

A collection of the  
A2 CALL CONCEPTS

**ALL 4 COUPLES & ALL 8**

Compiled by  
Caller Geoff Clarke

# A2 Call Concepts – All 4 Couples & All 8

## PREFACE:

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This document is a collection of the "definitions" of each of these call concepts that I could locate. They were 'researched' from various sources including (but not exclusively) CALLERLAB, Taminations, Vic Ceder, Callarama, and others sources.

The sole purpose of creating this document is to provide a single point of reference to dancers and others, so that they may enjoy the immense variety that these concepts provide. It is a living document that will grow as additional concepts are found. Additions to this document are always welcome, so please send them along with the associated definitions (where possible) & I'll gladly add them & certainly credit the author!

*All these calls are used at the 'discretion of the Caller' and there may be more applications than shown here.*

Thank you also to Caller Paul Adams for reviewing the final document for content & accuracy.

Any errors or omissions found should be sent along to the writer of this document at: **caller.geoff@rogers.com**

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### Revision History:

Issue 1 : May 1, 2013 - Original document.

Issue 2 : May 5, 2013 - Various 'typos' corrected..... and,

- Corrections to the definitions of All 8 - Box Transfer & All 4 Couples - Left Wheel Thru

Issue 3: May 15, 2013 - Correction to ending formation of All 4 Couples - Pass the Sea.

## A2 Call Concepts – All 4 Couples & All 8

### A Few Words of Explanation:

- The initial traffic pattern determines the name of the Concept. Both concepts involve all dancers.
- Generally, if the dancers walk the perimeter, then the concept is "All 4 Couples", otherwise "All 8"
- "All 8" generally uses Stars and usually starts from a Generalized THAR.
- "All 4 Couple" usually starts from a Squared Set & the calls work around the outside with a 'Weave the Ring' action.

Some Abbreviations used include:

- RT, LT = Right / Left
- WW = Wrong Way
- SS = Static Square (ie: Home)

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Note: Any calls with a 'Left' or "Reverse" modifier are implicitly included in this list.  
(eg: Left Swing Thru)

## A2 Call Concepts – All 4 Couples & All 8

➤ *The first 3 calls are shown on the Callerlab A2 List.*

### **ALL 4 COUPLES - RIGHT & LEFT THRU**

START      Static Square or Circle  
END        Same, but on the opposite side of the set.

#### ***Dance Action:***

1. ALL pass Corners RIGHT shoulder,
  2. RIGHT PULL BY with opposite;
  3. Pass next dancer's LEFT shoulder & COURTESY TURN with partner to end facing the center of the set.
- =====

### **ALL 4 COUPLES - STAR THRU**

START      Static Square or Circle  
END        Exact ending position depends on the call.

***Dance Action:*** ALL pass Corners RT shoulder, STAR THRU with opposite.

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### **ALL 4 COUPLES - CHASE RIGHT**

START      Static Square with everyone facing OUT.  
END        On static square spots with dancers in RH Mini-Waves.

#### ***Dance Action:***

Those at the HEAD position CHASE RIGHT while those at the SIDE position also CHASE RIGHT. All action is Clockwise around the outside of the set.

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**\*\*\*\*\* THESE FOLLOWING CALLS ARE NOT ON THE CALLERLAB A2 LIST PER SE \*\*\*\*\***

### **ALL 4 COUPLES - PASS THRU**

START      Static Square or Circle  
END        Same, but on the opposite side of the set.

#### ***Dance Action:***

1. All face Corner & walk forward passing Right Shoulders
  2. Pass Right shoulders with next dancer (Opposite)
  3. Pass Left shoulders with next dancer & end facing out with original Partner
- =====

### **ALL 4 COUPLES - PASS THE OCEAN**

START      Static Square  
END        Thar Star

#### ***Dance Action:***

1. ALL pass Corners RT shoulder,
2. PASS Right Shoulder with opposite;
3. Pass next dancer's LT shoulder & finish in RH Mini-Wave with partner (Centers in LH Start or WW Thar formation)

## A2 Call Concepts – All 4 Couples & All 8

### **ALL 4 COUPLES - SLIDE THRU**

START      Static Square  
END        Squared set with Opposite

**Dance Action:** ALL pass Corners RT shoulder, SLIDE THRU with opposite.

=====

### **ALL 4 COUPLES - TOUCH ¼ (Right or Left)**

START      Static Square  
END        Squared set with Opposite all in mini-waves.

**Dance Action:** ALL pass Corners RT shoulder, TOUCH 1/4 with opposite.

=====

### **ALL 4 COUPLES - PAIR OFF**

START      Static Square or Circle  
END        Squared set with Opposite (Facing Out)

**Dance Action:** ALL pass Corners RT shoulder; when meet opposite Quarter out.

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### **ALL 4 COUPLES - TURN THRU**

START      Static Square  
END        Squared set, all facing out

**Dance Action:**

1. ALL face your corner & pass right shoulders.
  2. TURN THRU with the next dancer you're facing
  3. Without turning, Pass Left Shoulders with the next dancer & face out.
  4. All return to starting position, facing out.
- =====

### **ALL 4 COUPLES - SQUARE CHAIN THRU**

START      Static Square  
END        Squared Set, all facing out. Heads become Sides & Vice-Versa

**Dance Action:**

1. Face your corner & pass Right Shoulders
2. Right pull by with the next.
3. Left Shoulder pass with the next
4. Step to a Left Handed Wave with next
5. ALL Arm Turn ½ by Left (Left Swing)
6. Center 4 – Star ½ by Right
7. ALL Left Turn Thru
8. Pass the next with Left Shoulder to pair up with original partner.
9. *TAKE YOUR TIME & watch the traffic pattern. Belle passes in front of Beau.*

## A2 Call Concepts – All 4 Couples & All 8

### **ALL 4 COUPLES - QUARTER IN**

START      Static Square  
END        Same

#### ***Dance Action:***

1. ALL face your corner & pass right shoulders.
  2. All Quarter In. Ends in a squared set
- =====

### **ALL 4 COUPLES - DOUBLE STAR THRU**

START      Static Square  
END        Squared set, all facing out, ½ sashayed

#### ***Dance Action:-***

1. Face your corner & pass Right shoulders
  2. Star Thru with your original Opposite
  3. Pass Left shoulders with next dancer.
  4. Meet the next dancer for a 'mirrored' (Left hand) Star Thru.
  5. Ends in squared set, all facing out, & ½ sashayed.
- =====

### **ALL 4 COUPLES - SPIN THE TOP**

START      Static Square  
END        In a THAR

#### ***Dance Action:-***

1. Face your corner & pass Right shoulders
  2. Right arm turn ½ with the next (to form a Thar)
  3. Centers turn LH Star ¾ as the Outsides move up ¼ of circle around the outside.
  4. Ends in a Thar.
- =====

### **ALL 4 COUPLES - CROSS TRAIL THRU**

START      Squared set  
END        Squared set, facing out

#### ***Dance Action:-***

1. Face your corner & pass Right shoulders
  2. Pass right shoulders with the next
  3. Pass Left shoulders with the next
  4. Meet Original Partner, passing Left Shoulders (1/2 sashay) & then Quarter Out.
- =====

### **ALL 4 COUPLES - SINGLE CIRCLE TO A WAVE**

START        Static Square  
END         In a (WW) THAR

#### ***Dance Action:-***

1. Face your corner & pass Right shoulders
2. Meet your opposite & then Single Circle, blending to a (WW) Thar.

## A2 Call Concepts – All 4 Couples & All 8

### **ALL 4 COUPLES - SQUARE THRU (4)**

**START**      Static Square  
**END**         Square set, all facing out.

#### ***Dance Action:-***

1. Face your corner & pass Right shoulders
  2. Right Pull by with the next (1)
  3. Left shoulder Pass with the next
  4. Left Pull by with the next (2)
  5. Right shoulder Pass with the next
  6. Right Pull By with the next (3)
  7. Left shoulder pass with the next
  8. Left pull by with the next (4)
  9. Step straight forward to end facing OUT.
- 
- 

### **ALL 4 COUPLES - SWING THRU**

**START**      Squared set  
**END**         Thar

#### ***Dance Action:-***

1. Face your corner & pass Right shoulders
  2. Right Arm Turn (Swing) with the next to a Thar
  3. Centers Turn the Star  $\frac{1}{2}$
- 
- 

### **ALL 4 COUPLES - PASS IN (OUT)**

**START**      Squared set  
**END**         Squared set (Facing IN or OUT)

#### ***Dance Action:-***

1. Face your corner & pass Right shoulders
  2. Pass right shoulders with the next & then Quarter In (Out) to face towards (away) Center of set
- 
- 

### **ALL 4 COUPLES - PASS THE SEA**

**START**      Squared Set  
**END**         Thar

#### ***Dance Action:-***

1. Face your corner & pass Right shoulders
2. Pass right shoulders with opposite
3. Pass Left shoulders with the next
4. Meet Original Partner, & step to LH Mini-Wave (as Center of Thar)

## A2 Call Concepts – All 4 Couples & All 8

### **ALL 4 COUPLES - EXTEND**

START Squared Set  
END THAR

#### ***Dance Action:-***

1. Face your corner & pass Right shoulders
  2. Step to Mini-Wave with Opposite
- 

### **ALL 4 COUPLES - FAN THE TOP**

START Static Square  
END THAR

#### ***Dance Action:-***

1. Face your corner & pass Right shoulders
  2. Meet Opposite & step to a RH Mini-Wave (Thar)
  3. Centers turn LH Star  $\frac{3}{4}$  as the Outsides move up  $\frac{1}{4}$  of circle around the outside.
  4. Ends in a Thar.
- 

### **ALL 4 COUPLES - DO THE CENTERS PART OF LOAD THE BOAT**

START Static Square  
END Static Square, facing out with Opposite, rotated right  $\frac{1}{4}$ , all are  $\frac{1}{2}$  sashayed,

#### ***Dance Action:-***

1. Face your corner & pass Right shoulders to face your Opposite
  2. Pass Thru &  $\frac{1}{4}$  out
  3. Partner Trade
  4. All 4 Couples Pass Thru
- 

### **ALL 4 COUPLES - VEER LEFT**

START:- Static Square  
END:- Wrong Way Promenade

#### ***Dance Action:-***

1. Moving 'as couples', all step forward and Veer Left to form two 2-faced lines, one across the Sides, the other across the Heads (ie: a Wrong Way Promenade)
  2. Heads Veer to the Side position & Vice-versa.
- 

### **ALL 4 COUPLES - STEP TO A WAVE**

START Static Square  
END THAR

#### ***Dance Action:-***

1. Face your corner & pass Right shoulders
2. Meet Opposite & step to a RH Mini-Wave (Thar)

## A2 Call Concepts – All 4 Couples & All 8

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*Note: Any calls with a 'Left' or "Reverse" modifier are implicitly included in this list.  
(eg: Reverse Dixie Style to a Wave)*

## A2 Call Concepts – All 4 Couples & All 8

➤ *The first 4 calls are on the Callerlab A2 List.*

### **ALL 8 - SWING THRU**

**START** From a Wrong Way Thar (WW=all holding RH with LH star)  
**END** WW Thar

#### ***Dance Action:***

1. ALL Swing ½ by the Right.
  2. Center 4 turn Star ½ by the Left
- =====

### **ALL 8 - SWITCH THE WAVE**

**START** From Thar or WW Thar  
**END** Promenade position

#### ***Dance Action:***

1. CENTERS RUN (while ENDS Slide into center to form a Star
  2. New Centers - Turn the Star ½
- =====

### **ALL 8 - WALK & DODGE or \*\* ALL 8 - BOY WALK, GIRL DODGE**

**START** From a Static Square\*\* or everyone in a Mini-Wave  
**END** SS footprint, all facing out or \*\* Mini-Wave

#### ***Dance Action:***

1. As in Walk & Dodge, those facing IN walk forward across the set to take the place of the dancer who was directly in front of him, while at the same time....
  2. Those facing OUT/IN, step sideways.
  3. If all the “walkers” move at the same rate, there will be a momentary STAR halfway through the call.
- =====

### **ALL 8 - MIX**

**START** From a Thar or WW Thar  
**END** Thar or WW Thar.

#### ***Dance Action:***

1. CENTERS (X-Run) by TURNING the STAR ½ and sliding Nose-2-Nose (SLIDE) with the OUTSIDES.
  2. NEW CENTERS (TRADE) by TURNING the STAR ½.
- =====

\*\*\*\*\*THE FOLLOWING CALLS ARE NOT ON THE CALLERLAB A2 LIST PER SE \*\*\*\*\*

### **ALL 8 - DIXIE STYLE TO OW**

**START** Static Square  
**END** Thar Star (Centers have RH Star)

#### ***Dance Action:***

1. RT HAND DANCER steps forward to become a lead dancer in a tandem
2. LEADS make a RH STAR, Turn the Star ½ and then all LEFT Touch ¼.

## A2 Call Concepts – All 4 Couples & All 8

### **ALL 8 - SWING & MIX**

**START**      WW Thar (Centers have LH Star)  
**END**         Same

#### ***Dance Action: (3 parts):-***

1. ALL ARM turn ½ (Swing)
  2. CENTERS - STAR ½ & then SLIDE (nose-2-nose) with outsides (Centers X-Run)
  3. NEW Centers - TURN STAR ½ (Centers Trade)
- =====

### **ALL 8 - SCOOT BACK**

**START**      Static Square with all in Mini-Wave  
**END**         Same

#### ***Dance Action:***

1. DANCERS facing IN, make a RH star & turn it full-around while the....
  2. Dancer facing OUT, runs into the vacated position.
- =====

### **ALL 8 - FOLLOW YOUR NEIGHBOUR (+Spread)**

**START**      Static Square with all in Mini-Wave  
**END**         THAR STAR

#### ***Dance Action:***

1. DANCERS facing IN, make a RH star & turn it full-around while....
  2. Dancer facing OUT, runs into the vacated position & ROLLS
  3. (+ Spread) – Ends & Centers SLIDE (nose-to-nose)
- =====

### **ALL 8 - PEEL OFF (*or.. Peel Off from mini-waves*)**

**START:-**      Static Square with dancers in RH Mini-Waves  
**END:-**         Promenade

#### ***Dance Action:-***

1. In-Facing dancer steps straight ahead & then Peels Off (away from flagpole center - 'like' a U-turn back) to become the LH dancer (with opposite) in a 4 couple Promenade.
  2. Out-Facing dancer Peels away, moving ¼ counter-clockwise to become RH dancer (with opposite) in a 4 couple Promenade.
  3. Head dancers move to Side Positions & Vice-versa.
  4. All 4 couples in Promenade position with their opposite
- =====

## A2 Call Concepts – All 4 Couples & All 8

### **ALL 8 - PEEL THE TOP**

**START:-** Static Square with dancers in RH Mini-Waves

**END:-** Thar

#### ***Dance Action:-***

1. In-Facing dancer steps forward to form a RH Star
  2. Out-Facing dancer Peels away from original partner to become the End ( RH) dancer in the next position (to the right). Heads move to Sides move to Heads
  3. Centers turn the Star 3/4 , while the 'Ends' move up 1/4.
  4. Dancers finish with opposites.
- =====

### **ALL 8 - ZOOM**

**START** Squared set, all dancers in RH mini-waves.

**END** Same

#### ***Dance Action:-***

1. THOSE FACING IN walk forward across the set to take the place of the dancer who was directly in front of them.
  2. In the meantime, those Facing OUT turn towards their corner and, moving around the perimeter of the set, meet with their original partner & then face back IN.
  3. Ends in Mini-wave with all dancers in the opposite position in the square with original in-facers now facing out & out-facers now facing in.
- =====

### **ALL 8 - CROSSFIRE**

**START:-** Wrong Way Promenade

**END:-** square, couples in RH mini-waves

#### ***Dance Action:-***

1. BEAU Cross-folds by moving forward 1/4 around the perimeter of the set & then Quarter In (Heads move to Sides & vice-versa)
  2. BELLES Trade by turning the center star 1/2 and then Extend to the Beau.
  3. Ends in static square, couples in RH mini-waves with their Opposites.
- =====

### **ALL 8 - EXPLODE THE WAVE**

**START:-** Wrong Way Thar

**END:-** Square Set, all facing out.

#### ***Dance Action:-***

1. BEAUS, working around the perimeter - Right shoulder pass with first dancer; then Right Pull By with the next; Left shoulder pass with the next; meet original partner & Face OUT.
2. At the same time - BELLES, as the Centers of the Thar - Right shoulder pass with first dancer; then Right Pull By with the next; Left shoulder pass with the next; meet original partner & Face OUT.
3. Ends in a static square, all facing out with the original partner they started with.

*Alternative Dance action: All step forward; Quarter In; All 4 Couples Pass Thru.*

## A2 Call Concepts – All 4 Couples & All 8

### **ALL 8 - WHEEL THRU**

**START:-** Squared Set  
**END:-** Squared Set, all facing out.

#### ***Dance Action:-***

1. BELLE, working on the outside, turn towards their corner & Promenade  $\frac{1}{4}$  (step forward) & then face OUT (ie: Wheel Right).
  2. BEAU, step forward to a Right hand Star; turn star  $\frac{1}{4}$ , then Extend to the BELLE.
  3. Sides move to Head position to the right & vice-versa. All move counter-clockwise.
- =====

### **ALL 8 - LEFT WHEEL THRU**

**START:-** Squared Set  
**END:-** Squared Set, all facing out.

#### ***Dance Action:-***

1. BEAU, working on the outside, turn towards their corner & Promenade  $\frac{1}{4}$  (step forward) & then face OUT (ie: Left Wheel).
  2. BELLE, step forward to a Left hand Star; turn star  $\frac{1}{4}$ , then Extend to the BEAU.
  3. Sides move to Head position to the left & vice-versa.
- =====

### **ALL 8 - SWAP AROUND**

**START:-** Squared Set  
**END:-** Squared Set, all facing out.

#### ***Dance Action:-***

1. BELLE walks straight across the set to the other side (may form temporary LH star)
  2. BEAU Runs into the position vacated by the Belle.
- =====

### **ALL 8 - REVERSE SWAP AROUND**

**START:-** Squared Set  
**END:-** Squared Set, all facing out.

#### ***Dance Action:-***

1. BEAU walks straight across the set to the other side (may form temporary RH star)
  2. BELLE Runs into the position vacated by the Beau.
- =====

### **ALL 8 - SWITCH TO A DIAMOND**

**START:-** General Thar  
**END:-** WW Promenade

#### ***Dance Action:-***

1. CENTERS Run while at the same time....
2. ENDS do their part of a Diamond Circulate to become Centers.
3. Ends in WW Promenade or concentric diamonds.

## A2 Call Concepts – All 4 Couples & All 8

### **ALL 8 - LOCKIT**

**START:-** General Thar  
**END:-** Thar

#### ***Dance Action:-***

1. CENTERS turn the star  $\frac{1}{4}$  while the ENDS move up  $\frac{1}{4}$
- =====

### **ALL 8 - BOX TRANSFER**

**START:-** Static Square in RH mini-waves  
**END:-** Same, but rotated  $\frac{1}{4}$  counter-clockwise

#### ***Dance Action:-***

1. TRAILERS Extend to a RH Star; Turn star  $\frac{3}{4}$  & then Extend, end facing out.
  2. LEADS, Quarter Right; Circulate 1 spot around the outside, then Quarter In.
  3. Finish in RH mini-waves.
  4. Original heads become sides & vice-versa.
- =====

### **ALL 8 - RIGHT ROLL TO A WAVE**

**START:-** Couples facing out.  
**END:-** Wrong Way Thar

#### ***Dance Action:-***

1. All dancers are LEADERS
  2. LEADERS do a right-facing U-turn back; and BELLES working to the Outside; BEAUS working to the Center....
  3. All Right Touch with their opposites blending to form a WW Thar; Beaus are Centers, Belles as Ends.
- =====

### **ALL 8 - LEFT ROLL TO A WAVE**

**START:-** Couples facing out.  
**END:-** Thar

#### ***Dance Action:-***

1. All dancers are LEADERS
  2. LEADERS do a LEFT-facing U-turn back; and BEAUS working to the Outside; BELLES working to the Center....
  3. All Left Touch with their opposites blending to form a Thar Star; Belles are Centers, Beaus as Ends.
- =====

### **ALL 8 - THREE QUARTERS THRU**

**START:-** Static Square - Mini-Waves  
**END:-** WW Thar

#### ***Dance Action:-***

1. All Cast Off  $\frac{3}{4}$ , then Centers Star  $\frac{1}{2}$ .
2. Ends in a WW Thar.

## A2 Call Concepts – All 4 Couples & All 8

### **ALL 8 - PASS & ROLL YOUR NEIGHBOUR & SPREAD**

**START:-** Static square, dancers nose-to-nose, outsides facing center of square  
**END:-** WW Thar

#### ***Dance Action:-***

1. All Pass Thru
  2. Centres form a RH Star & turn the star full around while outsides do a Right facing U-Turn Back
  3. All Pass Thru; new centers Star  $\frac{3}{4}$  while Outside Right Roll  $\frac{3}{4}$ .
  4. Centers & Outsides now slide Nose-to-Nose (Spread) to end in a WW Thar.
- 

### **ALL 8 - SWING; SLIDE; SLIP; SLITHER**

**START:-** General Thar  
**END:** Various

#### ***Dance Action:-***

1. SWING - Centers & Ends Trade - Ends in General Thar
  2. SLIDE - Centers & Ends Slide nose-to-nose - Ends in General Thar
  3. SLIP - Centers Turn Star  $\frac{1}{2}$  - Ends in General Thar
  4. SLITHER - Centers - U-Turn Back & Star  $\frac{1}{2}$  - Ends in Promenade
- 

### **ALL 8 - TRAIL OFF**

**START:-** Mini-Waves (in Static Square)  
**END:-** Wrong Way Promenade

#### ***Dance Action:-***

1. LEADS ' (dancers facing out) Cross Peel' by turning to the right & working around the outside, move forward  $\frac{1}{4}$  to become Ends of the 2-faced line across the center.
  2. TRAILERS step forward to become Centers of a RH Star & then Star  $\frac{1}{2}$  (Trade)
  3. Ends with Opposite in a Wrong Way Promenade.
- 

### **ALL 8 - SCOOT & DODGE**

**START:-** Static Square - Mini-Waves  
**END:-** SS, all facing out.

#### ***Dance Action:-***

1. TRAILERS - Scoot Back by stepping forward to RH Star & turning star full around and Extending to end facing out beside original partner.
  2. LEADERS - Dodge, sliding into position vacated by the Trailer.
- 

### **ALL 8 - QUARTER THRU**

**START:-** Static Square - Mini-Waves  
**END:-** Thar

#### ***Dance Action:-***

1. ALL Hinge  $\frac{1}{4}$
2. Centers Star  $\frac{1}{2}$

## A2 Call Concepts – All 4 Couples & All 8

### **ALL 8 - SCOOT & WEAVE**

**START:-** Mini-Waves (Static Square)  
**END:-** WW Thar

#### ***Dance Action:-***

1. TRAILERS - Scoot Back by stepping forward to RH Star & turning star full around, then stepping out to original position & Face Right.
  2. LEADERS - After completing their part of Scoot Back (run), Step forward to form a LH Star & then Star  $\frac{1}{2}$ .
  3. Ends in Wrong Way Thar with opposites.
- =====

### **ALL 8 - PEEL & TRAIL**

**START:-** Mini-Waves (Static Square)  
**END:-** Thar

#### ***Dance Action:-***

1. LEADERS - (dancers facing out) working around the outside to the left (counter clockwise), move  $\frac{1}{4}$  to become the Ends of the forming Thar with original partner.
  2. TRAILERS - Extend to a RH Star, then Star  $\frac{1}{2}$  to meet original partner.
- =====

### **ALL 8 - RECYCLE**

**START:-** Static Square  
**END:-** WW Thar

#### ***Dance Action:-***

1. BEAUS step forward while doing a right-facing U-Turn Back into a LH Star.
2. At the same time, BELLES Veer L to join original Beau.
3. Ends in a Wrong Way Thar.

*Note: "All 8 Recycle" also appears in the C1 list and has an entirely different definition!*

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### **ALL 8 - TURN & DEAL**

**START:-** Thar or WW Thar  
**END:-** Alamo Ring

#### ***Dance Action:-***

1. All dancers, in one smooth motion turn individually  $\frac{1}{4}$  towards the center of the formation, then
2. Move clockwise  $\frac{1}{4}$  around the outside of the set, Ends following Centers, & then Roll  $\frac{1}{4}$  in the same direction of their first turn to end in a mini-wave with originals.
3. Ends in an Alamo Ring. If from a Thar, original Centers facing In, Ends facing out; If from a WW Thar, Centers facing out, Ends facing in.

## A2 Call Concepts – All 4 Couples & All 8

### **ALL 8 - REMAKE** (*or, Remake the Alamo*)

**START:-** Alamo Ring

**END:-** Alamo Ring

#### **Dance Action:-**

1. ALL arm turn  $\frac{1}{4}$  by the Right
2. Centers turn the LH Star  $\frac{1}{2}$
3. ALL arm turn  $\frac{3}{4}$  by the Right

Note: *also can be called 'Remake the Alamo'*

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