

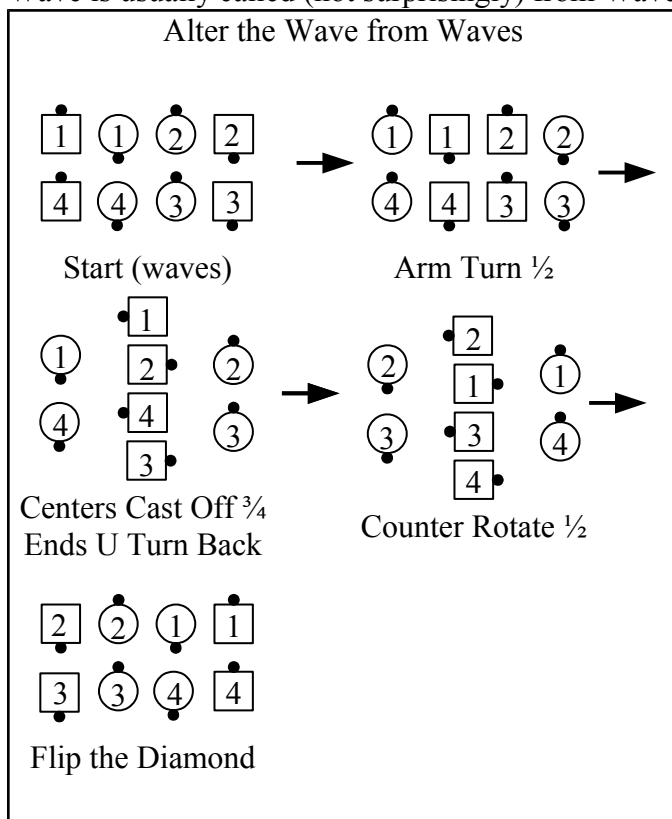
Keith's Klass

by Keith Rubow

This month we will look at **Alter the Wave**. There are a few commonly used modifications, such as Finish, and changing how far to turn the star. As usual, there are some unusual starting formations and some things to watch out for.

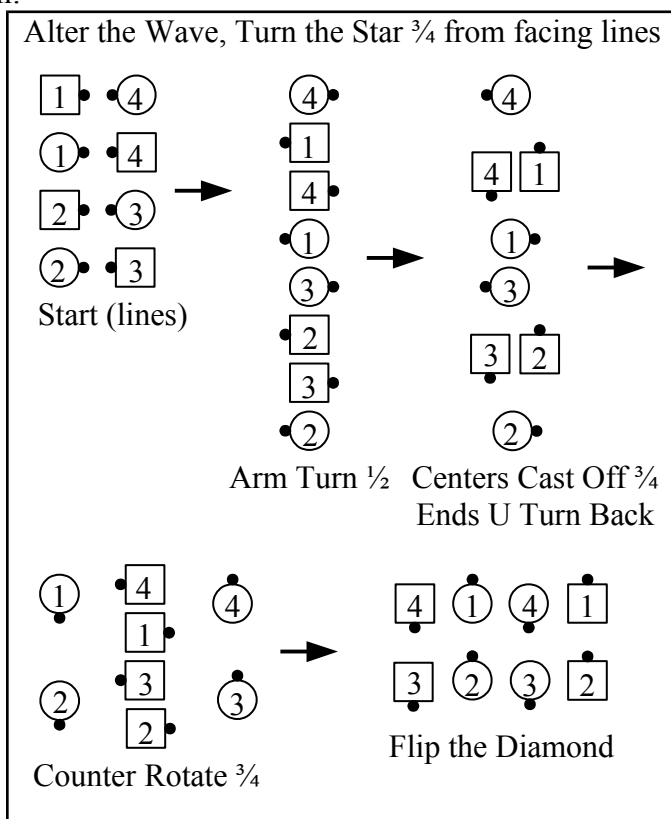
Definition: This is a four part call. Part 1) Arm turn $\frac{1}{2}$. Part 2) Centers Cast Off $\frac{3}{4}$ as Ends U Turn Back. Part 3) Counter Rotate the diamond $\frac{1}{2}$. Part 4) Flip the Diamond.

Alter the Wave is usually called (not surprisingly) from Waves.



A few things must be kept in mind to dance this call well. Before starting the Counter Rotate, it is important to make sure everyone has formed the diamond and is ready to work together. The ends can U Turn Back a lot faster than the centers can Cast Off $\frac{3}{4}$. They should not try to Counter Rotate until the centers are ready. Also, remember that it is a diamond that is counter rotating, not a star. The centers who did the Cast Off $\frac{3}{4}$ must maintain the handhold throughout the entire Counter Rotate, and the ends should not put their hands in the star. They should point towards the center of the diamond without touching. This makes it clear who are the centers of the diamond and who are the points so the diamond can be Flipped.

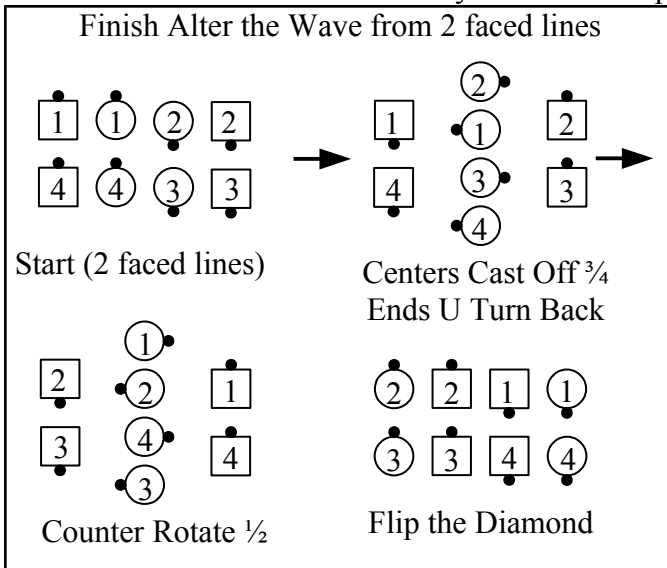
Here is Alter the Wave, Turn the Star $\frac{3}{4}$ from a different starting formation:



This example is meant to illustrate two important points. First, the facing couple rule applies. If you are not already in a wave (or mini-wave) to start, step to a right hand wave with the dancer you are facing. Second, it is very important to remember who has the handhold (and who does not) when counter rotating the diamonds. It is very easy to forget who the centers of the diamond are (especially when changing how far to counter rotate) if you are sloppy and turn the diamond into a four handed star.

Changing how far to “turn the star” (actually how far to counter rotate the diamond) is only one way Alter the Wave can be modified.

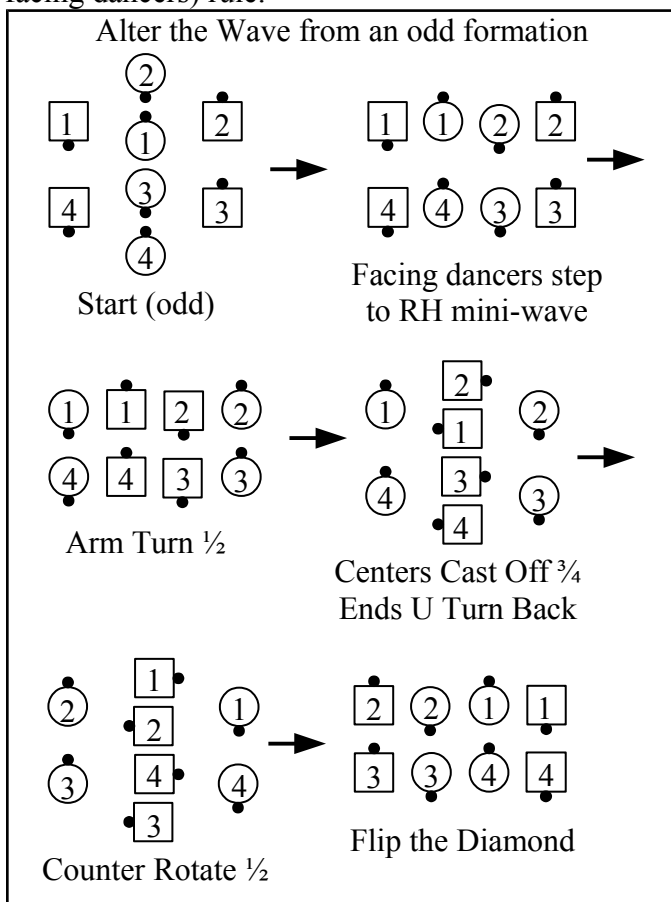
Another common modification is Finish Alter the Wave. This simply means to do everything except the first part (Arm Turn $\frac{1}{2}$). The really neat thing about this is that we can Finish Alter the Wave From a formation we couldn't be in if we had actually done the first part.



Notice that an odd thing happens when we Finish Alter the Wave string in a 2 faced line. After the centers Cast Off $\frac{3}{4}$ and the ends U Turn Back, the result is FACING diamonds. When Counter Rotating a facing diamond it is essential that the centers of the diamonds maintain the handhold and stay in the center of each group of 4, while the ends

move around the outside of each group of 4. In this example this means that the centers and ends are passing each other with left shoulders. This is OK because the centers have the inside track and the ends have the outside track. The right shoulder passing rule does not apply. Flipping the facing diamond gives 2 faced lines again.

The last example illustrates a strange use of the facing couples (actually facing dancers) rule.



In this case the dancers who are facing must step to a right hand mini wave with each other (following the facing couples rule), becoming the

centers of a left hand wave. Then the call starts with a left arm turn $\frac{1}{2}$. This may feel wrong, but it is the correct thing to do. The rest of the call finishes like any other Alter the Wave from left hand waves.

Remember to be careful when counter rotating the diamond, with the centers keeping the handhold so you know how to flip the diamond. And follow the facing couples rule, even when it just feels wrong. Keep these things in mind and you will never have trouble with Alter the Wave.