Expanded Supercalls (The "It" Concept)

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1 Introduction

Some calls that might be used as supercalls present an additional challenge because the replacement call does not normally come at the end of the call. Consider, for example, the call "Catch <anything> <N>". This call allows a replacement call, but the replacement is normally specified in the middle of the call name. Some callers have tried something like "Initially Catch, Swing Thru, 3" but that ends up being confusing because "Catch Swing Thru 3" is a legitimate call in its own right. Instead, the current syntax for calls of this type uses the word "It" to indicate where the replacement call goes. The "It" syntax has been used with Catch, Lines Thru, and Checkpoint. These are described separately below.

2 Catch It <N>

This syntax provides a way to use "Catch <anything> <N>" as a supercall. The word "It" specifies that the call that follows, or the required portion of that call, needs to be inserted where the word "It" is. Although not typically used this way on its own, "Catch It 3, Motivate" would be the same as Catch Motivate 3.

Typically, the "It" syntax is used in combination with meta-concepts such as Initially or Finally. Below are some examples.

Initially Catch It 3, Swing Thru:

- Catch [1/2 by the Right] 3
- 1/2 by the Left

The first part of Swing Thru goes where the "It" is in "Catch It 3". The rest of Swing Thru

is done normally.

Finally Catch It 2, Latch On:

- Right Roll to a Wave

- Catch [Hinge] 2

The first part of Latch On is done normally. The last part of Latch On goes where the "It" is in "Catch It 2".

3   Lines It Thru

This syntax provides a way to use "Lines <anything> Thru" as a supercall. The word "It" specifies that the call that follows, or the required portion of that call, needs to be inserted where the word "It" is. Although not typically used this way on its own, "Lines It Thru, Scoot Back" would be the same as "Lines Scoot Back Thru".

Typically, the "It" syntax is used in combination with meta-concepts such as Initially or Finally. Below are some examples.

Initially Lines It Thru, Flip Your Neighbor:

- Lines Flip the Line 1/2 Thru

- (on each side) Follow Your Neighbor

The first part of Flip Your Neighbor goes where the "It" is in "Lines It Thru". The second part of Flip Your Neighbor is done normally.

Finally Lines It Thru, Flip Your Neighbor:

- Flip the Line 1/2

- Lines Follow Your Neighbor Thru

Examples with Lines It Thru often feel like Initially/Finally Centers, except that the ends do an extra Circulate while the centers are doing their call.

4   Checkpoint It by It

A challenge in using Checkpoint with meta-concepts is that Checkpoint normally takes two calls. The "It" syntax provides a way to specify that the following (one) call will be used in both places. Although not typically used this way on its own, "Checkpoint It by It, Lockit" would be the same as same as "Checkpoint Lockit By Lockit".

Typically, the "It" syntax is used in combination with meta-concepts such as Initially or Finally. Below are some examples.

Initially Checkpoint It by It, Hinge the Lock:

- Checkpoint Hinge by Hinge

- (normal) Lockit

The first part of Hinge the Lock goes into both places where the "It" is in "Checkpoint It by It" The rest of Hinge the Lock is done normally.

Initially Checkpoint It by It, Explode the Top:

- Checkpoint Explode by Explode

- Finish Explode the Top

The first part of Explode the Top goes into both places where the "It" is in "Checkpoint It by It" The rest of Explode the Top is done normally.