

Secondly | Thirdly | Fourthly | ... {*any* CONCEPT} {*anything*} — [C3B]

Vic Ceder year?

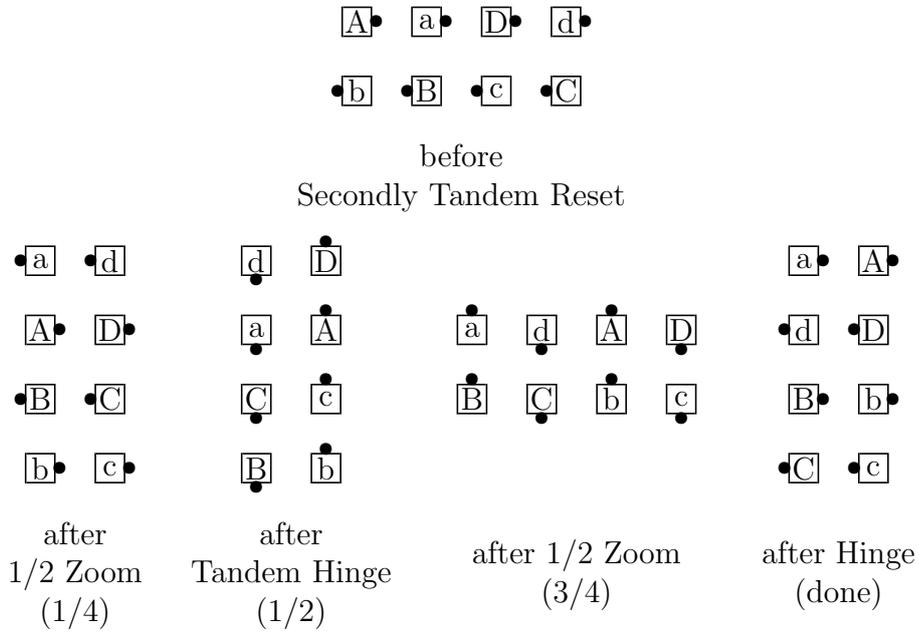
Break up the {*anything*} call into its component parts. Do the {*anything*} call normally until the given part; then do the given part applying the given CONCEPT; then do the remaining parts of the {*anything*} call normally.

Notes:

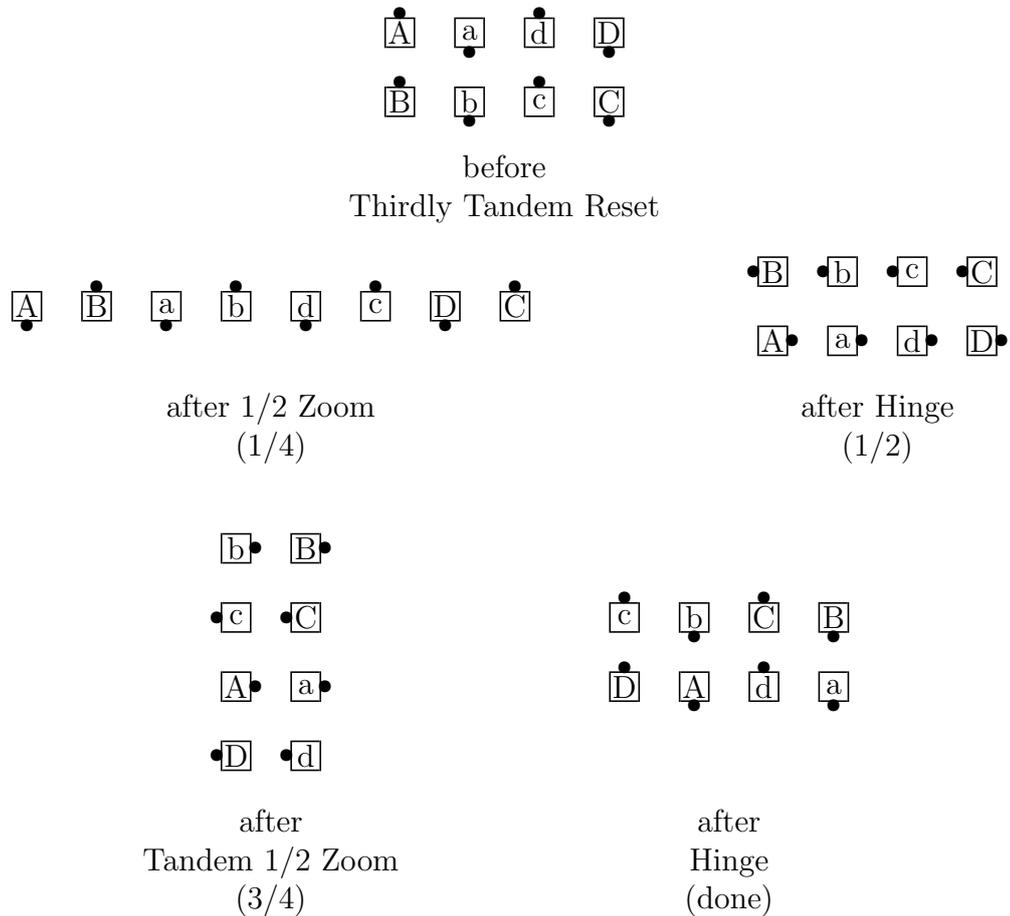
- Only apply the given CONCEPT to the given part. I.e.,
 - Secondly: only apply the concept to the second part.
 - Thirdly: only apply the concept to the third part.
 - Fourthly: only apply the concept to the fourth part.
- Also possible, but rarely used: Fifthly, Sixthly, Seventhly (e.g., Seventhly Twisted Eight Chain Thru). There are very few calls that have more than 4 parts.
- Do the call but when you reach the given part, re-evaluate and apply the given CONCEPT to the given part, then re-evaluate your position in the resulting formation and do the remainder of the call.
- **Secondly | Thirdly | Fourthly** are Meta Concepts. A Meta Concept applies to another concept, not a call. The caller can not say **Secondly** {*anything*} where {*anything*} is just a call. The caller must give a concept after the word **Secondly**.
- Sometimes, the given concept may not “feel” like a concept. E.g., Secondly Boys, or Thirdly Twice. For the purposes of Secondly|Thirdly|Fourthly, anything that modifies the call is considered a concept. This includes identifiers (e.g., Boys, Girls, Ends, Centers, Leaders, Trailers, Beaus, Belles, Heads, Sides); formations (e.g., Triple Box); numerics (e.g., twice, 1 & 1/2, 2/3); and other modifiers (e.g., Transfer And, Tally Ho But).
- It is important to re-evaluate your position both before and immediately after the given part as, depending upon the given concept, you may unexpectedly be working with different dancers or in a different formation.

Secondly | Thirdly | Fourthly | ... {*any* CONCEPT} {*anything*}
 (*con't.*) — [C3B]

Secondly Tandem Reset:



Thirdly Tandem Reset:

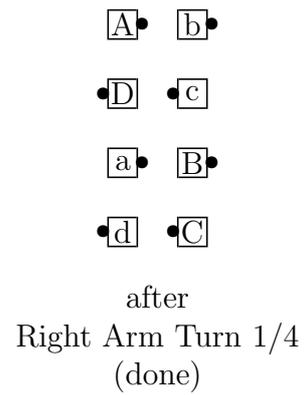
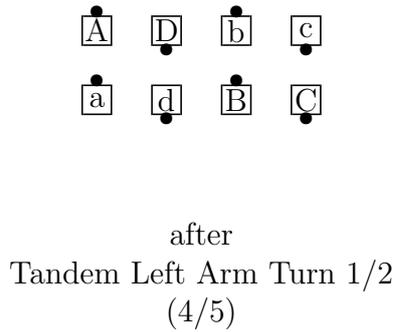
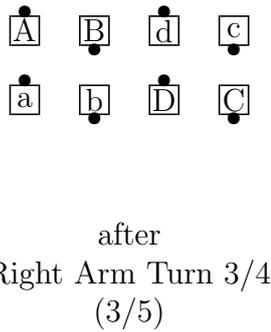
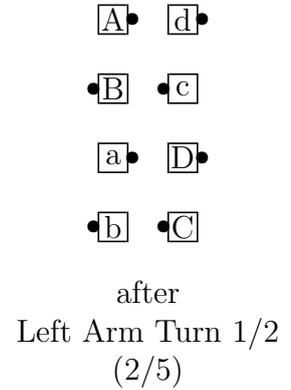
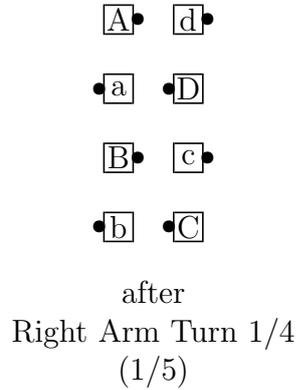


Secondly | Thirdly | Fourthly | ... {*any* CONCEPT} {*anything*}
 (*con't.*) — [C3B]

Fourthly Tandem Swing The Fractions:



before
 Fourthly Tandem Swing The Fractions



Secondly | Thirdly | Fourthly | ... {*any* CONCEPT} {*anything*} (*con't.*) — [C3B]

Initially {*any* CONCEPT} {*anything*} [C3A] (Vic Ceder 1994):

Do the first part of the {*anything*} call applying the given CONCEPT; then do the remainder of the {*anything*} call without the given CONCEPT.

Finally {*any* CONCEPT} {*anything*} [C3A] (Vic Ceder 1994):

Do the entire {*anything*} call applying the given CONCEPT only to the last part of the {*anything*} call.

Oddly {*any* CONCEPT} {*anything*} [C3B] (Vic Ceder):

Do the odd-numbered parts applying {*any* CONCEPT} and the even-numbered parts normally.

Evenly {*any* CONCEPT} {*anything*} [C3B] (Vic Ceder):

Do the even-numbered parts applying {*any* CONCEPT} and the odd-numbered parts normally.

Initially | Secondly | *etc.* ... Use A(n) {*anything1*} For A(n) {*anything2*} [C4]:

Replace the given part of the {*anything2*} call with the {*anything1*} call. E.g., from R-H Columns: **Thirdly Use An Ah So for a Swing The Fractions:** all Right Arm Turn 1/4; those who can left Arm Turn 1/2; everybody Ah So; those who can Left Arm Turn 1/2; all Right Arm Turn 1/4.

See also

- **Initially** CONCEPT [C3A]
- **Finally** CONCEPT [C3A]
- **Oddly|Evenly** CONCEPT [C3B]
- **Appendix C: Calls With Parts**