

## SD APPLICATION NOTE 2

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### RIPPLE THE WAVE and ROLLING RIPPLE

These are surprisingly versatile calls. ‘Ripple the wave’ is done from a wave or line, and designates a person or two people. It may also give a number. Without the number, the call is ‘<anyone> ripple the wave’. (It is called that even if the line isn’t a wave.) With a number, it is ‘<anyone> ripple <N>’.

Typically just one person is designated in each 4-person wave (as in ‘side girls ripple the wave’), and that person is an end. That person does trades with people until he or she reaches the far end of the wave. If the designee is an end, that is 3 trades. If the designee is a center, he or she will work toward the center, and will do 2 trades. Nondesignated people don’t do anything except when a designated person is trading with them.

It is possible to designate both ends (their second trade will be with each other) or both centers (they will start by trading with each other.) Other combinations won’t work.

2B <sup>^</sup>	2GV	3G <sup>^</sup>	3BV		3G <sup>^</sup>	2BV	3B <sup>^</sup>	2GV
1B <sup>^</sup>	1GV	4G <sup>^</sup>	4BV		4G <sup>^</sup>	1BV	4B <sup>^</sup>	1GV

girls ripple the wave

Instead of having to say something like head boys to identify one person in each wave, you may be able to use more dancer-friendly designators like

end boys  
end girls  
center boys  
center girls  
lead ends  
lead centers  
trailing ends  
trailing centers

When a number is given, the designee does just that many trades:

2G <sup>^</sup>	3GV	2B <sup>^</sup>	3BV		3G <sup>^</sup>	2BV	2G <sup>^</sup>	3BV
1B <sup>^</sup>	4BV	1G <sup>^</sup>	4GV		1B <sup>^</sup>	4GV	4B <sup>^</sup>	1GV

end girls ripple 2

You can give fractional numbers to get interesting results:

```

                2G>
                3G^  2BV
2G^  3GV  2B^  3BV
                3B<
1B^  4BV  1G^  4GV
                1B>
                4B^  1GV
                4G<

                end girls ripple 2-1/2

                2B>  3G>
3G^  2BV  3B^  2GV
                2G<  3B<
4G^  1BV  4B^  1GV
                1B>  4G>
                1G<  4B<

                girls ripple 2-1/2

                2G<
                2B^
3G^  2BV  3B^  2GV
                3G>
                3BV
4G^  1BV  4B^  1GV
                1G<
                1B^
                4B^
                4G>

                end girls ripple 1-1/2

```

The call 'rolling ripple' takes more than one number. The designee does a normal ripple of the first amount. Then, whoever is standing on the spot(s) that the designee(s) originally started on does a ripple of the second amount. If there are more numbers the action continues, from the same spot(s) each time.

```

2B^  2GV  3G^  3BV
                2G^  2BV  3B^  3GV
1B^  1GV  4G^  4BV
                1G^  1BV  4B^  4GV

                boys rolling ripple 3 x 2

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4B^ 3BV 1G^ 2GV 2G^ 4BV 1G^ 3BV

4G^ 3GV 1B^ 2BV 1B^ 3GV 2B^ 4GV

end girls rolling ripple 3 x 1

4B^ 3BV 1G^ 2GV 4B^ 2GV 1G^ 3BV

4G^ 3GV 1B^ 2BV 1B^ 3GV 4G^ 2BV

center boys rolling ripple 2 x 1

					2B<		
				2G^		3GV	
2B^	2GV	3G^	3BV		3B>		
1B^	1GV	4G^	4BV		1B<		
				1G^		4GV	
					4B>		

boys rolling ripple 3 x 1-1/2

					2G>		
						4B^	3BV
4B^	3BV	1G^	2GV		1G<		
4G^	3GV	1B^	2BV				3G>
				1B^	2BV		
							4G<

end girls rolling ripple 3 x 2-1/2

4B^ 3BV 1G^ 2GV 2G^ 1GV 3B^ 4BV

4G^ 3GV 1B^ 2BV 2B^ 1BV 3G^ 4GV

end girls rolling ripple 3 x 2 x 1