

Interlocked Squares C-1 Class 2021-22

www.interlocked.org

Welcome letter and resources list

Welcome to C-1 square dancing!

When you begin Challenge, you enter a program of square dancing that focuses on puzzles, modifications of calls through use of a range of concepts, and problem solving. It is this puzzle and problem-solving aspect that makes Challenge distinct from the programs that come before, and adds to the fun of dancing. At C-1 the calls range from fairly simple to somewhat complex, there are many more concepts, and there are several new formations.

Teamwork and square cooperation are critical for success in Challenge dancing. We will emphasize this in our class. Dancers must work collaboratively in the square, and solve the puzzles / problems / challenges as a team. All members of your square (your team) have a responsibility to each other both to know the definitions and to quickly apply them in novel situations in order for the square as a whole to be successful. It is important to keep pace with the rest of the square.

It is also important for dancers moving up to C-1 to have strong skills in dancing the programs that precede Challenge. Thus, we ask all dancers considering this class to do an honest self-assessment in order to determine their readiness. Here are some questions to ask yourself:

- 1) Can I dance Basic, Mainstream, Plus, and Advanced with a high level of competency—do I rarely make errors at those levels, and when I do, do I understand what I did wrong?
- 2) Am I able to dance all calls from any position (APD), and am I comfortable dancing as either boy or girl?
- 3) Am I able to quickly assess my position within the square (e.g., am I a center or end, leader or trailer, beau or belle) and use that information when executing a call?
- 4) Do I like being challenged to think about calls and concepts in new and unusual ways?
- 5) Am I able to spend about an hour per week studying the calls and concepts for C-1?

Regarding point (4), at C-1 it is important that you know the call definitions and can quickly recall and apply those definitions. At programs below Challenge, many dancers dance “by feel”. At Challenge, this is no longer a feasible approach, as many calls have a large number of possible starting positions, and concepts can further alter the execution of a call. A notorious example at C-1 is the call “Tally Ho”, which can be called from some 30 different starting formations.

Regarding point (5), yes, this is a class, and we expect you to do some outside studying. It is difficult to absorb all the material in this class merely by dancing for 2 hours one day per week. The class syllabus (teaching order) is posted on the [Interlocked Squares class page](#). We expect you each week to read and study the calls, concepts, and formations that are to be covered in the week’s class. There are resources on the website to help you; some of them are detailed later in this letter. The recommended hour of outside study need not be done all at once. You may find that you understand and retain more by studying in smaller chunks over the week. We also strongly encourage you to continue to dance full Advanced at least once a week.

The class instructors have designed the syllabus to provide a mix of harder and easier material each week. Some of the harder calls and concepts appear early in the teaching order to give you more practice on them. You may thus find the class to be a bit more challenging in the initial weeks. A few calls are explicitly divided across two class sessions, but for many other calls you'll find we don't cover all the cases or variations the first time the calls are taught.

We realize that there are times when you may have to miss class due to illness or vacation. To help out, we offer a 1/2 hour review session before each class. The review will go over the calls / concepts taught the previous week, giving added practice to anyone needing it (not just those who missed a class), and providing an opportunity to ask questions or workshop individual calls. Also, you are welcome to ask questions of the callers or experienced club members at any time between tips. If needed, a square or foursome can be put together to do a quick review of a call before the next tip.

While we do not want to discourage prospective students, we also want to make the class challenging. If you have previously taken several C-1 classes and still struggle with C-1, then this class may not be for you.

During the first four weeks of class, the Interlocked Squares Board of Directors will evaluate how well each student is progressing. In doing so, they will consult with the callers. If the Board determines that a student is not progressing in a satisfactory manner, the student will be asked to not continue and will receive a full refund of the class fees. This doesn't necessarily mean that the student won't be able to learn C-1; in some cases it may just mean that the student should get more experience with Advanced before attempting this kind of class.

Students who miss too many classes and are unable to catch up through outside study and the pre-class review sessions will receive a pro rata refund of any pre-paid class fees.

———— Helpful Resources ————

CALLERLAB C-1 list and definitions: The CALLERLAB Challenge Committee maintains the official C-1 list, which is included on the next page. You can also find it and definitions for the calls at callerlab.org on the [Challenge Resources page](#). The definitions you'll find there are somewhat terse; Vic Ceder's definitions (below) are more comprehensive.

Vic Ceder's C-1 Definitions: Vic Ceder has an excellent set of [detailed C-1 definitions](#) available online for free at ceder.net. Click the link for any call, and you're taken to a page with diagrams, dancing hints, and more. Vic also sells a print version, known as [Ceder Chest](#), which many dancers find well worth buying for easy reference and ability to mark it up with your own notes.

Taminations: This is a popular computer program that animates square dance calls from a variety of starting formations. You can view animations [online in your web browser](#), or you can install the Taminations app for your [Android](#) or [iOS](#) smartphone or tablet.

There are links to these and many other resources on our [website](#).

We believe teaching and learning must be fun and enjoyable, so come prepared to work, but also to have fun!

CALLERLAB Challenge C-1 Program

<p> Ah So Alter the Wave Block formation Butterfly formation / concept Cast Back / Cross Cast Back Chain Reaction (from all appropriate formations) Checkover Circle By Concentric concept Counter Rotate Cross and Turn / Reverse Cross and Turn Cross By Cross Chain Thru / Cross Chain and Roll Cross Extend Cross Roll to a Wave/Line Diamond Chain Thru variation: (Anything) Chain Thru Dixie Diamond Dixie Sashay Flip the Line (1/4, 1/2, 3/4, Full) Follow Thru Follow Your Neighbor variations: Chase Your Neighbor Cross Your Neighbor Galaxy Formation / Galaxy Circulate Cut the Galaxy, Flip the Galaxy Interlocked Diamond formation: Interlocked Diamond Circulate Cut / Flip the Interlocked Diamond Jaywalk Linear Action Magic Column formation / concept Make Magic O formation / concept Pass the Axle / The Axle Percolate Phantom formation / concept Press Ahead Recycle variations: All 8 Recycle, 2/3 Recycle, Split/Box Recycle Regroup Relay the Shadow Relay the Top Reverse Explode (from waves) Rotary Spin Rotate Family (From squared set only at C-1) Rotate / Reverse Rotate Single Rotate / Reverse Single Rotate </p>	<p> Scatter Scoot / Scatter Scoot Chain Thru Scoot and Little / Little Scoot and Plenty / Plenty Scoot and Ramble / Ramble Shakedown Siamese concept Spin The Windmill variation: (Anything) the Windmill Split Square Thru variations: Split Square Chain the Top Split Dixie Style to a Wave Split Dixie Diamond Split Dixie Sashay Square Chain the Top Square the Bases Squeeze Squeeze the Galaxy, Squeeze the Hourglass Step and Flip Step and Fold Stretch concept Substitute Swing and Circle (1/4, 1/2, 3/4, Full) Swing the Fractions Switch the Line Switch to an Interlocked Diamond T-Bone Formation (Any Tagging Call) Back to a Wave Flip Back Tag Back to a Wave Vertical Tag Back to a Wave Tally Ho Tandem concept 3 by 2 Acey Deucey Track (0, 1, 2, 3, 4) Triangle Formation / Triangle Circulate Inpoint / Inside / Outpoint / Outside Triangles Tandem-Based / Wave-Based Triangles Triple Box/Column/Line/Wave concept Twist the Line / Twist and (Anything) Vertical Tag (1/4, 1/2, 3/4, Full) (Anything) to a Wave Weave Wheel and (Anything) / Reverse Wheel and (Anything) Wheel Fan Thru With The Flow Zing </p>
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Dancers at C-1 are expected to be familiar with the Glossary of Modifying Terms, found in the C-1 definitions. These terms are: Start, Finish, Replace, But, Ignore, Interrupt, Skip, Delete, Prefer, and Left.