

Understanding 'Initially' and 'Finally' Concepts

In studying Vic Ceder's *Ceder Chest Definitions of Square Dance Calls and Concepts*, we learn that:

- **Initially anyConcept anyCall** – Do the first part of anyCall using the given anyConcept; then do the remainder of anyCall “normally” (i.e., without using the given anyConcept).

Notes:

- anyCall must have a well-defined first part.
- After doing the first part of the anyCall using anyConcept, re-evaluate your position within the resulting formation and apply the definition of the remainder of the anyCall.

- **Finally anyConcept anyCall** – Do anyCall but only apply the given anyConcept to the last part of anyCall.

Notes:

- anyCall must have a well-defined last part.
- Initially and Finally are meta-concepts (a concept that requires another concept as an argument). The caller can not say Initially or Finally anyCall. The caller must give a concept after the word Initially or Finally.

AnyConcept may be one of several forms:

- A defined concept, such as Tandem, Stretch, Checkerboard, etc. For example, Initially Checkerbox Catch 3 would be danced as: Checkerbox Square Thru 3 to a Wave (the initial part of the call), followed by the remaining parts of the call (Centers Trade, Step & Fold) done normally by everyone.
- A dancer designation, such as Boys, Centers, Leaders, etc., to indicate that only those dancers are to do the Initial or Final part of the call. For example, Finally Centers Scoot & Weave would be danced as: all Scootback, only the centers Weave.
- A multiplier or fraction, to indicate the number of times the Initial or Final part of the call is to be done. For example, Initially Twice Remake would be danced as: right arm turn $\frac{1}{4}$ Twice (equaling right arm turn $\frac{1}{2}$), left arm turn $\frac{1}{2}$, right arm turn $\frac{3}{4}$. Finally One-half Flipback would be danced as: Flip The Line $\frac{1}{2}$, $\frac{1}{2}$ Scootback (or Follow Thru).
- A call that can take another call, such as Rotary anyCall, Transfer & anyCall, or Motivate But anyCall, to indicate that the Initial or Final part of anyCall should be added to the call named in anyConcept, and then danced in that manner. For example, Finally Rotary Catch 3 would be danced as: (do all except the last part of Catch 3 normally) Square Thru 3 to a Wave, Centers Trade, (now apply the call named in anyConcept to the last part anyCall, and thus do a) Rotary Step & Fold. Note that when a call will take another call, typically it is only the centers that do the taken call. Refer to the definition of calls given in the following table to confirm which subset (if any) of dancers do the last call.

Since anyConcept can take so many forms the best way to parse the original call is to start from each end, identifying the Initially or Finally part and the anyCall part, leaving the anyConcept part as the middle remainder. For example, for Initially Checkerbox Swing & Mix, after removing Initially and the call Swing & Mix, the anyConcept is Checkerbox. So the call is divided into:

Initially | Checkerbox | Swing & Mix

Since this is an Initially call, take the first part of anyCall, which is the Swing, and apply the concept Checkerbox to it, which would become Checkerbox Swing. After dancing that, the center group would rejoin the outsides, and each line would do the remainder of anyCall, which is Mix (centers cross run, new centers trade).

The call Finally Transfer And $\frac{2}{3}$ Recycle is a little harder to parse. Dividing it into:

Finally | Transfer And $\frac{2}{3}$ | Recycle doesn't have the concept make sense, so divide it into:

Finally | Transfer And | 2/3 Recycle

2/3 Recycle has two parts: centers fold behind the ends and all adjust to a box; box counter rotate. Since the call is Finally, the concept Transfer And would be applied only to the last part. So this call would be danced as: 1/3 Recycle (centers fold behind the ends and all adjust to a box), Transfer And Box Counter Rotate.

This last form of AnyConcept is the most confusing aspect of the Initially and Finally concepts, and will be further explained below.

The following calls take another call with the added call following the initial call, and thus may be used with the Initially and Finally concepts:

Breaker	Checker Board	Checker Box	Circle By n By	Clover and
Cross Clover and	Dodge	Eight By	Explode and	Fascinating
Hubs Trade	Lines Thru *	Quick	Release	Rims Trade
Rotary	Slant	Transfer and	Twist and	Wheel and
anyCall But anyCall2 **	Checkpoint call1 By	Reverse Checkpoint call1 By	Busy	Divide the Ocean/Sea
Open Up and	Spin the Pulley But			

* While the normal call format is Lines anyCall Thru, this form is used with the Initially and Finally (and similar) concepts.

** (anyCall) But, where anyCall is a call that may be used with the But concept, such as Motivate But (anyCall2). This set of calls are done normally except the center 4 replace their last part with anyCall2. The But calls (through C3B) are: Motivate, Chain Reaction (and its variations), Linear Action, Percolate, Relay the Top, Tally Ho, Perk Up, Load the Boat, Spin Chain Thru, Swing Chain Thru, Spin Chain the Gears, Relay the Deucey, Cast and Relay, (Interlocked) Rally, Lift Off, Nuclear Reaction, Stimulate, Wind the Bobbin, Triple Play, Delight, Dilemma, Fancy, Link Up, Pass and Roll. (This may not be a comprehensive list.)

While there are other calls that can take another call, such as Catch anyCall n, I don't know how they may be used with the Initially and Finally concepts.

Here are some examples of the concept where a call is used as anyConcept.

Initially Eight By Recoil. Eight By applies to the initial part of Recoil, which is a Box Recycle. The remainder of Recoil, the Step & Fold, is then done normally (by everyone). So this would be danced as: Eight By (center 4) Box Recycle, (all) Step & Fold.



Before



After Eight By Box Recycle

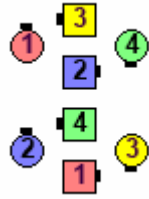


After Step & Fold (done)

Initially Tally Ho But Flip Your Neighbor. Tally Ho But applies to the initial part of Flip Your Neighbor, which is Flip the Line 1/2. The remainder of Flip Your Neighbor, which is Follow Your Neighbor, is then done normally (by everyone).



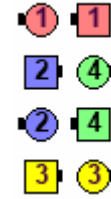
Before



After Tally Ho But nothing



After Tally Ho But (center 4) Flip the Line 1/2



After (all) Follow Your Neighbor (done)

Finally Transfer and Vertical Tag Your Cross Neighbor. Transfer And applies only to the final part of Vertical Tag Your Cross Neighbor, which is Cross Your Neighbor. Everything up to that point is done normally by everyone. So this would be danced as (all) Vertical 1/2 Tag, Transfer and (center 4) Cross Your Neighbor.



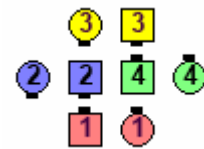
Before



After (all) Vertical 1/2 Tag



After (all) Transfer and nothing

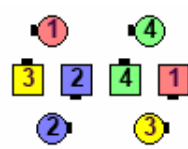


After (centers) Cross Your Neighbor (done)

Initially Checkpoint 2/3 Recycle By Flip Chain Thru & Scatter. The Checkpoint 2/3 Recycle By applies only to the initial part of Flip Chain Thru & Scatter (Flip the Line 1/2), the remainder (Scatter Scoot Chain Thru) is done normally.



Before



After Checkpoint 2/3 Recycle By nothing



After Checkpoint 2/3 Recycle By (others) Flip the Line 1/2



After (all) Scatter Scoot Chain Thru

Initially and Finally Centers Catch Swing & Circle 1/4 3. This wording indicates that the concept "Centers" is to be applied to both the first and last parts of the call, Catch Swing & Circle 1/4 3. Catch anyCall N is defined as a 3 part call: (1) Square Thru N To A Wave, (2) anyCall, (3) Step & Fold. So this would be danced as: Centers Square Thru 3 To A Wave, (all) Swing & Circle 1/4, Centers Step & Fold.



Before



After Centers Square



After (all) Swing &



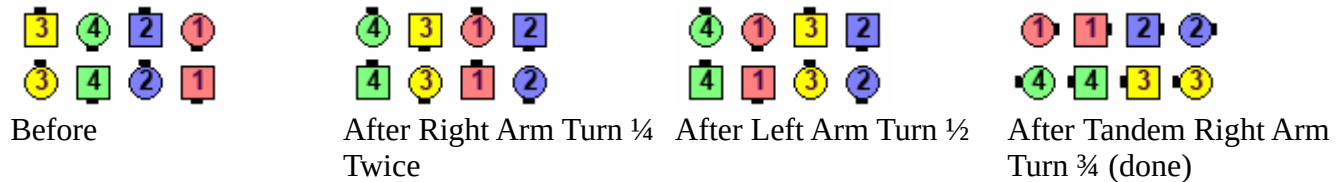
After Centers Step &

Thru 3 To A Wave

Circle ¼

Fold (done)

Initially Twice, Finally Tandem Remake. This wording indicates that the concept “Twice” is to be applied to the first part of the call Remake, and the concept “Tandem” is to be applied to the last part of Remake. So this would be danced as: Right Arm Turn ¼ Twice (equaling Right Arm Turn 1/2), Left arm turn ½, Tandem Right Arm Turn ¾.



To use this concept properly you must be able to identify the first and last parts of calls. Recoil has 2 parts (box recycle, step & fold). Coordinate has 4 parts (column circulate, ½ circulate, center 6 trade, very ends and very centers phantom hourglass circulate). However the combination call Recoil’ers Coordinate, which complies with the C-2 Anything Concept definition, still has only 4 parts as the entire Recoil replaces the first part of the Coordinate. Another set of combination calls are those that can start with any tagging call, such as Flip Your Leader, Tag Cross Reaction, and Vertical Tag Chain Thru.

Initially Tandem Recoil’ers Coordinate. The entire Recoil is done in tandem, then normally Finish Coordinate.

Initially Finally Tandem Recoil’ers Coordinate. This wording can only be used with combination calls. The initial part of the call, the Recoil, is to be done Finally Tandem, followed by a normal Finish Coordinate.

While this discussion focuses only on Initially and Finally, it applies similarly to all concepts that specify a portion of the definition of a call is to have the given concept applied while doing the call, and that the remainder are to be done normally. These concepts include Secondly, Thirdly, Fourthly, Evenly, and Oddly.