru, LA

P: Pass the Ocean, Explode the Wave, Trade By, LA

Right Lady Box

(Get-In: Heads Star Thru and Pass Thru, Right and Left Thru)

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B1: Allemande Left, RLG but on third hand Promenade

B1: Centers Arch, Dive Thru, Pass Thru, LA

B2: Pass Thru, Trade By, LA

MS: Spin Chain Thru, RLG (or Girls U-Turn Back, PR)

P: Dixie Grand, Allemande Left, Pass One, PR

Lead Right Box

(Get-In: Heads Lead Right – Outside Boy sees corner)

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④▪③ ①▪②

B1: Circle Left Halfway, Veer Left, Calif Twirl, PR

B1: Star Thru, Each four Circle Left 1/4, Pass Thru, LA

B2: Swing Thru, Girls U-Turn Back, PR

MS: Swing Thru, Turn Thru, LA

P: Fan the Top, Explode the Wave, LA

P: Relay the Deucey, Swing Thru, Turn Thru, LA

Lead Left Box

(Get-In: Heads Lead Left)



B1: Star Thru, Each 4 Circle Left 3/4, Pass Thru, LA

B2: Left Swing Thru, Girls Run, PR

MS: Square Thru but on 3, Swing Thru, Turn Thru, LA

MS: Swing Thru, Boys Run, Tag the Line Left, PR

P: Left Swing Thru and Spread, Turn Thru, LA

DOUBLE PASS THRU Formation

Pair Outside and Facing Corner

(Get-In: Heads Promenade Halfway and Star Thru)



B1: Centers Pass Thru, LA

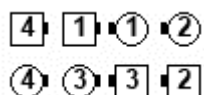
B2: Double Pass Thru, First Left, Next Right, Pass the Ocean, Girls Cross Run, LA

MS: Double Pass Thru, Cloverleaf, Double Pass Thru, Leaders Partner Trade, LA

P: Double Pass Thru, Track Two and Spread, LA

Pair Outside and Behind Corner

(Get-In: Heads Star Thru)



B1: Centers Circle Left halfway and Pass Thru, LA

B1: Centers Square Thru Three, LA

B2: Centers Touch 1/4 and Box Circulate Two, LA

MS: Centers Step to a Wave, Those Ladies Trade, Swing Thru, Turn Thru, LA

MS: DPT, Centers In, Cast Off 3/4, Pass Thru, Tag the Line, Leaders Partner Trade, LA

P: Centers Pass the Ocean and Explode the Wave, LA

Center Pair in front of corner

(Get-In: Heads Pass Thru and Cloverleaf)

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③ ④ ② ③

B1: Centers Square Thru Three, All Left Square Thru Two, LA

B2: Double Pass Thru, Leaders Partner Trade, LA

B2: Zoom, Centers Square Thru Three, LA

MS: Double Pass Thru, Cloverleaf, Centers Pass Thru, LA

P: Dixie Grand, LA

Center Pair not in front of corner

(Get-In: Heads Pass Thru and Cloverleaf, Centers Right and Left Thru)

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③ ② ④ ③

B1: Centers Pass Thru, Left Square Thru Two, LA

B2: Centers Pass Thru, Left Swing Thru twice, LA

B2: Zoom, Centers Pass Thru, LA

MS: Double Pass Thru, Cloverleaf, Centers Square Thru Three, LA

MS: Centers Pass Thru, Touch 1/4, Centers Trade and Run, 3/4 Tag, RLG

P: Centers Square Thru but on three begin Dixie Grand, LA

All Paired, Center Man's Corner behind (or Outside Man sees corner)

(Get-In: Heads Circle Left 1/4)

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④ ① ③ ②

B1: Centers Pass Thru, Veer Right, PR

B2: Double Pass Thru, First Left, Next Follow, Promenade

MS: Centers Pass Thru, Swing Thru, Turn Thru, LA

MS: Centers Swing Thru and Turn Thru, LA

P: Double Pass Thru, Track Two, Swing Thru, Turn Thru, LA

P: Double Pass Thru, Peel Off, Pass Thru, Half Tag, Boys Trade, Turn Thru, Left Allemande, Grand Right and Left but on three Promenade home

FACING LINES Formation

Partner Line

(Get-In: Heads Lead Left, Left Swing Thru, Girls Run, Bend the Line)

(Heads Lead Right, Circle to a Line turns the diagram 90 degrees counter-clockwise)



B1: Two Ladies Chain Over and Back into Promenade

B2: Touch 1/4, Column Circulate, Boys Run, LA

MS: Pass the Ocean, Recycle, Veer Left, California Twirl, PR

P: Touch 1/4, Coordinate, Girls Run, LA

Partner Line Out

(Get-In: Heads Lead Left, Circle Right 1/4)



B1: Star Thru, Pass Thru, LA

B2: Pass the Ocean, Boys Run, PR

MS: Slide Thru, Pass Thru, LA

MS: Pass Thru, Ends Fold, RLG

MS: Dixie Style to a Wave, Boys Trade, Girls Circulate, LA

P: Load the Boat, Pass Thru, LA

Corner Line

(Get-In: Heads Square Thru 4, Slide Thru)



B1: Square Thru 3, LA

B2: Flutter Wheel and Sweep 1/4, LA

MS: Pass the Ocean, Ladies Trade, Recycle, LA

MS: Right and Left Thru, Dixie Style to a Wave, Boys Trade, LA

P: Fan the Top, Recycle, LA

P: Right and Left Thru, Load the Boat, LA