



WAVES: Just like normal squares, can have one in the middle or parallel waves

Calls from one wave in the middle are more fun - it's a "Y", with three mini-waves joined in a 3 hand star in the middle. (Normal waves are 2 mini-waves joined in the middle, right?)

"Trades" in the middle will turn the star $1/3$ (to the next end person in the wave). If centers cast $3/4$, they'll go to the next end (turn $1/3$) plus half way to the next ($1/6$ more). In general, a 3 hand star in the middle will "underachieve" - and turn $2/3$ as far as it would in a normal square.

Calls from parallel waves are easy - they're 4 dancer moves just like normal. (OK, except that there are 3 waves instead of 2, and they're sort of bent in the middle...)