



ROTATES





by

JIM DAVIS

P R E F A C E

This book on Rotates is a comprehensive study including directions, teaching hints, diagrams, and choreography. Many phases of Rotates are covered, so treat each section as an area of study. Do not do more than one section in any one night. If you try to do too much in one night confusion will definitely result. Do not go to the next section until you fully understand the last one. For the main studies on Rotates the level of choreography is stated, i.e., Static Square Rotate - C-1, Wave or Line Rotates - C-2, Column Rotates - C-3, Mixed Rotates - C-4. Do not exceed the level of your group.

The symbols used in this book are as follows: Boys  Girl 
Facing direction is indicated by the black dot on the end of the symbol. The number in the symbol indicates the couple number.

Example:  #1 Boy is facing in this direction. 
 #2 Girl is facing in this direction. 

For reading and understanding the diagrams do the following:

1. Look at the diagram in the center of the page for the original starting position. Usually there is only one, but in a few cases there are two.
2. From the center diagram follow one of the black arrows to another diagram in a separate block. Look at the rotate command in that block.
3. Above the rotate command is the final ending position after the rotate command has been completed.
4. Repeat this procedure for each of the blocks around the outside of the center diagram. Remember: 1. Starting Position, 2. Rotate Command, 3. Ending Position.

Choreography is usually set-up for head couple orientation. If you feel that you didn't get enough practice in some particular positions, stir the bucket and rework the choreographic examples again. Make sure everyone understands how to do the call, i.e., how to turn, how to go, and how they got there and why they end up there.

IMPORTANT: In order to do rotates properly you must know how to do counter rotates and split counter rotates properly. Remember rotates are done on circles and so are counter rotates and split counter rotates. For Counter Rotates have the center four hold hands with the other center dancer adjacent to them and then have those four promenade single file 1/4 in a circular manner in their facing direction, while the end four promenade outside 1/4 in a circular manner in their facing direction. For Split Counter Rotates have each box of four hold the adjacent dancers hand and all promenade single file 1/4 in a circular manner in their facing direction. Do NOT use the turn & walk and walk and turn method. This only confuses the issue. For Rotates do Not use the walk and slide method.

To do rotates properly you must turn first and then do the proper type of counter rotate i.e., regular, split, or split split. Remember for any set-up:

LEFT hands for Rotates/Single All in reference to your set-up
RIGHT hands for Reverse Rotates/Single

Single Rotates from Parallelograms, Trapezoids, Z's, X's, O's, Triple Boxes, Once Removed, and Stretch set-ups were not included since they are basically a Box of Four type set-up which is distorted in some manner.

I hope this book will eliminate a lot of the confusion and frustrations that dancers have had with Rotates. I think this book is better than a tape because of the diagrams available to you and the opportunity to go at your own pace. Also the choreography is completely written out.

Revised January 1, 1979



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R O I A T E S A N D V A R I A T I O N S

By Jim Davis - Apollo, Pa.

Revised January 1, 1979

ROTATE - promenade as a couple in a normal promenade direction (COUNTER-CLOCKWISE) in a circular manner around your working circle. NOTE: Do NOT wheel in to face the center of the circle after you are finished promenading. Remain in your present facing direction.

0, 1/4, 1/2, 3/4, FULL - tells how far to rotate (promenade).

NOTE: In order to use rotates the caller MUST give you a rotate command AND also a fraction.

REVERSE ROTATE - promenade as a couple in a wrong way promenade direction (CLOCKWISE) in a circular manner around your working circle.

SINGLE ROTATE - individually promenade single file in a normal promenade direction (COUNTER-CLOCKWISE) in a circular manner around your working circle. NOTE: Do NOT turn to face in toward the center of your circle after you are finished promenading. A "ROLL" call added to the previous command will do this.

REVERSE SINGLE ROTATE - individually promenade single file in a wrong way promenade direction (CLOCKWISE) in a circular manner around your working circle.

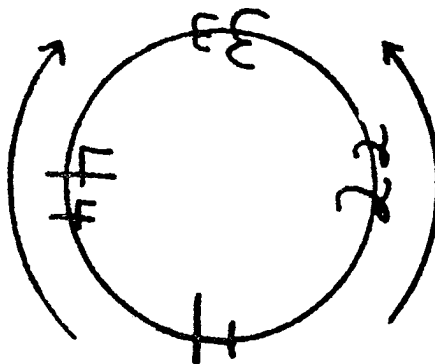
Diagrams and choreographic examples will be given to further explain the rotate concept. Starting and ending positions will be shown for various rotate calls. Below is an explanation of the fundamental concept.

ROTATE means to promenade in a COUNTER-CLOCKWISE (normal promenade) direction.
REVERSE ROTATE means to promenade in a CLOCKWISE (wrong way promenade) direction.

SINGLE ROTATE means to promenade individually single file in a COUNTER-CLOCKWISE (normal promenade) direction.

REVERSE SINGLE ROTATE means to promenade individually single file in a CLOCKWISE (wrong way promenade) direction.

REVERSE ROTATE
(CLOCKWISE)



ROTATE
(COUNTER-CLOCKWISE)

S T A T I C S Q U A R E R O T A T E S

When doing rotates and variations from static square starting positions all dancers are basically starting on the same circle. When the active (designated) dancers start to do their rotate, the inactive (non-designated) dancers will move into the center of the set and remain there. The active dancers doing the rotate will always function around the outside of the set when starting from a squared up set.

Teaching Hints: (Squared-up Set)

On the call "Heads Rotate 1/4", have the Head Couples turn AS A COUPLE to face promenade direction (NO MATTER WHAT THEIR INITIAL FACING DIRECTION, THEY SHOULD TURN SO THAT THEIR LEFT SHOULDERS ARE TOWARD THE CENTER OF THE SET) and promenade as a couple 1/4 around the outside of the set. The couples should remain in promenade facing direction. (Do not wheel in to face the center of the set.) At this point the Head couples should be in promenade facing direction standing behind the side couples. If the call was for the Heads to Rotate 1/2, then they would continue to promenade another 1/4 around the set and remain facing in promenade direction, now 1/2 way around the set from their original starting position. In like manner to go 3/4 or Full they would continue to promenade another 1/4 for each move respectively.

On the call "Heads Reverse Rotate 1/4", have the Head Couples turn AS A COUPLE to face wrong way (Reverse) promenade direction (NO MATTER WHAT THEIR INITIAL FACING DIRECTION, THEY SHOULD SO THAT THEIR RIGHT SHOULDERS ARE TOWARD THE CENTER OF THE SET) and promenade as a couple 1/4 around the outside of the set. The couples should remain in promenade facing direction. (Do not wheel in to face the center of the set.) At this point the Head couples should be in wrong way (reverse) promenade facing direction standing behind the side couples.

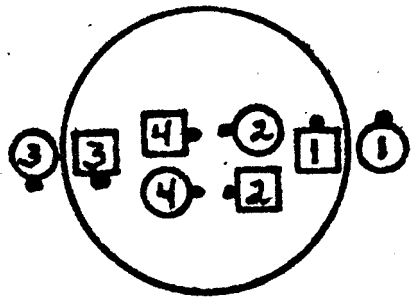
On the call "Heads Single Rotate 1/4", the Head couples should INDIVIDUALLY turn to face promenade direction (TURN SO THAT THEIR LEFT SHOULDERS ARE TOWARD THE CENTER OF THE SET) and promenade single file 1/4 around the outside of the set. At this point the heads should be standing in promenade facing direction in single file (girl ahead of the boy) behind the side couples. Heads do NOT turn to face the center of the set but remain with their left shoulders toward the center of the set.

On the call "Heads Reverse Single Rotate 1/4", the Head couples should INDIVIDUALLY turn to face wrong way promenade direction (TURN SO THAT THEIR RIGHT SHOULDERS ARE TOWARD THE CENTER OF THE SET) and promenade single file 1/4 around the outside of the set. At this point the heads should be standing in wrong way promenade facing direction in single file (boy ahead of the girl) behind the side couples. Heads should remain in facing direction with their right shoulders toward the center of the set.

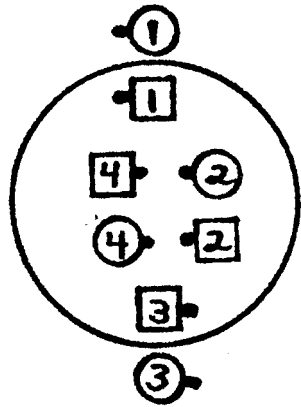
If a ROLL is added to any SINGLE Rotate command the designated dancers would individually turn 1/4 in place after the completion of the Rotate command to face the center of the circle on which they are working. From static squares it would be to face the center of the set.

Remember these fundamental rules: LEFT SHOULDER FOR ROTATES TOWARD THE CENTER OF YOUR CIRCLE; RIGHT SHOULDER FOR REVERSE ROTATES TOWARD THE CENTER OF YOUR CIRCLE; ROTATES MEAN GO AS A COUPLE; SINGLE ROTATES MEAN GO AS AN INDIVIDUAL.

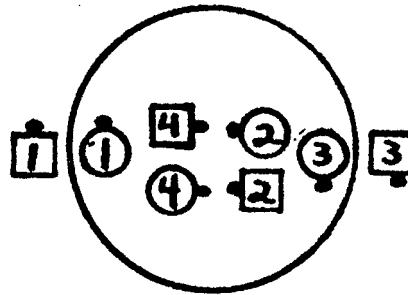
In the Diagrams on Static Square Position Rotates, look at the center diagram. This is the original starting position for all of the various rotates listed around the outside. Each time start with the center diagram, look at the rotate command in any block and above it see the resulting ending position after that rotate command is completed.



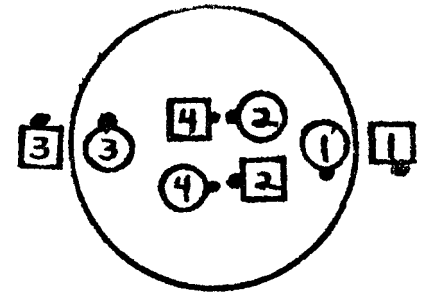
Heads Rotate 1/4



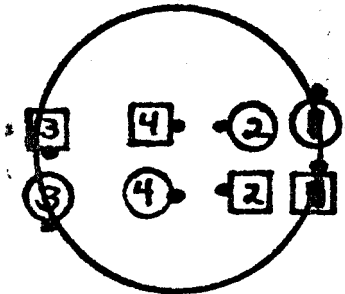
Heads Rotate 1/2



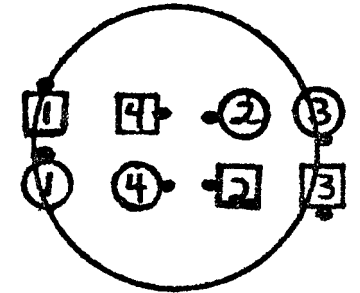
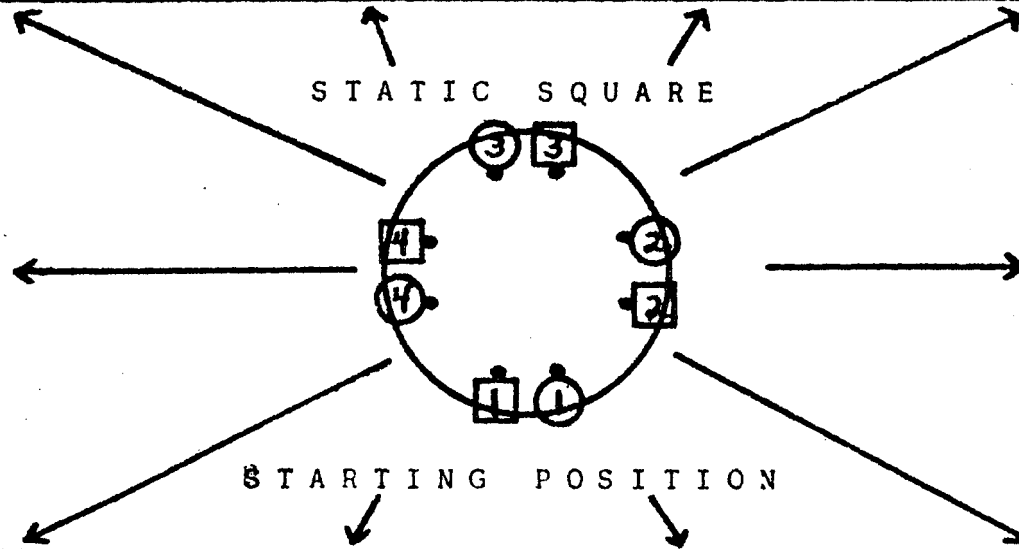
Heads Reverse Rotate 1/4



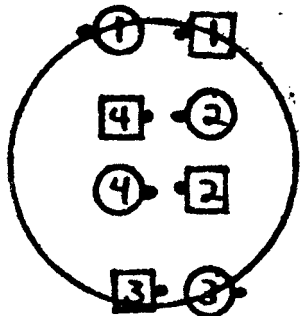
Heads Reverse Rotate 3/4



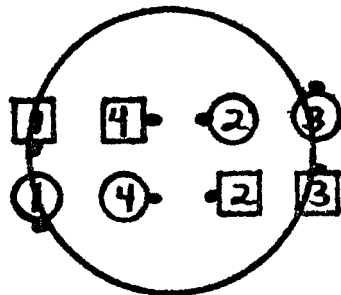
Heads Single Rotate 1/4



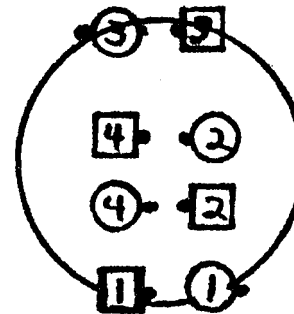
Heads Reverse Single Rotate 1/2



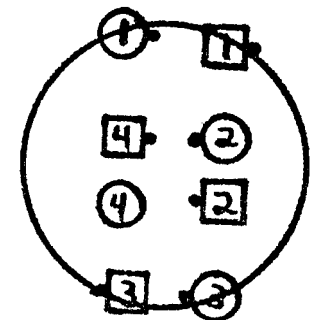
Heads Single Rotate 1/2



Heads Single Rotate 3/4



Heads Single Rotate Full



Heads Reverse Single Rotate 1/4

S T A T I C S Q U A R E T Y P E R O T A T E S

C - 1 Level Choreography

Heads Rotate 1/4, Sides Veer Left & Couples Hinge, Each side Boys Trade, Each side Wheel and Deal, Sweep 1/4, Square thru 3/4, Left Allemande.

Sides Rotate 1/4, Heads Spin the Top & Switch the Wave, Each side Wheel and Deal, Left Allemande.

Heads Rotate 1/2, Sides Flutter Wheel & Veer Left, Triple Trade, Each side Wheel and Deal, Spin the Top, Explode Slide thru, Left Allemande.

Sides Rotate 1/2, Heads Touch 1/2, Side Boys Run Right, Each side Explode the Wave, Trade By, Double Star thru, Right & Left Grand.

All Rotate 1/4, Boys Run Right, Cross By, Left Allemande.

Heads Rotate 3/4, Sides Flutter Wheel & Fan the Top & Mix, Heads Girls Run Left, Each side Left Swing & Mix, Each side Recycle, Cross Trail thru, Left Allemande.

Sides Rotate 3/4, Heads Circle By 3/4 & 1/2, Side Boys Run Right, Triple Trade, Each side Explode the Wave, Left Allemande.

All Rotate 0/4 (No Quarters, Nothing, Zero), Boys Run Right 1 1/2 & Roll, Girls 1/4 Right twice, All Right & Left Grand. Note: Rotate 0/4 meant that all had to turn AS A COUPLE to face promenade direction but do not promenade any amount.

Heads REVERSE Rotate 1/4, Sides Veer Left & Couples Hinge, Line of 8 - 1/2 Tag the Line, Boys Run Right, Left Allemande.

Sides Reverse Rotate 1/4, Heads Veer Right & Couples Hinge, Each side Wheel & Deal, Left Allemande.

Heads Reverse Rotate 1/2, Sides Veer Left & Couples Hinge, AS COUPLES All Flip the Diamond, Each side Wheel & Deal, Cross Trail thru, Left Allemande.

Sides Reverse Rotate 1/2, Heads Swing thru & Switch the Wave, Line of 8 - 1/2 Tag, Trade, & Roll, All Pass Thru, Wheel & Deal, Centers Square thru 3/4, Left Allemande.

Heads Reverse Rotate 3/4, Sides Spin the Top & Switch the Wave, Line of 8 - Turn & Deal, Fan the Top, Swing the Fractions, Right & Left Grand.

Heads Pass Thru & Partner Trade, Sides Reverse Rotate 3/4, Heads Wheel thru & Chase Right & Heads Follow Your Neighbor & Spread, Side Boys Run Right, All Right & Left Grand.

All Reverse Rotate 1/4, Boys Run Right, All Right & Left Grand.

Heads California Twirl & Rotate 1/4, Sides Right & Left Thru & Flutter Wheel & Square thru 3/4, Heads Cast off 3/4, All Left Allemande.

Sides California Twirl & Reverse Rotate 1/4, Heads Veer Left & Couples Hinge, Line of 8 - 1/2 Tag, Boys Run Right, All Left Allemande.

Heads Pass thru & Reverse Rotate 1/2 (Outside), Sides Square thru 3/4, All Boys Run Right, Sides Hinge, All Right & Left Grand.

Sides Right & Left thru with a Full Turn and Rotate 1/4 (Outside), Heads Veer Left & Couples Hinge, Each side All Couples Hinge, Mix, Boys Run Left, All Extend the Tag, Left Allemande.

Heads lead right and circle to a line, All Pass thru, Wheel & Spread, Pass thru & Wheel & Deal, Boys (Outside) Rotate 1/4, Girls Veer Left, Girls AS A COUPLE Cross Run (to the Furthest End), Each side Turn & Deal, Slide thru, Centers Swap Around, Left Allemande.

Heads lead right and circle to a line, Pass the Ocean, In Roll Circulate, Recycle, Veer Left, Couples Circulate, Ferris Wheel, Boys (Outside) Reverse Rotate 1/4, Girls Veer Left, Line of 8 - 1/2 Tag the Line, All Split Counter Rotate, Extend the Tag, Right & Left Grand.

Heads lead right and circle to a line, Pass the Ocean, In Roll Circulate, Recycle, Veer Left, Ferris Wheel, Double Pass thru, Boys Rotate 1/4 (Outside), Girls Chase Right & Counter Rotate & Walk & Dodge, Boys Cast off 3/4, All Touch 1/4, Right & Left Grand.

Heads Wheel thru, Swing thru, In Roll Circulate, Explode the Wave, Wheel & Deal, Double Pass Thru, Boys Reverse Rotate (Outside), Girls 1/4 Right & Walk & Dodge, Boys Cast Right 1/4 (Bend the Line), All Left Touch 1/4, Left Allemande.

Heads lead right and circle to a line, Pass thru and Wheel and Spread, Pass thru & Wheel & Deal, Zoom, Girls Rotate 1/4 (Outside), Boys Wheel thru & Roll, Girls Cast off 3/4 & Roll (Individually) - (all in Left hand waves), All Acey Ducey the Boys go twice, Left Allemande.

Heads lead right and circle to a line, All Pass thru, 1/2 Tag, Trade; Split Circulate twice, Recycle, Veer Left, Ferris Wheel, Girls Reverse Rotate 1/4 (Outside), Boys Touch 3/4 & Walk & Dodge, Girls Cast Right 1/4 (Bend the Line), All Touch 3/4, Right & Left Grand.

Heads Wheel thru, Swing thru, Out Roll Circulate, Explode the Wave, Wheel & Deal, Double Pass thru, Girls Rotate 1/4 (Outside), Boys 1/4 Right & Walk & Dodge, Girls Cast Left 1/4 (Bend the Line), All Box the Gnat, Cross Chain & Roll, Counter Rotate, Right & Left Grand.

Heads Curli-Cross, All Arkie Star thru, Pass thru & Wheel & Deal, Zoom, Double Pass thru, Girls Reverse Rotate 1/2 (Outside), Boys Chase Right & Counter Rotate, Girls Cast Right 1/4 & Roll, All Counter Rotate, Left Allemande.

STA. IC SQUARE TYPE SINGLE ROTATES

Heads Single Rotate 1/4, Sides Curlique, All Girls Run Left & lead for a Flutter Wheel & All Roll, Girls Peel off to a Right & Left Grand.

Sides Single Rotate 1/4, Heads Curlique, All Split Counter Rotate, Girls Peel off to a Right & Left Grand.

Heads Single Rotate 1/2, Sides Touch 1/4 & Counter Rotate, All Follow Your Neighbor, Swing the Fractions, Right & Left Grand.

Sides Single Rotate 1/2 & Roll, Heads Fan the Top, All Chain Reaction, Right & Left Grand

Heads Single Rotate 3/4, Sides Right & Left thru & Flutter Wheel & Roll, All Cast a Shadow, Out Roll Circulate, Right & Left Grand.

Sides Single Rotate 3/4, Heads Curli-Cross & Left Chase, All Bend the Line, 1/2 Breed thru, Curlique, Girls Peel off to a Left Allemande.

All Single Rotate 1/4, Girls Turn Back, All Star thru, All Single Rotate 1/4, Boys turn back, All Star thru, Left Allemande.

Heads Reverse Single Rotate 1/4, Sides Touch 1/4, All Bend the Line, Pass thru & Wheel & Deal, Zoom, Left Allemande.

Sides Reverse Single Rotate 1/4, Heads Touch 3/4, All 1/2 Tag, Trade, & Roll, Pass & Roll, Boys Run, All Cross Trail Thru, Left Allemande.

Heads Reverse Single Rotate 1/2, Sides Spin the Top, All Diamond Circulate, Flip the Diamond, 1/4 Thru, Right & Left Grand.

Sides Reverse Single Rotate 3/4, Heads Circle By 1/2 & 1/2, All 6 - 2 Acey Ducey, Diamond Circulate, Flip the Diamond, Right & Left Grand.

All Reverse Single Rotate 1/4, Boys Turn Back, All Turn thru, Left Allemande.

Heads California Twirl & Single Rotate 1/4, Sides Curlique, All Split Circulate, Acey Ducey - Boys go Twice, Left Allemande.

Sides California Twirl & Single Rotate 1/2, Heads Left Touch 1/4 & Counter Rotate, All Ferris Wheel - Girls Sweep 1/4 & Girls Left Wheel thru, All Cross Chain & Roll, Counter Rotate, Right & Left Grand.

Heads California Twirl & Reverse Single Rotate 1/4, Sides Touch 1/4, All 1/2 Tag the Line, Recycle, Right & Left Grand.

Sides California Twirl & Reverse Single 1/2 & Roll, Heads Right & Left thru & Curli-Cross, All Cross & Turn, Left Allemande.

Heads lead right and circle to a line, Pass the Ocean, In Roll Circulate, Recycle, Veer Left, Ferris Wheel, Girls (Outside) Single Rotate 1/4, Boys Wheel thru & Roll, All Mix, Scoot Back, Extend the Tag, Right & Left Grand.

Heads Curli-Cross, All Arkie Star thru, Pass thru, Wheel & Deal, Girls (Outside) Reverse Single Rotate 1/4, Boys Circle By 1/4 & 1/4, All Turn & Deal, Swing thru Turn thru, Left Allemande.

Heads Slide thru, All Double Pass thru, Peel off, Bend the Line, Pass thru & Wheel & Deal, Boys (Outside) Single Rotate 1/4, Girls Pass the Ocean, All Cut the Diamond, Scoot Back, Explode Spin the Top, Right & Left Grand.

Heads lead right and circle to a line, Pass thru & Wheel & Spread, Pass thru & Wheel & Deal, Boys (Outside) Reverse Single Rotate 1/4, Girls Pass the Ocean, All Diamond Circulate, Flip the Diamond, Explode Square thru 3/4, Left Allemande.

Heads Curli-Cross, All Arkie Star thru, Pass thru, Shuffle the Deck, Boys Single Rotate 1/4, Girls Left Chase, All Turn & Deal, Trade By, Left Allemande.

Heads Slide thru, All Double Pass thru, All 1/4 Right, Ferris Wheel, Double Pass thru, Boys Reverse Single Rotate 1/4, Girls Hinge, Extend the Tag, Counter Rotate, Split Circulate 1 1/2, Flip the Diamond, Right & Left Grand.

Heads lead right & circle to a line, Pass thru & Wheel & Spread, Pass thru & Shuffle the Deck, Girls Single Rotate 1/4, Boys Vertical 1/2 Tag, All Mix, Explode Flutter Wheel & All Roll, Girls Peel off to a Right & Left Grand.

Heads lead right and circle to a line, Pass the Ocean, In Roll Circulate, Explode the Wave, Wheel & Deal, Double Pass thru, Girls Reverse Single Rotate 1/4, Boys Chase Right, All Acey Ducey - Boys go Twice, All Turn & Deal, Left Allemande.

L I N E O R W A V E I Y P E R O T A T E S

When doing rotates and variations from wave or line type formations dancers will function in their own foursome on a split basis type manner on two independent circles. All dancers will function on their own side. Below is a diagram of such an arrangement. In this set-up Couples #1 and #4 would work together and Couples #2 and #3 would work together.



Teaching Hints: (Lines or Waves)

On the call "Rotate 1/4", from the set-up shown above, have all couples turn AS A COUPLE to get LEFT SHOULDERS TOWARD THE CENTER OF THEIR CIRCLE (with the couple directly across from them) and then promenade as a couple 1/4 around their circle (basically COUPLES HINGE at this point). The couples should remain in promenade position. The ending position would be a Grand Alternating Couple LEFT hand Two-Faced Line. If the call was for all to Rotate 1/2, then they would continue to promenade another 1/4 around the circle and remain facing in promenade direction (another COUPLES HINGE would accomplish the promenade another 1/4). At this point we would have parallel left hand two-faced lines. In like manner to go 3/4 or Full they would continue to promenade another 1/4 (COUPLES HINGE) for each move respectively.

On the call "Reverse Rotate 1/4", from a line type formation, have all couples turn AS A COUPLE to face wrong way (REVERSE) promenade direction (MEANS TO GET RIGHT SHOULDERS TOWARD THE CENTER OF THEIR CIRCLE with the couple directly across from them) and then promenade as a couple 1/4 around their circle (basically COUPLES HINGE at this point). The couples should remain in promenade position. The ending position would be a Grand Alternating Couple Right hand Two-Faced Line. If the call was for all to Rotate 1/2, then they would continue to promenade another 1/4 around the circle and remain facing in promenade direction (another COUPLES HINGE would accomplish the promenade another 1/4). At this point we would have parallel right hand two-faced lines. In like manner to go 3/4 or Full they would continue to promenade 1/4 (COUPLES HINGE) for each move respectively.

From lines of four facing In or Out or Two-faced lines you can do Rotate or Reverse Rotate any amount. NOTE: YOU MUST HAVE A TRUE COUPLE SET-UP, i.e., both dancers must be facing the same direction, since you are required to Turn AS A COUPLE and Promenade AS A COUPLE. In fact this is true for any Rotate or Reverse Rotate from any set-up. Consequently, a Rotate or Reverse Rotate cannot be called from ocean waves or 3 and 1 lines, since all dancers are not Couples.

From lines or waves on the call "Single Rotate 1/4", all dancers should INDIVIDUALLY turn to face promenade direction (TURN SO THAT THEIR LEFT SHOULDERS ARE TOWARD THE CENTER OF THEIR CIRCLE (foursome)) and promenade single file 1/4 around that same circle (basically SPLIT COUNTER ROTATE). From normal lines of four if this call was done we would have parallel left hand ocean waves with boys looking in and girls looking out, and the boys looking at his original partner back. For the dancers to have done a Single Rotate 1/2 they would have to continue to promenade another 1/4 (SPLIT COUNTER ROTATE) around their circle in their foursome. For each additional 1/4 that they would have had to go just add a Split Counter Rotate. NOTE: The Following rule can be used for Single Rotates from waves or lines.

Single Rotate 0/4 - Turn INDIVIDUALLY to get LEFT SHOULDERS toward the center of your foursome and do nothing.

Single Rotate 1/4 - Turn INDIVIDUALLY to get LEFT SHOULDERS toward the center of your foursome and do ONE SPLIT COUNTER ROTATE.

Single Rotate 1/2 - Turn INDIVIDUALLY to get LEFT SHOULDERS toward the center of your foursome and do TWO SPLIT COUNTER ROTATES.

Single Rotate 3/4 - Turn INDIVIDUALLY to get LEFT SHOULDERS toward the center of your foursome and do THREE SPLIT COUNTER ROTATES.

Single Rotate 4/4 - Turn INDIVIDUALLY to get LEFT SHOULDERS toward the center of your foursome and do FOUR SPLIT COUNTER ROTATES.

From lines or waves on the call "Reverse Single Rotate 1/4", all dancers should INDIVIDUALLY turn to face wrong way (Reverse) promenade direction (TURN SO THAT THEIR RIGHT IS TOWARD THE CENTER OF THEIR CIRCLE (foursome)) and promenade single file ⁴around that same circle (basically SPLIT COUNTER ROTATE). From normal lines of four if this call was done we would have parallel right hand ocean waves with the boys looking out and the girls looking in, and the girls looking at their original partner's back. For the dancers to have done a Reverse Single Rotate 1/2 they would have to continue to promenade another 1/4 (SPLIT COUNTER ROTATE) around their circle in their foursome. NOTE: The following rule can be used for Reverse Single Rotates from waves or lines.

Reverse Single Rotate 0/4 - Turn INDIVIDUALLY to get RIGHT SHOULDERS toward the center of your foursome and do nothing.

Reverse Single Rotate 1/4 - Turn INDIVIDUALLY to get RIGHT SHOULDERS toward the center of your foursome and do ONE SPLIT COUNTER ROTATE.

Reverse Single Rotate 1/2 - Turn INDIVIDUALLY to get RIGHT SHOULDERS toward the center of your foursome and do TWO SPLIT COUNTER ROTATES.

Reverse Single Rotate 3/4 - Turn INDIVIDUALLY to get RIGHT SHOULDERS toward the center of your foursome and do THREE SPLIT COUNTER ROTATES.

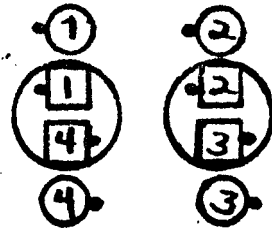
Reverse Single Rotate 4/4 - Turn INDIVIDUALLY to get RIGHT SHOULDERS toward the center of your foursome and do FOUR SPLIT COUNTER ROTATES.

If a ROLL is added to any Single Rotate command from a starting wave or line position, the 1/4 turn would be toward the center of each foursome.

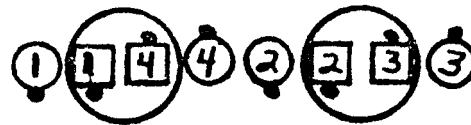
In the Diagrams on Line or Wave Type Rotates, look at the center diagram. This is the original starting position for all of the various rotates listed around the outside.



Rotate 1/4



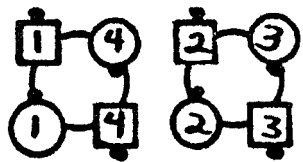
Rotate 1/2



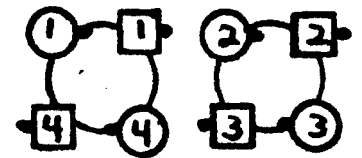
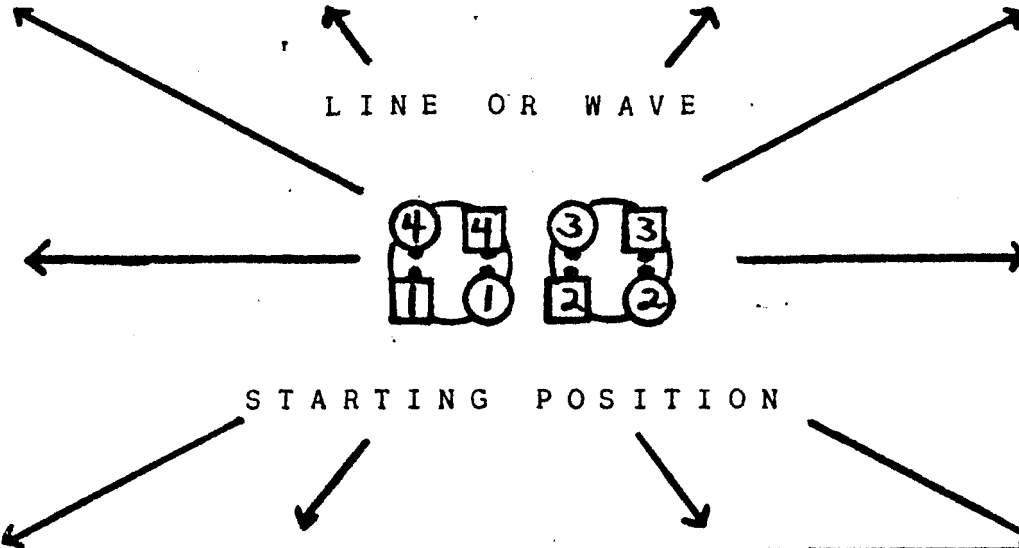
Rotate 3/4



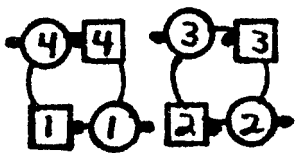
Reverse Rotate 1/4



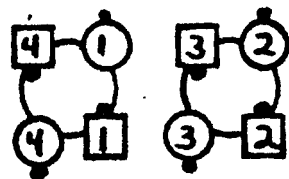
Reverse Single Rotate 1/4



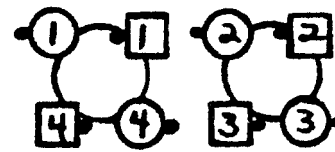
Reverse Single Rotate 1/2



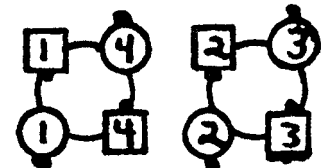
Single Rotate 0/4



Single Rotate 1/4



Single Rotate 1/2



Single Rotate 3/4

L I N E O R W A V E T Y P E R O T A I E S

C - 2 LEVEL CHOREOGRAPHY

Heads lead right and circle to a line, Rotate $1/4$, Wheel & Deal, Cross Trail thru, Left Allemande.

Sides lead right and circle to a line, Rotate $1/4$, Each side Crossfire, Split Circulate, Follow Your Neighbor, Right & Left Grand.

Heads lead right and circle to a line, Rotate $1/2$, Wheel & Deal, Swing thru, Turn thru, Left Allemande.

Sides lead right and circle to a line, Rotate $1/2$, Turn & Deal, Wheel the Ocean, Boys Run, Square thru $3/4$, Left Allemande.

Heads lead right and circle to a line, Reverse Rotate $1/4$, Turn & Deal, Pass the Ocean, Turn thru, Left Allemande.

Sides lead right and circle to a line, Reverse Rotate $1/4$, Each side $1/2$ Tag, Girls Run, Right & Left Grand.

Heads lead right and circle to a line, Reverse Rotate $1/2$, $1/2$ Tag, $1/4$ Thru, Right & Left Grand.

Sides lead right and circle to a line, Reverse Rotate $3/4$, Wheel & Deal & Roll, Girls Peel off to a Right & Left Grand.

Heads lead right and circle to a line, Pass thru, Rotate $1/4$, Wheel & Deal, Left Allemande.

Sides lead right and circle to a line, Pass thru, Rotate $1/2$, Girls Circulate, Boys Turn Back, Left Allemande.

Heads lead right and circle to a line, Pass thru, Rotate $3/4$, Wheel & Deal, Cross Trail thru, Left Allemande.

Sides lead right and circle to a line, Pass thru, Reverse Rotate $1/4$, Crossfire, $1/4$ Thru, Explode Slide thru, Left Allemande.

Heads lead right and circle to a line, Pass thru, Reverse Rotate $1/2$, Boys Run, Right & Left Grand.

Sides lead right and circle to a line, Pass thru, Reverse Rotate $3/4$, Each side $1/2$ Tag, Boys Run, Left Allemande.

Heads lead right and circle to a line, Reverse Rotate $1/2$, Reverse Rotate $1/2$ again (Note: The Second Rotate $1/2$ has you working with different people, you work with the couple in front of you or behind you on the second Rotate, you have a new four that second time), Boys Run, Right & Left Grand.

Sides lead right and circle to a line, Rotate $1/2$ Twice (Different foursome the second time), Promenade.

Heads lead right and circle to a line, Pass thru, Reverse Rotate $1/2$, Reverse Rotate $3/4$, (Different foursome on the Second Rotate), Boys Run, Right & Left Grand.

Heads lead right and circle to a line, Single Rotate 1/4, Girls Run Left, All Left Wheel thru, Left Allemande.

Sides lead right and circle to a line, Single Rotate 1/4, Follow your Neighbor, Swing the Fractions, Right & Left Grand.

Heads lead right and circle to a line, Single Rotate 1/2 (Left Hand Column), Trail off, Promenade.

Sides lead right and circle to a line, Single Rotate 3/4, Follow thru, Promenade.

Heads lead right and circle to a line, Single Rotate 0/4 (Left Hand Column) Girls Peel off to a Right & Left Grand.

Sides lead right and circle to a line, Pass thru, Single Rotate 1/4, Split Circulate, Follow your Neighbor, Right & Left Grand.

Heads lead right and circle to a line, Pass thru, Single Rotate 1/2, Single Zoom 1 1/2, Right & Left Grand.

Sides lead right and circle to a line, Pass thru, Single Rotate 3/4, Criss Cross your Neighbor, Right & Left Grand.

Heads lead right and circle to a line, Pass thru, Reverse Single Rotate 1/4, 1/4 Thru, Turn thru, Left Allemande.

Sides lead right and circle to a line, Pass thru, Reverse Single Rotate 1/2 (Right Hand Column), Triple Scoot, Trail to a Diamond, Flip the Diamond, Right & Left Grand.

Heads lead right and circle to a line, Pass thru, Reverse Single Rotate 3/4, Scoot & Weave, Explode Roll, Right & Left Grand.

Sides lead right and circle to a line, Reverse Single Rotate 0/4 (Right Hand Column), Grand Follow your Neighbor & Spread, Each side Reverse Explode Left Allemande.

Heads lead right and circle to a line, Reverse Single Rotate 1/4, 3/4 Thru, Right & Left Grand.

Sides lead right and circle to a line, Reverse Single Rotate 1/2 (Right Hand Column), Boys Run, Zip Code 1, Left Allemande.

Heads lead right and circle to a line, Reverse Single Rotate 3/4, Follow thru, Boys Run, Right & Left Grand.

Heads lead right and circle to a line, Single Rotate 1/2, 1/4 In, Pass thru, Partner Trade, Single Rotate 1/4 Twice, Walk & Dodge, Wheel the Ocean, Split Circulate 1 1/2, Flip the Diamond, Right & Left Grand.

Note: Single Rotate 1/2 and Single Rotate 1/4 Twice are not the same; you end up in the same spot, but the facing direction is different.

Heads Wheel Fan thru, Touch 1/4, Reverse Single Rotate 1/4, Boys Run, Fan the Top & Spread, Left Allemande.

Sides Wheel Fan thru, Left Touch 1/4, Single Rotate 1/4, Girls Run & lead Dixie Style to an Ocean Wave, Left Allemande.

Heads lead right and circle to a line, Single Rotate 1/4 & Roll, Left Wheel thru, Belles(Girls) Run, Split Circulate, Girls Run, Left Wheel thru, Left Allemande.

Heads lead right and circle to a line, Pass the Ocean, Reverse Single Rotate 1/4, Counter Rotate, Reverse Single Rotate 1/4, Explode Slide thru, Left Allemande.

Sides lead right and circle to a line, Reverse Single Rotate 1/2, Triple Scoot, Trail off, Reverse Single Rotate 1/4 Twice, Scoot Back Right & Left Grand.

Heads lead right and circle to a line, Single Rotate 1/2, Trail off, Single Rotate 1/4 Twice, Mix, Right and Left Grand.

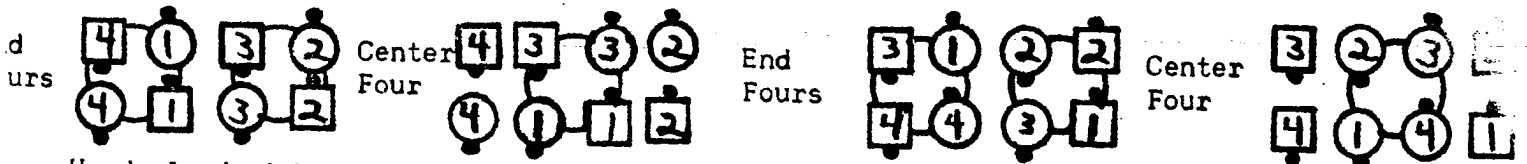
Sides lead right and circle to a line, Pass thru, Beaus (Boys) Run, Scoot Back, Reverse Single Rotate 1/4 Twice, Single Cross & Wheel, Girls Peel off to a Right & Left Grand.

Heads lead right and circle to a line, Rotate 1/2 (AS A COUPLE), Single Rotate 1/4, Mix, Reverse Single 1/4, Walk & Dodge, Reverse Rotate 1/2 (AS A COUPLE), 1/2 Tag, Trade, & Right & Left Grand.

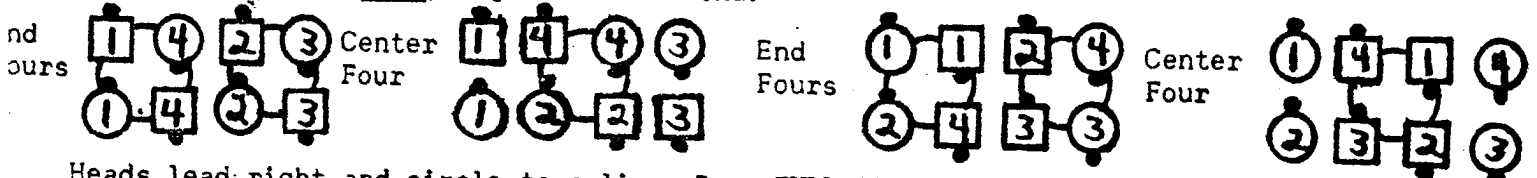
Sides lead right and circle to a line, Single Rotate 1/4, Counter Rotate, Single Rotate 1/4, Counter Rotate, Single Rotate 1/4; Counter Rotate, Out Roll Circulate, Single Rotate 0/4, Girls Peel off to a Right & Left Grand.

Heads lead right and circle to a line, Reverse Single Rotate 1/4, Counter Rotate, Reverse Single Rotate 1/4, Counter Rotate, Walk & Dodge, Reverse Single Rotate 1/4 & Roll, Pass thru, Trade By, Right & Left Grand.

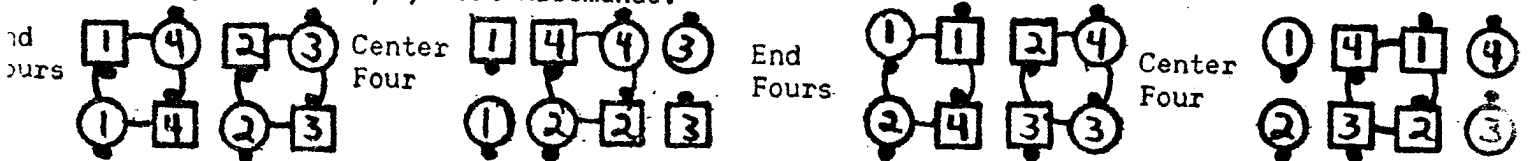
Heads lead right and circle to a line, Do a FULL CRAZY Single Rotate 1/4, Turn & Deal, Left Allemande.



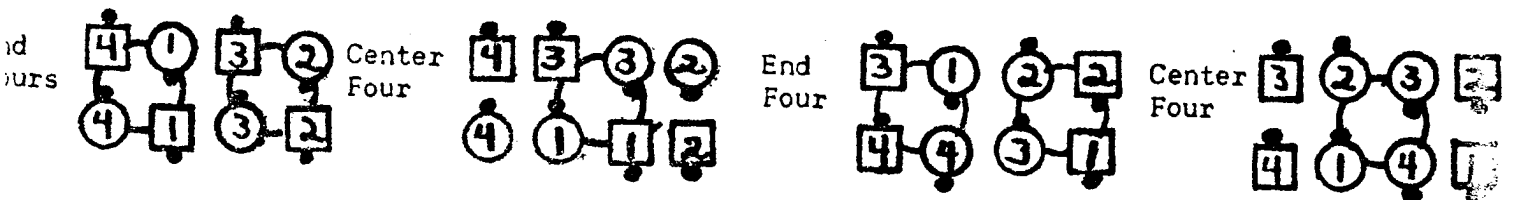
Heads lead right and circle to a line, Do a FULL CRAZY Reverse Single Rotate 1/4, 1/2 Tag, Trade, & Roll, Right & Left Grand.



Heads lead right and circle to a line, Do a FULL CRAZY Single Rotate 3/4, Wheel & Deal, Square thru 3/4, Left Allemande.



Heads lead right and circle to a line, Do a FULL CRAZY Reverse Single Rotate 3/4, Turn & Deal, Right & Left Grand.



C O L U M N I T Y P E R O T A T E S

When doing rotates and variations from column type formations dancers will function on two separate concentric (having the same common center point) circles. The center four dancers will function on the center circle. The outer four dancers will function on the outer circle. Below is a diagram of such an arrangement. In this set-up Couples #2 and #4 will work together and Couples #1 and #3 will work together.



Teaching Hints: (Columns)

On the call "Rotate 1/4" from the set-up shown above, have all couples turn AS A COUPLE to face promenade direction to get their LEFT SHOULDERS TOWARD THE CENTER OF THEIR CIRCLE (ACTUALLY THE CENTER OF THE SET) and then promenade as a couple 1/4 around their circle; (Center two Couples would basically Couples Hinge with each other and the outside two Couples would in effect Couples Hinge on the outside circle only they would be much farther apart.) The Couples should remain in promenade facing direction. The ending position would be a Grand line of Eight with four dancers on each side of the line facing all the same direction and the very center two dancers having LEFT hands joined. If the call had been to Rotate 1/2 the dancers would have all promenaded as a couple another 1/4 around the circle.

On the call "Reverse Rotate 1/4" from our initial set-up, have all couples turn AS A COUPLE to face Reverse promenade direction to get their RIGHT SHOULDERS TOWARD THE CENTER OF THEIR CIRCLE (ACTUALLY THE CENTER OF THE SET) and then promenade as a couple 1/4 around their circle; (Center two Couples would basically Couples Hinge with each other and the outside two Couples would in effect Couples Hinge on the outside circle only they would be much farther apart.) The Couples should remain in Reverse promenade facing direction. The ending position would be a Grand line of Eight with four dancers on each side of the line facing all the same direction and the very center two dancers having RIGHT hands joined.

Note: You must have a TRUE COUPLE set-up to Rotate or Reverse Rotate, i.e., both dancers must be facing the same direction since they are required to TURN AS A COUPLE AND PROMENADE AS A COUPLE.

From a column type formation on the call "Single Rotate 1/4", all dancers should INDIVIDUALLY turn to face promenade direction to get their LEFT SHOULDERS TOWARD THE CENTER OF THEIR CIRCLE (ACTUALLY THE CENTER OF THE SET) and then promenade single file 1/4 around their circle; (center four counter rotate and the outside four counter rotate). Dancers should remain in promenade facing direction. The end result will be parallel LEFT hand Two-Faced lines. To Single Rotate more than 1/4 all dancers would counter rotate once for each additional 1/4 more than the original 1/4.

From a column type formation on the call "Reverse Single Rotate 1/4, all dancers should INDIVIDUALLY turn to face Reverse promenade direction and get their RIGHT SHOULDERS TOWARD THE CENTER OF THEIR CIRCLE (ACTUALLY THE CENTER OF THE SET) and then promenade single file 1/4 around their circle; (Center four counter rotate and outside four counter rotate). Dancers should remain in reverse promenade facing direction. The end result will be parallel RIGHT hand Two-Faced lines.

Note: The following rule can be used for doing Single Rotates from Column type set-ups.

Single Rotate 0/4 - Turn INDIVIDUALLY to get LEFT Shoulders toward the center of the set and do nothing.

Single Rotate 1/4 - Turn INDIVIDUALLY to get LEFT Shoulders toward the center of the set and COUNTER ROTATE Once.

Single Rotate 1/2 - Turn INDIVIDUALLY to get LEFT Shoulders toward the center of the set and COUNTER ROTATE Twice.

Single Rotate 3/4 - Turn INDIVIDUALLY to get LEFT Shoulders toward the center of the set and COUNTER ROTATE Three times.

Single Rotate 4/4 - Turn INDIVIDUALLY to get LEFT Shoulders toward the center of the set and COUNTER ROTATE Four times.

Note: The following rule can be used for doing Reverse Single Rotates from column type set-ups.

Reverse Single Rotate $0/4$ - Turn INDIVIDUALLY to get RIGHT Shoulders toward the center of the set and do nothing.

Reverse Single Rotate $1/4$ - Turn INDIVIDUALLY to get RIGHT Shoulders toward the center of the set and COUNTER ROTATE Once.

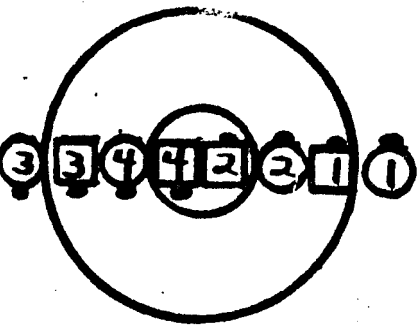
Reverse Single Rotate $1/2$ - Turn INDIVIDUALLY to get RIGHT Shoulders toward the center of the set and COUNTER ROTATE Twice.

Reverse Single Rotate $3/4$ - Turn INDIVIDUALLY to get RIGHT Shoulders toward the center of the set and COUNTER ROTATE Three times.

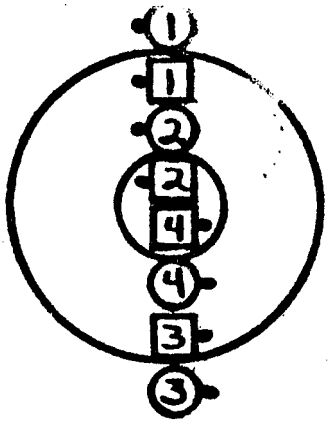
Reverse Single Rotate $4/4$ - Turn INDIVIDUALLY to get RIGHT Shoulders toward the center of the set and COUNTER ROTATE Four times.

From a column type set-up if a ROLL is added to any Single Rotate command the $1/4$ turn would be toward the center of the set.

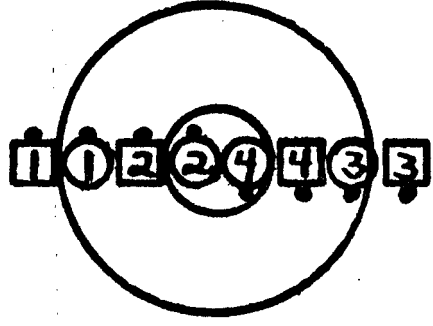
In the Diagrams on Column Type Rotates, look at the center diagram. This is the original starting position for all of the various rotates listed around the outside. Each time start with the center diagram, look at the rotate command in any block and above it see the resulting ending position after that rotate command is completed.



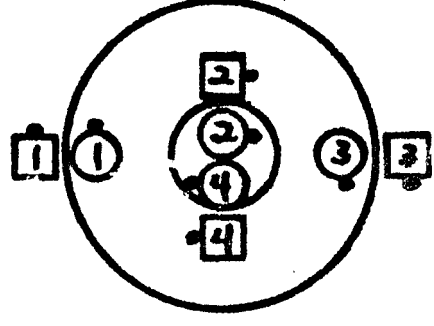
Rotate 1/4



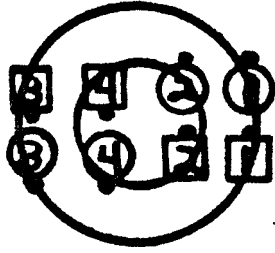
Rotate 1/2



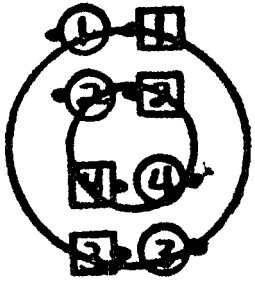
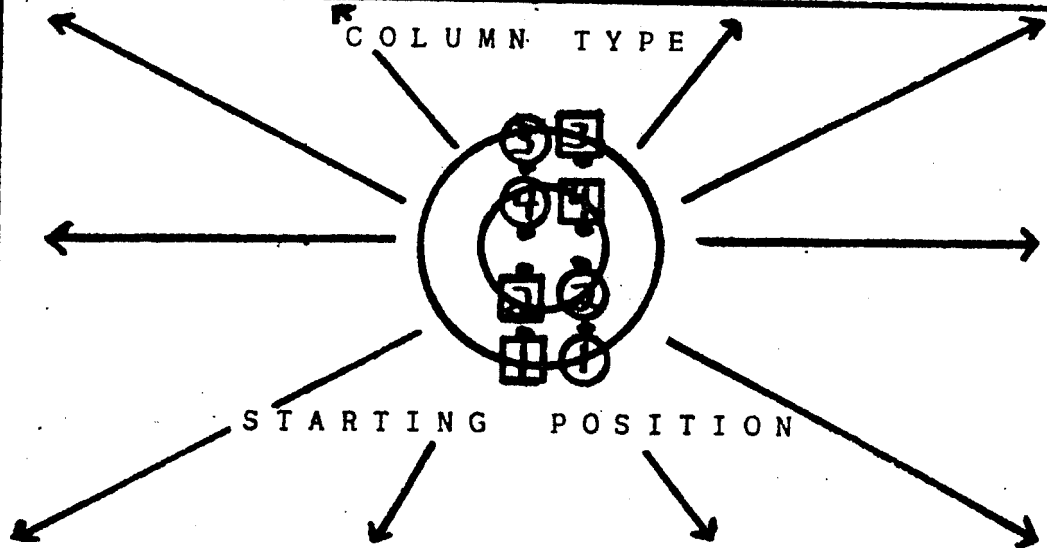
Reverse Rotate 1/4



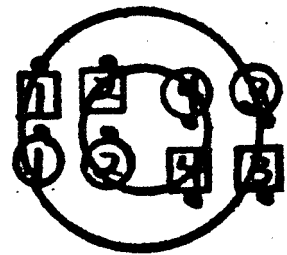
Reverse Rotate 1/4, Centers go 1/2



Single Rotate 1/4



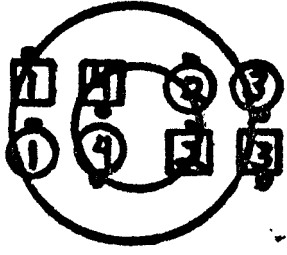
Single Rotate 1/2



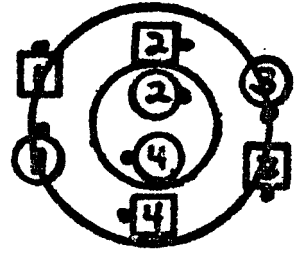
Reverse Single Rotate 1/4



Reverse Single Rotate 1/2,



Ends Reverse, Centers Regular



Centers Reverse Rotate 1/2

C O L U M N T Y P E R O T A T E S

C - 3 LEVEL CHOREOGRAPHY

Heads lead right and circle to a line, Pass thru, Wheel & Deal, Rotate 1/4, Each line of four Wheel & Deal, Tag the Line Right, Boys Hinge, Diamond Circulate, Flip the Diamond, Right & Left Grand.

Sides lead right and circle to a line, Pass thru, Wheel & Deal, Rotate 1/2, Each line of four 1/2 Tag, Split Circulate, Split Counter Rotate THREE times, Right & Left Grand.

Heads lead right and circle to a line, Pass thru, Wheel & Deal, Rotate 1/4, Centers go 1/2, AS COUPLES Flip the Diamond, AS COUPLES Mix, Each side Couples Hinge, Tag the Line Zig - Zag, Right & Left Grand.

Sides lead right and circle to a line, Pass thru, Wheel & Deal, Reverse Rotate 1/4, AS COUPLES Crossfire, Cross & Wheel, Promenade.

Heads lead right and circle to a line, Pass thru, Wheel & Deal, Reverse Rotate 1/2, Line of eight 1/2 Tag, Boys Run, Left Allemande.

Sides lead right and circle to a line, Pass thru, Turn & Deal, Reverse Rotate 1/4, Line of eight Turn & Deal, Cross trail thru, Left Allemande.

Heads Slide thru, All Reverse Rotate 1/4, Centers go 1/2, Center line Crossfire and same four Walk & Dodge, Ends Cast Right 1/4, Left Allemande.

Sides Slide thru, All Reverse Rotate 1/4, Concentric Wheel & Deal, Zoom, Dixie Grand, R,L,R, Left Allemande.

Heads lead right and circle to a line, Pass thru, Wheel & Deal, Double Pass Thru, Rotate 1/4, Line of eight LEFT (go left shoulders) 1/2 Tag, Boys Run, Right & Left Grand.

Sides lead right and circle to a line, Pass thru, Wheel & Deal, Double Pass Thru, Rotate 1/4, Centers go 1/2, AS COUPLES Flip the Diamond, Each side Couples Hinge, Promenade.

Heads Slide thru, All Double Pass Thru, Reverse Rotate 1/4, Concentric Wheel & Deal, Dixie Grand, R,L,R, Left Allemande.

Sides Slide thru, All Double Pass Thru, Reverse Rotate 1/4, Centers go 1/2, AS COUPLES Cut the Diamond, Line of eight 1/2 Tag, Trade and Cross Invert 1/2, Tag Back to an Ocean Wave, Extend the Tag, Right & Left Grand.

Heads Left Wheel thru, All Rotate 1/4. Line of eight Turn & Deal, All Wheel the Ocean, 1/4 Thru, Cross By, Left Allemande.

Heads Left Wheel thru, All Pass thru, Rotate 1/4, Each line of four Wheel & Deal, All Wheel & Deal again, Recycle, Right & Left Grand.

Sides Wheel thru, All Reverse Rotate 1/4, Line of eight Turn & Deal & Roll, Each four Single Zoom 1 1/2 to a Right & Left Grand.

Sides Wheel thru, All Pass thru, Reverse Rotate 1/4, AS COUPLES Crossfire, Tag the Line, Zig - Zag, Turn thru, Left Allemande.

Heads lead right and circle to a line, Pass thru, Wheel & Deal, Centers Reverse Rotate 1/4, All Stroll & Cycle, Cross Over Circulate, 1/2 Tag, Trade & Roll, Right & Left Grand.

Sides lead right and circle to a line, Pass thru, Wheel & Deal, Centers Reverse, Ends Regular, All Rotate 1/4, Each side Couples Hinge, Promenade.

Heads lead right and circle to a line, Pass thru, Shuffle the Deck, Centers Reverse, Ends Regular, All Rotate 1/4, Each side Crossfire, Split Counter Rotate, Single Zoom 1 1/2, Right & Left Grand.

Heads Slide thru, All Single Rotate 1/4, Trade Circulate, 1/2 Tag, Rims Trade Back, Right & Left Grand.

Sides Slide thru, All Single Rotate 1/4, Turn & Deal, Trade By, Left Curlique, Left Allemande.

Heads Right & Left thru and Slide thru, All Single Rotate 1/4 - Centers go 1/2, Center four Peel & Trail, Other Girls Peel off, All Right & Left Grand.

Sides Slide thru, All Single Rotate 1/2, Girls start a Wheel the Ocean, Alter the Wave, Left Allemande.

Heads Slide thru, All Single Rotate 1/4 - TWICE (Note: After the first one is completed you are in a two-faced line formation and must do a line type Rotate for your second Rotate), Split Circulate, Girls Trade, Split Circulate, Left Allemande.

Sides Slide thru, All Single Rotate 1/2 - Centers go 3/4, Ends Detour, Those facing start a 1/2 Breed thru, Zip Code 1, Left Allemande.

Heads Slide thru, All Reverse Single Rotate 1/4, 1/2 Tag, All 8 Circulate, Explode Curlique, Girls Peel off to a Left Allemande.

Sides Slide thru, All Reverse Single Rotate 1/2, Cross Roll to an Ocean Wave, Counter Rotate, Follow Your Neighbor, Left Allemande.

Sides Slide thru, All Reverse Single Rotate 1/4 - Centers go 1/2, Each side "Walk & Dodge", "All 8 Circulate," Those facing start a Split Dixie Style to an Ocean Wave (Left Hand Columns at this point), Boys Trade, Each side Single Cross & Wheel, Extend the Tag, Right & Left Grand.

Heads Slide thru, All Double Pass thru, Single Rotate 1/4, Boys start a Wheel the Ocean, Mix, Left Allemande.

Sides Right & Left thru & Slide thru, All Double Pass thru, Single Rotate 1/4, LEFT 1/2 Tag, Cross By, Right & Left Grand.

Heads Slide thru, All Double Pass thru, Single Rotate 1/2, Trade Circulate, Turn & Deal & Roll, Left Allemande.

Sides Slide thru, All Double Pass thru, Single Rotate 1/4 Twice, Mix, Stretch Re-cycle, Dixie Grand, R,L,R,Left Allemande. Note: 1st Rotate is a column type, 2nd Rotate is a line type.

Heads Slide thru, All Double Pass Thru, Reverse Single Rotate 1/4, All 8 Circulate, 1/2 Tag, Swap the Wave, Shakedown, Left Allemande.

Sides Slide thru, All Double Pass Thru, Reverse Single Rotate 1/4, Turn & Deal, Pass thru, Trade by, Left Touch 1/4, Left Allemande.

Heads Left Wheel thru, All Single Rotate 1/4, Trapezoid Circulate, Slip & Wheel & Deal, Veer Right, Promenade.

Sides Left Wheel thru, All Single Rotate 1/4 & Roll, Center four Cross & Turn, Left Allemande.

Heads Split Swap Around, All Reverse Single Rotate 1/4, 1/2 Tag, Trade, & Switch to a Diamond, Flip the Diamond, Right & Left Grand.

Sides Right & Left Thru and Curli-Cross, All Reverse Single Rotate 1/4 Twice, Right & Left Grand. Note: 1st Rotate is a column type, 2nd Rotate is a line type.

Heads Right & Left Thru & Left Wheel thru, All Pass thru, Single Rotate 1/4, Bend the Line, Pass thru, Turn & Deal, Left Allemande.

Sides Left Wheel thru, All Pass thru, Single Rotate 1/4, Ferris Wheel, Left Allemande.

Heads Wheel thru, All Pass thru, Reverse Single Rotate 1/4, Slip & 1/2 Tag, Trade and Swap the Wave, Left Allemande.

Sides Split Swap Around, All Pass thru, Reverse Single Rotate 1/4, 1/2 Tag, Swing thru, Right & Left Grand.

Heads lead right and circle to a line, Left Touch 1/4, Single Rotate 1/4, Trapezoid Circulate, Trade Circulate, Boys Run, Turn thru, Left Allemande.

Sides lead right and circle to a line, Left Touch 1/4, Single Rotate 1/4, Bend the Line, Cross Breed thru, Left Allemande.

Heads lead right and circle to a line, Touch 1/4, Reverse Single Rotate 1/4, Slip, 1/2 Tag, Recycle Twice, Right & Left Grand.

Sides lead right and circle to a line, Touch 1/4, Reverse Single Rotate 1/4, 1/2 Tag, Remake the Set-up, Right & Left Grand.

Heads 1/2 Square thru, Circle up four, Head Boys break to a line of four, Touch 1/4, All Reverse Single Rotate 1/4 - Centers go 1/2, Ends Detour, Those facing Turn thru, All Left Allemande.

Heads Slide thru, All Double Pass Thru, Boys Run, All Reverse Single Rotate 1/4, 1/2 Tag, Trade Circulate, Left Allemande.

Sides Slide thru, All Double Pass Thru, Girls Run, All Single Rotate 1/4, Girls start a Wheel the Ocean, All Extend the Tag, Right & Left Grand.

Heads lead right and circle to a line, Cross the K, Pass thru, Wheel & Deal, Girls Reverse, Boys Regular, All Single Rotate 1/4, Twin Orbit Circulate, Counter Rotate, Right & Left Grand.

Sides lead right and circle to a line, Pass thru, Wheel & Spread, Pass thru, Wheel & Deal, Zoom, Girls Reverse, Boys Regular, All Single Rotate 1/4, Boys Trade, Right & Left Grand.

Heads Slide thru, All Double Pass thru, Peel off, Pass thru, Wheel & Deal, Boys Reverse, Girls Regular, All Single Rotate 1/4, Counter Rotate, Left Allemande.

Sides Slide thru, All Double Pass thru, Peel off, Pass thru, Wheel & Deal, Zoom, Boys Reverse, Girls Regular, All Single Rotate 1/4, Trade Circulate, Left Allemande.

Heads lead right and circle to a line, Pass thru, Wheel & Deal, Reverse Single Rotate 1/4 Twice, Right & Left Grand. Note: 1st Rotate is a column type, 2nd Rotate is a line type.

Sides Wheel Fan thru, All Slide thru, Pass thru, Turn & Deal, Zoom, Single Rotate 1/4 Twice, Left Allemande. Note: 1st Rotate is a column type, 2nd Rotate is a line type.

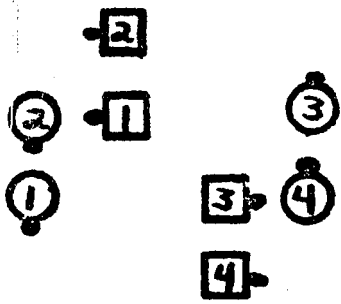
Heads Slide thru, All Zoom, Double Pass Thru, Reverse Single Rotate 0/4, 1/2 Tag, Trade, Trade Circulate, Left Allemande.

Sides Slide thru, All Double Pass Thru, Reverse Single Rotate 0/4, Turn & Deal, Trade By, Pass & Roll Your Neighbor, Left Allemande.

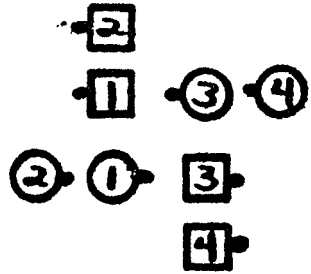
M I X E D T Y P E R O T A T E S

When doing mixed type rotates there are some dancers starting from a wave or line type formation and there are some dancers starting from a column type formation. In executing the rotate command you must apply the rules for rotates for the type of formation from which you start. Each dancer will execute the rotate command as if all the other dancers were in the same type of formation as he or she is. However, when you turn to face the proper rotate direction and extend hands realize that sometimes no one may take your hand. You may or may not have to work independently.

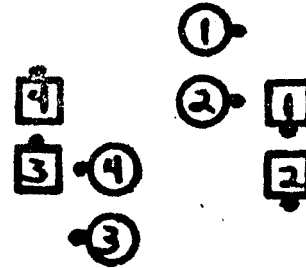
In the diagrams of Mixed Type Rotates on the following page you will see two starting positions. For the left Center Starting Position box there are five examples of rotates from that starting position. For the right Center Starting Position box there are five examples of reverse rotates from that starting position. In each case look at the starting position, then look at one of the adjacent diagrams. The rotate command is under the final ending position.



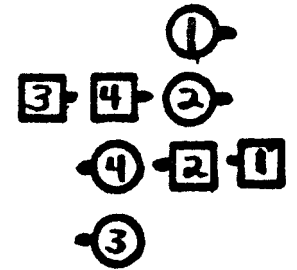
Single Rotate 1/4



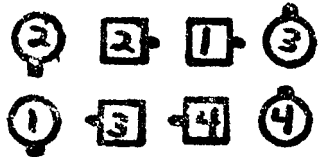
Single Rotate 1/4, Girls 1/2



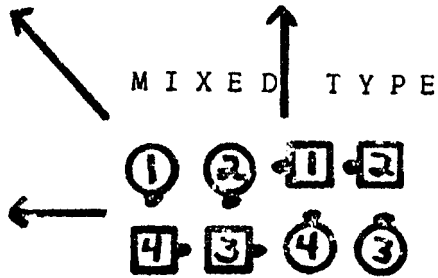
Reverse Single Rotate 1/4



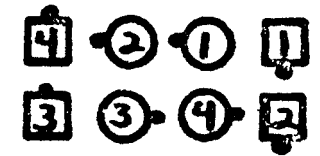
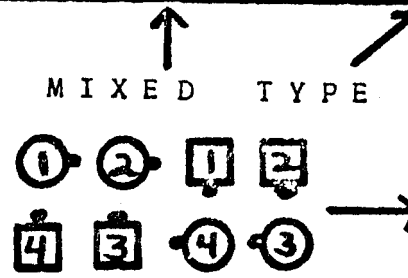
Reverse Single Rotate 1/4,
Boys go 1/2



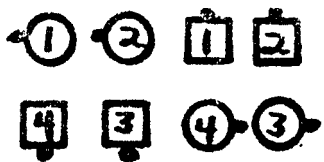
Single Rotate 1/4, Boys
go Twice



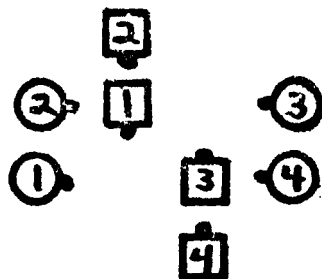
STARTING POSITION



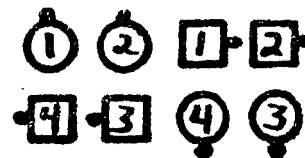
Reverse Single Rotate 1/4,
Girls go Twice



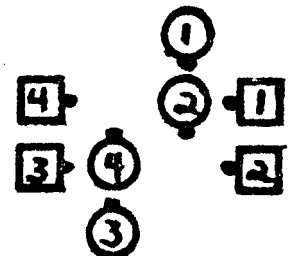
Single Rotate 0/4



Single Rotate 1/4 & Roll



Reverse Single Rotate 0/4



Reverse Single Rotate 1/4
& Roll

MIXED WAVE/LINE AND COLUMN TYPE ROTATES

C-4 CHOREOGRAPHY

Heads lead right and circle to a line, Cross the K - Boys Roll, All Single Rotate 1/4, Boys Truck & Boys Wheel the Ocean, Girls Counter Rotate & Girls Single Zoom, Boys Scoot Back, All Extend the Tag, Left Allemande.

Sides lead right and circle to a line, Cross the K - Boys Roll, All Single Rotate 1/4 - Girls go 1/2, Boys only Step & Slide, Girls Single Zoom, All Peel off, 1/2 Tag, Right & Left Grand.

Heads lead right and circle to a line, Cross the K - Boys Roll, All Single Rotate 1/4 - Boys go Twice, Girls Single Zoom, Boys Counter Rotate, All 8 Circulate 1 1/2 to a Left Allemande.

Sides lead right and circle to a line, Cross the K - Boys Roll, All Single Rotate 0/4, Girls Peel off & Roll and split the boys both turn left, round one, line up four, All Reverse Single Rotate 3/4, Right & Left Grand.

Heads lead right and circle to a line, Cross the K - Boys Roll, All Single Rotate 1/4 & Roll, Boys Fantom Column Circulate & Tandem Run, Girls Belles Kickoff, All Scoot Back, Right & Left Grand.

Sides lead right and circle to a line, Cross the K - Girls Roll, All Reverse Single Rotate 1/4, Girls Truck & Shakedown & Roll, Boys Counter Rotate, All Recycle Twice, Right & Left Grand.

Heads lead right and circle to a line, Cross the K - Girls Roll, All Reverse Single Rotate 1/4 - Boys go 1/2. Girls Step & Slide & Single Zoom, All Split Counter Rotate, Right & Left Grand.

Sides lead right and circle to a line, Cross the K - Girls Roll, All Reverse Single Rotate 1/4 - Girls go Twice, Boys Counter Rotate, All Swap the Wave, Left Allemande.

Heads lead right and circle to a line, Cross the K - Girls Roll, All Reverse Single Rotate 0/4, Boys Peel off & Roll and split the girls both turn right, round one, line up four, All 1/2 Tag, Swing the Fractions, Right & Left Grand.

Sides lead right and circle to a line, Cross the K - Girls Roll, All Reverse Single Rotate 1/4 & Roll, Girls Fantom Column Circulate & Hinge, All Extend the Tag, 1/4 Thru, Right & Left Grand.

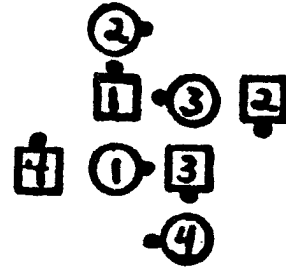
Heads Slide thru, All Double Pass Thru, Boys 1/4 Right, All Reverse Single Rotate 1/4, Girls Truck & Chase Right, Boys Counter Rotate, All Cross & Wheel, Promenade.

Sides Slide thru, All Double Pass Thru, Girls 1/4 Left, All Single Rotate 1/4, Boys Truck & Wheel the Ocean, Girls Counter Rotate, All Same Sexes Trade, Left Allemande.

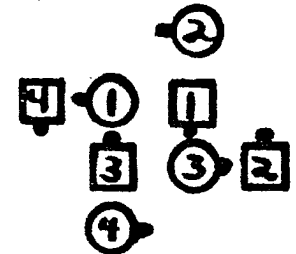
HEADS Slide thru, All Double Pass Thru, Girls 1/4 Right, All Reverse Single Rotate 1/4 - Girls go 1/2, SIDE Boys Jaywalk, All Boys Step & Fold, All Peel off, Pass thru, 1/2 Tag, Left Swing thru, Right & Left Grand.

Sides Slide thru, All Double Pass Thru, Boys 1/4 Right, All Single Rotate 1/4 - Boys go 1/2, Lead Boys Latch On 1/2, LINES Girls Run thru, All Explode Slide thru, Centers Pass thru, Left Allemande.

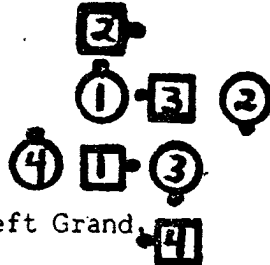
Heads lead right and circle to a line
Right & Left thru - Boys Roll,
All Reverse Single Rotate 1/4,
Ends Circulate, Boys Right Anchor 1/4,
All LINES Reverse Single Rotate 1/4 thru,
All Reverse Single Rotate 1/4, Right & Left Grand.



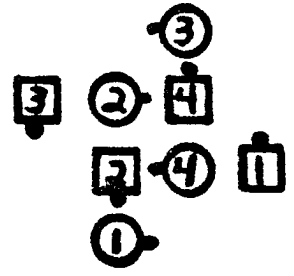
Sides lead right and circle to a line,
Right & Left thru - Girls Roll,
All Single Rotate 1/4, Ends Circulate,
Girls Left Anchor 1/4, All LINES Single Rotate 1/4 thru,
Rims Trade Back, Left Allemande.



Heads lead right and circle to a line,
Pass thru, Girls 1/4 Right,
All Reverse Single Rotate 1/4,
Center four Truck, Girls Step & Fold,
Girls Peel off & Cast Right 1/4,
All Reverse Single Rotate 3/4, Right & Left Grand.



Heads lead right and circle to a line,
Pass thru, Boys 1/4 Left,
All Single Rotate 1/4, Center four Truck,
Boys Step & Fold, Girls Belles Kickoff,
All Turn to a line, Pass the Ocean,
Right & Left Grand.



Heads lead right and circle to a line, Cross the K, Pass thru, Wheel & Deal - Girls Roll, All Single Rotate 1/4 - Girls go Twice, Boys Truck & Single Zoom, Girls Counter Rotate, All Promenade.

Heads Split Swap Around, All Arkie Star thru, Pass thru, Wheel & Deal - Boys Roll, All Single Rotate 1/4 - Boys go 1/2, All O Circulate Twice, Boys Squeeze, Each side Peel off, Bend the Line, Pass thru, Turn & Deal, Zip Code 1, Right & Left Grand.

Heads Split Swap Around, Touch 1/2, Stretch Recycle - Boys Roll, All Reverse Single Rotate 1/4 - Boys go Twice, Girls Truck & Single Zoom, Boys Counter Rotate Slip & Cross & Wheel, Promenade.

Heads Split Swap Around, All Touch 1/4, Stretch Recycle - Girls Roll, All Reverse Single Rotate 1/4 - Girls go 1/2, All O Circulate Twice, Girls Truck, Each side Trail off, Ferris Wheel, Zip Code 1, Right & Left Grand.

Heads lead right and circle to a line, Touch 1/4 - Girls Roll, All Reverse Single Rotate 1/4, Ends Bend, Heads Fantom Split Circulate, Sides Fantom 1/2 Tag, Boys Run, All Square thru 4 hands, Trade by, Left Allemande.

FANTOM SPLIT LINES/INTERLOCKED LINES - C-4 Choreography

Heads lead right and circle to a line, All Touch 1/4, All Truck; All Fantom Split Waves Reverse Single Rotate 3/4, Each side Peel & Trail, Recycle Twice, Right & Left Grand.

Heads lead right and circle to a line, Right & Left Thru, Pass Thru, Fantom Split Lines Reverse Single Rotate 3/4, Fantom Split Column Transfer the Column, Fantom Split Waves Reverse Single Rotate 1/4 Twice - Boys go Three Times, Each side Peel & Trail, Right & Left Grand.

Heads lead right and circle to a line, Fantom Interlocked Lines Single Rotate 1/4, CHECK YOUR BLOCKS, Stack the Line IYB, Fantom Interlocked Lines Single Rotate 1/4, Extend the Tag, Left Allemande.

Sides lead right and circle to a line, Fantom Interlocked Lines Reverse Single Rotate 1/4 Twice, Fantom Split Waves Diagonal Circulate Twice, Follow Your Neighbor & Spread, Right & Left Grand.

Heads lead right and circle to a line, Fantom Interlocked Lines Reverse Single Rotate 1/2, Fantom Interlocked Lines Reverse Single Rotate 1/4, Fantom Split Waves Split Circulate, All Truck, Split Counter Rotate, Right & Left Grand.

Heads lead right and circle to a line, Fantom Interlocked Lines Reverse Single Rotate 1/2 Twice (New Interlocked Lines the 2nd time), Slip & 1/2 Tag, Right & Left Grand.

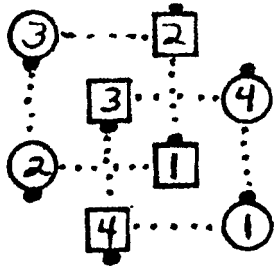
Heads lead right and circle to a line, Fantom Interlocked Lines Reverse Single Rotate 3/4, Girls Fantom Column Circulate, All Remake the Set-up, Criss Cross the Ducey, Left Allemande.

Heads lead right and circle to a line, Pass thru, Fantom Split Lines do a Full Crazy Single Rotate 1/4, Boys Truck, All Split Counter Rotate, Rims Trade Back, Left Allemande.

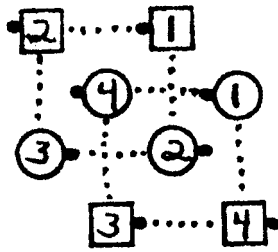
Heads lead right and circle to a line, Pass thru, Fantom Split Lines do a Full Crazy Reverse Single Rotate 1/4, Girls Truck, All Split Counter Rotate, Right & Left Grand.

B L O C K / S P L I T B L O C K / S P L I T S T A G G E R R O T A T E S

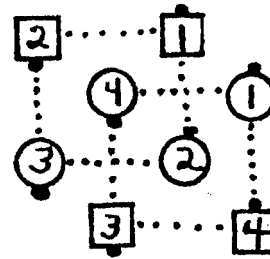
When doing single rotates in blocks, split blocks, or split stagger set-ups, follow these rules. For Single Rotates turn individually to face promenade direction (LEFT Shoulders toward the center of your foursome) and then counter rotate in that same set-up once for each 1/4 designated. For Reverse Single Rotates turn individually to face Reverse promenade direction (Right Shoulders toward the center of your foursome) and then counter rotate in that same set-up once for each 1/4 designated. NOTE: In the diagrams of Split Stagger & Split Block both seem to be split the same way, but they are not since the Starting Positions are different.



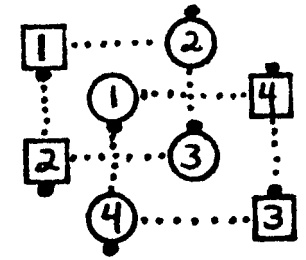
Single Rotate 1/4
IYB
(In Your Block)



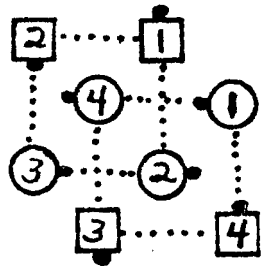
Single Rotate 1/2 IYB



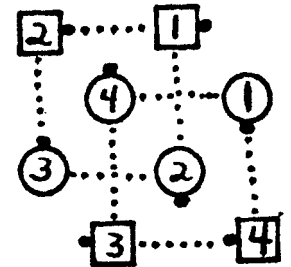
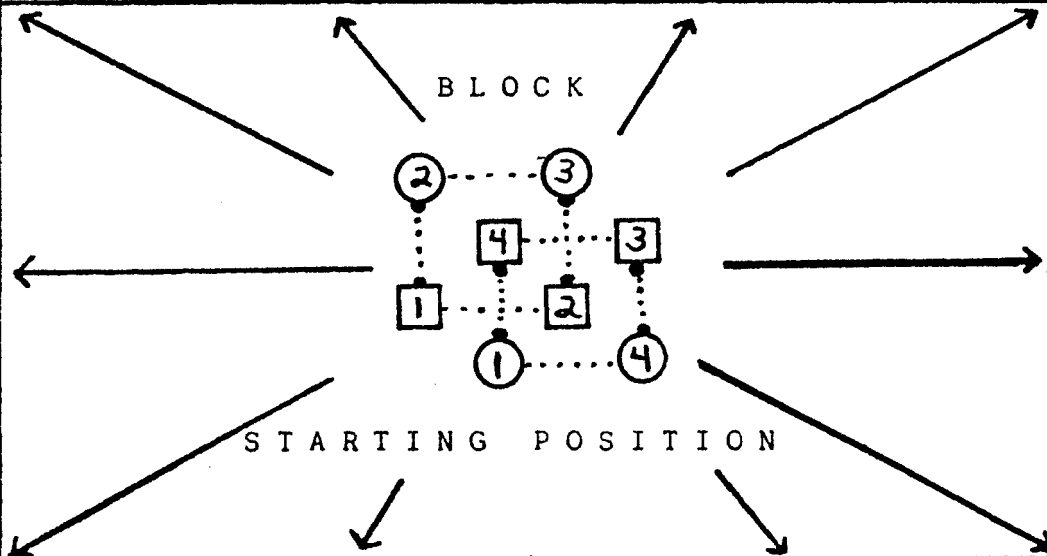
Single Rotate 1/4 Twice IYB



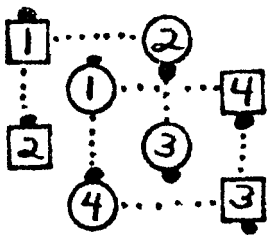
Single Rotate 3/4 IYB



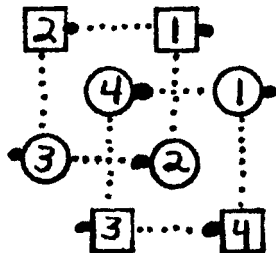
Single Rotate, Boys
1/4 Twice, Girls 1/2
IYB



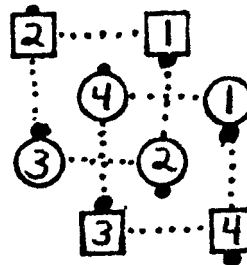
Reverse Single Rotate,
Girls 1/4 Twice, Boys
1/2 IYB



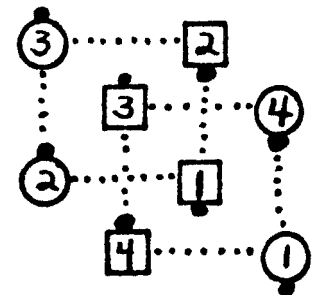
Reverse Single Rotate 1/4



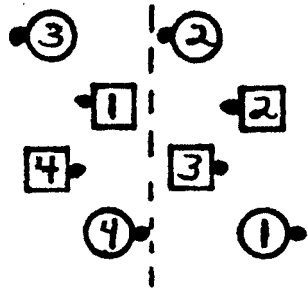
Reverse Single Rotate 1/2 IYB



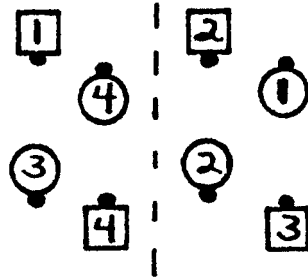
Reverse Single Rotate 1/4 Twice
IYB



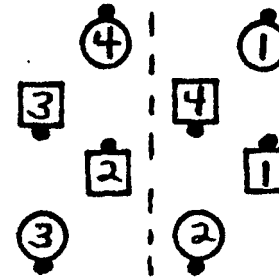
Reverse Single Rotate 3/4 IYB



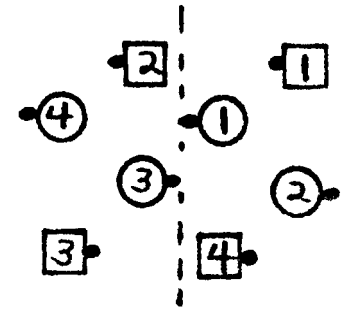
Split Stagger Single
Rotate 1/4



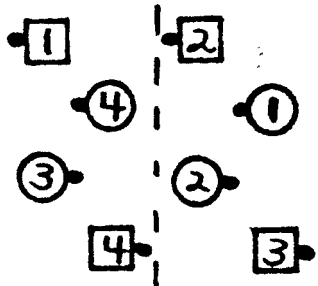
Split Stagger Single
Rotate 1/2



Split Block Single
Rotate 1/4

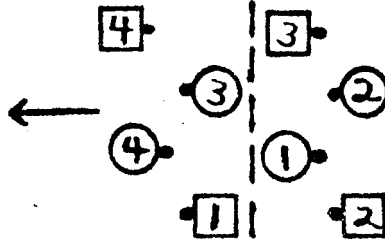


Split Block Single
Rotate 1/2



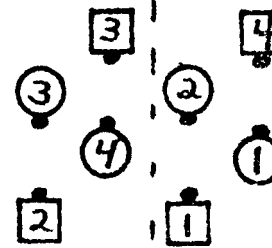
Split Stagger Single
Rotate 1/4 Twice

SPLIT STAGGER

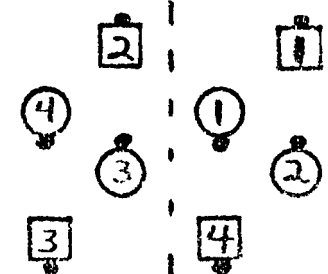


STARTING
POSITION

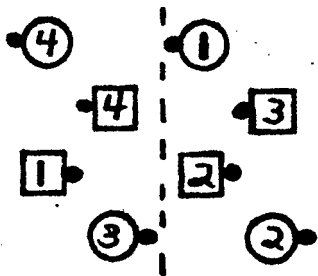
SPLIT BLOCK



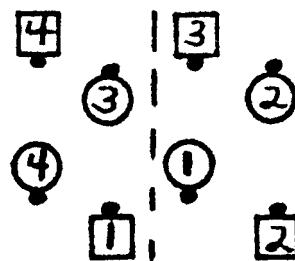
STARTING
POSITION



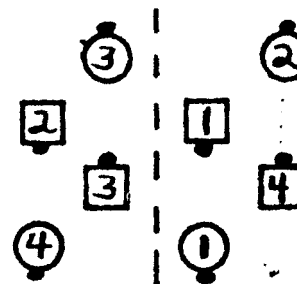
Split Block Single
Rotate 1/4 Twice



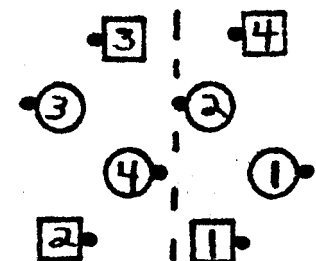
Split Stagger Single
Rotate 3/4



Split Stagger Single
Rotate 0/4



Split Block Single
Rotate 3/4



Split Block Single
Rotate 0/4

CHOREOGRAPHY FOR BLOCKS

Heads Pair off, All Touch 1/4, Girls Step thru & Trade, CHECK YOUR BLOCKS, Single Rotate 1/4 IYB (In Your Block), Girls Reverse Truck (side step one step to left), All Invert the Column 1/2, Boys Run, Slide thru, Left Allemande.

Heads Pair off, All Touch 1/4, Girls Step thru & Trade, CHECK YOUR BLOCKS, Single Rotate 1/2 IYB, Boys Truck, All Invert the Column 1/2, Boys Slide thru, Left Allemande.

Heads Pair off, All Touch 1/4, Girls Step thru & Trade, CHECK YOUR BLOCKS, Single Rotate 1/4 Twice IYB, Reset 1/2 IYB, Girls Truck, Each side Trail off, Ferris Wheel, Centers Square thru 3/4, Left Allemande.

Heads Pair off, All Touch 1/4, Girls Step thru & Trade, CHECK YOUR BLOCKS, Single Rotate 3/4 IYB, Boys Truck, All Invert the Column 1/2, Follow your Neighbor, Left Allemande.

Heads Pair off, All Touch 1/4, Girls Step thru & Trade, CHECK YOUR BLOCKS, Reverse Single Rotate 1/4 IYB, Walk & Dodge IYB, Boys Trade & Step Forward & Make a Left hand wave, Girls Run, All Slide thru, Left Allemande.

Heads Pair off, All Touch 1/4, Girls Step thru & Trade, CHECK YOUR BLOCKS, Reverse Single Rotate 1/2 IYB, Boys Reverse Truck, Each side Trail off, Ferris Turn & Deal, Zoom, Centers Square thru 3/4, Left Allemande.

Heads Pair off, All Touch 1/4, Girls Step thru & Trade, CHECK YOUR BLOCKS, Reverse Single Rotate 1/4 Twice, Reset 1/2 IYB, Girls Reverse Truck, All Invert the Column 1/2, Girls Run, All 1/2 Square thru, Right & Left Grand.

Heads Pair off, All Touch 1/4, Girls Step thru & Trade, CHECK YOUR BLOCKS, Reverse Single Rotate 3/4 IYB, Girls Truck, All Invert the Column 1/2, Follow Your Neighbor, Extend the Tag, Right & Left Grand.

Heads Pair off, All Touch 1/4, Girls Step thru & Trade, CHECK YOUR BLOCKS, All Single Rotate - Boys 1/4 Twice - Girls 1/2 IYB, All Walk & Dodge IYB, All U Turn Back, Boys start a Split Square thru 4 hands LYB, Boys Trade & step forward and make a Right hand wave, Girls Trade, All Slide thru, Left Allemande.

Heads Pair off, All Touch 1/4, Girls FANTOM COLUMN CIRCULATE, CHECK YOUR BLOCKS, Single Rotate - Girls 1/4 Twice - Boys 1/2 IYB, Boys Truck, Center four Circulate, Boys only Cross Invert 1/2, Girls Fantom 1/2 Tag, Each four Stack the Line, All Split Counter Rotate , Right & Left Grand.

Heads Pair off, All Touch 1/4, Girls Step thru & Trade, CHECK YOUR BLOCKS, Reverse Single Rotate - Boys 1/4 Twice - Girls 1/2 IYB, All Walk & Dodge IYB, Girls Trade and step forward, Boys 1/4 In, All Square thru 4 hands to a Right & Left Grand.

Heads Pair off, All Touch 1/4, Girls Step thru & Trade, CHECK YOUR BLOCKS, Reverse Single Rotate - Girls 1/4 Twice - Boys 1/2 IYB, Four Girls Stagger Walk & Dodge, Boys Reverse Truck, Each four Scoot Back - Girls Roll, Each side Trail off, Beaus Run, Right & Left Grand.

CHOREOGRAPHY FOR SPLIT STAGGER

Heads Pair off, Boys Truck, Split Stagger Single Rotate 1/4, Split Stagger Peel & Trail (Ocean Wave), Extend the Tag, Right & Left Grand.

Heads Pair off, Boys Truck, Split Stagger Single Rotate 1/2, Boys Fantom Column Circulate, Girls Run, All Slide thru, Left Allemande.

Heads Pair off, Boys Truck, Split Stagger Single Rotate 1/4 Twice, Split Stagger Peel & Trail (Ocean Wave), All Recycle, Left Allemande.

Heads Pair off, Boys Truck, Split Stagger Single Rotate 3/4, Split Stagger Peel & Trail (Ocean Wave), Alter the Wave, Left Allemande.

Heads Pair off, Girls Truck, Split Stagger Reverse Single Rotate 1/4, Split Stagger Peel & Trail, Cross By, Right & Left Grand.

Heads Pair off, Girls Truck, Split Stagger Reverse Single Rotate 1/2, Girls Fantom Column Circulate, Boys Run, Slide thru, Left Allemande.

Heads Pair off, Girls Truck, Split Stagger Reverse Single Rotate 1/4 Twice, Split Stagger Peel & Trail, All Mix, Recycle, Left Allemande.

Heads Pair off, Girls Truck, Split Stagger Reverse Single Rotate 3/4, Split Stagger Peel & Trail, Trade the Wave, Extend the Tag, Right & Left Grand.

Heads Pair off, Boys Truck, Split Stagger Single Rotate 1/2, NEW Split Stagger Reverse Single Rotate 1/2, Heads step forward to a wave, All Extend the Tag, Right & Left Grand.

Heads Pair off, Girls Truck, Split Stagger Reverse Single Rotate 1/2, NEW Split Stagger Single Rotate 1/2, Boys Truck, All Pass thru, Right & Left Grand.

CHOREOGRAPHY FOR SPLIT BLOCK

Heads Pair off, All Left Touch 1/4, Boys Step thru & Trade, Split Block Single Rotate 1/4, Girls Trade & step forward, All Fan the Top, Swing & Mix, Left Allemande.

Heads Pair off, All Left Touch 1/4, Boys Step thru & Trade, Split Block Single Rotate 1/2, Boys Truck, All Invert the Column 1/2, Follow Your Neighbor, Left Allemande.

Heads Pair off, Left Touch 1/4, Boys Step thru & Trade, Split Block Single Rotate 1/4 Twice, Girls Trade & step forward, All Slide thru, Left Allemande.

Heads Pair off, All Left Touch 1/4, Boys Step thru & Trade, Split Block Single Rotate 3/4, Girls Trade & step forward, All Fan the Top About & Roll, Left Allemande.

Heads Pair off, All Touch 1/4, Girls Step thru & Trade, Split Block Reverse Single Rotate 1/4, Boys Trade & step forward, All Fan the Top About & Roll, Left Allemande.

Heads Pair off, All Touch 1/4, Girls Step thru & Trade, Split Block Reverse Single Rotate 1/2, Girls Truck, Each side Trail off, Ferris Wheel, Centers Square thru 3/4, Left Allemande.

Heads Pair off, Touch 1/4, Girls Step thru & Trade, Split Block Reverse Single Rotate 1/4 Twice, Girls Trade & step forward, All Slide thru, Left Allemande.

Heads Pair off, Touch 1/4, Girls Step thru & Trade, Split Block Reverse Single Rotate 3/4, Boys Trade & step forward, All Fan the Top, Swing & Mix, Left Allemande.

CHOREOGRAPHY FOR COMBINATIONS OF BLOCKS, SPLIT STAGGER, & SPLIT BLOCKS

Heads Pair off, All Touch 1/4, Girls Step thru & Trade, CHECK YOUR BLOCKS, Reverse Single Rotate 1/4 IYB, Split Block Reverse Single Rotate 1/4, Split Stagger Reverse Single Rotate 1/4, Circulate IYB, Girls Truck, Center four Trail off, In the Same four the Boys Run, Others 1/4 In, All Right & Left Grand.

Heads Pair off, All Left Touch 1/4, Boys Step thru & Trade, CHECK YOUR BLOCKS, Single Rotate 1/4 IYB, Split Block Single Rotate 1/4, Split Stagger Single Rotate 1/4, Boys Truck, Center four Trail off, Other Girls Run Left, All Promenade.

Heads Pair off, All Touch 1/4, Girls Fantom Column Circulate, Using Split Block & Center Block do a Full Crazy Reverse Single Rotate 1/4, Girls Truck, Each side Peel & Trail, Left Allemande.

Heads Pair off, All Left Touch 1/4, Boys Fantom Column Circulate, Using Split Block & Center Block do a Full Crazy Single Rotate 1/4, Boys Truck, Each side Peel & Trail, Rims Trade Back, Right & Left Grand.

Heads Pair off, Boys Truck, Using Split Stagger & Center Stagger do a Full Crazy Single Rotate 1/4, All in your regular Block Circulate, Boys Truck, Each side Peel & Trail, Trade the Wave, Left Allemande.

Heads Pair off, Girls Truck, Using Split Stagger & Center Stagger do a Full Crazy Reverse Single Rotate 1/4, All in your regular Block Circulate, Girls Truck, Each side Peel & Trail, All Same Sexes Trade, Left Allemande.

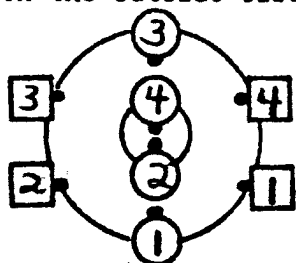
D I A M O N D R O T A T E S

When doing a Rotates from a diamond formation you must be facing in toward the center of the diamond or away from the center of the diamond. To Diamond Single Rotate 1/4 all individually turn to face promenade direction in your diamond (Turn to get LEFT Shoulders toward the center of the diamond) and then diamond circulate once. To Diamond Reverse Single Rotate 1/4 all individually turn to face Reverse promenade direction in your diamond (Turn to get RIGHT Shoulders toward the center of the diamond) and then diamond circulate once. NOTE: A COUNTER ROTATE in your Diamond is exactly the same as a DIAMOND CIRCULATE. For each additional 1/4 that is required do another Diamond Circulate. A ROLL would have you individually turn at the end of the call to face the center of your diamond.

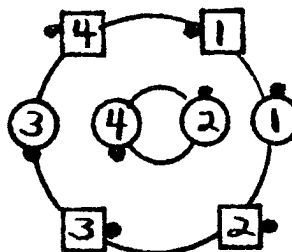
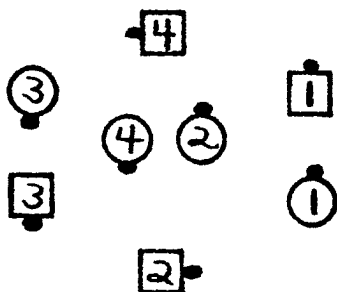
For an INTERLOCKED Diamond Single Rotate 1/4 turn individually to face promenade direction in your INTERLOCKED Diamond (Turn to get LEFT Shoulders toward the center of your Interlocked Diamond) then INTERLOCKED Diamond Circulate once. For an INTERLOCKED Diamond REVERSE Single Rotate 1/4 turn individually to face Reverse promenade direction in your INTERLOCKED Diamond (Turn to get RIGHT Shoulders toward the center of your Interlocked Diamond) then INTERLOCKED Diamond Circulate once. Note: An INTERLOCKED DIAMOND COUNTER ROTATE is exactly the same as an INTERLOCKED DIAMOND CIRCULATE. A ROLL would have you individually turn in place after the call is completed to face the center of the INTERLOCKED diamond.

6 - 2 ROTATES

For 6 - 2 Rotates as with other 6 - 2 movements the 6 - 2 designation indicates that there are six dancers on the outside circle and two dancers on the center circle.



When doing a 6 - 2 Single Rotate 1/4 all individually turn to face promenade direction (Turn to get LEFT Shoulders toward the center of the set) and then all COUNTER ROTATE once on your circle. IMPORTANT: The COUNTER ROTATE is a promenade 1/4 around the set in a circle type manner. It is NOT a 6 - 2 Acey Ducey Circulate type movement. The ending results are different. Starting from the set-up shown above and making the proper turn, note below the different ending positions. A 6 - 2 Circulate is shown on the LEFT. A 6 - 2 Counter Rotate is shown on the RIGHT.



To do a 6 - 2 Reverse Single Rotate 1/4 all individually turn to face Reverse promenade direction (Turn to get RIGHT shoulders toward the center of the set) and then all COUNTER ROTATE once on your circle. For each additional 1/4 required do one 6 - 2 Counter Rotate. A ROLL would have you individually turn after the call is completed to face the center of the set.

CHOREOGRAPHY FOR 6 - 2 ROTATES

Heads Wheel thru, Veer Left, Girls Hinge, All Relocate the Diamond & Roll, All 6 - 2 Single Rotate 1/4, INTERLOCKED Flip the Diamond, Boys Trade, Left Allemande.

Heads Wheel thru, Veer Left, Girls Hinge, All Diamond Circulate, Relocate the Diamond & Roll, 6 - 2 Single Rotate 1/4, INTERLOCKED Flip the Diamond, Scoot Back, Counter Rotate, Left Allemande.

Heads Left Wheel thru, Veer Right, Boys Hinge, All Relocate the Diamond & Roll, 6 - 2 Reverse Single Rotate 1/4, INTERLOCKED Flip the Diamond, Girls Cross Run, Left Allemande.

Heads Left Wheel thru, Veer Right, Boys Hinge, All Diamond Circulate, Relocate the Diamond & Roll, 6 - 2 Reverse Single Rotate 1/4, INTERLOCKED Flip the Diamond, All 8 Circulate 1 1/2, Right & Left Grand.

Note: Use the same sequences above but have the SIDES Right or Left Wheel thru to start the sequence. This will put the dancers in different positions.

Sides Square thru 3/4 & step ahead, Heads Vertical Tag the Line, All 6 - 2 Reverse Single Rotate 1/4 the two go 1/2, All Hourglass Circulate, Flip the Hourglass, Boys Trade, All Split Circulate, Extend the Tag, Right & Left Grand.

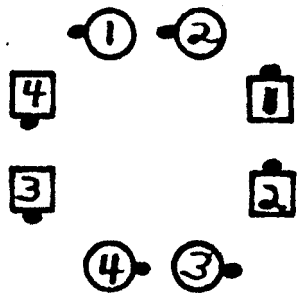
Heads Pair off, All Pass thru, Centers Veer Left & Tag the Line, All 6 - 2 Single Rotate 1/4, INTERLOCKED Flip the Diamond, Out Roll Circulate, Trade the Ducey, Right & Left Grand.

Heads Wheel thru, Veer Left, All 8 Circulate - Girls go 1 1/2, All 1/4 In, All 6 - 2 Single Rotate 1/4, Flip the Hourglass, Mix, Explode Roll, Right & Left Grand.

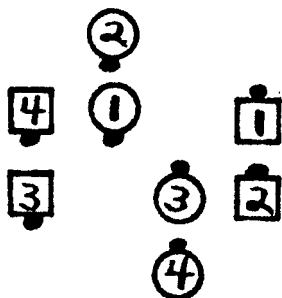
FANTOM ROTATES

When doing Fantom Rotates identify your starting position as a wave/line or column. Then apply the rules for that type of rotate. Because of the nature of some Fantom positions, you may be executing your type of rotate almost by yourself. Just do your part as if you were working with an adjacent dancer.

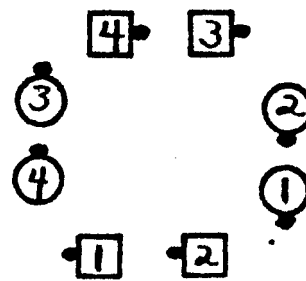
On the following page are some diagrams of Fantom Rotates from Fantom Wave type set-ups. On each half of the paper there is a Starting Position set-up and around it are five ending Fantom Rotate positions.



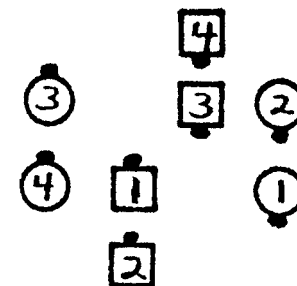
Fantom Single Rotate 1/4



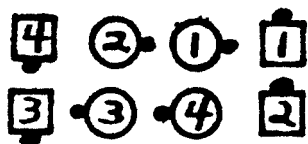
Fantom Single Rotate 1/4 - Girls 1/2



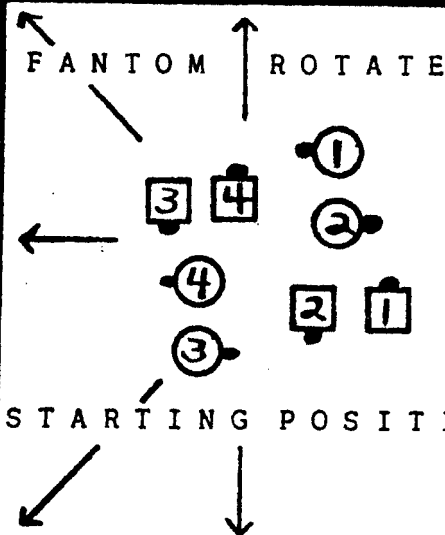
Fantom Reverse Single Rotate 1/4



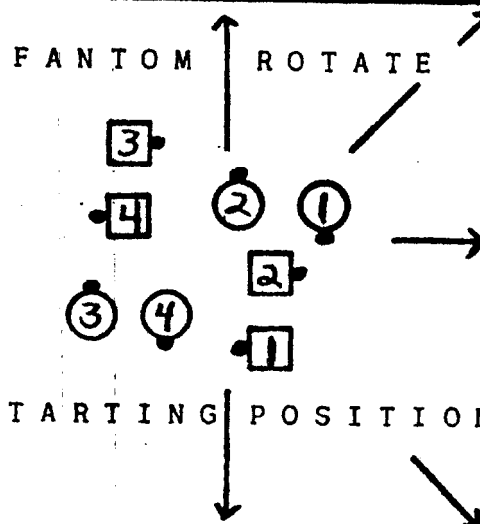
Fantom Reverse Single Rotate 1/4 - Boys 1/2



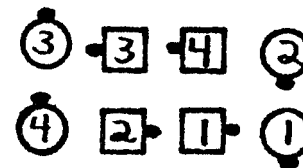
Fantom Single Rotate 1/4 - Girls 3/4



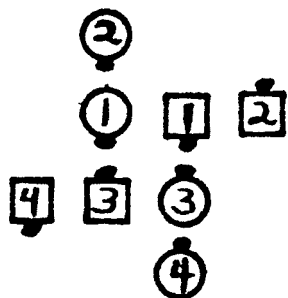
STARTING POSITION



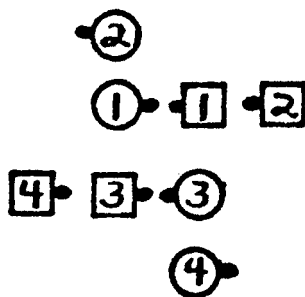
STARTING POSITION



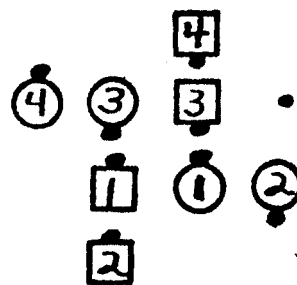
Fantom Reverse Single Rotate 1/4 - Boys 3/4



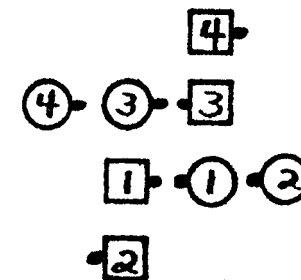
Fantom Single Rotate Boys 1/4 Twice - Girls 1/2



Fantom Single Rotate Girls 1/4 Twice - Boys 1/2



Fantom Reverse Single Rotate Girls 1/4 Twice - Boys 1/2



Fantom Reverse Single Rotate Boys 1/4 Twice - Girls 1/2

CHOREOGRAPHY FOR FANTOM ROTATES

Heads Curli-Cross, All Left Touch 1/4 - Girls 1/2, All Fantom Single Rotate 1/4, Boys Squeeze, Girls Counter Rotate & Girls Single Zoom, All Promenade.

Heads Curli-Cross, All Left Touch 1/4 - Girls 1/2, All Fantom Single Rotate 1/4 - Girls 1/2, Girls Fantom Column Circulate, Boys Single Zoom, All Turn & Deal, Left Allemande.

Heads Curli-Cross, All Left Touch 1/4 - Girls 1/2, All Fantom Single Rotate 1/4 - Girls 3/4, Boys Counter Rotate & Boys Single Zoom, All Rims Trade Back, Left Allemande.

Heads Curli-Cross, All Left Touch 1/4 - Girls 1/2, All Fantom Single Rotate - Boys 1/4 Twice - Girls 1/2, End Boys only Fold, Centers Reverse Swap Around, Left Allemande.

Heads Curli-Cross, All Left Touch 1/4 - Girls 1/2, All Fantom Single Rotate - Girls 1/4 Twice - Boys 1/2, End Girls only Fold, Boys Single Zoom, Centers Pass thru, Right & Left Grand.

Heads Curli-Cross, All Touch 1/4 - Boys 1/2, All Fantom Reverse Single Rotate 1/4, Girls Squeeze, Boys Counter Rotate, All 8 Circulate, Girls Hinge, All Flip the Diamond, Right & Left Grand.

Heads Curli-Cross, All Touch 1/4 - Boys 1/2, All Fantom Reverse Single Rotate 1/4 - Boys 1/2, Boys Fantom Column Circulate, Girls Single Zoom, All Wheel & Deal, Right & Left Grand.

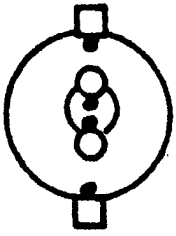
Heads Curli-Cross, All Touch 1/4 - Boys 1/2, All Fantom Reverse Single Rotate 1/4 - Boys 3/4, Girls Counter Rotate & Girls Single Zoom, All Explode Pass the Ocean, Right & Left Grand.

Heads Curli-Cross, All Touch 1/4 - Boys 1/2, All Fantom Reverse Single Rotate Girls 1/4 Twice - Boys 1/2, End Girls only Fold, Centers Reverse Swap Around, Left Allemande.

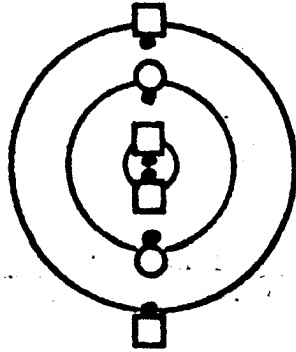
Heads Curli-Cross, All Touch 1/4 - Boys 1/2, All Fantom Reverse Single Rotate Boys 1/4 Twice - Girls 1/2, End Boys only Fold, Boys Single Zoom, Centers Pass thru, All Right & Left Grand.

I N D I V I D U A L C O L U M N R O T A T E S

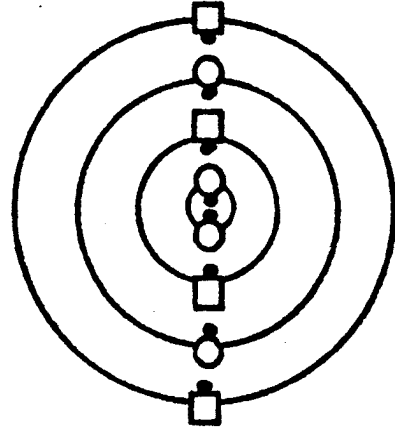
For any column of four, six, or eight dancers a single rotate or reverse single rotate can be done. The circles which you work on will depend on the number of dancers in the column. All the circles however are concentric (have the same common center). Single Rotates from columns are as originally written concentric so you do not have to use the word "concentric". The caller should use the words, "Column of 8", "Column of 6", "Column of 4", or "Each Column of 4". The last case is for Adjacent Columns of 4 or End to End Columns of 4.



Column of 4



Column of 6



Column of 8

To Single Rotate from any of these column set-ups, turn to get LEFT Shoulders toward the other dancer on your circle and then counter rotate once (promenade 1/4) on that circle. To Reverse Single Rotate 1/4, turn to get RIGHT Shoulders toward the other dancer on your circle and then counter rotate once for each 1/4 that is designated. A Roll would have you face the center of your circle.

CHOREOGRAPHY FOR INDIVIDUAL COLUMN ROTATES

Heads Wheel thru, Veer Left, Couples Hinge, AS COUPLES Switch the Wave, All Individually 1/4 Right, Column of 8 Single Rotate 1/4, AS COUPLES Crossfire, All Cross Over Circulate, Promenade.

Heads Left Wheel thru, Veer Right, Couples Hinge, AS COUPLES Switch the Wave, All Individually 1/4 Left, Column of 8 Reverse Single Rotate 1/4, Line of 8 Turn & Deal & Roll, Girls Peel off to a Right & Left Grand.

Heads Slide thru, All Double Pass Thru, Single Wheel, Boys Reverse - Girls Regular the Column of 8 Single Rotate 1/4, All Concentric Recycle, Centers Pass thru, Left Allemande.

Heads Slide thru, All Single Wheel, Boys Reverse - Girls Regular the Column of 8 Single Rotate 1/4, Line of 8 Turn & Deal, 1/4 Thru, Extend the Tag, Right & Left Grand.

Heads lead right and circle to a line, Touch 1/4, All 8 Circulate 1 1/2, Center 6 Each Column of 3 Peel off & Roll, Column of 6 Reverse Single Rotate 1/4, All AS COUPLES Crossfire, Boys Run, Extend the Tag, Right & Left Grand.

Sides lead right and circle to a line, Touch 1/4, All 8 Circulate 1 1/2, Center 6 Single Wheel, Same 6 start a Funny Pass thru 3, Column of 6 Reverse Single Rotate 1/4, Other Boys Counter Rotate outside, Line of 8 1/2 Tag, Boys Run, Left Allemande.

Heads lead right and circle to a line, Pass thru, Single Wheel, Each Column of 4 Single Rotate 1/4, Each side LEFT 1/2 Tag, Girls Peel off to a Right & Left Grand.

Heads lead right and circle to a line, Pass thru, Single Wheel, Each Column of 4 Reverse Single Rotate 1/4, Each side Wheel & Deal & Roll, Girls Peel off to a Right & Left Grand.

Heads lead right and circle to a line, Pass thru, Single Wheel, Each Column of 4 Single Rotate 1/4 - Boys 1/2, All Flip the Diamond, Extend the Tag, Left Allemande.

Heads lead right and circle to a line, Pass thru, Single Wheel, Each Column of 4 Single Rotate 1/4 - Girls 1/2, All Reverse Flip the Diamond, Right & Left Grand.

Heads lead right and circle to a line, Pass thru, Single Wheel, Each Column of 4 Girls Reverse - Boys Regular All Single Rotate 1/4, Each Wave Cross Lock It, Right & Left Grand.

Heads lead right and circle to a line, Pass thru, Vertical Tag the Line, Each Column of 4 Reverse Single Rotate 1/4, Each line Crossfire, 1/2 Split Circulate, All Flip the Diamond, Right & Left Grand.

Heads lead right and circle to a line, Pass thru, Vertical Tag the Line, Each Column of 4 Single Rotate 1/4, Each line Crossfire, Split Counter Rotate, Single Zoom 1 1/2, Right & Left Grand.

Heads lead right and circle to a line, Pass thru, Vertical Tag the Line, Each Column of 4 Girls Reverse - Boys Regular All Single Rotate 1/4, Each wave Fan the Top, Swing the Fractions, Right & Left Grand.

Heads lead right and circle to a line, Pass thru, Vertical Tag the Line, Each Column of 4 Boys Reverse - Girls Regular All Single Rotate 1/4, Center two Girls Trade, Each wave Fan the Top, Left Allemande.

Heads lead right and circle to a line, Touch 1/4, Each side Single Ferris Wheel, Each Column of 4 Single Rotate 1/4, All Ferris Wheel, Centers Pass thru, Swing thru, Turn thru, Left Allemande.

Heads lead right and circle to a line, Left Touch 1/4, Each side Single Ferris Wheel, Each Column of 4 Reverse Single Rotate 1/4, All Cross & Wheel, Promenade.

Heads lead right and circle to a line, Touch 1/4, Each side Single Hinge & Trade, Each Column of 4 Boys Reverse - Girls Regular All Single Rotate 1/4, Turn & Deal, Boys Run, Left Allemande.

Heads lead right and circle to a line, Left Touch 1/4, Each side Single Hinge & Trade, Each Column of 4 Boys Reverse - Girls Regular All Single Rotate 1/4, Swap the Wave, Left Allemande.

Heads lead right and circle to a line, Touch 1/4, Each side Single Ferris Wheel, Each Column of 4 Single Rotate 1/4 - Boys 1/2, All Exchange the Diamond, Flip the Diamond, Swap the Wave, Left Allemande.

Heads lead right and circle to a line, Touch 1/4, Each side Single Ferris Wheel, Each Column of 4 Single Rotate 3/4, Promenade.

S P L I I T S P L I I T R O I A T E S

A SPLIT SPLIT Single Rotate is done with any two designated dancers. If all eight dancers are working there are four groups of two; six dancers corresponds to three groups of two; four dancers corresponds to two groups of two; and two dancers corresponds to one group of two. You will always be working with the person in front of you or behind you. This will be determined by the call.

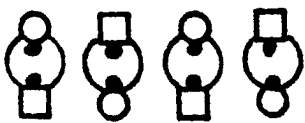
To execute a SPLIT SPLIT Single Rotate 1/4 each dancer in the group of two will individually turn in place to get LEFT hands with the other dancer and then hinge with that same hand once for each 1/4 of the single rotate that is designated.

To execute a SPLIT SPLIT Reverse Single Rotate 1/4 each dancer in the group of two will individually turn in place to get RIGHT hands with the other dancer and then hinge with that same hand once for each 1/4 of the reverse single rotate that is designated.

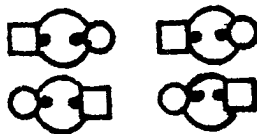
A Roll will have the dancers who worked together individually turn in place to face each other.

Note: A SPLIT SPLIT Counter Rotate is a Hinge.

If all eight dancers are working then there are three possible type formations:



LINES or WAVES



COLUMN



GRAND COLUMN

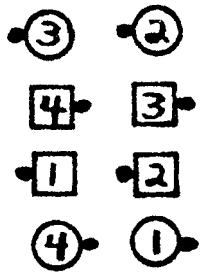
Six dancers - two formations

Four dancers - two formations

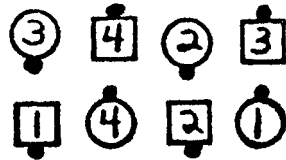


Two dancers - one formation

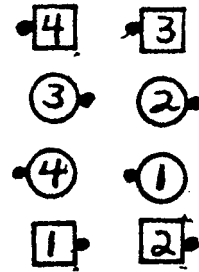




SPLIT SPLIT Single
Rotate 1/4



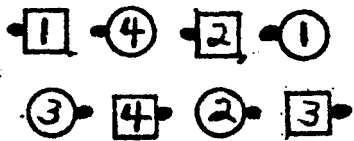
SPLIT SPLIT Single Rotate 1/2



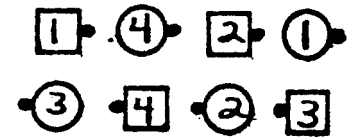
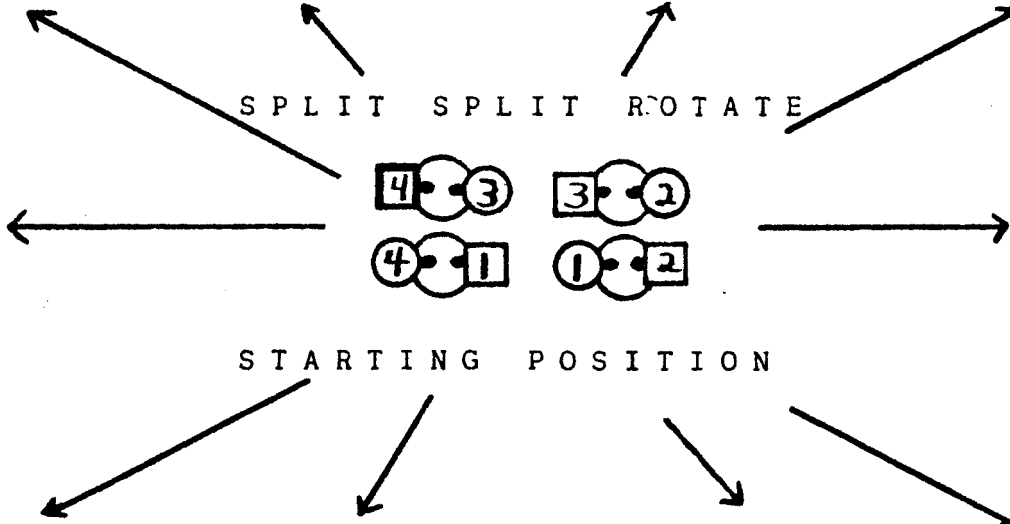
SPLIT SPLIT Single Rotate 3/4



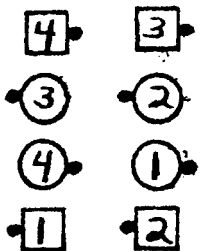
SPLIT SPLIT Rotate 1/4 Single
Twice



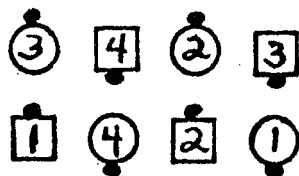
SPLIT SPLIT Single
Rotate 1/2 Twice



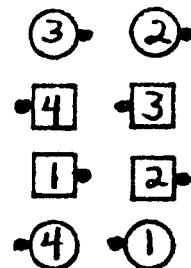
SPLIT SPLIT Reverse
Single Rotate 1/2 Twice



SPLIT SPLIT Reverse
Single Rotate 1/4



SPLIT SPLIT Reverse Single
Rotate 1/2



SPLIT SPLIT Reverse Single
Rotate 3/4



SPLIT SPLIT Reverse
Single Rotate 1/4 Twice

CHOREOGRAPHY FOR SPLIT SPLIT ROTATES

Heads Pair off, All SPLIT SPLIT Single Rotate 1/4, Left Allemande.

Heads Pair off, All SPLIT SPLIT Single Rotate 1/2, Follow Your Neighbor & Spread, Left Allemande.

Heads Pair off, All SPLIT SPLIT Single Rotate 3/4, Cross By, Right & Left Grand.

Heads Pair off, All SPLIT SPLIT Single Rotate 1/4 Twice, Each wave Step & Fold, Swing & Mix, Left Allemande.

Heads Pair off, All SPLIT SPLIT Single Rotate 1/2 Twice, Each side Trail off, Boys Run, Left Allemande.

Heads Pair off, All SPLIT SPLIT Reverse Single Rotate 1/4, Rims Trade Back, Right & Left Grand.

Heads Pair off, All SPLIT SPLIT Reverse Single Rotate 1/2, Follow Your Neighbor, Left Allemande.

Heads Pair off, All SPLIT SPLIT Reverse Single Rotate 3/4, Extend the Tag, Right & Left Grand.

Heads Pair off, All SPLIT SPLIT Reverse Single Rotate 1/4 Twice, Each Wave Step & Fold, Mix, Extend the Tag, Right & Left Grand.

Heads Pair off, All SPLIT SPLIT Reverse Single Rotate 1/2 Twice, Split Counter Rotate, 1/4 Thru, Explode Roll, Left Allemande.

Heads lead right and circle to a line, SPLIT SPLIT Single Rotate 1/2, Each side Trail off, Boys Run, Extend the Tag, Left Allemande.

Heads lead right and circle to a line, SPLIT SPLIT Reverse Single Rotate 3/4, Each side Reverse Explode Left Allemande.

Heads lead right and circle to a line, SPLIT SPLIT Reverse Single Rotate 1/2, Triple Scoot, Walk Out to a Wave, Right & Left Grand.

Heads Pair off, All SPLIT SPLIT Reverse Single Rotate 0/4, Follow Your Neighbor & Spread, Extend the Tag, Right & Left Grand.

Heads Wheel thru, All Pass thru, SPLIT SPLIT Single Rotate 1/4, Switch the Wave, Promenade.

Heads lead right and circle to a line, Pass thru, SPLIT SPLIT Reverse Single Rotate 1/4, Each side Explode Right & Left Grand.

Heads Pair off, All Pass thru, SPLIT SPLIT Single Rotate 3/4, Left Allemande.

Heads lead right and circle to a line, Pass thru, SPLIT SPLIT Single Rotate 1/2, Grand Follow Your Neighbor, Each side Explode Right & Left Grand.

Heads Wheel Fan Thru, All SPLIT SPLIT Single Rotate 1/2 Twice, Peel & Trail, Recycle, Left Allemande.

Heads lead right and circle to a line, Touch 1/4, SPLIT SPLIT Reverse Single Rotate 1/4, Girls Trade, Swap the Wave, Left Allemande.

Heads Curlique, All SPLIT SPLIT Reverse Single Rotate 1/4, Out Roll Circulate, Explode Roll, Left Allemande.

Heads lead right and circle to a line, Left Touch 1/4, SPLIT SPLIT Single Rotate 1/2 Twice, Single Zoom 1 1/2, Right & Left Grand.

Heads lead right and circle to a line, Slide thru, Right & Left thru, SPLIT SPLIT Reverse Single Rotate 1/2, SPLIT SPLIT Counter Rotate (Hinge), Right & Left Grand.
Touch 1/4

Heads lead right and circle to a line, SPLIT SPLIT Reverse Single Rotate 1/4 Twice, SPLIT SPLIT Counter Rotate (Hinge), SPLIT SPLIT Reverse Single Rotate 1/4 Twice, Each side Swap the Wave, Shakedown, Right & Left Grand.

Heads lead right and circle to a line, Touch 1/4, Grand Single Ferris Wheel, Center 6 SPLIT SPLIT Single Rotate 1/4, Other two Girls Single Rotate 1/4 Outside, Four Girls Crossfire, All 8 Circulate, Girls Single Zoom, All Split Counter Rotate, Left Allemande.

Heads Curlique, Same four SPLIT SPLIT Reverse Single Rotate 1/4, All Chain Reaction, Scoot Back, Recycle, Left Allemande.

Heads Curlique, All SPLIT SPLIT Reverse Single Rotate 1/4 - Boys 1/2, All Fantom Explode the Wave, Fantom 1/2 Tag, Girls Truck, Boys Counter Rotate, All 1/2 Tag, Trade, & Roll, Left Allemande.

Heads lead right and circle to a line, Right & Left thru, Dixie Diamond, Diamond Circulate - Girls Roll, Girls SPLIT SPLIT Single Rotate 1/4, Boys Circulate, Rims Trade Back, Right & Left Grand.

Heads Reverse Single Rotate 1/4 & SPLIT SPLIT Reverse Single Rotate 1/4, Others Spin the Top, All Grand Swing thru, All Concentric 2/3 Recycle, Beaus Run, All Right & Left Grand.

Heads Wheel Fan thru, All Touch 1/4, Girls step thru & Trade, CHECK YOUR BLOCKS, SPLIT SPLIT Reverse Single Rotate 1/2 IYB, Walk & Dodge IYB, Split Stagger SPLIT SPLIT Single Rotate 1/2, Boys Truck, All Slide thru, Vertical 1/2 Tag, Counter Rotate, Follow Your Neighbor, Left Allemande.

Heads lead right and circle to a line, Right & Left thru, Flutter Wheel & Roll, All Invert the Column 3/4, 6 - 2 Acey Ducey 1 1/2 the two Roll, Center two Boys SPLIT SPLIT Reverse Single Rotate 1/4, All Hourglass Circulate, Flip the Hourglass, Counter Rotate, Right & Left Grand.

All 8 Single Rotate 1/4, All SPLIT SPLIT Reverse Single Rotate 1/4, Right & Left Grand.

Heads Pass the Ocean, All Swing & Circle 1/4, All 8 Recycle Twice - Boys Roll at the end of it, Boys SPLIT SPLIT Single Rotate 1/2, All Jaywalk, Turnstyle, Cross Roll to an Ocean Wave, Flip your Neighbor, Left Allemande.

Heads Wheel thru, All SPLIT SPLIT Reverse Single Rotate 1/4 Twice, Stretch Recycle, Reverse Single Rotate 1/4, SPLIT SPLIT Reverse Single Rotate 1/2, SPLIT SPLIT Reverse Single Rotate 0/4, Right & Left Grand.