

# Contra Card

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Duple becket

## Monarch Grove

### Martha Wild

- A1. Slide left, Circle left  $\frac{3}{4}$ ;  
Neighbor swing
- A2. Long lines forward and back; Larks do-si-do
- B1. Larks allemande left  $1\frac{1}{2}$ ;  
Partner star promenade and butterfly whirl
- B2. Robins do-si-do  $1\frac{1}{2}$ ; Do-si-do

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## List of Dances

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## 1 Introduction

The **Contra Card** project is designed to aid in the formatting and typesetting of caller cards for traditional called dances such as contra, square, and English Country Dance (ECD).

The project comprises a L<sup>A</sup>T<sub>E</sub>X package (`contracard.sty`) and a L<sup>A</sup>T<sub>E</sub>X class (`contracard.cls`). The package provides the core functionality of Contra Card while the class file acts as a convenience wrapper for making calling cards.

This document is divided into two parts, one for the package and one for the class, as well as a series of appendices. **Part I** explains the various macros available in the package, while **Part II** describes how to use the class to make calling cards. The appendices contain commentary on legacy contra dance terminology and how this project addresses it, information about deprecated macros from previous versions, help with upgrading from previous versions, and the complete annotated source code of the package.

### 1.1 License

This project may be distributed and/or modified under the conditions of the L<sup>A</sup>T<sub>E</sub>X Project Public License, either version 1.3c of this license or (at your opinion) any later version. The latest version of this license is in:

<http://www.latex-project.org/lppl.txt>

and version 1.3c or later is part of all distributions of L<sup>A</sup>T<sub>E</sub>X version 2008/05/04 or later.

## 1.2 Special thanks

Several people deserve a special thanks for their contributions to this package. Most notably the various callers and dancers who responded to my queries on the **Shared Weight**, Traditional Dance Callers, and **Chatahoochee Country Dancers** mailing lists. These comprise Andrea Nettleton, Bill Baritompa, Seth Tepfer, Richard Hopkins, Chris Page, James Saxe, Mark Goodwin, Rob Harper, Eric Black, Kalia Kliban, John Sweeney, Martha Wild<sup>†</sup>, and Linda Leslie (in no particular order).

Duple becket

### Bicycle

#### Sam Whited

A1. Ring balance, Circle left  $\frac{1}{2}$ ;  
Oval<sup>a</sup> left

A2. Oval right to new neighbors<sup>b</sup>; Left hand star<sup>c</sup>

B1. Robins pull by and larks ricochet<sup>d</sup>; Neighbor swing

B2. Ring balance, Robins give & take;  
Partner swing

---

<sup>a</sup>Major sets circle left

<sup>b</sup>Identify next neighbor in advance, left diagonal

<sup>c</sup>Hands across star

<sup>d</sup>Larks cast out and around as in ends of a hey. For beginners: just stay put.

---

<sup>†</sup>Dances by Martha Wild used in this publication are reproduced from *Calls of the Wild* by special arrangement with the author.

## File I

# The **contracard** package

## 2 Package Options

`showcountbefore` The package (or class) can be loaded with the following options.

`showcountafter`

`enableidx`

| Option                       | Description                     | More Info                   |
|------------------------------|---------------------------------|-----------------------------|
| <code>showcountafter</code>  | Show the count after each move  | <a href="#">section 4</a>   |
| <code>showcountbefore</code> | Show the count before each move | <a href="#">section 4</a>   |
| <code>enableidx</code>       | Enable indexing                 | <a href="#">section 8.2</a> |

For information on class-specific options see [subsection 10.1](#).

For example, to show the count after all dances in your document, you could load the class with the `showcountafter` option like so:

```
\usepackage[showcountafter]{contracard}
```

Listing 1: Using the package

## 3 The **contra** environment

`contra` (*env.*) The **contra** environment is used to create 32 bar contra dances and represents a single calling card or dance description. It resets the various counters, and displays some information about the dance—if it is used inside of the **contracard** class, it also clears the page, moves the dance form into the header, and resets the footnotes counter. The `\move` command and the various move shortcuts ([section 6](#)) should only be used inside a **contra** environment—like the examples we’ve already seen—looks something like this:

```
1 \begin{contra}{XYZ}{Bob Green}{Duple improper}
2   \allemande[\Rightrole{}][right 1\textonehalf{}]{8}
3   \swing[Partner]{8}
4
5   \chain[\Rightrole{}]{ }
6   \longlines{ }
7
8   \moveindex{Zipper}
9   \move[4]{Partner pull by left and face back in}
10  \move[4]{Right diagonal same role pull by right}
11  \move[4]{Shadow pull by left}
12  \move[4]{%
13    Right diagonal same role pull by right, keep hands}
14
15  \move[4]{Right diagonal same role pull by right}
16  \move[4]{Shadow pull by left}
```

```

17 \move[4]{%
18   Right diagonal same role pull by right, keep hands}
19 \move[4]{Partner pull by left to where you started}
20 \notes{The “Zipper” pull bys are slow, tell them to
21   count “1, 2, 3, ‘woo!’” to stop the dancers from
22   rushing.}
23 \end{contra}

```

Listing 2: XYZ by Bob Green

Which results in the following calling card (minus the outline which is added separately to examples in this package to separate them from the rest of the text):

Duple improper

## XYZ

### Bob Green

A1. Robins allemande right 1½; Partner swing

A2. Robins chain; Long lines forward and back

B1. Partner pull by left and face back in,  
     Right diagonal same role pull by right; Shadow pull by left,  
     Right diagonal same role pull by right, keep hands

B2. Right diagonal same role pull by right, Shadow pull by left;  
     Right diagonal same role pull by right, keep hands,  
     Partner pull by left to where you started

**Notes** The “Zipper” pull bys are  
     slow, tell them to count “1, 2, 3, ‘woo!’” to stop the dancers from rushing.

## 4 Formatting

These options change how the contra environment and the various moves in it are formatted.

`\defaultcontraenv` By default, all contra moves and the title block are wrapped in the `flushleft` environment. To change this you can renew these macros.

`\dancetitleformat` To change the formatting of a dance’s title, author, or form, redefine these macros.  
`\danceauthorformat` By default they are set to `\section*`, `\subsection*`, and `\hspace{\fill}` respectively.  
`\danceformformat`

`\movedelimiter` These commands define delimiters that are used between moves, or at the midway point in a part. By default moves are delimited by “,”, the part name is delimited from the moves with a “.” and the midpart (ie. if a move falls on an 8 count boundary by default) is delimited with “;”.

`\phraseseparator` The `\phraseseparator` macro is inserted between every musical phrase and—by default—inserts `\phrasevspace` amount of white space.

For example, A dance with a centered title block, a custom mid-part delimiter (an em-dash in this case), a custom part separator (“.”) and a nice horticultural dingbat as the phrase separator can be accomplished with:

```
1 \RenewDocumentCommand{\dancetitleenv}{\center}
2 \RenewDocumentCommand{\midpartdelimiter}{\sim---}
3 \RenewDocumentCommand{\phraseseparator}{\ding{167}}
4 \RenewDocumentCommand{\partdelimiter}{\:}
```

Listing 3: Formatting a dance

which results in your dances looking something like this:

Duple becket

## Broken Hey


### Seth Tepfer

A1: Circle left — Robins chain  
A2: Robins do-si-do — Neighbor swing

♣

B1: Long lines forward and back — Robins right shoulder broken hey  
B2: Balance and partner swing, Slide left to next couple

**Notes** Broken Hey: robins start ½ hey passing right shoulder  
*but* when larks get to center, allemande *right* 1× — go back to partner.



`\showcountbefore` These macros allow the user to show or hide the moves duration before or after each move. They have no arguments.

`\showcountafter`

`\hidecountbefore` Showing the count can also be accomplished for all dances using the package options described in [section 2](#).

`\hidecountafter`

`\countleftbracket` These commands can be used to set the left and right brackets which are inserted on around the count as discussed above. By default, they are set to plain left

`\countrightbracket`

and right parenthesis. Note that these commands take a single argument (the new bracket) instead of simply being something that you redefine like many of the other formatting commands. They are not used for inserting the brackets themselves; just for changing them.

For instance, the following would result in a dance with the count shown afterwards in square brackets:

```
1 \showcountafter{}
2 \countleftbracket{$}{$}
3 \countrightbracket{$}{$}
```

Listing 4: Showing the count

This results in a dance formatted like so:


Becket

## Spacewalk

### Seth Tepfer

A1. Left hand star all the way around [8]; Larks allemande left 1½ [8]  
 A2. Neighbor balance and Swing [16]

B1. Circle left ¾ [6], Partner swing [10]  
 B2. Partner promenade across [6],  
     Left hand star all the way around [8], slide right along set [2]



## 5 Role terms

`\Rightrole` Contra is an evolving folk tradition, and as such a number of different role terms `\rightrole` have been used throughout the years. Despite the name, this package can also `\Leftrole` be used for creating dances other than contra dances and these individual dance `\leftrole` traditions may have their own role terms. These macros can be used in place of role names in your calling cards to make it easier to change role names later.

The uppercase version of the macro will print the role name starting with an uppercase letter and the lowercase version will not. By default each macro prints the plural form of the role since this is what is mostly used in dance cards (ie.



“Robins chain” not “Robin chain”). Each role macro also has a “star” version which results in the singular version of the role.

For example, writing “`First \rightrole*{}`” results in “First robin” (larks and robins are used by default), while writing: “`\Rightrole{} by the left`” results in “Robins by the left”.

`\setrightrole` When you want to print new cards with different names, either because the standards of your home dance have changed, or because you’re calling at a dance that uses different role terms, you can use the `\setrightrole` and `\setleftrole` macros to update them. Each macro expects two arguments: the singular form of the role name and the plural form of the role name. For example, to updates a set of calling cards to use “leads and follows” one might write:

```
1 \setleftrole{lead}{leads}
2 \setrightrole{follow}{follows}
```

Listing 5: Setting role terms

For example, here is a dance that uses “Bares” and “Bands” as was popular in the queer contra community for a time. The source as it may be written in your calling cards is presented first, followed by a rendered card:

```
1 \setleftrole{bare}{bares}
2 \setrightrole{band}{bands}
3
4 \begin{contra}{Whirling dervish}{Sam Whited}{Improper}
5   \walkaround[Neighbor][1¾]{8}
6   \halfheyricochet[\Leftrole{}][while \rightrole{} cross]{}
7   \swing[Partner]{16}
8   \move[8]{Spin like a Whirling Dervish\moveindex{Whirling
9     Dervish}}
9   \balanceand\petronella{}
10  \balanceand\rollawaysashay[\leftrole{}][neighbor]{}
11  \balance[Neighbor]{}
12  \walkaroundleft[][1 time to new neighbors]{4}
13
14  \notes{A “Whirling Dervish” is just a circle left in
15    single file except that you should spin over your left
16    shoulder the entire time you’re doing it.}
17  \vspace*{\fill}
18  \begin{flushright}
19    \href{http://creativecommons.org/licenses/by/3.0/}{%
20      \IfFileExists{by.png}{%
21        \includegraphics[width=1cm]{by.png}%
22      }{\cc\by}}
23  \end{flushright}
24 \end{contra}
```

Listing 6: Whirling Dervish by Sam Whited

## Whirling dervish

### Sam Whited

A1. Neighbor walk around  $1\frac{3}{4}$ ;  
     Bares half hey ricochet while bands cross

A2. Partner swing

B1. Spin like a Whirling Dervish; Balance and Petronella

B2. Balance and bares roll neighbor away with a half shashay;  
     Neighbor balance, Walk around left 1 time to new neighbors

**Notes** A “Whirling Dervish” is just a circle left in single file except that  
     you should spin over your left shoulder the entire time you’re doing it.



## 6 Moves

### 6.1 The `\move` command

`\move` The `\move` command is what we’ll use to actually typeset dance moves. The  
`\move*` other move shortcuts in this package are mostly just wrappers around `\move` that  
 add some options or indexing. The command takes in a move to display, and  
 (optionally) the number of beats the move takes. If the count is not specified, 8 is  
 used as the default. The “star” variety of the command is used to skip typesetting  
 the inter-move punctuation.

For an example of using the bare `\move` command see the example dance in [section 3](#).

### 6.2 Move shortcuts

Often you may find yourself copy and pasting common moves that have the  
 same timing, wording, etc. For times like this `contracard` provides a number  
 of shortcut macros. Most of these macros will take two optional arguments  
 and one mandatory argument. The first argument will be text to display be-  
 fore the move name, normally the person or people doing the move. For ex-  
 ample, to typeset an allemande we could write `\allemande[Partner]{8}` which  
 would result in something like “Partner allemande”. The second optional argu-  
 ment is text to put after the move name, normally what direction and/or how  
 far to go. For example: `\allemande[][right 1\textonehalf]{8}` would print  
 something like “Allemande right  $1\frac{1}{2}$ ”. Notice that we have to provide an empty  
 first argument if we only want to print the second argument, and that the cap-  
 italization of “allemande” is handled for you. And of course, you can provide  
 both: `\allemande[Partner][right 1\textonehalf]{8}` would print “Partner

allemande right 1½”. The last argument, which is mandatory, is the number of counts of music taken up by the move. For moves that have a fixed count this last argument will have a default value that can be changed in case you have a dance with timing that needs to be fudged or, for some moves that shouldn’t change, it may be omitted entirely. This will always be noted in that macros description in the paragraphs below.

`\allemande` The `\allemande` macro uses the standard argument layout described in [subsection 6.2](#).

`\balance` If `\balanceand` is used the inter-move punctuation is omitted and replaced with  
`\balanceand` the word “and”. This allows hybrid constructs such as `\balanceand[Ring]`  
`\swing[partner]{12}` which would result in “Ring balance and partner swing” instead of “Ring balance, Partner Swing”.

These macros do not use the standard argument layout described in [subsection 6.2](#). Instead they only use the two optional arguments and omit the count.

`\butterflywhirl` The `\butterflywhirl` macro uses the standard argument layout described in [subsection 6.2](#).

`\circleany` Here are a few commands to deal with circles. As usual, there is an optional  
`\circleleft` argument (in case you need to say something like “Larks circle left” or “Circle left  
`\circleleft` 1 time ‘round’) and a mandatory argument (the number of beats to circle). The  
`\circleleft` difference from the generic `\circleany` vs. the directional commands is that the directional variety add themselves to the index under their direction, ie. “Circle Left” as well as under “Circle”.

`\courtesyturn` The `\courtesyturn` macro uses the standard argument layout described in [subsection 6.2](#).

`\dosido` These commands create a dosido or a see saw (left shoulder dosido). Dosido’s  
`\seesaw` likely win the award for having the most local spellings (ie. *do-si-do*, *do-se-do*, *dosado*, *dos-à-dos*, etc.) of any contra move. Because of this a special macro exists to change the spelling as printed by the `\dosido` move shortcut. For more informatoin see [section 10](#).

These macros use the standard argument layout described in [subsection 6.2](#).

`\walkaround` Several different macros exist for creating walk arounds (sometimes called right or  
`\walkaroundleft` left shoulder round, spiral, gyre, etc.). You can create a direction agnostic version  
`\walkaroundright` with the `\walkaround` macro, while the `\walkaroundleft` and `\walkaroundright` macros use the “shoulder round” variant and include the direction, they also index the move under the given direction.

These macros use the standard argument layout described in [subsection 6.2](#). For information about the terminology, see [Appendix A](#).

`\hey` These macros produce various kinds of hey. Though ‘hey for four’ is often used  
`\heyforfour` to indicate ‘half a hey’ we define ‘hey for four’ and ‘full hey’ to have the same  
`\halfhey` timing. These macros do not use the mandatory final timing argument except for  
`\halfheyricochet`  
`\fullhey`  
`\fullheyricochet`

the generic “`\hey`” macro which can be used to construct heys that cross phrase boundaries by changing the timing so that a second move can be added later such as “`\move[8]{Hey (cont.)}`” or similar. The generic hey macro does not index the move under “Full Hey” or “Half Hey”, unlike the other hey macros.

Duple improper

## East Meets West

### Martha Wild

A1. Long lines forward and back; Walk around star  $\frac{3}{4}$

A2. Partner walk around right; Swing

B1. Half promenade; Hey

B2. (continue hey); Robins chain

`\chain` What the modern contra dance crowd calls a “chain” was historically half of a `\halfchain` chain. The full chain is often simply called as two half chains, however, the `\fullchain` `\fullchain` command is also provided for convenience. A `\halfchain` command is also provided which is exactly like the normal chain macro except that it includes the word “half” in the output and index.

These macros do not use the standard argument layout described in [subsection 6.2](#).

`\lines` These macros do not use the standard argument layout described in [subsection 6.2](#).  
`\longlines`

`\madrobin` The Mad Robin (sometimes called “Sashay ’round”) always takes up 8 full beats.

`\petronella` Petronella’s are normally performed in rings of four, and aren’t with another individual, however, the `\petronella` macro still takes the standard optional arguments (but not the mandatory timing argument) in case two individuals are turning in a diamond pattern. A petronella-nella has the same timing as a normal petronella but instead of moving one place to the right dancers move two places.

## Snowball Shimmy

Seth Tepfer

A1. Circle left all the way; Larks allemande left 1½

A2. Balance and neighbor swing

B1. Partner balance and Petronella; Balance and Petronella-nella

B2. Balance and partner swing

**Notes** nella-nella variant of Erik Weberg’s Wasatch Wiggle

`\promenade` The `\promenade` and `\halfpromenade` commands work slightly differently. Both `\halfpromenade` take the person (or direction) you’re promenading as the optional arguments, but the `\promenade` command also takes a mandatory argument (the number of beats) while the `\halfpromenade` command is fixed at 8 beats.

`\rightandleftthrough` Creates a right and left through (aka. rights and lefts). These always take up 8 counts.

`\rollaway` “Roll away” and “roll away with a half sashay” always take 4 counts. Unlike most `\rollawaysashay` of the move macros the second optional argument on roll aways is placed after the “roll” and there is a third optional argument that places its text at the end of the roll away text. This allows for easily including the person doing the roll away, the person being rolled away, and the direction of the roll away. For example:

```
\rollawaysashay [Ones] [Neighbors] [across] {}
```

Listing 7: Using `\rollawaysashay`

This results in “Ones roll neighbors away with a half sashay across”.

`\handstar` The `\handstar` macro can be used to easily create stars in either direction. It also `\starleft` also has “left” and “right” variants that specifically print the text “Left (or right) hand star” and index the move under “Star left” and “Star right” in addition to simply indexing it as a “Star”.

`\sashay` The `\sashay` macro uses the standard argument layout described in [subsection 6.2](#).

`\swing` Creates a basic swing. Probably the most common move in modern contra dance. The `\swing` macro uses the standard argument layout described in [subsection 6.2](#).

`\turnalone` “Turn alone” and “Turn as a couple” aren’t exactly dance figures; just directions  
`\turncouple` that are often placed at the end of other figures. For this reason, they should nor-  
`\turntogether` mally take 0 logical counts of music and be prepended to other commands. They  
do take a count, however, since some callers prefer to treat them as a separate (nor-  
mally 2-count) move. Another common way is to add something like “`\unskip, turn alone`”  
as the second optional argument after another command and not use these shortcuts at all. For example, writing `\downthehall[][\unskip, turn alone]{8}`  
would result in something like “Down the hall, turn alone (8)” whereas  
“`\downthehall{6}\turnalone{2}`” would result in “Down the hall (6), turn alone (2)”  
and would result in “Turn alone” being added to the index (if indexing is on).  
The choice is yours.

These macros use the standard argument layout described in [subsection 6.2](#).

`\twirltoswap` “Twirl to Swap” is probably in the running for having the most variations of any  
`\californiatwirl` Contra dance move. A few of the more common ones are presented here. They  
`\starthrough` take the usual two optional arguments, but not the mandatory timing argument.  
`\starthru` These macros do not use the standard argument layout described in [subsection 6.2](#).  
`\boxthegnat`  
`\swattheflea`  
`\jerseytwirl`  
`\arizonatwirl`

`\downthehall` “Walk the hall” is often counted as a single move (sometimes with a ‘turn alone’  
`\upthehall` or similar in between the “up” and “down” poritions). Because of this the timing  
must still be given.

These macros use the standard argument layout described in [subsection 6.2](#).

## 7 Dance information

`\dancetitle` These macros give information about the current (or previous, if you’re not in a  
`\danceauthor` dance environment) dance. They can be used for things like adding the dance name  
`\danceform` and number to the header in a book, referencing the dance author in footnotes,  
etc.

## 8 Lists and Indices

### 8.1 Lists

Just as many classes allow you to build a table of contents, or a list of figures, `contracard` allows you to create a list of dances.

`\listofdance` Prints a list of all dances used in the document.

`\lodtitle` The title of the list of dances. This can be renewed before enabling indexing to  
change the list name.

An [example list of dances](#) can be found at the beginning of this document.

## 8.2 Indices

Contra Card has the ability to produce several different indices that might be useful for your book or collection of dances. They are:

| Shortcut | Name             |
|----------|------------------|
| dbt      | Dances by Type   |
| dba      | Dances by Author |
| mvp      | Moves by Page    |
| mvd      | Moves by Dance   |

An example of each type of index can be found at the end of this document.

`\enableidx` Indexing is not turned on by default in Contra Card. When you enable it, the `imakeidx` package is loaded, and the indices are created. This means that `\enableidx` should *only* be called in the preamble.

Because we use the `splitindex` option, you'll need to run the `splitindex` command against the index file. For instance, if your project is called `root.tex` you'll want to run:

```
$ splitindex root
```

`\pauseindexing` On occasion you might have a dance that you don't want to include in the index  
`\resumeindexing` for some reason. When this happens, you can temporarily disable indexing (and later enable it again).

`\dbtname` The names of each index can also be changed by redefining these commands. This  
`\dbaname` should also be done *before* the indexing functionality is turned on. This means that  
`\mvpname` if you're loading Contra Card with the `enableidx` package option, you shouldn't  
`\mvdname` mess with these commands.

`\moveindex` For any of the move shortcut macros, index entries are automatically added for the  
`\moveindex*` given move. However, for moves that you define yourself with the `\move` command, you'll need to add index entries manually. This can be done with `\moveindex`. This macro takes a single argument (the index entry to add) and should only be called from within the `contra` environment. The star version of the command also typesets the first argument (so you don't have to write it twice).

## 9 Counters

Lots of counters are used throughout Contra Card for various tasks. The following counters do everything from keeping track of the timing, to counting the number of moves in a dance.

If you're just formatting standard 32 bar contra dances, you will almost never need to touch these.

### 9.1 Musical counts

`dancecount` These counters help us keep track of the counts (or 'steps') in the dance. The  
`partcount` `dancecount` is reset at the start of each new dance, the `partcount` is reset at the  
`phrasecount`  
`dancepart`  
`dancephrase`

beginning of each part (eg. A1 or B1), and the **phrasecount** is reset every time the part changes (eg. from A to B). The **dancepart** and **dancephrase** counters contain the number of the part of phrase in the dance (instead of the number of steps).

**dancepartlength** Most contra dances are composed of two 32 count phrases, each with two 16 count parts, however, it's sometimes useful to change these lengths. It's important to **dancephraselength** fully understand how the move command works before modifying these values. **\resetdancepartlength** Changing just one or the other can have unexpected consequences. You can set them back quickly afterwards with the reset commands. **\resetdancephraselength**

For example, if we set the **dancepartlength** to “12” and the **dancephraselength** to “24” like so:

```
1 \setcounter{dancepartlength}{12}
2 \setcounter{dancephraselength}{24}
3 \showcountafter{}
```

Listing 8: Changing the dance length

We can create a nice mixer in waltz time:

Circle waltz

## Turn Around Waltz

### Sam Whited

A1. Roll robin on left away (6); Forward and back (6)

A2. Roll robin on left away (6); Forward and back (6)

B1. Hands out and in, turn out (6); Hands in and out, turn in (6)

B2. Hands out and in, robins cast right (6); Parallels or free waltz (6)

**Notes** Circles of 4 or 8 couples brings you back to your original partner for free waltz at end; for 3 or 7 put partner on your left to start. Get people into square formation, then ask them to merge squares to make things easier.

**\resetdancephrase** The phrase will continue to increment (A, B, C) unless the user resets it by calling **\resetdancepart** **\resetdancephrase**. The user can also manually reset the part. If the value of **\resetdancephrase\*** the phrase or part would be the same after resetting, no action is taken. You can use the splat version of the commands to force a reset (eg. even if the **dancephrase** counter is already at 1, the **dancephrase** and **phrasecount** counters will still be reset).



`\newdancephrase` The user can also manually start a new phrase or part:

`\newdancepart`

To see how this can be useful consider the following blues contras by caller (and all around cat's pajamas) Seth Tepfer. Each one comprises three 16 count phrases (**A1**, **B1**, and **C1**). The first employs the `\newdancephrase` command to reset the phrase every 16 counts, the second changes the `dancephraselength` and lets Contra Card handle figuring out how to break up the phrases. Both methods produce the same result.

```

1 \begin{contra}{Untitled Blues \textnumero{} 1}{Seth Tepfer
   }{Improper}
2   \setlength{\phrasevspace}{0em}
3   \RenewDocumentCommand{\partdelimiter}{}{}{:}
4   \walkaround[Neighbor]{8}
5   \walkaround[\Rightrole{}]{8}
6   \newdancephrase{}
7   \balanceand[Partner]\swing{12}
8   \newdancephrase{}
9   \chain[\Rightrole{}]{}{}
10  \starleft{8}
11  \vspace*{\fill}
12  \begin{flushright}
13    \href{http://creativecommons.org/licenses/by-nc/3.0/}{%
14      \IfFileExists{by-nc.png}{%
15        \includegraphics[width=1cm]{by-nc.png}%
16        }{\cc\bync}}
17  \end{flushright}
18 \end{contra}

```

Listing 9: Untitled Blues № 1 by Seth Tepfer

Improper

## Untitled Blues № 1

**Seth Tepfer**

A1: Neighbor walk around; Robins walk around

B1: Partner balance and Swing

C1: Robins chain; Left hand star



```

1 \begin{contra}{Untitled Blues \textnumero{} 2}{Seth Tepfer
   }{Improper}
2   \setlength{\phrasevspace}{0em}
3   \RenewDocumentCommand{\partdelimiter}{}{}{}
4   \setcounter{dancephraselength}{16}
5
6   \walkaround[Neighbor]{8}
7   \allemande[\Leftrole{}][left 1\textonehalf]{8}
8   \balanceand[Partner]\swing{12}
9   \halfpromenade[][across]{}
10  \chain[\Rightrole{}]{}
11  \vspace*{\fill}
12  \begin{flushright}
13    \href{http://creativecommons.org/licenses/by-nc/3.0/}{%
14      \IfFileExists{by-nc.png}{%
15        \includegraphics[width=1cm]{by-nc.png}%
16        }{\cc\bync}}
17  \end{flushright}
18 \end{contra}

```

Listing 10: Untitled Blues № 2 by Seth Tepfer

Duple minor im.

## Untitled Blues № 2

**Seth Tepfer**

A1: Neighbor walk around; Larks allemande left 1½

B1: Partner balance and Swing

C1: Half promenade across; Robins chain



## 9.2 Move counts

`phrasemovenum` The following counters are used to keep track of the number of moves that have  
`partmovenum` occurred thus far in the given dance, phrase, or part. They are incremented every  
`halfpartmovenum`  
`dancemovenum`

time `\move` is called.

## 10 Helper macros

The following macros are used by the `contracard` package to perform various tasks. Those that may also be of use to the contra dance writer have been left unhidden.

`\timesaround` Sometimes it's useful to calculate the approximate number of times a given move can be done in a certain number of beats of music (eg. the number of times around one can allemande in 6 beats). For this, the `\timesaround` macro was created. It takes two arguments: the number of beats it takes to go one time around (eg. 4 for an allemande) and the total number of beats you have to work with. It spits out an integer, a fraction, or a mixed number and a word matching the regular expression: `/[1-9]*[¼½¾]?(\ times?)?/`.

For example: `\timesaround{4}{6}` produces: “1½ times”.

`\notes` This macro can be used to insert some nicely formatted notes at the end of your calling cards. Just use it in the `contra` environment right after your last move.

`\setdefaultnotesenv`  
`\prenotevspace` By default, all notes are set using the `flushleft` environment, and with `\fill` amount of vspace before them. This can easily be changed by calling `\setdefaultnotesenv` and by setting the `\prenotevspace` length.

`\spelledosido` These macros can be used for easily changing the spelling of ‘Do-si-do’ anywhere  
`\spellDosido` a `\dosido` command is found (and in the index). By default, we spell it the contra  
`\setdosidospelling` dance way (‘Do-si-do’). For example, running `\setdosidospelling{dos-`a-dos}` will cause `\spellDosido` to render: ‘Dos-à-dos’ and `\spelledosido` to render: ‘dos-à-dos’.

## File II

# The contracard class

The Contra Card project also provides a class (`contracard.cls`) which acts as a convenience wrapper around the core functionality provided by the package. This is useful for generating calling cards, and saves you the trouble of looking up standard card sizes and figuring out margins and where to put headings and the like.

### 10.1 Options

`small` The class can be loaded with any of the following options. The various size options  
`medium` are summarized in the table below. Any unrecognized options are passed to the  
`large` `contracard` package. The `draft` option, if present, will be passed through to the  
`a7paper` underlying `article` class.  
`draft`

| Option               | Size (mm)     | Size (in) |
|----------------------|---------------|-----------|
| <code>small</code>   | 127.0 × 76.2  | 5.0 × 3.0 |
| <code>medium</code>  | 152.4 × 101.6 | 6.0 × 4.0 |
| <code>large</code>   | 203.2 × 27.0  | 8.0 × 5.0 |
| <code>a7paper</code> | 105.0 × 74.0  | 4.1 × 2.9 |

For example, to generate a collection of 4×6 inch calling cards with the count displayed after each move you might use the following class declaration:

```
\documentclass[medium,showcountafter]{contracard}
```

Listing 11: Using the class

For information on options that may be passed through to the package see [section 2](#).

# Appendices

## A On Notation

`\gypsy` In some circles (pun intended) the move “walk around” or “right/left shoulder  
`\gypsy*` round” (also “spiral”, “gyre”, “eyes”, etc.) is called a “gypsy”. This is considered  
`\gypsyleft` an ethnic slur by some groups of the Romani people. Even if the contra term is not  
`\gypsyleft*` likely derived from the slur, I see no reason not to use an alternative. In version 2 of  
`\gypsyright` this document—and in calling cards generated with this package—I have chosen to  
`\gypsyright*` use the term “walk around” when no direction needs to be specified, or “right/left  
shoulder round” when it does. This avoids creating an uncomfortable situation  
for a dancer hearing a word that to them may be associated with hostility, and  
a lifetime of persecution. It seems to me that providing a safe and welcoming  
dance environment is worth the trivial inconvenience of having to learn a new  
move name.

The commands listed in the margin have been renamed, for their alternatives see  
`\walkaround` and its variants ([section 6.2](#)).

`\ladieschain` Because contra is a called dance, the names of the roles are more important than  
`\ladieschain*` a dance like swing or blues where they’re only ever stated to politely ask a new  
`\menchain` partner if they prefer to lead or follow. In recent years there has been a push to  
`\menchain*` use more inclusive terms that don’t artificially constrain new dancers to a single  
`\halfladieschain` role like the gendered terms “gents” and “ladies” do. The most popular of these  
`\halfladieschain*` terms are “Larks” for the left hand role, and “Robins” for the right hand role and  
`\halfmenchain` they are used as the default in this project.  
`\halfmenchain*` For information on changing the role names see [section 5](#).  
`\fullladieschain` The commands listed in the margin have been renamed, for their alternatives see  
`\fullladieschain*` `\chain`, `\halfchain`, and `\fullchain` ([section 6.2](#)).  
`\fullmenchain`  
`\fullmenchain*`

## B Deprecated macros

`\longpetronella` These macros (as well as the ones mentioned in [Appendix A](#)) have been removed  
`\longpetronella*` from the package, resulting in a major version bump. If you were using any of these  
`\longpetronellanella` macros in your documents, you may wish to continue using an older version of  
`\rollawayhalfsashay` this package or update your documents before upgrading. For information about  
`\rollawayhalfsashay*` what version each macro was removed in see [Change History](#).

`\rawhs` In particular, the `\rawhs` and `\rollawayhalfsashay` macros have been replaced  
`\rawhs*` with `\rollaway` and `\rollawaysashay` (see [section 6.2](#)), which are much easier to  
`\listofdances` read and write.

The `\listofdances` macro was already a duplicate of the `\listofdance` ([section 8.1](#)) macro, which is the default created by the indexing package. It was removed to avoid having duplicate macros.

`\robinschain` Version 3.0.0 of this package introduced a new argument structure that made it  
`\robinschain*` easier to refer to a specific role as well as macros that made it easier to use specific  
`\larkschain` role terms and change them as necessary. Because of this the `\robinschain`  
`\larkschain*` and `\larkschain` commands that were originally introduced in version 2.0 were  
`\halfrobinschain` also renamed. For their alternatives see `\chain`, `\halfchain`, and `\fullchain`  
`\halfrobinschain*` ([section 6.2](#)).  
`\halflarkschain`  
`\halflarkschain*`  
`\fullrobinschain`  
`\fullrobinschain*`  
`\fulllarkschain`  
`\fulllarkschain*`

## C Upgrading from 2.x

`\dosido*` When upgrading from 2.x first replace any macros listed in [Appendix A](#) and `\seesaw*` [Appendix B](#) with their new equivalents. In addition, all “starred” versions of the `\swing*` move macros have been removed and a new argument structure has been added `\balance*` to make the regular version of the move more flexible (see [subsection 6.2](#)).

`\balanceand*` Many macros in the project are meant to be overridden, for example the `\allemande*` `\defaultcontraenv` or `\dancetitleformat` macros. Previously these were declared using `\newcommand*`, but in 3.0.0 they were upgraded to use the L<sup>A</sup>T<sub>E</sub>X 2<sub>ε</sub> `\NewDocumentCommand` style declarations. You may wish to update your re-definitions to use `\RenewDocumentCommand` or `\RenewExpandableDocumentCommand` as appropriate.

`\walkaroundleft*` Finally, the turn macros (`\turnalone`, `\turncouple`, and `\turntogether`) now `\walkaroundright*` require a count instead of defaulting to 0.

`\heyforfour*` For a full list of changes, see [Change History](#).

`\halfhey*` Though there is not currently an automated mechanism to update latex code, `\halfheyricochet*` much of the tedious work can be done with a simple find and replace, for example `\fullhey*` using `sed(1)`.

`\lines*` For example, to replace a 2.0 style move with a single optional argument that is `\longlines*` printed after the command with a 3.0 style move you can use the following:

```
\madrobin*
\petronella* sed "mycards.tex" \
\petronellanella* -e 's,\\halfhey\[([^\[]*\))\]\{\},\\halfhey[[][\1]\{\},g' \
\promenade* -e 's,\\circleleft\[([^\[]*\))\]\{\},\\circleleft[[][\1]\{\},g' \
\halfpromenade* ...
```

Listing 12: Upgrading moves to 3.0.0

`\rightandleftthrough*` For the starred versions (where the argument position remains the same), a simple `\rightsandlefts*` replace will be enough. You’ll want to do this after the non-starred versions of `\rightsandlefts` the command to avoid mixing up which outputs are corrected star versions or `\rollaway*` uncorrected bare versions of the macro.

```
\rollawaysashay*
\starleft*
\starright*
\sashay* sed "mycards.tex" \
\turnalone* -e 's,\\swing\*,\\swing,g' \
\turncouple* -e 's,\\dosido\*,\\dosido,g' \
\turntogether* -e 's,\\starleft\*,\\starleft,g' \
\downthehall* ...
\upthehall*
```

Listing 13: Upgrading star moves to 3.0.0

Allemande’s are an exception to this as they already had a three argument structure, albeit a different one than the 3.0.0 version expects. For these you’ll need to capture all three arguments (the optional argument and the two mandatory arguments) and re-arrange them like so:



```
sed "mycards.tex" \
-e 's,\\allemande\\*[\\(\\.\\)\\]\\{\\([0-9]*\\)\\}\\{\\(\\.\\)\\},\\
allemande[\\1][\\3]\\{\\2\\},g'
...
```

Listing 14: Upgrading allemandes to 3.0.0

These regular expressions are not meant to be a comprehensive way to upgrade, but may help save you some time when upgrading a large collection of cards. You will still need to go through each card individually and ensure that nothing was missed or broken.

## D Upgrading from 1.x

Aside from removing deprecated macros, (see [Appendix B](#)), you will also want to search your dances for the text “`\balanceand`” and decrement the following move by 4 counts. Previously, the `\balanceand` macros took up 0 logical counts of music, but in version 2.0 it adds 4 counts to the next move. Several new move shortcuts were also added in version 2.0 of this package which may be able to replace uses of the generic `\move` macro in your dances. For a full list, see [Change History](#).

## E Annotated Source

This appendix contains the full, annotated, source code for the `contracard` class and package.

Contributions are welcome, and the latest development version of the project can always be found at <https://codeberg.org/SamWhited/contracard>. Instructions for submitting a patch can be found in the file `CONTRIBUTING.md`.

### E.1 Source formatting and display

Source code in the document will be prefixed with a line number and have no background (unlike code samples that are meant to be used in your own documents). For example, the source code starts by declaring the version of  $\text{\LaTeX}$  required by the package and class ( $\text{\LaTeX} 2_{\epsilon}$ ) and conditionally includes a line letting  $\text{\TeX}$  know that this is a package (or a class, depending on the file). All that would be displayed in this document like this:

```
1 \NeedsTeXFormat{LaTeX2e}[1996/12/01]
2 <contracard-pkg>\ProvidesPackage{contracard}
3 <contracard-cls>\ProvidesClass{contracard}
4 (*contracard-pkg|contracard-cls)
5     [2026/04/27 Class for creating dance calling cards]
6 </contracard-pkg|contracard-cls>
```

### E.2 Building and using `contracard`

**Dependencies** The following dependencies are loaded by `contracard` (you do not need to include them in your project, `contracard` does this for you); before building the `contracard` package you should verify that they are installed.

```
7 \RequirePackage{calc}
8 \RequirePackage{intcalc}
9 \RequirePackage{ifthen}
10 \RequirePackage{tocloft}
11 \RequirePackage{textcomp}
```

If you're using the class, you'll want the following additional dependencies installed:

```
12 \AtEndOfClass{\LoadClass{article}}
13 \AtEndOfClass{\RequirePackage{geometry}}
14 \AtEndOfClass{\RequirePackage[compact]{titlesec}}
15 \AtEndOfClass{\RequirePackage{contracard}}
```

**Building `contracard`** Once you have all the required packages, building `contracard` from source can be accomplished in multiple ways. If the `Makefile` is present running `make` will generate the documentation, package, and class. To manually extract the files, run `pdflatex` or `xelatex` against `contracard.ins`:

```
$ xelatex contracard.ins
```

Listing 15: Splitting the dtx file

Afterwards you can generate the documentation by running it again against `contracard.dtx`:

```
$ xelatex --shell-escape contracard.dtx
```

Listing 16: Building the documentation

The `--shell-escape` option is only required if you want the output to contain version information. This will also require that you have `git` installed (and the `git` repo itself) as the version is determined by running:

```
$ git describe --tags --dirty
```

Listing 17: Using `git` to find the version

**Using `contracard`** Building results in two main files, a class and a package. In general, if you want to make a calling card, use the `contracard` class and if you want to print a contra dance in a book or article, use a different class and require the `contracard` package.

### E.3 Formatting

Several options exist which can be loaded package (or class) wide. For more information about each option, see [section 2](#).

```
16 \DeclareOption{showcountafter}{\showcountafter}
17 \DeclareOption{showcountbefore}{\showcountbefore}
18 \DeclareOption{enableidx}{\AtEndOfPackage{\enableidx}}
```

Showing the count can also be turned on or off using a macro. These don't print anything by themselves, instead they define or undefine internal commands with similar names so that the environments and macros which use them can check for their existence.

```
19 \NewDocumentCommand{\showcountbefore}{}{\def\@showcountbefore{}}
20 \NewDocumentCommand{\showcountafter}{}{\def\@showcountafter{}}
21 \NewDocumentCommand{\hidecountbefore}{}{\let\@showcountbefore\undefined}
22 \NewDocumentCommand{\hidecountafter}{}{\let\@showcountafter\undefined}
```

Next we define various commands and lengths that define defaults about the formatting and layout. These aren't meant to be called directly by users, instead, they can be renewed or reset to customize the output of Contra Card.

```
23 \NewDocumentCommand{\defaultcontraenv}{}{\flushleft}
24 \NewDocumentCommand{\dancetitleenv}{}{\flushleft}
25
26 \NewDocumentCommand{\dancetitleformat}{}{\section*}
27 \NewDocumentCommand{\danceauthorformat}{}{\subsection*}
28 \NewDocumentCommand{\danceformformat}{}{\hspace{\fill}}
29
30 \NewDocumentCommand{\movedelimiter}{}{,}
31 \NewDocumentCommand{\partdelimiter}{}{.}
32 \NewDocumentCommand{\midpartdelimiter}{}{;}
```

```

33
34 \newlength{\phrasevspace}
35 \setlength{\phrasevspace}{1em}
36 \NewDocumentCommand{\phraseseparator}{}{\vspace{\phrasevspace}}

```

The commands for defining the bracket styling and default environments work a bit differently, they actually take the bracket to use and do the redefinition of the internal commands themselves. This is probably how all the other formatting stuff should work.

```

37 \def\cc@countleftbracket{()}
38 \def\cc@countrightbracket{)}
39 \NewDocumentCommand{\countleftbracket}{m}{\def\cc@countleftbracket{#1}}
40 \NewDocumentCommand{\countrightbracket}{m}{\def\cc@countrightbracket{#1}}
41
42 \def\cc@defaultnotesenv{flushleft}
43 \NewDocumentCommand{\setdefaultnotesenv}{m}{\def\cc@defaultnotesenv{#1}}
44 \newlength{\prenotevspace}
45 \setlength{\prenotevspace}{\fill}

```

Now we define various counters used by `\move` and the `contra` environment to keep track of the dance and its phrasing, as well as various commands for resetting them manually.

```

46 \newcounter{dancecount}
47 \newcounter{partcount}
48 \newcounter{phrasecount}
49 \newcounter{dancepart}
50 \newcounter{dancephrase}
51
52 \newcounter{dancepartlength}
53 \newcounter{dancephraselength}
54 \newcommand*{\resetdancepartlength}{%
55   \setcounter{dancepartlength}{16}}
56 \newcommand*{\resetdancephraselength}{%
57   \setcounter{dancephraselength}{32}}
58 \resetdancepartlength
59 \resetdancephraselength
60
61 \newcommand*{\resetdancephrase}{%
62   \ifthenelse{\value{partcount}=16}{\newline}{}}
63 \@ifstar{\@resetdancephraseStar}{\@resetdancephraseNoStar}%
64 }
65 \newcommand*{\@resetdancephraseStar}{%
66   \setcounter{dancephrase}{1}%
67   \setcounter{phrasecount}{0}%
68   \setcounter{phrasemovenum}{0}%
69   \resetdancepart}%
70 }
71 \newcommand*{\@resetdancephraseNoStar}{%
72   \ifthenelse{\value{dancephrase}=1}{\newline}{%
73     \setcounter{dancephrase}{1}%
74     \setcounter{phrasecount}{0}%
75     \setcounter{phrasemovenum}{0}%

```

```

76     \resetdancepart%
77 }%
78 }
79 \newcommand*{\resetdancepart}{%
80   \@ifstar{\@resetdancepartStar}{\@resetdancepartNoStar}%
81 }
82 \newcommand*{\@resetdancepartStar}{%
83   \setcounter{dancepart}{1}%
84   \setcounter{partcount}{0}%
85   \setcounter{partmovenum}{0}%
86   \setcounter{halfpartmovenum}{0}%
87 }
88 \newcommand*{\@resetdancepartNoStar}{%
89   \ifthenelse{\value{dancepart}=1}{%
90     \setcounter{dancepart}{1}%
91     \setcounter{partcount}{0}%
92     \setcounter{partmovenum}{0}%
93     \setcounter{halfpartmovenum}{0}%
94   }%
95 }
96
97 \newcommand*{\newdancephrase}{%
98   \ifthenelse{\NOT\value{phrasecount}=0}{\par\phraseseparator\par}{%
99     \addtocounter{dancephrase}{1}%
100    \setcounter{phrasecount}{0}%
101    \setcounter{phrasemovenum}{0}%
102    \resetdancepart%
103 }
104 \newcommand*{\newdancepart}{%
105   \par\nopagebreak%
106   \addtocounter{dancepart}{1}%
107   \setcounter{partcount}{0}%
108   \setcounter{partmovenum}{0}%
109   \setcounter{halfpartmovenum}{0}%
110 }
111
112 \newcounter{phrasemovenum}
113 \newcounter{partmovenum}
114 \newcounter{halfpartmovenum}
115 \newcounter{dancemovenum}
116 \setcounter{phrasemovenum}{0}
117 \setcounter{partmovenum}{0}
118 \setcounter{halfpartmovenum}{0}
119 \setcounter{dancemovenum}{0}

```

## E.4 The contra environment

The contra environment is currently the only dance environment and is the main environment used to print dances and calling cards. This environment behaves a little differently if it's called using the class, in which case it always resets the footnotes to 0 (assuming that any footnotes are specific to the calling card being created). It also clears the page if it's creating a new card as opposed to printing

a dance in a document, and sets the page styles.

```

120 \NewDocumentCommand{\dancetitle}{-}{-}
121 \NewDocumentCommand{\danceauthor}{-}{-}
122 \NewDocumentCommand{\danceform}{-}{-}
123
124 \NewDocumentEnvironment{contra}{0{\defaultcontraenv}mmm}{%
125   \ifdefined\@ccisclass\setcounter{footnote}{0}\fi%
126   \global\def\dancetitle{\ignorespaces#2\unskip}
127   \global\def\danceauthor{\ignorespaces#3\unskip}
128   \global\def\danceform{\ignorespaces#4\unskip}
129   \setlength{\parskip}{0.3em plus 0.2em minus 0.3em}
130   \refstepcounter{dance}
131   \addcontentsline{lod}{dance}{%
132     \protect\numberline{\thedance}\ignorespaces#2\unskip}
133   \setcounter{dancecount}{0}
134   \setcounter{dancemovenum}{0}
135   \resetdancepart*
136   \resetdancephrase*
137   \ifdefined\@ccisclass\clearpage\fi%

```

If indexing is on, this environment is where that gets handled.

```

138 \ifthenelse{\isundefined{\imki@wrindexentry}}{%
139   \index{\ignorespaces#4\unskip}
140 }{%
141   \index[dbt]{\ignorespaces#4\unskip}
142   \index[dba]{\ignorespaces#3\unskip}
143 }%
144 \begin{\dancetitleenv}
145   \ifdefined\@ccisclass%
146     \pagestyle{myheadings}
147     \thispagestyle{myheadings}
148     \markboth{}{\danceformformat{\ignorespaces#4\unskip}}
149   \else%
150     {\danceformformat{\ignorespaces#4\unskip}}%
151   \fi%
152   {\dancetitleformat{\ignorespaces#2\unskip}}%
153   {\danceauthorformat{\ignorespaces#3\unskip}}%
154 \end{\dancetitleenv}
155 \newcommand*{\@contraenv}{#1}
156 \begin{\@contraenv}

```

Note that certain whitespace (new lines, vertical tabs, and form feeds) have no effect in this environment since it strictly handles how moves and parts are laid out in the card or dance. Contra Card attempts to handle line breaks for you, and provides you with hooks to insert vertical space at the appropriate times.

```

157 \catcode10=9\relax % New line
158 \catcode11=9\relax % Vertical Tab
159 \catcode12=9\relax % Form Feed
160 }{%
161 \end{\@contraenv}
162 }

```

## E.5 Role terms

The role names are expandable (not protected) commands since we never know where they're going to wind up and they should always be simple text.

```

163 \NewExpandableDocumentCommand{\cc@rightrole}{s}{robin}
164 \NewExpandableDocumentCommand{\cc@rightrolepl}{s}{robins}
165 \NewExpandableDocumentCommand{\cc@leftrole}{s}{lark}
166 \NewExpandableDocumentCommand{\cc@leftrolepl}{s}{larks}
167 \NewExpandableDocumentCommand{\cc@Rightrole}{s}{Robin}
168 \NewExpandableDocumentCommand{\cc@Rightrolepl}{s}{Robins}
169 \NewExpandableDocumentCommand{\cc@Leftrole}{s}{Lark}
170 \NewExpandableDocumentCommand{\cc@Leftrolepl}{s}{Larks}
171
172 \NewDocumentCommand{\Rightrole}{s}{%
173   \IfBooleanTF{#1}
174     {\cc@Rightrole}{\cc@Rightrolepl}}
175 \NewDocumentCommand{\rightrole}{s}{%
176   \IfBooleanTF{#1}
177     {\cc@rightrole}{\cc@rightrolepl}}
178 \NewDocumentCommand{\Leftrole}{s}{%
179   \IfBooleanTF{#1}
180     {\cc@Leftrole}{\cc@Leftrolepl}}
181 \NewDocumentCommand{\leftrole}{s}{%
182   \IfBooleanTF{#1}
183     {\cc@leftrole}{\cc@leftrolepl}}
184
185 \NewDocumentCommand{\setrightrole}{mm}{%
186   \RenewDocumentCommand{\cc@rightrole}{s}{\MakeLowercase #1}
187   \RenewDocumentCommand{\cc@rightrolepl}{s}{\MakeLowercase #2}
188   \RenewDocumentCommand{\cc@Rightrole}{s}{\MakeUppercase #1}
189   \RenewDocumentCommand{\cc@Rightrolepl}{s}{\MakeUppercase #2}
190 }
191 \NewDocumentCommand{\setleftrole}{mm}{%
192   \RenewExpandableDocumentCommand{\cc@leftrole}{s}{\MakeLowercase #1}
193   \RenewExpandableDocumentCommand{\cc@leftrolepl}{s}{\MakeLowercase #2}
194   \RenewExpandableDocumentCommand{\cc@Leftrole}{s}{\MakeUppercase #1}
195   \RenewExpandableDocumentCommand{\cc@Leftrolepl}{s}{\MakeUppercase #2}
196 }

```

## E.6 The \move macro

The bulk of the functionality of this package is implemented in the \move command.

```

197 \newlength{\cc@partsepwidth}%
198 \newcounter{movecount}%
199 \newboolean{balanceandbool}
200 \setboolean{balanceandbool}{false}
201 \NewDocumentCommand{\move}{sO{8}m}{%
202   \setlength{\parindent}{0pt}%
203   \setlength{\cc@partsepwidth}{%
204     \widthof{\Alph{dancephrase}\arabic{dancepart}}%
205     \partdelimiter\ }%

```

```

206 \setlength{\hangindent}{\cc@partsepwidth}%
207 \ifthenelse{\value{phrasecount}=\value{dancephraselength}}{%
208   \ifthenelse{\NOT\(#2=0\)}{%
209     \newdancephrase%
210   }{%
211   }{%
212     \ifthenelse{(\value{partcount}=\value{dancepartlength})\}%
213       \AND\NOT\(#2=0\)}{%
214       \newdancepart%
215     }{%
216     }%
217   \ifthenelse{\value{partmovenum}=0}{%
218     \Alph{dancephrase}\arabic{dancepart}\partdelimiter\ %
219   }{%
220   \setcounter{movecount}{0}%
221   \addtocounter{movecount}{#2}%
222   \ifthenelse{\boolean{balanceandbool}}{\sim\addtocounter{movecount}{4}}{\relax}%
223   \addtocounter{dancecount}{\value{movecount}}%
224   \addtocounter{phrasecount}{\value{movecount}}%
225   \addtocounter{partcount}{\value{movecount}}%
226   \addtocounter{phrasemovenum}{1}%
227   \addtocounter{partmovenum}{1}%
228   \addtocounter{halfpartmovenum}{1}%
229   \addtocounter{dancemovenum}{1}%
230   \ifthenelse{%
231     \isundefined{\@showcountbefore}\OR\(\value{movecount}=0\)%
232   }{%
233     \relax%
234   }{%
235     \cc@countleftbracket%
236     \ignorespaces\themovecount\unskip%
237     \cc@countrightbracket~%
238   }%
239   \ignorespaces#3\unskip%
240   \ifthenelse{%
241     \isundefined{\@showcountafter}\OR\(\value{movecount}=0\)%
242   }{\relax}{%
243     ~\cc@countleftbracket%
244     \ignorespaces\themovecount\unskip%
245     \cc@countrightbracket%
246   }%
247   \ifthenelse{\NOT\(\value{movecount}=0\)}{%
248     \ifthenelse{%
249       \value{partcount}=\intcalcDiv{\value{dancepartlength}}{2}%
250     }{%
251       \setcounter{halfpartmovenum}{0}%
252     }{%
253       \IfBooleanF{#1}{%
254         \ifthenelse{%
255           \value{partcount}=\intcalcDiv{\value{dancepartlength}}{2}%
256         }{%
257           \midpartdelimiter%
258           \looseness=-1\linebreak[2]\space\nopagebreak\ignorespaces%
259         }{%

```



```

260         \ifthenelse{%
261             \NOT\value{partcount}=\value{dancepartlength}%
262         }{%
263             \movedelimiter\linebreak[1]\space\nopagebreak\ignorespaces%
264         }{}%
265     }%
266 }%
267 }{}%

```

If `\balanceand` was used before this move, this boolean had been set to ‘true’ and it should only affect the next move, so always reset it to false at the end of each move.

```

268 \setboolean{balanceandbool}{false}%
269 }

```

## E.7 Move Shortcuts

Next come the various move shortcut definitions. These are mostly just duplicates of each other with the text (and sometimes argument layout) changed.

```

270 \NewDocumentCommand{\allemande}{0{}0{}}{%
271     \moveindex{Allemande}%
272     \move[#3]{%
273         \IfBlankTF{#1}%
274             {Allemande}%
275             {\ignorespaces#1\unskip\ allemande}%
276         \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
277 }
278
279 \NewDocumentCommand{\balance}{0{}0{}}{%
280     \moveindex{Balance}%
281     \move[4]{%
282         \IfBlankTF{#1}%
283             {Balance}%
284             {\ignorespaces#1\unskip\ balance}%
285         \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
286 }

```

Unlike most of the move shortcuts, `\balanceand` works a bit differently. Instead of having its own move count and being followed by a separator, it creates a 0 length move, skips the separator, and then sets some properties that add 4 counts to the next move.

```

287 \NewDocumentCommand{\balanceand}{0{}0{}}{%
288     \cc@checkphrasestart%
289     \moveindex{Balance}%
290     \move*[0]{%
291         \IfBlankTF{#1}%
292             {Balance}%
293             {\ignorespaces#1\unskip\ balance}%
294         \IfBlankF{#2}{\ \ignorespaces#2\unskip\ and}%
295     \setboolean{balanceandbool}{true}%
296 }

```

```

297
298 \NewDocumentCommand{\butterflywhirl}{0}{0}{m}{%
299   \moveindex{Butterfly Whirl}%
300   \move[#3]{%
301     \IfBlankTF{#1}%
302     {Butterfly whirl}%
303     {\ignorespaces#1\unskip\ butterfly whirl}%
304     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
305 }
306
307 \NewDocumentCommand{\circleany}{0}{0}{m}{%
308   \moveindex{Circle}%
309   \move[#3]{%
310     \IfBlankTF{#1}%
311     {Circle}%
312     {\ignorespaces#1\unskip\ circle}%
313     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
314 }
315 \NewDocumentCommand{\circleleft}{0}{0}{m}{%
316   \moveindex{Circle Left}%
317   \moveindex{Circle}%
318   \move[#3]{%
319     \IfBlankTF{#1}%
320     {Circle left}%
321     {\ignorespaces#1\unskip\ circle left}%
322     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
323 }
324 \NewDocumentCommand{\circleright}{0}{0}{m}{%
325   \moveindex{Circle Right}%
326   \moveindex{Circle}%
327   \move[#3]{%
328     \IfBlankTF{#1}%
329     {Circle right}%
330     {\ignorespaces#1\unskip\ circle right}%
331     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
332 }
333
334 \NewDocumentCommand{\courtesyturn}{0}{0}{m}{%
335   \moveindex{Courtesy Turn}%
336   \move[#3]{%
337     \IfBlankTF{#1}%
338     {Courtesy turn}%
339     {\ignorespaces#1\unskip\ courtesy turn}%
340     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
341 }
342
343 \NewDocumentCommand{\dosido}{0}{0}{m}{%
344   \moveindex{\spellDosido}%
345   \move[#3]{%
346     \IfBlankTF{#1}%
347     {\spellDosido}%
348     {\ignorespaces#1\unskip\ \spelledosido}%
349     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
350 }

```

```

351 \NewDocumentCommand{\seesaw}{0}{0}{m}{%
352   \moveindex{See Saw}%
353   \move[#3]{%
354     \IfBlankTF{#1}%
355       {See saw}%
356       {\ignorespaces#1\unskip\ see saw}%
357   \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
358 }
359
360 \NewDocumentCommand{\walkaround}{0}{0}{m}{%
361   \moveindex{Walk around}%
362   \move[#3]{%
363     \IfBlankTF{#1}%
364       {Walk around}%
365       {\ignorespaces#1\unskip\ walk around}%
366   \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
367 }
368 \NewDocumentCommand{\walkaroundright}{0}{0}{m}{%
369   \moveindex{Walk around}%
370   \moveindex{Right shoulder round}%
371   \move[#3]{%
372     \IfBlankTF{#1}%
373       {Walk around right}%
374       {\ignorespaces#1\unskip\ walk around right}%
375   \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
376 }
377 \NewDocumentCommand{\walkaroundleft}{0}{0}{m}{%
378   \moveindex{Walk around}%
379   \moveindex{Left shoulder round}%
380   \move[#3]{%
381     \IfBlankTF{#1}%
382       {Walk around left}%
383       {\ignorespaces#1\unskip\ walk around left}%
384   \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
385 }
386
387 \NewDocumentCommand{\hey}{0}{0}{m}{%
388   \moveindex{Hey}%
389   \moveindex{Hey for Four}%
390   \move[#3]{%
391     \IfBlankTF{#1}%
392       {Hey}%
393       {\ignorespaces#1\unskip\ hey}%
394   \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
395 }
396 \NewDocumentCommand{\heyforfour}{0}{0}{m}{%
397   \moveindex{Hey}%
398   \moveindex{Hey for Four}%
399   \moveindex{Full Hey}%
400   \move[16]{%
401     \IfBlankTF{#1}%
402       {Hey for four}%
403       {\ignorespaces#1\unskip\ hey for four}%
404   \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%

```

```

405 }
406 \NewDocumentCommand{\halfhey}{0{}0{}}{%
407   \moveindex{Hey}%
408   \moveindex{Hey for Four}%
409   \moveindex{Half Hey}%
410   \move[8]{%
411     \IfBlankTF{#1}%
412       {Half a hey}%
413       {\ignorespaces#1\unskip\ half a hey}%
414     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
415 }
416 \NewDocumentCommand{\halfheyricochet}{0{}0{}}{%
417   \moveindex{Hey}%
418   \moveindex{Hey for Four}%
419   \moveindex{Half Hey}%
420   \moveindex{Half Hey Ricochet}%
421   \moveindex{Ricochet Hey}%
422   \move[8]{%
423     \IfBlankTF{#1}%
424       {Half hey ricochet}%
425       {\ignorespaces#1\unskip\ half hey ricochet}%
426     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
427 }
428 \NewDocumentCommand{\fullhey}{0{}0{}}{%
429   \moveindex{Hey}%
430   \moveindex{Hey for Four}%
431   \moveindex{Full Hey}%
432   \move[16]{%
433     \IfBlankTF{#1}%
434       {Full hey}%
435       {\ignorespaces#1\unskip\ full hey}%
436     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
437 }
438 \NewDocumentCommand{\fullheyricochet}{0{}0{}}{%
439   \moveindex{Hey}%
440   \moveindex{Hey for Four}%
441   \moveindex{Full Hey}%
442   \moveindex{Full Hey Ricochet}%
443   \moveindex{Ricochet Hey}%
444   \move[16]{%
445     \IfBlankTF{#1}%
446       {Full hey ricochet}%
447       {\ignorespaces#1\unskip\ full hey ricochet}%
448     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
449 }
450
451 \NewDocumentCommand{\chain}{0{}0{}}{%
452   \moveindex{Chain}%
453   \move[8]{%
454     \IfBlankTF{#1}%
455       {Chain}%
456       {\ignorespaces#1\unskip\ chain}%
457     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
458 }

```

```

459 \NewDocumentCommand{\halfchain}{0}0{}{}{%
460   \moveindex{Chain}%
461   \moveindex{Half chain}%
462   \move[8]{%
463     \IfBlankTF{#1}%
464       {Half chain}%
465       {\ignorespaces#1\unskip\ half chain}%
466     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
467 }
468 \NewDocumentCommand{\fullchain}{0}0{}{}{%
469   \moveindex{Full chain}%
470   \move[16]{%
471     \IfBlankTF{#1}%
472       {Full chain}%
473       {\ignorespaces#1\unskip\ full chain}%
474     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
475 }
476
477 \NewDocumentCommand{\lines}{0}0{}{}{%
478   \moveindex{Lines forward and back}%
479   \move[8]{%
480     \IfBlankTF{#1}%
481       {Lines forward and back}%
482       {\ignorespaces#1\unskip\ lines forward and back}%
483     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
484 }
485 \NewDocumentCommand{\longlines}{0}0{}{}{%
486   \moveindex{%
487     Long Lines Forward and Back\ \seealso{Lines Forward and Back}{X}}%
488   \lines[Long]{%
489 }
490
491 \NewDocumentCommand{\madrobin}{0}0{}{}{%
492   \moveindex{Mad Robin}%
493   \move[8]{%
494     \IfBlankTF{#1}%
495       {Mad robin}%
496       {\ignorespaces#1\unskip\ mad robin}%
497     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
498 }
499
500 \NewDocumentCommand{\petronella}{0}0{}{}{%
501   \moveindex{Petronella}%
502   \move[4]{%
503     \IfBlankTF{#1}%
504       {Petronella}%
505       {\ignorespaces#1\unskip\ petronella}%
506     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
507 }
508 \NewDocumentCommand{\petronellanella}{0}0{}{}{%
509   \moveindex{Petronella}%
510   \moveindex{Petronella-nella}%
511   \move[4]{%
512     \IfBlankTF{#1}%

```

```

513 {Petronella-nella}%
514 {\ignorespaces#1\unskip\ petronella-nella}%
515 \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
516 }
517
518 \NewDocumentCommand{\promenade}{0{}0{}m}{%
519 \moveindex{Promenade}
520 \move[#3]{%
521 \IfBlankTF{#1}%
522 {Promenade}%
523 {\ignorespaces#1\unskip\ promenade}%
524 \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
525 }
526 \NewDocumentCommand{\halfpromenade}{0{}0{}m}{%
527 \moveindex{Promenade}
528 \move[8]{%
529 \IfBlankTF{#1}%
530 {Half promenade}%
531 {\ignorespaces#1\unskip\ half promenade}%
532 \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
533 }
534
535 \NewDocumentCommand{\rightandleftthrough}{0{}0{}m}{%
536 \moveindex{Right and left through}%
537 \moveindex{Rights and lefts|seealso{Right and left through}}%
538 \move[8]{%
539 \IfBlankTF{#1}%
540 {Right and left through}%
541 {\ignorespaces#1\unskip\ right and left through}%
542 \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
543 }
544
545 \NewDocumentCommand{\rollaway}{0{}0{}0{}m}{%
546 \moveindex{Roll away}%
547 \move[4]{%
548 \IfBlankTF{#1}%
549 {Roll}%
550 {\ignorespaces#1\unskip\ roll}%
551 \IfBlankF{#2}{\ \ignorespaces#2\unskip} away%
552 \IfBlankF{#3}{\ \ignorespaces#3\unskip}}%
553 }
554 \NewDocumentCommand{\rollawaysashay}{0{}0{}0{}m}{%
555 \moveindex{Roll Away}%
556 \moveindex{Roll Away with a Half Sashay}%
557 \moveindex{Half Sashay}%
558 \move[4]{%
559 \IfBlankTF{#1}%
560 {Roll}%
561 {\ignorespaces#1\unskip\ roll}%
562 \IfBlankF{#2}{\ \ignorespaces#2\unskip} away with a half shashay%
563 \IfBlankF{#3}{\ \ignorespaces#3\unskip}}%
564 }
565
566 \NewDocumentCommand{\handstar}{0{}0{}m}{%

```

```

567 \moveindex{Star}%
568 \move[#3]{%
569 \IfBlankTF{#1}%
570 {Star}%
571 {\ignorespaces#1\unskip\ star}%
572 \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
573 }
574 \NewDocumentCommand{\starleft}{0{}0{}m}{%
575 \moveindex{Star}%
576 \moveindex{Star left}%
577 \move[#3]{%
578 \IfBlankTF{#1}%
579 {Left hand star}%
580 {\ignorespaces#1\unskip\ left hand star}%
581 \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
582 }
583 \NewDocumentCommand{\starright}{0{}0{}m}{%
584 \moveindex{Star}%
585 \moveindex{Star right}%
586 \move[#3]{%
587 \IfBlankTF{#1}%
588 {Right hand star}%
589 {\ignorespaces#1\unskip\ right hand star}%
590 \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
591 }
592
593 \NewDocumentCommand{\sashay}{0{}0{}m}{%
594 \moveindex{Sashay}%
595 \move[#3]{%
596 \IfBlankTF{#1}%
597 {Sashay}%
598 {\ignorespaces#1\unskip\ sashay}%
599 \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
600 }
601
602 \NewDocumentCommand{\swing}{0{}0{}m}{%
603 \moveindex{Swing}%
604 \move[#3]{%
605 \IfBlankTF{#1}%
606 {Swing}%
607 {\ignorespaces#1\unskip\ swing}%
608 \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
609 }
610
611 \NewDocumentCommand{\turnalone}{0{}0{}m}{%
612 \moveindex{Turn Alone}%
613 \move[#3]{%
614 \IfBlankTF{#1}%
615 {Turn alone}%
616 {\ignorespaces#1\unskip\ turn alone}%
617 \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
618 }
619 \NewDocumentCommand{\turncouple}{0{}0{}m}{%
620 \moveindex{Turn as a Couple}%

```

```

621 \moveindex{Turn Together|see{Turn as a Couple}}%
622 \move[#3]{%
623   \IfBlankTF{#1}%
624     {Turn as a couple}%
625     {\ignorespaces#1\unskip\ turn as a couple}%
626   \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
627 }
628 \NewDocumentCommand{\turntogether}{0}{0}{m}{%
629   \moveindex{Turn as a Couple}%
630   \moveindex{Turn Together|see{Turn as a Couple}}%
631   \move[#3]{%
632     \IfBlankTF{#1}%
633       {Turn together}%
634       {\ignorespaces#1\unskip\ turn together}%
635     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
636 }
637
638 \NewDocumentCommand{\twirltoswap}{0}{0}{0}}{%
639   \moveindex{Twirl to Swap}%
640   \move[4]{Twirl to swap}%
641   \move[4]{%
642     \IfBlankTF{#1}%
643       {Twirl to swap}%
644       {\ignorespaces#1\unskip\ twirl to swap}%
645     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
646 }
647 \NewDocumentCommand{\californiatwirl}{0}{0}{0}}{%
648   \moveindex{California Twirl}%
649   \move[4]{%
650     \IfBlankTF{#1}%
651       {California twirl}%
652       {\ignorespaces#1\unskip\ california twirl}%
653     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
654 }
655 \NewDocumentCommand{\starthrough}{0}{0}{0}}{%
656   \moveindex{Star Thru|see{Star Through}}%
657   \moveindex{Star Through}%
658   \move[4]{%
659     \IfBlankTF{#1}%
660       {Star through}%
661       {\ignorespaces#1\unskip\ star through}%
662     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
663 }
664 \NewDocumentCommand{\starthru}{0}{0}{0}}{%
665   \moveindex{Star Thru|see{Star Through}}%
666   \moveindex{Star Through}%
667   \move[4]{%
668     \IfBlankTF{#1}%
669       {Star thru}%
670       {\ignorespaces#1\unskip\ star thru}%
671     \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
672 }
673 \NewDocumentCommand{\boxthegnat}{0}{0}{0}}{%
674   \moveindex{Box the Gnat}%

```



```

675 \move[4]{%
676 \IfBlankTF{#1}%
677 {Box the gnat}%
678 {\ignorespaces#1\unskip\ box the gnat}%
679 \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
680 }
681 \NewDocumentCommand{\swattheflea}{0{}0{}}{%
682 \moveindex{Swat the Flea}%
683 \move[4]{%
684 \IfBlankTF{#1}%
685 {Swat the flea}%
686 {\ignorespaces#1\unskip\ swat the flea}%
687 \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
688 }
689 \NewDocumentCommand{\jerseytwirl}{0{}0{}}{%
690 \moveindex{Jersey Twirl}%
691 \move[4]{%
692 \IfBlankTF{#1}%
693 {Jersey twirl}%
694 {\ignorespaces#1\unskip\ jersey twirl}%
695 \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
696 }
697 \NewDocumentCommand{\arizonatwirl}{0{}0{}}{%
698 \moveindex{Arizona Twirl}%
699 \move[4]{%
700 \IfBlankTF{#1}%
701 {Arizona twirl}%
702 {\ignorespaces#1\unskip\ arizona twirl}%
703 \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
704 }
705
706 \NewDocumentCommand{\downthehall}{0{}0{m}}{%
707 \moveindex{Down the hall}%
708 \move[#3]{%
709 \IfBlankTF{#1}%
710 {Down the hall}%
711 {\ignorespaces#1\unskip\ down the hall}%
712 \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
713 }
714 \NewDocumentCommand{\upthehall}{0{}0{m}}{%
715 \moveindex{Up the hall}%
716 \move[#3]{%
717 \IfBlankTF{#1}%
718 {Up the hall}%
719 {\ignorespaces#1\unskip\ up the hall}%
720 \IfBlankF{#2}{\ \ignorespaces#2\unskip}}%
721 }

```

## E.8 Indexing and Lists

That was a lot of moves! Now that those are out of the way, let's handle indexing and lists.

```

722 \newlistof{dance}{lod}{\cfttoctitlefont\lodtitle}

```

```

723
724 \NewExpandableDocumentCommand{\lodtitle}{-}{List of Dances}
725
726 \NewExpandableDocumentCommand{\cc@createindices}{-}{%
727   \makeindex[name=\cc@dbt,title=\dbtname]
728   \makeindex[name=\cc@dba,title=\dbaname]
729   \makeindex[name=\cc@mvp,title=\mvpname]
730   \makeindex[name=\cc@mvd,title=\mvdname]
731 }%
732 \NewExpandableDocumentCommand{\enableidx}{-}{%
733   \PassOptionsToPackage{splitindex}{imakeidx}
734   \RequirePackage{imakeidx}
735   \cc@createindices
736 }%
737
738 \NewExpandableDocumentCommand{\pauseindexing}{-}{\def\cc@indexingpaused{}}
739 \NewExpandableDocumentCommand{\resumeindexing}{-}{\let\cc@indexingpaused\undefined}

```

`\cc@dbt` Though you probably don't need to change this, the shortcut for each index can be  
`\cc@dba` changed by redefining these commands before you turn on indexing functionality.  
`\cc@mvp` Make sure they are expandable (not-protected).  
`\cc@mvd`

```

740 \NewExpandableDocumentCommand{\cc@dbt}{-}{dbt}
741 \NewExpandableDocumentCommand{\cc@dba}{-}{dba}
742 \NewExpandableDocumentCommand{\cc@mvp}{-}{mvp}
743 \NewExpandableDocumentCommand{\cc@mvd}{-}{mvd}
744
745 \NewExpandableDocumentCommand{\dbtname}{-}{Dances by Type}
746 \NewExpandableDocumentCommand{\dbaname}{-}{Dances by Author}
747 \NewExpandableDocumentCommand{\mvpname}{-}{Moves by Page}
748 \NewExpandableDocumentCommand{\mvdname}{-}{Moves by Dance}
749
750 \NewDocumentCommand{\moveindex}{sm}{%
751   \IfBooleanT{#1}{#1}%
752   \ifthenelse{\isundefined{\cc@indexingpaused}}{%
753     \ifthenelse{\isundefined{\imki@wrindexentry}}{%
754       \index{#2}%
755     }{%
756       \index[mvp]{#2}%
757       \imki@wrindexentry{mvd}{#2}{\arabic{dance}}%
758     }%
759   }{}%
760 }

```

## E.9 Helper Macros

Next we have a few helper macros for printing nicely formatted notes, spelling do-si-do, and calculating timings (see [section 10](#)).

```

761 \newcounter{timesaround}
762 \newcounter{quartertimesaround}
763 \NewDocumentCommand{\timesaround}{mm}{%
764   \setcounter{timesaround}{%
765     \intcalcDiv{\intcalcNum{#2}}{\intcalcNum{#1}}}%

```

```

766 \setcounter{quarternetimesaround}{%
767   \intcalcMod{\intcalcNum{#2}}{\intcalcNum{#1}}%
768 }%
769 \ifthenelse{\value{timesaround}>0}{\arabic{timesaround}}{%
770 \ifthenelse{\value{quarternetimesaround}=1}{\textonequarter}{%
771   \ifthenelse{\value{quarternetimesaround}=2}{\textonehalf}{%
772     \ifthenelse{\value{quarternetimesaround}=3}{\textthreequarters}{}%
773   }%
774 }%
775 \ifthenelse{%
776   \value{timesaround}>1\OR%
777   \(\value{timesaround}=1\AND\NOT\value{quarternetimesaround}=0\)%
778 }{\ times}{%
779   \ifthenelse{\value{timesaround}=1}{\ time}{}%
780 }%
781 }%

```

The notes command is meant to be placed inside the `contra` environment after the moves.

```

782 \NewDocumentCommand{\notes}{0{\cc@defaultnotesenv}m}{%
783   \par\nopagebreak\vspace*{\prenotevspace}
784   \begin{#1}
785     \setlength{\baselineskip}{1.1em plus 0.1em minus 0.2em}
786     \def\cc@notestitle{\textbf{\ignorespaces Notes\unskip}}%
787     \setlength{\parindent}{0pt}%
788     \setlength{\cc@partsepwidth}{%
789       \widthof{\footnotesize \cc@notestitle~}}%
790     \setlength{\hangindent}{\cc@partsepwidth}%
791     {\footnotesize \cc@notestitle~\ignorespaces#2\unskip}%
792   \end{#1}
793 }
794
795 \def\spellldosido{do-si-do}
796 \def\spellldosido{Do-si-do}
797 \NewDocumentCommand{\setdosidospelling}{m}{%
798   \protected@edef\spellldosido{\expandafter\MakeLowercase#1}
799   \protected@edef\spellldosido{\expandafter\MakeUppercase#1}
800 }

```

The `\cc@checkphrasestart` command is used internally by `\move` to reset the phrase when the number of beats hits a phrase boundary.

```

801 \NewDocumentCommand{\cc@checkphrasestart}{}{%
802   \ifthenelse{\value{phrasecount}=\value{dancephraselength}}{%
803     \newdancephrase%
804   }{%
805     \ifthenelse{\(\value{partcount}=\value{dancepartlength}\)}{%
806       \newdancepart%
807     }{}%
808   }%
809 }
810
811 \ProcessOptions\relax

```

## E.10 contracard.cls

Finally, we come to the class-specific code. When building this code will be stripped out into a separate file, `contracard.cls`. The class is actually relatively short, most of the functionality resides in the package. First we setup some options that can be passed to the class. For information on each option see [subsection 10.1](#).

```
812 \AtBeginDocument{\large}
813 \PassOptionsToPackage{%
814   margin=0.5in,top=0.75in,paperwidth=6in,paperheight=4in%
815 }{geometry}%
816 \DeclareOption{small}{%
817   \AtBeginDocument{%
818     \titleformat{\section}{\normalsize\bfseries}{\thesection}{1em}{}%
819     \titleformat{\subsection}{\normalsize}{\thesection}{1em}{}%
820   }
821   \PassOptionsToPackage{%
822     margin=0.25in,top=0.75in,paperwidth=5in,paperheight=3in%
823   }{geometry}%
824 }
825 \DeclareOption{medium}{%
826   \AtBeginDocument{\large}
827   \PassOptionsToPackage{%
828     margin=0.5in,top=0.75in,paperwidth=6in,paperheight=4in%
829   }{geometry}%
830 }
831 \DeclareOption{large}{%
832   \AtBeginDocument{\Large}
833   \PassOptionsToPackage{%
834     margin=0.75in,top=1in,paperwidth=8in,paperheight=5in%
835   }{geometry}%
836 }
837 \DeclareOption{a7paper}{%
838   \AtBeginDocument{%
839     \titleformat{\section}{\normalsize\bfseries}{\thesection}{1em}{}%
840     \titleformat{\subsection}{\normalsize}{\thesection}{1em}{}%
841   }
842   \PassOptionsToPackage{%
843     margin=5mm,top=15mm,paperwidth=105mm,paperheight=74mm%
844   }{geometry}%
845 }
846 \DeclareOption{draft}{%
847   \PassOptionsToClass{draft}{article}%
848 }
849 \DeclareOption*{%
850   \PassOptionsToPackage{\CurrentOption}{contracard}%
851 }
```

Then we clear page styling by default since these are index cards that probably don't need page numbers.

```
852 \AtBeginDocument{\pagestyle{empty}}
853 \AtBeginDocument{\pagenumbering{gobble}}
```

We also define a marker that we can check in the package to see if we were loaded by the class. This is mostly used by the `contra` environment to set display properties for index cards and to reset the footnote numbers for each new dance (unlike a book where multiple dances are on a page and the footnotes should still be sequentially numbered). This pushes even more of the classes functionality into the package and is part of why the class is so small.

```
854 \newcommand*{\@ccisclass}{}  
855 \ProcessOptions\relax
```

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Swing, 1–8, 10, 11

Turn Alone, 9

Walk around, 6, 7, 10, 11

Walk Around Star, 7

Whirling Dervish, 6

Zipper, 3



## Change History

|       |   |    |
|-------|---|----|
| 0.1   | General: Created boilerplate for class  | 4  |
|       | <code>contra</code> : Create contra environment                                     | 5  |
|       | <code>\dancetitleenv</code> : Allow user to format moves                            | 6  |
|       | <code>\move</code> : Add move command   | 10 |
| 0.2   | <code>partcount</code> : Create a counter for the current musical part              | 15 |
|       | <code>phrasecount</code> : Create a counter for the current musical phrase          | 15 |
|       | <code>\resetdancepart*</code> : Allow the user to reset the phrase                  | 16 |
| 0.3   | General: Split core functionality out into package                                  | 4  |
|       | <code>dancepart</code> : Create a new counter for the current phrase                | 15 |
|       | <code>dancephrase</code> : Create a new counter for the current phrase              | 15 |
|       | <code>partcount</code> : Change to contain the count, not the part itself           | 15 |
|       | <code>\danceformformat</code> : Allow the user to change the dance form format      | 6  |
|       | Allow the user to change the dance title format                                     | 6  |
|       | <code>\dancetitleenv</code> : Allow user to format dance title block                | 6  |
|       | <code>phrasecount</code> : Change to contain the count, not the phrase itself       | 15 |
|       | <code>\midpartdelimiter</code> : Allow customizing the mid-part delimiter           | 6  |
|       | <code>\move</code> : Simplify dance logic using new counters                        | 10 |
|       | <code>\movedelimiter</code> : Allow customizing the move delimiter character        | 6  |
|       | <code>\newdancepart</code> : Allow user to manually start a new part                | 17 |
|       | <code>\newdancephrase</code> : Allow user to manually start a new phrase            | 17 |
|       | <code>\partdelimiter</code> : Allow customizing the part delimiter                  | 6  |
|       | <code>\resetdancepart*</code> : Change name of <code>\progressed</code>             | 16 |
| 0.4   | General: Add <code>tocloft</code> package to requirements                           | 4  |
|       | Add list of dances  | 4  |
|       | Support swung dances  | 4  |
|       | <code>dancepartlength</code> : Create a new counter for the part length             | 16 |
|       | <code>dancephraselength</code> : Create a new counter for the phrase length         | 16 |
|       | <code>\phraseseparator</code> : Allow custom phrase separator character             | 7  |
|       | <code>\phrasevspace</code> : Allow custom phrase separation length                  | 7  |
| 1.0.0 | General: Added support for indices  | 15 |
|       | Fix phrase separator issues   | 4  |
|       | Start using <a href="#">Semantic Versioning</a>                                     | 4  |
|       | <code>halfpartmovenum</code> : Add counter for the number of moves in half the part | 19 |
|       | <code>\allemande</code> : Add move shortcut   | 11 |
|       | <code>\allemande*</code> : Add move shortcut  | 24 |
|       | <code>dancemovenum</code> : Add counter for the number of moves in the dance        | 19 |
|       | <code>\arizonatwirl</code> : Add move shortcut                                      | 14 |
|       | <code>partmovenum</code> : Add counter for the number of moves in the part          | 19 |
|       | <code>\balance</code> : Add move shortcut   | 11 |
|       | <code>\balance*</code> : Add move shortcut  | 24 |
|       | <code>\balanceand</code> : Add move shortcut  | 11 |
|       | <code>\balanceand*</code> : Add move shortcut                                       | 24 |
|       | <code>\boxthegnat</code> : Add move shortcut  | 14 |
|       | <code>\butterflywhirl</code> : Add move shortcut                                    | 11 |
|       | <code>\butterflywhirl*</code> : Add move shortcut                                   | 24 |
|       | <code>\californiatwirl</code> : Add move shortcut                                   | 14 |
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| \halfpromenade*: Add move shortcut                               | 24 |
| \heyforfour: Add move shortcut                                   | 11 |
| \heyforfour*: Add move shortcut                                  | 24 |
| \hidecountafter: Allow hiding the count after each move          | 7  |
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| showcountafter: New option                                       | 5  |
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| phrasemovenum: Add counter for the number of moves in the phrase | 19 |
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| <code>\menchain*</code> : Add move shortcut                                     | 22 |
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| <code>\rightsandlefts*</code> : Add move shortcut                               | 24 |
| <code>\rollaway</code> : Add move shortcut                                      | 13 |
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| <code>\rollawayhalfssashay</code> : Add move shortcut                           | 23 |
| <code>\rollawayhalfssashay*</code> : Add move shortcut                          | 23 |
| <code>\sashay</code> : Add move shortcut  | 13 |
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| <code>\spelledosido</code> : Change how Do-si-do is spelled easily              | 20 |
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| \halfllarkschain:      | Add move shortcut                         | 23 |
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| \robinschain:          | Add move shortcut                         | 23 |
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| 3.0.0  |    |
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| \balance*: Remove macro  | 24 |
| \balanceand: Modernize argument layout                           | 11 |
| \balanceand*: Remove macro                                       | 24 |
| \boxthegnath: Add before/after text optional arguments           | 14 |
| \butterflywhirl: Modernize argument layout                       | 11 |
| \butterflywhirl*: Remove macro                                   | 24 |
| \californiatwirl: Add before/after text optional arguments       | 14 |
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| \courtesyturn: Modernize argument layout                         | 11 |
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| \fullheyricochet*: Remove macro                                  | 24 |
| \fulllarkschain: Rename macro                                    | 23 |
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| \halfheyricochet: Modernize argument layout                      | 11 |
| \halfheyricochet*: Remove macro                                  | 24 |
| \halflarkschain: Rename macro                                    | 23 |
| \halflarkschain*: Remove macro                                   | 23 |
| \halfpromenade: Modernize argument layout                        | 13 |
| \halfpromenade*: Remove macro                                    | 24 |
| \halfrobinchain: Rename macro                                    | 23 |
| \halfrobinchain*: Remove macro                                   | 23 |
| \handstar: Add move shortcut                                     | 13 |
| \hey: Add move shortcut  | 11 |

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|--|----|
| <code>\heyforfour</code> : Modernize argument layout                     | 11 |
| <code>\heyforfour*</code> : Remove macro                                 | 24 |
| <code>\jerseytwirl</code> : Add before/after text optional arguments     | 14 |
| <code>\larkschain</code> : Rename macro                                  | 23 |
| <code>\larkschain*</code> : Remove macro                                 | 23 |
| <code>\Leftrole</code> : Add macro                                       | 8  |
| <code>\leftrole</code> : Add macro                                       | 8  |
| <code>\lines</code> : Modernize argument layout                          | 12 |
| <code>\lines*</code> : Remove macro                                      | 24 |
| <code>\listofdances</code> : Remove macro, use <code>\listofdance</code> | 23 |
| <code>\longlines</code> : Modernize argument layout                      | 12 |
| <code>\longlines*</code> : Remove macro                                  | 24 |
| <code>\madrobin</code> : Modernize argument layout                       | 12 |
| <code>\madrobin*</code> : Remove macro                                   | 24 |
| <code>\notes</code> : Fix overriding the default environment             | 20 |
| <code>\petronella</code> : Modernize argument layout                     | 12 |
| <code>\petronella*</code> : Remove macro                                 | 24 |
| <code>\petronellanella</code> : Modernize argument layout                | 12 |
| <code>\petronellanella*</code> : Remove macro                            | 24 |
| <code>\promenade</code> : Modernize argument layout                      | 13 |
| <code>\promenade*</code> : Remove macro                                  | 24 |
| <code>\rightandleftthrough</code> : Modernize argument layout            | 13 |
| <code>\rightandleftthrough*</code> : Remove macro                        | 24 |
| <code>\Rightrole</code> : Add macro                                      | 8  |
| <code>\rightrole</code> : Add macro                                      | 8  |
| <code>\rightsandlefts</code> : Remove macro                              | 24 |
| <code>\rightsandlefts*</code> : Remove macro                             | 24 |
| <code>\robinschain</code> : Rename macro                                 | 23 |
| <code>\robinschain*</code> : Remove macro                                | 23 |
| <code>\rollaway</code> : Modernize argument layout                       | 13 |
| <code>\rollaway*</code> : Remove macro                                   | 24 |
| <code>\rollawaysashay</code> : Modernize argument layout                 | 13 |
| <code>\rollawaysashay*</code> : Remove macro                             | 24 |
| <code>\sashay</code> : Modernize argument layout                         | 13 |
| <code>\sashay*</code> : Remove macro                                     | 24 |
| <code>\seesaw</code> : Modernize argument layout                         | 11 |
| <code>\seesaw*</code> : Remove macro                                     | 24 |
| <code>\setleftrole</code> : Add macro                                    | 9  |
| <code>\setrightrole</code> : Add macro                                   | 9  |
| <code>\starleft</code> : Modernize argument layout                       | 13 |
| <code>\starleft*</code> : Remove macro                                   | 24 |
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| <code>\starright*</code> : Remove macro                                  | 24 |
| <code>\starthrough</code> : Add before/after text optional arguments     | 14 |
| <code>\starthru</code> : Add before/after text optional arguments        | 14 |
| <code>\swattheflea</code> : Add before/after text optional arguments     | 14 |
| <code>\swing</code> : Modernize argument layout                          | 13 |
| <code>\swing*</code> : Remove macro                                      | 24 |
| <code>\turnalone</code> : Modernize argument layout, require count       | 14 |
| <code>\turnalone*</code> : Remove macro                                  | 24 |
| <code>\turncouple</code> : Modernize argument layout, require count      | 14 |
| <code>\turncouple*</code> : Remove macro                                 | 24 |
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| <code>\walkaround*</code> : Remove macro .....                             | 24 |
| <code>\walkaroundleft</code> : Modernize argument layout .....             | 11 |
| <code>\walkaroundleft*</code> : Remove macro .....                         | 24 |
| <code>\walkaroundright</code> : Modernize argument layout .....            | 11 |
| <code>\walkaroundright*</code> : Remove macro .....                        | 24 |