

The Rectify Concept

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The Rectify Concept was originally introduced by Leon Eskenazi in 2016. The goal of this article is to re-introduce this concept, provide interesting examples, and clarify when the concept is applicable.

Definition

To apply the Rectify concept, replace the first Circulate or Counter Rotate 1/4 in the call with a call of the other type in the same setup. For example, Circulate would be replaced with Counter Rotate. Split Counter Rotate would be replaced with Split Circulate. Only the first such action in the call, of either type, is replaced.

The Circulate or Counter Rotate to be replaced must be an (All 8) Circulate or Counter Rotate, a Split/Box Circulate or Counter Rotate, or a Diamond Circulate or Counter Rotate the Diamond. Rectify does not apply to 1/2 Circulate or to other types of Circulates such as Cross Over Circulate, Trade Circulate, or Magic Column Circulate.

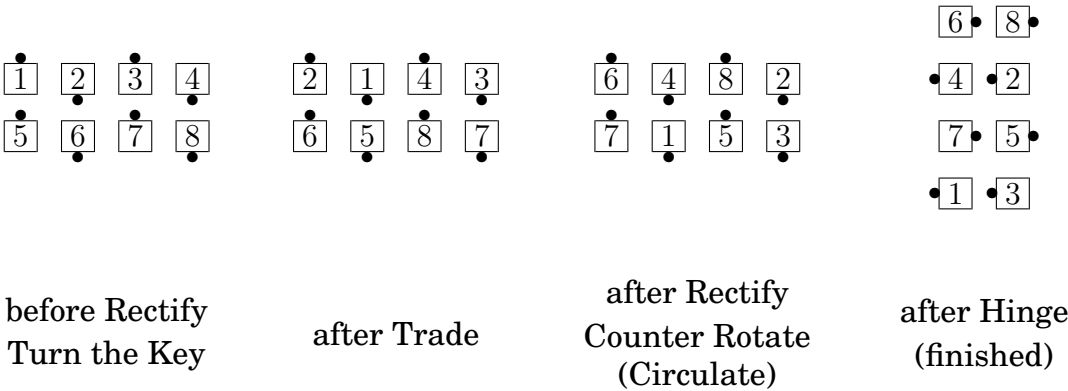
If the call definition contains Circulate 2 or Counter Rotate 1/2, then the first Circulate or Counter Rotate 1/4 is replaced, but the rest of that action is done normally. It does not matter whether the Circulate 2 or Counter Rotate 1/2 is considered one part or two separate parts in the call definition.

Rectify only applies to Circulates or Counter Rotates where everyone along the “path” of that Circulate or Counter Rotate is doing the same action. Rectify is not intended to pick out individual actions such as as the Centers’ part of Flip the Diamond (Diamond Circulate) or the Leads’ part of Scatter Scoot (All 8 Circulate). Rectify can apply to calls with separate Centers’ and Ends’ parts if either the Centers or the Ends are doing a Circulate or Counter Rotate in the center or around the outside.

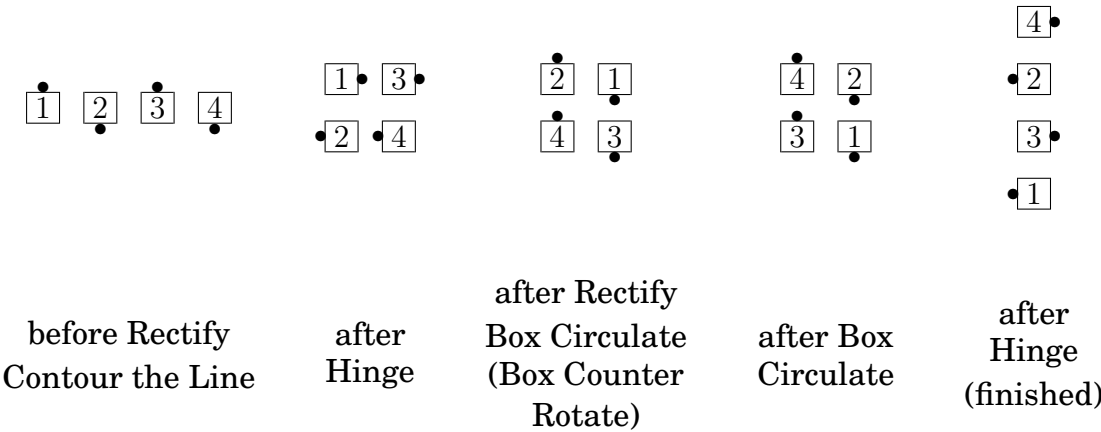
Examples

The most obvious examples are calls that start with Circulate, such as Motivate. If Rectify is applied to these calls, the result is the same as (for example) “Counter Motivate” or “Counter Rotate er’s Motivate”. However, as this modification is already widely used, we will focus on other examples here.

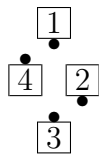
Let’s consider Rectify Turn the Key. Here, the Counter Rotate is replaced with a Circulate:



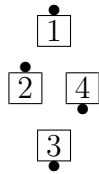
On Rectify Contour the Line, replace the first Box Circulate with Box Counter Rotate, but do the second one normally.



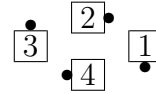
Below is an example where Diamond Circulate is replaced with Counter Rotate the Diamond.



before Rectify
Scoot the Diamond

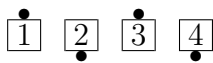


after Scoot Back

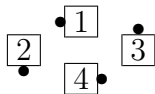


finished

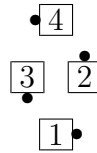
Below is an example where the call contains Counter Rotate the Diamond 1/2. Note that this is replaced with one Diamond Circulate and one Counter Rotate the Diamond 1/4.



before Rectify
Alter the Wave



after 1/2



after Diamond Circulate
and Counter Rotate

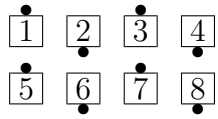


finished

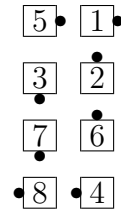
Centers/Ends Calls

As mentioned earlier, Rectify can also be used with calls where the Centers or the Ends do a Circulate or Counter Rotate in the center or around the outside. In that case, Rectify automatically applies only to the group doing the Circulate or Counter Rotate. The other group does their part of the call normally.

For example, on Rectify Acey Deucey, the Ends replace their Circulate with Counter Rotate, and the Centers do the call normally because their part (Trade) is not a Circulate or Counter Rotate.

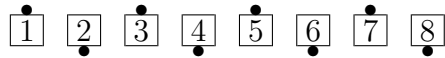


before Rectify
Acey Deucey

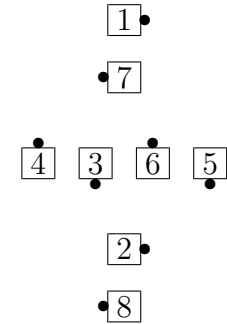


after

Rectify Acey Deucey can also be used from some setups where (normal) Acey Deucey cannot:

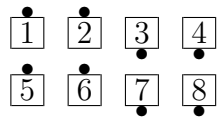


before Rectify
Acey Deucey

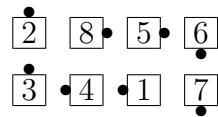


after

Another example is Rectify Change Lanes. The original Outsides replace their Circulate and Cross Over Circulate with Counter Rotate and Cross Over Circulate. The original Centers' part is not modified because it does not contain Circulate or Counter Rotate. Note that it is not necessary for the original Ends to remain Ends throughout the entire call. It is sufficient for them to have one Circulate around the outside.

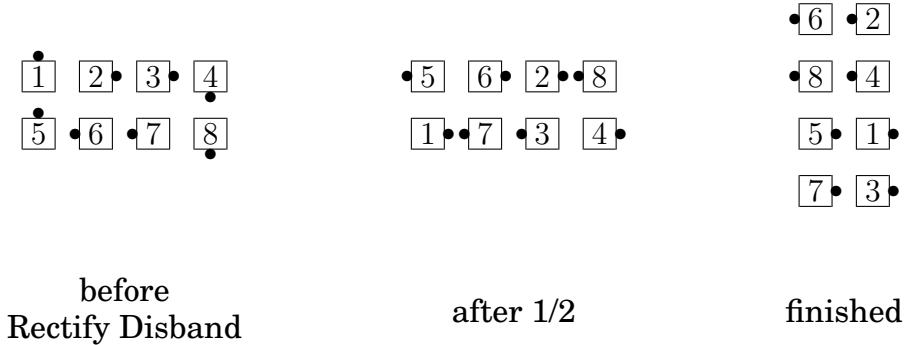


before Rectify
Change Lanes



after

If the call definition has the Centers doing a Counter Rotate or Circulate in the center, then the replacement call is also done in the center.

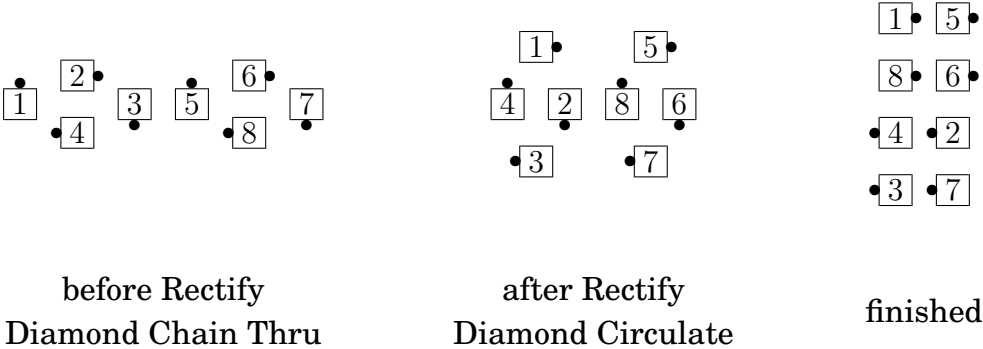


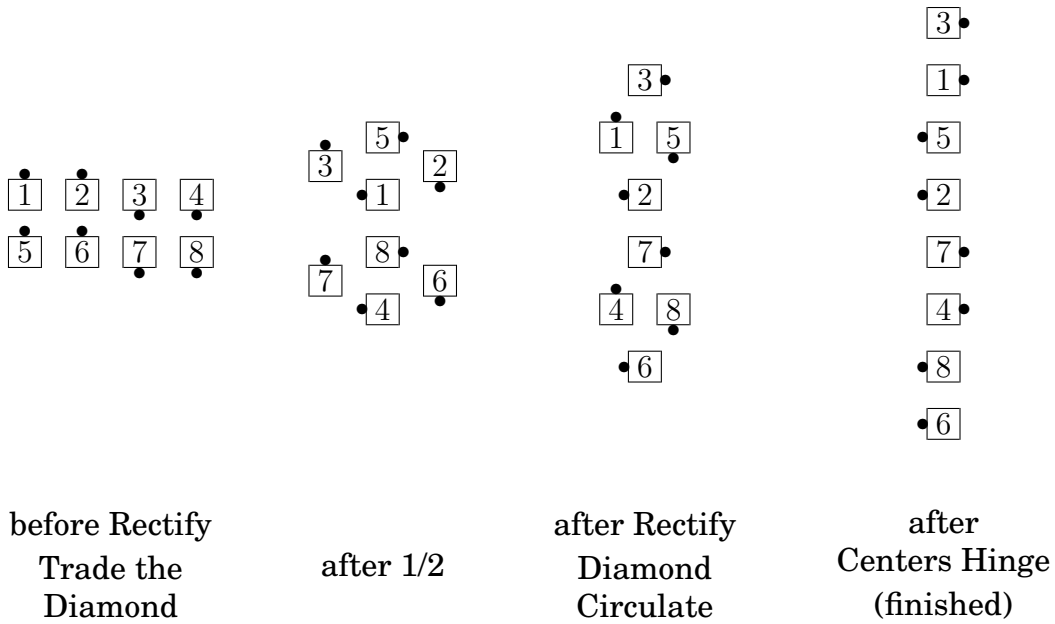
If there is any confusion or uncertainty about whether Rectify applies to the Centers or the Ends, the caller may specify, for example, “Rectify the Centers”.

Additional Examples

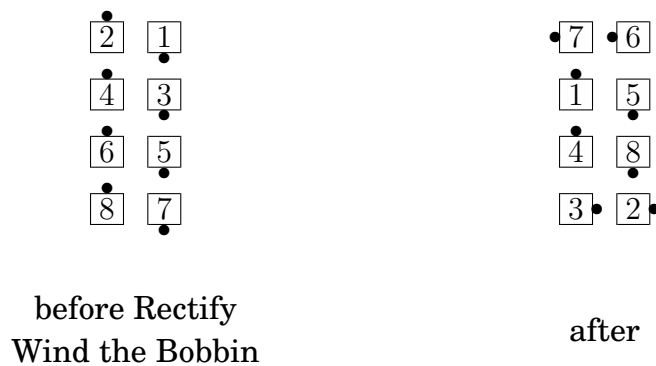
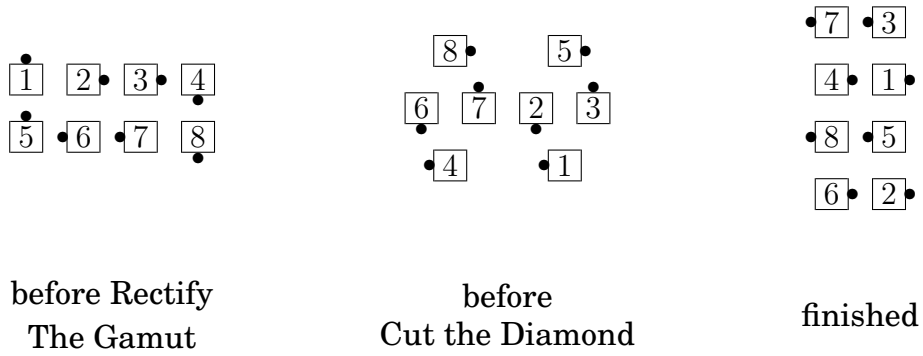
Because Circulate and Counter Rotate work differently in terms of changing shape or adding a Roll afterwards, the use of Rectify frequently changes the starting and/or ending setups in interesting or surprising ways.

Here are some interesting calls that contain Diamond Circulate:

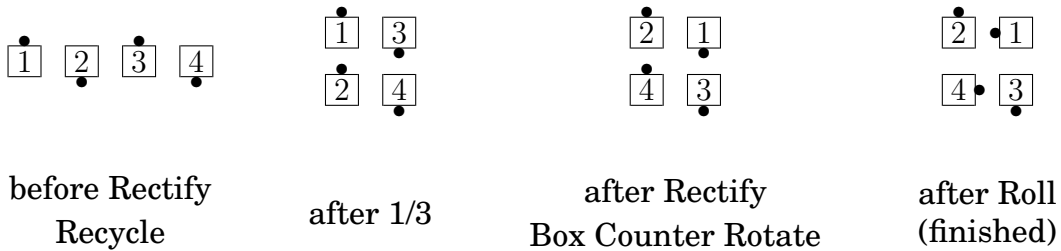




Calls containing “Ends Circulate 2” will likely also have different starting or ending setups.



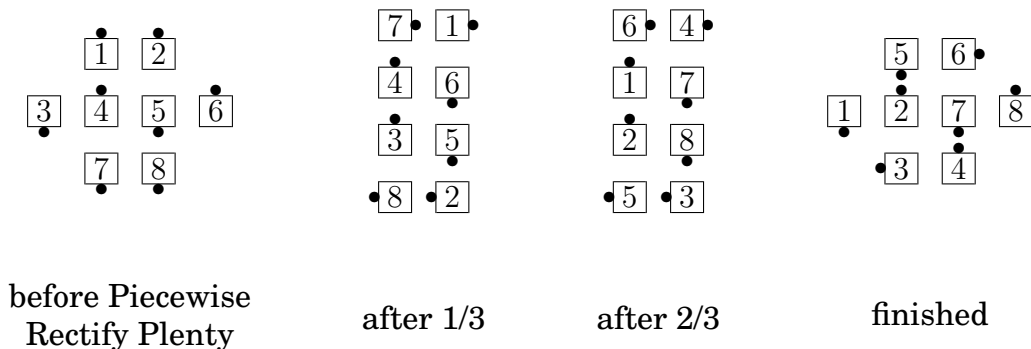
Calls ending in Roll may produce surprising T-bone setups.



Another interesting call is Plenty. Rectify can actually be applied in 3 separate places on Plenty:

- If the call is simply “Rectify Plenty”, the Outsides start by doing 1/4 Right and Circulate. The rest of the call is done normally.
- If the call is “Secondly Rectify, Plenty”, the Rectify modifies the Split Circulate 2. Replace the first Split Circulate with a Split Counter Rotate. Then do the second Split Circulate and the rest of the call normally.
- If the call is “Finally Rectify, Plenty”, the Outsides do a Circulate and Roll instead of Counter Rotate and Roll at the end.

That leads to the question: Would it work to do “Piecewise Rectify, Plenty”? It turns out this does work:



Additional Notes

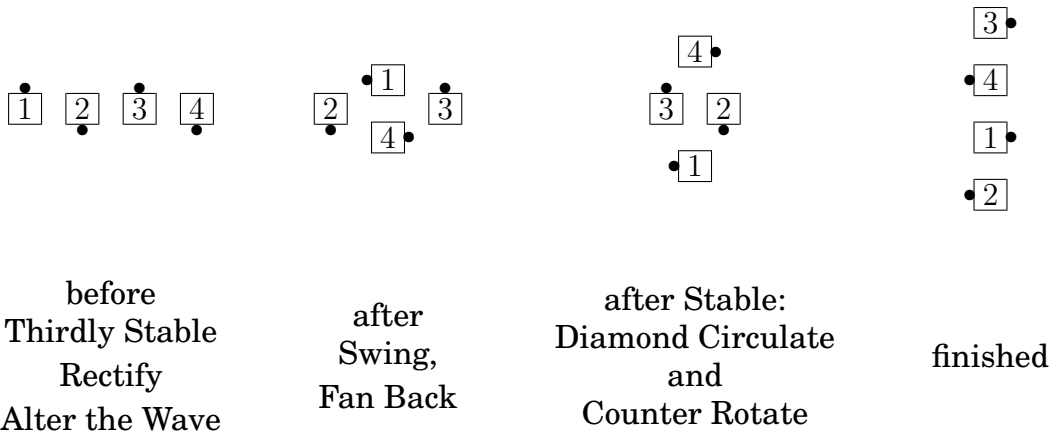
1. Rectify can only be used if the replacement call is permissible from the given setup. For example, although Turn the Key can be used from a Tidal Wave,

Rectify Turn the Key cannot, because Circulate is not defined from a Tidal Wave.

2. Rectify does not apply to dance actions defined as Arm Turns, even if they feel like a type of Counter Rotate. Specifically, Rectify does not apply to Lock It or Reflected. Lock It is defined as an Arm Turn in the center, and Reflected is defined as a Tandem Arm Turn. The words Circulate or Counter Rotate must appear in the call definition.
3. Rectify does not apply to dance actions defined as turning a star or turning “gears”. Note: Some dance actions may be informally described as turning stars but formally defined as Counter Rotate the Diamond (as in Alter the Wave) or Split Circulate (as in Plenty). Rectify does apply to these latter actions.
4. Rectify applies only to the first Circulate or Counter Rotate that any dancer does. If some dancers have a Circulate or Counter Rotate before others, then those dancers “use up” the Rectify for everyone. See the discussion of Rectify Plenty, earlier in this document, for an example. This is intended to follow the same general principle used in other concepts (such as Generous and Stingy) that apply only to the first relevant action.
5. Rectify does not change the number of parts in the call, even if a part that was Counter Rotate 1/2 becomes Circulate and Counter Rotate 1/4. For example, the parts of Rectify Alter the Wave are:

- (1) Swing
- (2) Fan Back
- (3) Diamond Circulate, Counter Rotate the Diamond 1/4
- (4) Flip the Diamond

Let’s consider an example where this principle matters, such as “Thirdly Stable, Rectify Alter the Wave”. On this call, the Stable concept applies to the entire third part (Diamond Circulate, Counter Rotate the Diamond 1/4) as one unit. Make sure you treat the entire third part as one unit; do not try to do a Stable Diamond Circulate and then re-evaluate.



6. It is not necessary for a call used with Rectify to have well-defined parts. However, it is necessary for any required intermediate setups before or after the Circulate or Counter Rotate to be clear and well-defined. Rectify should not be used with calls where the definition includes phrases such as “in one smooth motion” or “this call cannot be fractionalized”. These phrases tend to indicate that intermediate setups are not well-defined.