Star Wars – The Sequel
or
When Meta-Concepts and Supercalls Collide

By Bill Klein

> **(after the original work of Bill Heimann**
> **see:** http://www.lynette.org/starwars.html **)**

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Introduction

> *Not so long ago, in a square dance hall far, far away . . .*

Callers started combining meta-concepts with supercalls. Don't laugh, it could happen in your neighborhood. Although originally limited to C4 and hard C3 dances, this is now being heard at many C3 dances. It is its use at lower level that prompted this update to Bill Heimann's original document. (Currently, none of the meta-terms are available below the C3A program, but some callers are known to stretch the use of English-like terms like "initially".)

Definition of Terms

A "*meta-concept*" is a concept which requires another concept with it. For example, you can combine Tandem and Mix to get a perfectly legitimate combination of concept and call: Tandem Mix. However, if you want to use the C3A concept Initially, it must be combined with a concept/call combination, not simply one call like in the Tandem Mix example. Calling Initially Coordinate doesn't make any sense, but adding another concept to the combination does make sense, for example, Initially Tandem Coordinate. This last example combines the meta-concept with a call/concept combination.

Hence, there are a few concepts which require applying them to a call/concept combination rather than the traditional concepts which only require a call. Presently, there are four meta-concepts in the C3 dance program and more at C4:

- C3A
  - Initially
  - Finally
- C3B
  - Oddly (formerly known as Random)
  - Evenly
  - Echo
- C4
  - Fraction (e.g., First half, Middle, etc.)
  - Nth-ly (e.g., Firstly, Thirdly, etc.)
  - Piecewise
  - (designated dancers) Work

*"**Supercalls**"* are a class of calls that falls in a currently undefined region between call and concept. The members of this class can be defined as those calls/concepts that require another call." - quoted from Lynette Bellini's paper titled Supercalls. You can see the entire discussion on the website:

http://www.ceder.net/ArticleCoOp/viewsingle.php4?RecordId=177

A few examples of supercalls are: Tally Ho But (Any Call), Breaker (Any Call), and Rims Trade (Any Call).

This feature is introduced (although not called this) at in the C1 program. See the callerlab C1 Definitions at:

http://www.callerlab.org/Default.aspx?tabid=610&id=22

Look in the "Glossary of Modifying Terms" for the explanation of "But #1:". This feature provides a set of "supercalls" – although not all supercalls fit this category.

Strategy

Here's a strategy that can be used to solve these complex puzzles.

Let's employ the old "divide and conquer" technique and divide each puzzle into three parts:

1. The meta-concept.
2. The Concept. The main reason for writing this paper is to explore situations where The Concept is in reality a supercall.
3. The Call. By saying "The Call", I'm making a distinction between "the call" which is the entire combination, and "The Call" which is the call part of the combination.

For example, in the combination (the call) "Initially Triple Box, Stable Pass the Ocean", the meta-concept is Initially, The Concept is Triple Box, and The Call is Stable Pass the Ocean.

Examples

The following are divided by the dance program at which they could be called: C3A, C3B, and C4.

(C3A) Finally Transfer and Couple Up

The three parts are:

1. The meta-concept, Finally.
2. The Concept - in this case it's the Supercall, Transfer and (Any Call).
3. The Call, Couple Up.

Since the meta-concept is Finally, everyone should do the first part of The Call, Couple Up, normally. Hence, everyone should do a split circulate. Now we apply the Supercall to the last part of The Call, so we'd do a Transfer and finish Couple Up. This means that the #1 and #2 in the Column do the Transfer and part, while #3 and #4 in the column circulate and finish the Couple Up with each other.

In summary, the call "Finally Transfer and Couple Up" would be danced as:

1. Everyone split circulate.

2. #1 and #2 - Transfer - while #3 and #4 circulate and have the (concentric)leads turn around so the centers end with facing couples.

If the call were started in columns, it would end in a T-Bone 2x4 with centers facing..

(C3A) Initially 8-By Recycle

The three parts are:

1. The meta-concept, Initially.
2. The Concept, 8-By (Any Call) - a supercall.
3. The Recycle.

The first part of The Call is Centers Fold and Adjust to a box. Since the meta-concept is 8-by, we'd do the first part of The Call in The Concept mode, then all finish normally.

The call "Initially 8-By Recycle" would be danced as:

1. 8-by Centers (of the center wave) Fold, and adjust to a box.

2. Then all do the remainder of Recycle – Split Counter-Rotate and quarter in.

Assuming the call started in a right-hand Tidal waves,, it would end in T-Bone 2x4.

(C3A) Initially Rims Trade, Finally Relay the Top but, Finish Swing the Fractions

This shows that you can have multiple Meta-Concept/Super Call combinations in the same call. the parts are:

1. First meta-concept, Initially.
2. First - Concept, Rims Trade (any call)
3. Second meta-concept, Finally
4. Second - Concept. Relay the Top but (any call)
5. The Finish Swing the Fractions.

The first part of The Call is Cast 1/2 by the left. Since the first meta-concept is Rims Trade, we'd do the first part of The Call in The Concept mode, then do the next 2 parts normally and do the final part,1/4 by the right, using the second Concept, Relay the Top but.

The call " Initially Rims Trade, Finally Relay the Top but, Finish Swing the Fractions would be danced as:

1. Rims Trade, Left Cast 1/2

2. Then all do Right Cast 3/4, Left Cast 1/2

3. Then Relay the Top but Right Cast 1/4

Assuming the call started in RH-Waves, the call would end in a funny hourglass

> NOTE: This last example is quite extreme. It is unlikely that any caller would use it at a normal C3A dance. If used at C3A, at all, it might be used in a "take no prisoners" tip.

(C3A) A few additional examples

The following are a few more C3A examples – without detailed analysis. These would be proper at any C3A or above dance.

- Initially Motivate but, Flip Back
  - From: parallel waves
  - Ends: Parallel wave
- Initially Rims Trade, Counter Motivate
  - From: Parallel waves
  - Ends: Parallel waves
- Finally Rims Trade, 4/5 Swing the Fractions
  - From RH waves
  - Ends: RH waves
- Initially Tally Ho but, Tag Back
  - From LH waves
  - Ends: RH waves
- Initially Checkerboard, Shazam
  - From: Parallel waves
  - Ends: T-bone 2x4
- Finally wheel and, Catch Extend 3
  - From: 8-chain thru
  - Ends: 1/4 Box
- Initially 8-by, Recycle
  - From diamonds with center LH wave and points all looking in
  - Ends: Split square thru type T-bone

(C3B) Oddly Rims Trade Turn the Key

The three parts are:

1. The meta-concept, Oddly.

2. The Concept, Rims Trade (Any Call) - a supercall.

3. The Call, Turn the Key.

Since the meta-concept is Oddly, we want to dance the odd numbered parts in The Concept mentioned. The Call has three parts: Trade, Counter Rotate, Hinge.

The call "Oddly Rims Trade Turn the Key" would be danced as:

1. Rims Trade - Trade. Of course this means that everyone Trades for the Rims Trade part, then only the new centers (the original rims) would do the second trade.

2. Everyone counter rotate.

3. Rims Trade - Hinge. Again, everyone would Trade for the Rims Trade part, then only the new centers (the original rims) would Hinge.

Assuming the call started from waves, it would end in diamonds.

(C3B) Evenly Checker Board Swing and Mix

The three parts are:

1. The meta-concept, Evenly.
2. The Concept, Checker Board (Any Call) - a supercall.
3. The Call, Swing and Mix.

Since the meta-concept is Evenly, we want to dance the even numbered parts in The Concept mentioned. The Call has three parts: Swing, Centers Cross Run, New Centers Trade

The call "Evenly Checkerboard Swing and Mix" would be danced as:

1. Swing (everyone would do this).

2. Centers Cross Run - Everyone would checkerboard Centers Cross Run (Leads trade, trailers extend to a right hand wave and the centers would Cross Run and those in the center would return to the original waves).

3. New Centers Trade – again everyone would do this

Assuming the call started from RH-waves, it would end in new LH-waves..

(C3B) Oddly Half Cast and Relay but, Swing the Fractions

The three parts are:

1. The meta-concept, Oddly.
2. The Concept, Half Cast and Relay but
3. The Call, Swing the Fractions.

Since the meta-concept is Oddly, we want to dance the oddly numbered parts in The Concept mentioned. The Call has 5 parts: Right Cast 1/4, Left 1/2, Right 3/4, Left 1/2, Right 1/4.

The call " Oddly Half Cast and Relay but, Swing the Fractions " would be danced as:

1. Half Cast and Relay but Right Cast 1/4

2. Left Haft Cast

3. Half Cast and Relay but Right Cast 3/4

4. Left Haft Cast

3. Half Cast and Relay but Right Cast 1/4

Assuming the call started from LH-waves, it would end in new LH-waves..

(C3B) Evenly Checker Board Swing and Mix

The three parts are:

1. The meta-concept, Evenly.
2. The Concept, Checker Board (Any Call) - a supercall.
3. The Call, Swing and Mix.

Since the meta-concept is Evenly, we want to dance the even numbered parts in The Concept mentioned. The Call has three parts: Swing, Centers Cross Run, New Centers Trade

The call "Evenly Checkerboard Swing and Mix" would be danced as:

1. Swing (everyone would do this).

2. Centers Cross Run - Everyone would checkerboard Centers Cross Run (Leads trade, trailers extend to a right hand wave and the centers would Cross Run and those in the center would return to the original waves).

3. New Centers Trade – again everyone would do this

Assuming the call started from RH-waves, it would end in new LH-waves..

(C3B) Echo Motivate but Flip Back

The three parts are:

1. The meta-concept, Echo.
2. The Concept, Motivate but(Any Call) - a supercall.
3. The Call, Flip Back.

Since the meta-concept is Echo, we want to dance the entire call using the concept and then to dance the entire call without the concept. The Call is Flip Back

The call "Echo Motivate but Flip Back" would be danced as:

1. everyone would Motivate but Flip Back. (Everyone would do the Motivate, except the final cast 3/4. Then the center wave would Flip Back.)

2. Everyone would Flip Back.

Assuming the call started from RH-waves, it would end in new RH-waves.

(C4) Finally Buckle and Couple Up

The three parts are:

1. The meta-concept, Finally.
2. The Concept - in this case it's the Supercall, Buckle and (Any Call).
3. The Call, Couple Up.

Since the meta-concept is Finally, everyone should do the first part of The Call normally. Hence, everyone should do a split circulate. Now we apply the Supercall to the last part of The Call, so we'd do a Buckle and finish Couple Up. This means that the ends do the Buckle part, while the centers finish the Couple Up with each other.

In summary, the call "Finally Buckle and Couple Up" would be danced as:

1. Everyone split circulate.

2. Ends Buckle - I think of this as a counter rotate and roll - while the centers have the leads turn around so the centers end with facing couples.

If the call were started in waves, it would end in a zero-tag setup.

(C4) Initially Breaker Contour the Line

The three parts are:

1. The meta-concept, Initially.
2. The Concept, Breaker (Any Call) - another supercall.
3. The Call is Contour the Line.

The first part of The Call is Hinge. Since the meta-concept is Initially, we'd do the first part of The Call in The Concept mode, then all finish normally.

The call "Initially Breaker Contour the Line" would be danced as:

1. Breaker Hinge.

2. Then all do the remainder of Contour the Line - 2 Split Circulates, Hinge - in your own box.

(C4) Piecewise Busy 2/3 Cross Cycle

The three parts are:

1. The meta-concept, Piecewise.
2. The Concept, Busy (Any Call) - another supercall.
3. The Call, 2/3 Cross Cycle.

Since the meta-concept is Piecewise, we want to dance each part in The Concept/The Call combination.

The call "Piecewise Busy 2/3 Cross Cycle" would be danced as:

1. Busy 1/3 Cross Cycle.

2. Busy Counter Rotate.

Assuming the call started in two-faced lines, it would end in interlocked diamonds.

(C4) Initially Replace the Column But Recycle

The three parts are:

1. The meta-concept, Initially.
2. The Supercall, Replace the Column But (Any Call).
3. The Call, Recycle.

Since the meta-concept is Initially, we should apply the first part of The Call, Recycle, to the Supercall. Hence, the first part becomes Replace the Column But 1/3 Recycle. The remainder of Recycle is done normally in each box.

The call "Initially Replace the Column But Recycle" would be danced as:

1. Replace the Column But 1/3 Recycle.

2. Each box, split counter rotate.

3. Each box, roll.

Assuming it started in columns, it would end in a T-bone 2x4 matrix.

(C4) Boys Work Checker Box, Partner Tag

(from Lines of 4 facing with two normal couples in each line))

The three parts are:

1. The meta-concept, Work.
2. The Supercall, Checker Box).
3. The Call, Partner Tag.

Since the meta-concept is (designated dancers) Work, the designated dancers use the meta-concept to do the entire call. Meanwhile, the other dancers do the call normally..

The call " Boys Work Checker box, Partner Tag" would be danced as:

1. Boys, Checker Box, Partner Tag (The boys would form a box in the center of the set, then partner tag, then return to the open spots in the outside).

2. Meanwhile, the girls would do their part of a normal Partner Tag

NOTE: In this case, the call would be equivalent to "Own the Boys, Link Up by Couple Up".

From appropriate lines facing, it would end in 3/4 box.

Conclusion

Don't take this meta-concept combination lightly. It presents an extremely challenging puzzle, one that becomes even harder when the reality is that it must be solved in dance time. Remember, when you hit these combinations on the dance floor, don't panic, and try to maintain the discipline necessary to analyze them in this "divide and conquer" method.

Come to think of it, that's not bad advice for any of challenge dancing's puzzles.