

Keith's Klass

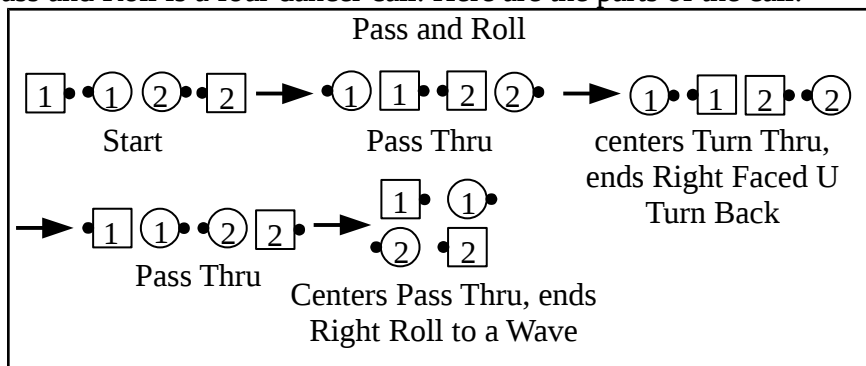
by Keith Rubow

This month we will look at **Pass and Roll**. This is a four part call that can be fractionalized (sometimes into eighths). Therefore it is important to know the parts of this call.

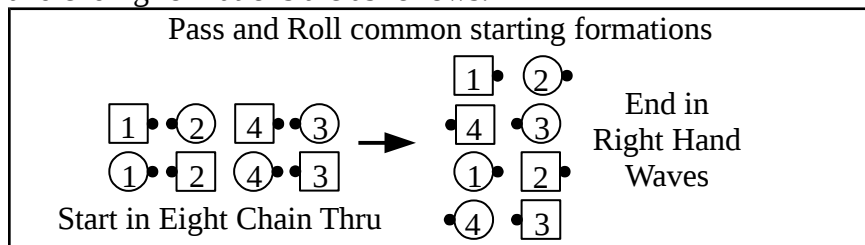
Definition:

- 1) Pass thru. 2) Centers Turn Thru as ends Right Faced U Turn Back.
- 3) Pass Thru. 4) Centers Pass Thru as Ends Right Roll to a Wave (meeting the centers).

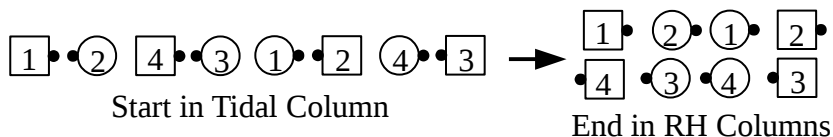
Pass and Roll is a four dancer call. Here are the parts of the call:



Pass and Roll will always end in a right hand box, so from common starting formations (with everyone doing the call) it will usually end in right hand waves or right hand columns. The most common starting and ending formations are as follows:

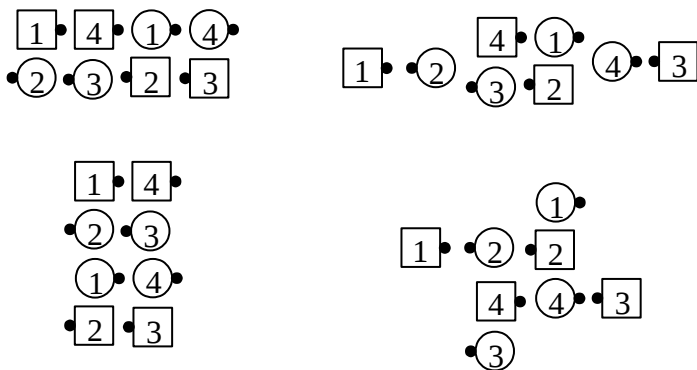


Pass and Roll common starting formations (continued)



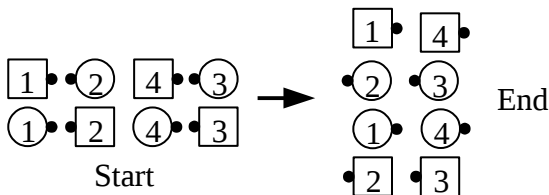
Of course, since Pass and Roll starts with a Pass Thru, the facing couple/ocean wave equivalency rule applies, and the call can be started with dancers in right hand waves or mini-waves. This leads to some other possible starting formations as follows:

Other starting formations for Pass and Roll

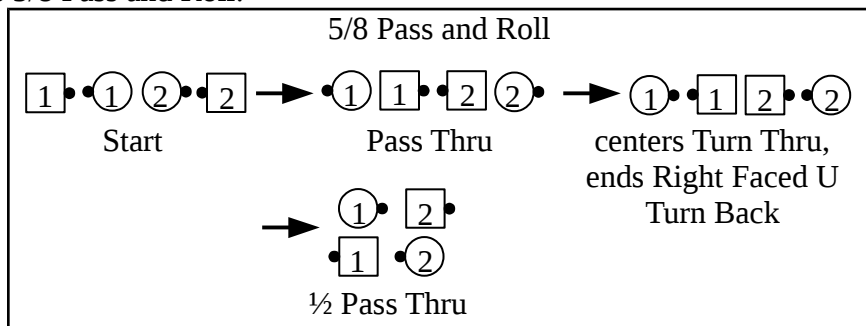


Pass and roll can be fractionalized into parts. Since it is a four part call, it is easy to fractionalize it into $\frac{1}{4}$, $\frac{1}{2}$ or $\frac{3}{4}$ (just look at the first diagram and see where it ends after 1, 2 or 3 parts). But some of the parts of Pass and Roll can be further cut into halves, meaning we can do $\frac{1}{8}$, $\frac{5}{8}$ or $\frac{7}{8}$ of a Pass and Roll.

$\frac{1}{8}$ Pass and Roll

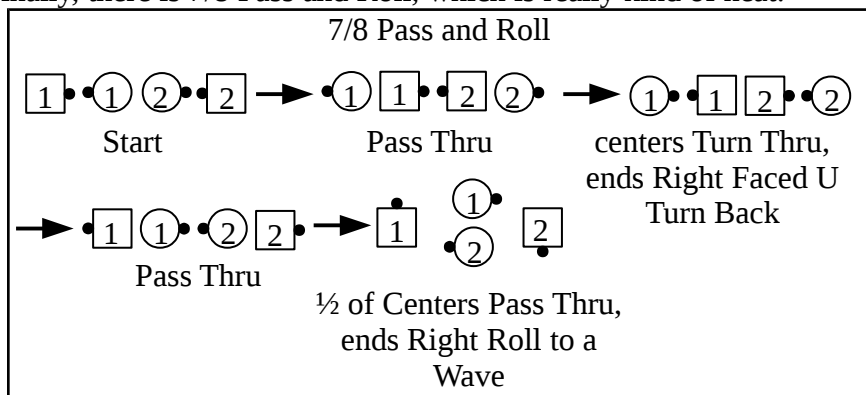


OK, so $1/8$ Pass and Roll is just $1/2$ Pass Thru, which is a Touch. That is kind of dumb. But the other “ $1/8$ ” fractions are more interesting. Here is $5/8$ Pass and Roll:



You can think of $5/8$ Pass and Roll as doing $1/2$ Pass And Roll, then doing another $1/8$ (or $1/2$ of the next part), because, well that is what it is. It still ends in a right hand box, but it is a different box than you would have if you did the whole call.

Finally, there is $7/8$ Pass and Roll, which is really kind of neat:



Yes, it ends is diamonds. Isn't that neat? Why did I skip $3/8$ Pass and roll? The centers would have to do $1/2$ Turn Thru, and you can't do that.

Some people use a 3 part definition for Pass and Roll. Don't do that. Use the proper 4 part definition and you can't go wrong.