This month's column is directed to callers, because of the ongoing use of material using Advanced calls which is not smooth for the dancers. The following combinations should not be used:

1. **Heads Wheel Thru - Veer Left.** This combination is widely used, because it is an easy way to start a sequence with an Advanced call and finish in two-faced lines. However, this combination is awkward for the girls, because they are making a sharp turn to the right for the Wheel Thru and then must reverse direction to veer back to the left. Because most callers are men, they often do not think about whether choreography is smooth for the ladies, and the result is widespread use of this awkward combination.

What should be called is: **Heads Lead Right & Veer Left,** because it is much smoother for the girls. The action of Lead Right is a sweeping motion which enables the girls to blend easily into the Veer Left.

2. **From parallel waves: Centers Run, Cross Over Circulate.** This combination is also widely used, but consider the couple facing in after the Centers Run. The end dancer (former center) has forward momentum, but on the Cross Over Circulate the center must go in front of the end dancer. This means the end dancer must come to an abrupt half to allow the center dancer to go first, and this abrupt halt is awkward.

Also, in doing the Centers Run, the ends had to dodge to the right. To do an immediate Cross Over Circulate means they must reverse direction back to their left.

The solution: After the Centers Run and before the Cross Over Circulate, insert **Centers Trade.** This helps erase the effect of the dodge for the original ends, and smooths out the call for all the dancers.

Example: From standard waves with boys as ends and girls as centers: DO NOT CALL: Swing Thru - Boys Run - Cross Over Circulate. INSTEAD CALL: Swing Thru - Boys Run - Girls Trade - Cross Over Circulate.

3. **From lines facing out: Wheel & Deal, Spin the Windmill Left.** This is a reversal of body flow for the original left-hand couple in the line facing out. The Wheel & Deal has them moving toward their right, then they are directed to move to the left. Even if the Spin the Windmill command is given quickly, it is still not very smooth for them.

The solution: After the Wheel & Deal, call: Spin the Windmill **Right.** This dances very smooth.

4. **Chain Reaction - Acey Deucey or Motivate - Acey Deucey.** These combinations should not be used, because it is overflow for the centers. The first call finishes with a Cast 3/4 for the centers, Acey Deucey has the centers doing another Cast 1/2. Any turning motion over 360 degrees is considered excessive.

Some callers use these combinations, either as prepared material or in sight calling, because they see that the Acey Deucey will give them either a Right & Left Grand get-out or will bring them close to their corner. But the effect is terrible for the centers, and these combinations should be avoided.

Note: The combination of **Ancy Deucey - Motivate** is even worse. Consider the center facing in. The Acey Deucey is a Cast 1/2, the initial All 8 Circulate for the Motivate is another cast 1/2 action without hands, and this is followed by the Centers casting 3/4. The result is a 1 + 3/4 casting motion (630 degrees), which is awful overflow.