

# Keith's Class by Keith Rubow

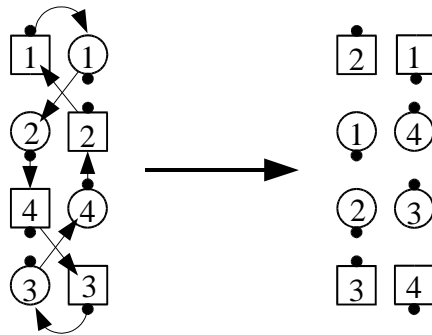
## Magic Columns

Welcome to Keith's Class. This month we will look at Magic Columns. Traffic patterns are very important.

**DEFINITION:** The centers of one column work with the ends of the other column, and vice-versa. Whenever you move from a center to an end, or vice-versa, you must move into the other column. On calls that start in columns but do not end in columns, the call is finished normally (the magic "goes away") as soon as you stop working in columns.

## Magic Column Circulate

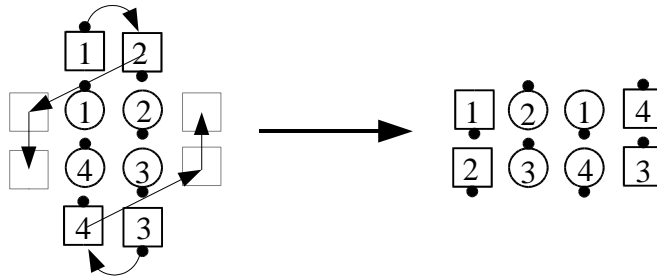
Magic column calls are often done from columns which are right handed for the ends and left handed for the centers (or vice versa). Circulate paths are shown.



Note that some circulate paths cross. The center coming out always has the right-of-way over the end coming in, even if this results in a left shoulder pass. This is VERY IMPORTANT when the call involves 1/2 circulates!

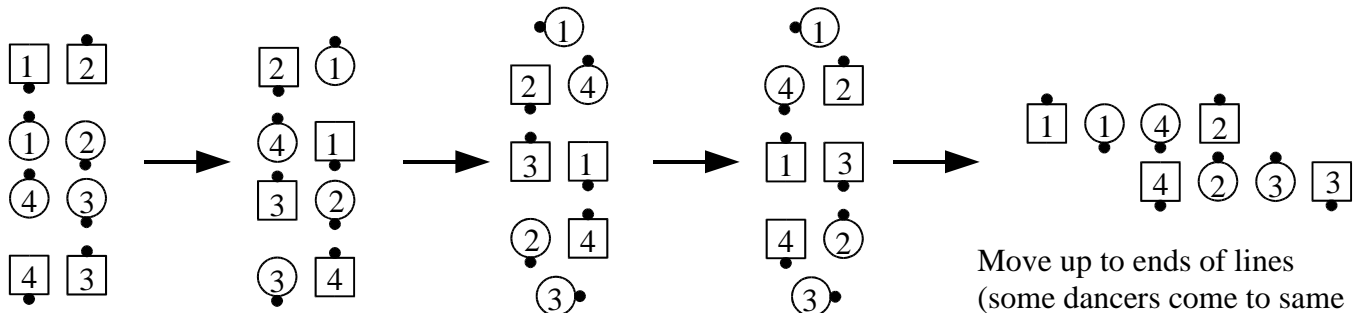
## Magic Hocus Pocus

Centers Trade as Ends Magic O Circulate 2. Circulate paths are shown.



Note: When the ends facing in do their O Circulate, they must cross over to the other column. This is a LONG WAY to go!

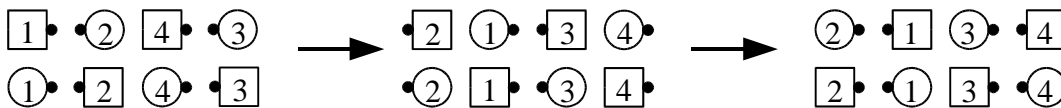
## Magic Coordinate



All 8 circulate once And a half (centers come out first taking left hands with ends) Triple Trade

Move up to ends of lines (some dancers come to same spot and take right hands)

## Magic Right and Left Thru



It starts in a very normal setup.

Magic Right Pull By (correct traffic pattern is to use a right hand star)

Courtesy Turn