

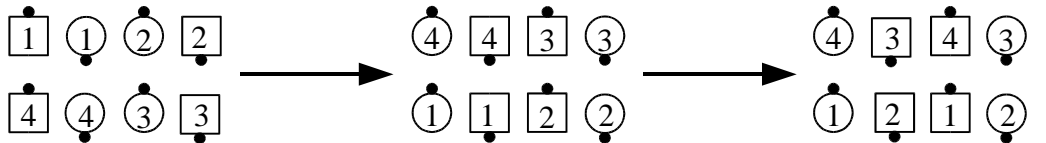
# Keith's Class by Keith Rubow

## Magic Line/Wave concept

Welcome to Keith's Class. This month we will look at the Magic Line/Wave concept. Some calls are easy, while others are difficult (maybe because we don't do them enough)!

**DEFINITION:** The centers of one line/wave work with the ends of the other line/wave, and vice-versa. Whenever you move from a center to an end, or vice-versa, you must move into the other line (or column). On 8 person calls, those not moving between center/end positions work normally.

### Magic, Swing Thru

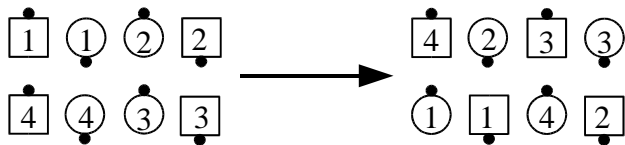


Magic Swing (danced like a tandem swing, since all ends become centers and centers become ends)

Normal slip (centers stay centers)

We dance this often enough we can do it blindfolded. Caution, sometimes a Swing Thru starts in the center. Then the magic swing comes last!

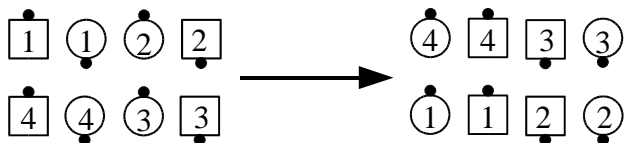
### Magic, In Roll Circulate



In Rollers work normally. Others run towards vacated spot in their MAGIC line.

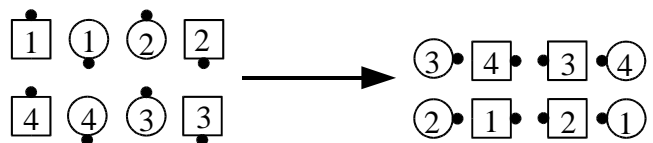
This call (and Magic Out Roll Circulate) is hard! It helps to join hands with those in your magic line. The designated In (or Out) Roller should indicate (raise hand or say "me" or "in") and give a gentle tug to the adjacent magic center indicating which way to go. The centers will feel like they are going the wrong way, because they go the opposite direction from a normal In/Out Roll Circulate.

### Magic, Centers Run



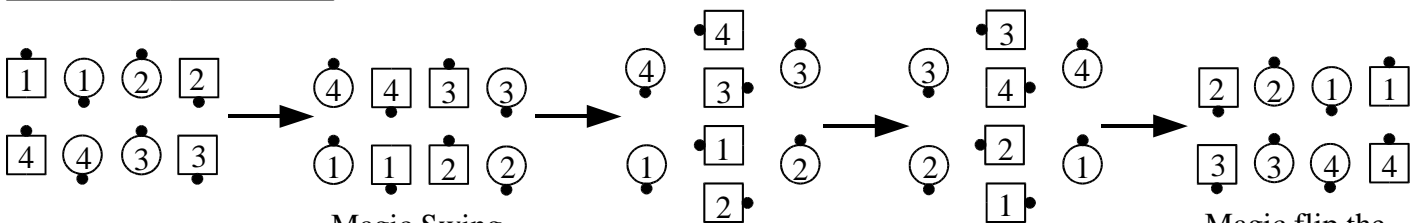
Centers (designated runners) can work in tandem. Others have to (awkwardly) exchange leads/trailers as they dodge.

### Magic, Centers Cross Kickoff



Centers can tandem cross run and individually roll. Ends partner tag and sashay.

### Magic, Alter the Wave



Magic Swing (do it tandem)

Centers cast 3/4, ends turn back

Counter Rotate each diamond 1/2

Magic flip the diamond (points work tandem).