

AUTOMATIC CALLS

After every call, all the Boys U-Turn Back

Heads Square Thru 4 (all Boys U-Turn), (Left) Column Circulate (all Boys U-Turn),
Trade By (all Boys U-Turn), (Left) Column Circulate (all Boys U-Turn),
Centers Square Thru 3 (all Boys U-Turn), (Left) Column Circulate (all Boys U-Turn),
Those facing Pass Thru (all Boys U-Turn), (Left) Column Circulate (all Boys U-Turn),
Left Square Thru but on Three Allemande Left, Home

After every call, all the Girls U-Turn Back

Heads Square Thru 4 (all Girls U-Turn), Column Circulate (all Girls U-Turn),
Trade By (all Girls U-Turn), Column Circulate (all Girls U-Turn),
Centers Square Thru 3 (all Girls U-Turn), Column Circulate (all Girls U-Turn),
Those facing Pass Thru (all Girls U-Turn), Column Circulate (all Girls U-Turn),
Left Square Thru but on Three Allemande Left, Home

After every call, all the Boys Run

Heads Lead Right (Boys Run), Column Circulate (Boys Run),
Trade By (Boys Run), Column Circulate (Boys Run),
Centers Square Thru 3 (Boys Run), Single Hinge (Boys Run)
Each Four Wheel and Deal (Boys Run),
All Eight Circulate (Boys Run), Promenade home

After every call, all the Girls Run

Heads Lead Right (Girls Run), Column Circulate (Girls Run),
Trade By (Girls Run), Column Circulate (Girls Run),
Centers Square Thru 3 (Girls Run), Left Single Hinge (Girls Run)
Each Four Wheel and Deal (Girls Run),
All Eight Circulate (Girls Run), Half Circulate and Bend Line at home

Whenever dancers are next to their original partner, they automatically trade (either a Partner Trade or an Arm Turn Half).

Four Ladies Chain 3/4
At the heads, Pass the Ocean
Extend (everyone trade)
Boys Trade, all Hinge, Scoot Back
Walk and Dodge (everyone trade)
Square Thru 3 (everyone trade)
Pass the Ocean (everyone trade)
Grand Right and Left and Promenade home

One Now, One Later

Tell the dancers to do a call twice, but save one for later. So they actually only do it once and then, in a while, you announce “it is now Later” and they have to do the call that you had them save. This works great if it is the last call of a get out.

Heads Star Thru, Double Pass Thru, Cloverleaf,
Centers Square Thru Three – Twice but save one for later
Swing Thru, Boys Run, Ferris Wheel, Zoom
It’s Later (Centers Square Thru 3), Allemande Left, Home

From the Novelties section of teaching.callerlab.org