

choreo



BREAKDOWN

BILL PETERS • 5046 Amondo Drive, San Jose, California 95129

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WHAT'S HAPPENING?

We're mailing this January 1982 issue of these notes a bit earlier than usual since we'll be out of town when our normal publication time rolls around. By the time you read this, Betty and I will be off to New Zealand, Australia and Japan where we'll be calling a lot of dances and teaching some caller schools. We've been to Japan before -- five years ago -- but this will be our first time in New Zealand and Australia. We are, of course, looking forward to it and we will have a report for you when we return.

We haven't had much of a chance to review many new movements since our last issue -- but we did get to look at a few. And of those, Bill Davis' Quarter the Diamond seemed to us to be worth a second look. You'll find it on page 1282.

Here's the rest of the crop:

COUPLE IN (Glen Maynard) From any Box Circulate foursome, all dancers Box Circulate (or Split Circulate) and, without stopping, outfacing dancers Run to end as facing couples.

COUPLE OUT (Glen Maynard) From any Box Circulate foursome, all dancers Box (Split) Circulate) and, without stopping the infacing dancers Run to end the action in back-to-back couples.

DOUBLE DOWN: From allowable ocean wave or line formations, the end dancer facing in and the adjacent dancer(s) will do two Split Circulates as, simultaneously, the other 4 dancers do a standard All 8 Circulate (ends in a variety of final formations, depending on the starting formation/arrangement).

GRAND SQUARE THE ROUTE (Glen Maynard): A blending of the Star the Route and Grand Square traffic patterns: Begin by

What's Happening? (continued)

calling: "Sides Face, Grand Square the Route"...

Sides Part: Sides couples face each other and do the first 8 counts of a Grand Square and Slide Thru with the one they meet to end as a couple in the Heads' position. These same four make a right hand star in the middle and turn it 1/2 way. They then release the star, to become a couple once again and, without stopping, they now Sweep 1/4 to end as a couple in the Sides' position.

Heads Part: Heads begin by making a right hand star in the middle and turn it 1/2 way. They then release the star, become a couple and Sweep 1/4 into the Sides' position where, without stopping, they will face each other and do the first 8 counts of the Sides part of a Grand Square + a Star Thru.

All of the above-described action takes 16 beats and is the half-way point of the action. In the next 16 beats the action is reversed, i.e., the Sides go into the center first to make the right hand star 1/2 way and the Heads face each other and do 8 counts of a Grand Square action + Slide Thru. The entire action takes 32 counts and all dancers are returned to their home positions.

INNER ACTING (Anything) From lines or waves with only one end facing in, that end and the adjacent dancer move into the center to form a momentary Box Circulate foursome in the center and they then take the "anything" command.

OUTER ACTING (Anything) From lines or waves with only one end facing out, that end and the adjacent dancer move into the center to form a momentary foursome and they take the "Anything" command.

(Note: when either Inner Acting or Outer Acting is called from a 1/4 Tag formation,

the ends of the center wave and their respective adjacent dancers move ahead to make a foursome with the outsides and then all perform the designated call.)

LEAP FROG: From a variety of allowable formations, the designated dancer "Leaps" (i.e., moves around) the dancer in front to end on the far side of that dancer. Leapers retain original facing direction.

SHORT SIX: From a Galaxy formation, the term "Short 6" is used to designate the Box foursome plus the dancer on either side of the box.

TALL SIX : From a Galaxy formation, the term "Tall 6" is used to designate the box foursome plus the dancer in and the dancer behind the foursome.

SWITCH TO A Z: From any formation allowing a Switch to a Diamond, all do a Switch to a Diamond and, without stopping, the new diamond points Extend and 1/4 in to form a "Z".

• NEW MOVEMENT (Experimental)

QUARTER THE DIAMOND (Bill Davis)How To Do It:

From any center-to-center Twin Diamond arrangement, the centers of the inside ocean wave Hinge $1/4$ as the infacing points move forward (Extend) to meet the Hingers with inside hands (momentary ocean wave). Without stopping, this wave now swings one-half by inside hands as, simultaneously, the original wave ends walk directly forward about a half-step and then $1/4$ in as the outfacing points do (like a) Diamond Circulate and also $1/4$ in to end the action in a $1/4$ Tag formation. (A $1/2$ D plus Quarter the Diamond produces a ØQ)

Impressions:

The movement is intended to serve as a smooth way to convert Diamonds to a $1/4$ Tag arrangement. It derives it's name from the fact that the lead-off action of the center-centers is similar to a Left Quarter Thru (on the A-1 list). We found the teach to be relatively problem-free -- although we did note a slight tendency for those coming into the center of the final $1/4$ Tag wave to want to turn half again with the other center (as in Swing Thru), and we found it necessary, once or twice, to caution the dancers to resist the temptation.

Choreography:

<u>From a Zero Box - ZB (Box 1-4)</u> Swing Thru, boys Run Girls Cast Right $3/4$ Diamond Circulate <u>Quarter the Diamond</u> Center girls Trade Centers Step Thru	<u>BOX ZERO</u> (True)
<u>From a ZB Ocean Wave:</u> Swing Thru, boys Run Girls Hinge, Diamond Circulate <u>Quarter the Diamond</u> Centers Extend, girls Trade	<u>WAVE ZERO</u> (True)
<u>From a Zero Box - ZB</u> Swing Thru, boys Run Girls Hinge, Diamond Circulate <u>Quarter the Diamond</u> Centers Recycle, Pass Thru Star Thru, Right & Left Thru	<u>CONVERSION</u> (ZB to ZL)

Quarter the Diamond (continued)Return to Home Get-Out:

(from ZL perpendicular to stage with the
No. 1 couple in lower right quadrant):

- Star Thru, Right & Left Thru
Veer Left, girls Hinge
Diamond Circulate
Quarter the Diamond
Center girls Trade & Recycle
Sweep 1/4 (you're home!)
- 1-3 Square Thru ZB
Touch 1/4, Split Circulate 1-1/2
Diamond Circulate (1/2D)
Quarter the Diamond (ØQ)
Ping Pong Circulate
Centers Recycle (ØP)
Double Pass Thru, Track II
Girls Trade OPB-os
Recycle RB
Veer Left, girls Hinge
Diamond Circulate (1/2D)
Quarter the Diamond (ØQ)
Centers Recycle, Pass Thru (ZB) . AL!
- 1-3 Square Thru ZB
Right & Left Thru
Veer Left, girls Hinge
Diamond Circulate (1/2D)
Quarter the Diamond (ØQ)
Centers Recycle (ØP)
Double Pass Thru
Peel Off (2L)
Join hands, circle left
4 boys Touch 1/4 & Spread
4 girls Spin the Top (ØD)
Diamond Circulate (1/2D)
Quarter the Diamond (ØQ)
Centers Step Thru & Star Thru ... ZL
Pass Thru
Wheel & Deal
Centers Swing Thru and
Everybody Right & Left Grand!

- 1-3 Lead right, circle to a line (ZL)
Right & Left Thru, Star Thru . RB
Veer Left, girls Hinge (ØD)
Diamond Circulate (1/2D)
Quarter the Diamond (ØQ)
Centers Extend, girls Trade
Linear Cycle ZL
Touch 1/4, 8 Circulate
Boys Run (ZB) AL!
- 1-3 lead right, circle to a line (ZL)
Touch 1/4, Coordinate (ØF)
Couples Circulate
Girls Hinge, Diamond Circulate (1/2D)
Quarter the Diamond (ØQ)
Release Recycle, centers Sweep 1/4
Cross Trail Thru, Separate
Go 'round 1, line up 4 (AL!) . ZL
RL Thru, Dixie Derby
Girls Hinge, Diamond Circulate
Quarter the Diamond (ØQ)
Centers Step Thru & Star Thru, ZL-os
Pass Thru, Partner Trade & Roll
Right & Left Grand!

With a Touch of APD:

- 1-3 Square Thru, Sides Rollaway
Swing Thru, centers Run
Centers Hinge, Diamond Circulate
Quarter the Diamond (2Q)
4 Boys Extend (2W)
Swing Thru (3W)
Centers Run, centers Hinge
Diamond Circulate Double ... (1D)
Quarter the Diamond (1Q)
4 girls Swing Thru, Turn Thru
Boys Courtesy Turn your girl .. ZL
Pass Thru, Tag the Line
Leaders Turn Back, Single Circle...
..to a Right & Left Grand!

SINGING CALL (Corner Progression)

Heads Square Thru, 4 hands go
Swing Thru, boys Run right you know
Girls Hinge, Diam.Circ. 1/4 the Diamond
Centers Pass Thru, Swing Thru
Boys Run, girls Trade, Ferris Wheel & go
Centers Pass Thru, Swing cor. Promeno
...add 16-beat Tag!

• THE PLUS PLATEAU

AN IN-DEPTH LOOK AT LOAD THE BOAT

It has become somewhat cliché, in recent years, to observe that while many dancers know how to dance Load the Boat, most of them only know how to dance it when it is called from its standard opening formation/arrangement -- that is, from common (normal) facing lines of four. And while we don't see anything especially wrong with this (we simply accept it!), it does seem to suggest that if you are looking for a suitable theme for one or more APD workshop tips, you would do well to consider Load the Boat. We typically begin a Load the Boat workshop by calling a fairly easy Load the Boat routine -- something like the one below:

1-3 Square Thru ZB
 Swing Thru, boys Trade
 Boys Run, Bend the Line CL
 Load the Boat (AL!) ZB
 Swing Thru, 8 Circulate
 Boys Run, Wheel & Deal ZB
 Star Thru, Right & Left Thru
 Load the Boat (ZB) AL!

Next, we add a Load the Boat routine that requires the dancers to do Load the Boat actions in some out of the ordinary -- but still fairly easy -- situations -- as for example:

Heads Rollaway and do..
 the centers part of a Load the Boat (AL!) .. ZB
 Star Thru and in your own four, Right & Left Thru
 In your own four Rollaway
 In your own four do the centers part of a Load the Boat
 Trade By ZB-os
 Swing Thru, boys Run, Ferris Wheel & Spread (1L)
 Ends only Load the Boat, centers Square Thru. ZB
 Swing Thru, boys Run, Ferris Wheel
 Double Pass Thru, Peel Off (2L)
 Load the Boat (4B)
 Swing Thru, boys Run EOL-os
 Pass Thru, Wheel & Deal, Dixie Grand AL!

Although the last Load the Boat in the above routine is APD (it begins from a No. 2 Line, i.e., Girl-Girl/Boy-Boy), note that the centers are still 1/2 Sashayed -- which is how the centers are when we call a Load the Boat from normal lines -- and you shouldn't get too much fallout. The action does, however, serve to let your dancers know that there's more to a Load the Boat than simply doing it the same way every time.

Dancers who can handle a standard Load the Boat can usually figure out what they must do as ends when we call a Load the Boat from lines other than normal (common). But this, as we all know, is not the way it is when they find themselves in the center positions. This is where we find the biggest problems when calling APD Load the Boats -- and this, therefore, is where we must concentrate when doing a Load the Boat workshop. We have generally found it helpful to do this in a strictly 2-couple environment and so, after calling the two routines above, we scatter the squares

Load the Boat (continued)

and then re-form them into 2-couple mini-squares. We then begin our teach by pointing out that the centers part of a Load the Boat can be broken down into four separate and distinct dance actions -- as follows:

1. Pass Thru
2. Turn 1/4 by putting your back to your partner (1/4 Out)
3. Partner Trade (be sure to point out that the Trade is with a new partner!)
4. Pass Thru

We then call a Rollaway and have our mini-squares walk thru the action in the easy (usual) way being sure to point out each of the four separate actions. Then we carefully do the same from normal couples. This, of course, is the tough part of the teach and we make it a point to go very slowly. We repeat the action over and over again until the dancers seem to be comfortable with it and we then give them a chance to practice it by calling some 2-couple routines that feature the centers part of a Load the Boat from both 1/2 Sashayed and normal couple arrangements. Next, we repeat the whole process with walk-thrus from same sex couples (2 boys facing 2 girls) and from mixed couples (one couple normal the other 1/2 Sashayed). Finally, we scatter 'em again, reform squares, and then reinforce what they've learned by calling Load the Boat in a variety of APD applications. Here are some ideas:

- 1-3 Lead right, Veer Left (ØF)
Couples Circulate
Bend the Line ZL-os
RL Thru, Rollaway (1/2L)
Load the Boat (1/2B)
Swing Thru, girls Trade
Recycle, Veer Left (ØF)
Couples Circulate
Bend the Line ZL
RL Thru, Rollaway (1/2L)
Load the Boat
Right & Left Grand!
- 1-3 Pass Thru, Separate
Go 'round 1, line up 4 (1L)
Load the Boat (3B)
Swing Thru
Walk & Dodge
Partner Trade CL
Load the Boat (ZB) AL!
- 1-3 Lead right
Circle to a line of 4 ZL
Right & Left Thru, Slide Thru .. RB
- Swing Thru, boys Run (ØF)
Tag the Line - In (4L)
Load the Boat (2B)
Single Circle to an OW (1W)
Centers Trade, centers Run (2F)
Tag the Line - In (2L)
Load the Boat (3B)
Swing Thru, boys Run (ZL) AL!
- 1-3 Cross Trail Thru, Separate
Go 'round 1, line up four RL-os
Pass Thru
Bend the Line RL
In your own 4, RL Thru
In your own 4 Rollaway
In your own 4 do the centers part
of a Load the Boat (ØT)
Trade By OB-os
Star Thru CL-os
In your own 4, RL Thru
In your own 4 Rollaway
In your own 4 do the centers part
of a Load the Boat
Go Right & Left Grand!

• SHARE THE WEALTH

We received a couple of Star the Route routines that seem to give the action a bit more versatility. The first one was written by C.O. Guest:

- 1-3 Square Thru
Split 2, Separate
Go 'round 1, line up 4
Centers Star thr Route
Allemande Left!

.... and here's another one (by Rocky Strickland):

- (Promenade) - with original partners
and all dancers in sequence

Sides Cast Off 3/4
Heads Wheel In, Star the Route
Circle Left to Home!

Mal Henshaw seems to have been working with Dixie Grands. He sent in a passel of Dixie Grand get-outs that use the movement in a variety of ways -- i.e., they begin from formations other than the traditional normal (common) Double Pass Thru arrangement:

- From a Zero Line (ZL):

Square Thru
Trade By
Dixie Grand
Allemande Left!

- From a Zero Box (ZB)

Swing Thru, boys Run
Couples Circulate
Bend the Line
Pass Thru, Chase Right
Swing Thru, centers Run
Bend the Line, Circle Left-Circle Right
Go Single File
Boys Turn Back - Dixie Grand (AL!)

- From a Zero Line (ZL)

Star Thru, Pass Thru
Trade By, Star Thru
Pass the Ocean, girls Run
Tag the Line-In
(carefully!) Slide Thru
Those who can Start a Dixie Grand
Go right...
Everybody Left
Everybody Right
Allemande Left!

And finally, a pair of get-outs from our files. These two both work from what we have lately been calling a "Lead to the Right Box" (an OPB-os)

- Swing Thru
Girls Fold
Peel Off
Boys Fold
Right & Left Grand!
- Swing Thru
Scoot Back
Scoot Back again
Right & Left Grand!

SOME ADDITIONAL THOUGHTS ON APD

Surprisingly, the mails brought only one response to our recent article on APD dancing (Nov. 1982, page 1262). The response came from Jim Mayo who noted:

"I can read your recommendations to mean that I should call and teach only that which I can get most of the floor through successfully. While I agree with this as a policy for calling dances, I believe that failure to teach and call, and to continue to use tougher (less common) position material in classes and workshops will limit even further the material we can use....I believe that we must constantly press against the limits of what dancers can do comfortably or we will soon find ourselves back close to traditional dancing where dancers did routines they had memorized and the puzzle-solving aspect of modern dancing will have gone away."

Actually, we agree with Jim and, in re-reading our article, we suppose that it could indeed be possible for someone to infer that we take the position that since APD is sometimes tough, callers should therefore refrain from teaching such material in their classes and workshops. This is definitely not the case and we are, in fact, very much in favor of APD -- but always providing that the dancers find it fun to do. APD material -- in both open dance and/or workshop situations -- can provide an exciting dimension to a caller's programming, but only if the material is used carefully and intelligently. Take the case of Circulate: We all need, of course, to teach Circulate in our beginner classes. But is it important for us to teach facing Circulates as well? (as from lines facing out: Ends Circulate Double) We think not! And while it may be fun for experienced dancers to learn how to do facing Circulates in a subsequent workshop session, does that mean that is therefore OK for a caller to call it "cold" at an open Mainstream dance? Again, we don't think so, and our earlier article was written to suggest that the way to handle APD is not to eliminate it, but rather to be sure that our dancer find it fun to do. To quote from that article:

"...it is fun when you are allowed to solve the puzzle -- and frustrating when you're not -- and we must all, therefore, as callers, be concerned with whether the degree of APD we introduce into our puzzles make the puzzles more interesting or more annoying -- whether APD adds or detracts from our programming".

We need, in other words, to be sure that our dancers can do APD material before we call it cold and we also need to be sure whenever we do call it, that we make it fun to dance. And we all need to be able to recognize the point at which APD ceases to be fun. We noted in our earlier article that "APD is not for everyone" and, in light of Jim's comments, this too may need some amplification. We believe that there is a limit to how much APD the average dancer will enjoy -- and that there is a tangible limit to the degree of APD difficulty that most dancers really want to handle -- and that because of this, it is important for all of us, as callers, to always make certain that we do not seek to take our dancers beyond those limits.

While it is, to be sure, both useful and advisable for a caller to consistently and regularly program APD material in his or her workshops and classes, and to also, as Jim suggests "continually press against the limits of what our dancers can do comfortably," this does not mean that it is therefore OK for us to push the dancers past the point where they no longer find APD to be fun or interesting. Nor should your dancers ever be made to feel that they are somehow inadequate because they have failed to grasp a particularly tough APD concept. Exactly where that point is is, of course, the critical judgement we all have to make.

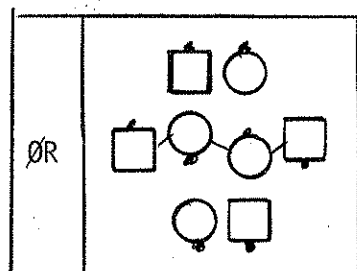
• FORMATION MANAGEMENT

THE 3/4 TAG FORMATION (Symbol "R")

Unless he or she is specifically engaged in either a Tag the Line or an Extend workshop, we hardly ever hear a caller call the command Tag the Line 3/4 -- at least not at the MS, QS or Plus 1 levels. The command was recently moved down from the A-1 list onto the Plus 2 list and we now hear 3/4 Tag a bit more often at that level, but, as we say, that's a fairly recent development -- nor does it alter the fact that most dancers these days encounter a 3/4 Tag formation only rarely.

This is undoubtedly because, if you except the command "Extend", no commands at the MS, QS or Plus levels actually begin from a 3/4 Tag formation and most callers, therefore, rarely find it necessary to set one up. There is, on the other hand, an increased emphasis, these days, on what more and more callers now define as "creative choreography" and, in those situations, a 3/4 Tag formation of one kind or another is apt to pop up from time to time -- which means that every caller would do well to at least know how to handle one without stumbling.

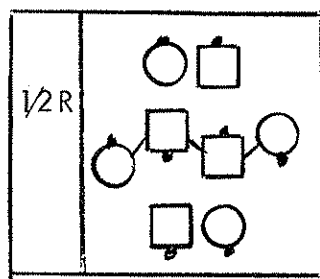
Just as the 1/4 Tag formation (Q) is directly related to a Starting Double Pass Thru formation (P) (a $\emptyset Q$ corresponds to a $\emptyset P$, a $1/2 Q$ corresponds to a $1/2 P$, etc.), so do the arrangements in a 3/4 Tag formation (R) correspond to the arrangements in a Trade By formation (T) -- which is to say that a $\emptyset R$ corresponds to a $\emptyset T$, a $1/2 R$ to a $1/2 T$, and so on. As usual, the diagrams and descriptions below use the Callerlab-approved designations for each arrangement.



The Common or Zero 3/4 Tag Formation ($\emptyset R$)

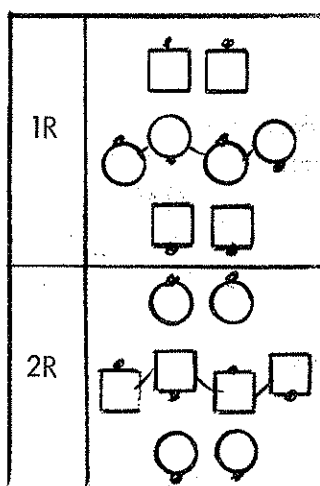
This arrangement is easily identified by the fact that both the outfacing pairs and the center wave dancers are "normal". The arrangement is easily established by calling Extend from normal parallel ocean waves -- or by simply calling Centers Touch from a normal (zero/common) Trade By formation (centers Star Thru and Pass the Ocean would also get it from a normal Trade By). Another easy get-in would be to first establish a No. 4 Box or a No. 4 Ocean Wave arrangement (4B/4W) and then call Pass Thru + Centers Swing Thru.

The most obvious get out from this (or any other) 3/4 Tag arrangement is to have the outfacers Cloverleaf while the centers do something else (Clover and ... on the Advanced List), or you could have the outfacers do a Partner Trade while the centers do something else. For example, Outsides Clover while the centers Fan the Top produces a common or zero 1/4 Tag formation ($\emptyset Q$); also, outsides Trade while the centers Recycle produces a common or zero Double Pass Thru formation ($\emptyset P$); and the series "Outsides Trade and Roll while the centers Recycle and Sweep 1/4 produces a 1/2 Sashayed facing lines of four arrangement. While the call Extend from a $\emptyset R$ would ostensibly produce a Completed Double Pass Thru arrangement, it leaves the dancers somewhat offset it is rarely called.

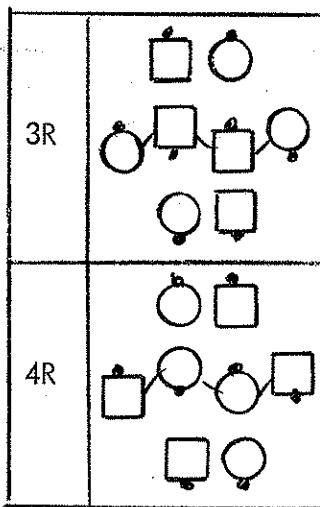
3/4 Tag Formation (continued)The Half-Sashayed 3/4 Tag Formation (1/2R)

This arrangement is most easily set up by calling Extend from 1/2 Sashayed parallel waves (1/2W). It can also be established by calling, from 1/2 Sashayed lines (1/2L) "Centers Pass the Ocean and Swing Thru/Ends Face Out". And if your dancers can handle APD Scoot Backs try a Scoot Back from a zero 1/2 Tag (ØQ) to produce a 1/2 Sashayed 3/4 Tag formation.

Get-Outs from a 1/2 Sashayed 3/4 Tag arrangement include "Centers Swing Thru while the outsides turn back (produces a ØQ), or, "Center Boys Run and centers Crossfire while the other girls Run (produces a 1/2C)

SAME SEX PAIRSNo. 1 3/4 Tag (1R) and No. 2 3/4 Tag (2R) Formations:

The 1R is produced by calling Extend from No. 2 Waves (boys inside, facing out/girls outside facing in), and the 2R is produced by calling Extend from No. 1 waves (girls inside facing out/boys outside facing in). They are both also easily established from either a Normal (ØF) 2-faced Line or a 1/2 Sashayed (1/2F) 2-faced line formation by simply calling 3/4 Tag the Line -- from a ØF you get a 2R and from a 1/2F you get a 1R. Our favorite get-out from either the 1R or 2R is to call centers Swing Thru as the outsides face right. This gets twin diamonds. (ØD or 1/2D)

MIXED SEX PAIRSNo. 3 3/4 Tag (3R) and No. 4 3/4 Tag (4R) Formations:

Set up a 3R by calling "Centers Swing Thru" from a common or normal Trade By arrangement; also by calling, from 1/2 Sashayed lines of four, Pass Thru + 3/4 Tag the Line. Similarly, we can set-up a 4R by calling, from common or normal parallel waves, Extend + Centers Swing Thru -- or by calling, from normal facing lines of 4 (zero lines) "Pass Thru and 3/4 Tag the Line.

The usual "Clover and..." get-outs are effective here, as are commands to have the outfacers either Trade or turn back while the centers are directed to do something else.

choreo



BREAKDOWN

BILL PETERS • 5046 Amondo Drive, San Jose, California 95129

FEBRUARY 1982

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WHAT'S HAPPENING?

Needless to say, we had a great time on our recent trip to New Zealand, Australia and Japan (see page 1299 for our impressions). In the hectic rush of our leaving, however, we were unable to provide any material on the current Callerlab Quarterlies (Release the Column and Hinge & Flutter), so we decided to feature 'em both this month. Also had a larger-than-usual number of new experimentals in the stack of mail that had accumulated in our absence, so we'll get right down to business:

COMPROMISE (Bill Davis) From parallel two-faced lines, infacing couples Circulate as out-facers Tag the Line-In (the idea "compromises" a Cross Over Circulate).

DODGE THE DIAMOND (Bob Strebe) From any Diamond, centers Diamond Circulate as points Slide Together to end in a 2-faced line or OW (depending on starting diamond formation)

DOWN THE LINE FLUTTERWHEEL (Ron

Schneider) From a common right-facing two-faced line arrangement (girls as centers), girls Trade and pick up the new adjacent boy as in a Flutterwheel, i.e., the new couple Trades across and Bends in to end in facing lines of 4. If called from left-facing 2-faced lines with boys in the center, the call is "Down the Line Reverse Flutterwheel".

EXTEND AND TURN (Jerry Jestin) From parallel right-hand OWs, all Extend the Tag, out-facers 1/4 right as center wave dancers Hinge 1/4 to end in parallel 2-faced lines. From parallel left-hand waves, dancers follow the same action but use other hands to end in parallel left-facing 2-faced lines.

FAN THE FLAME (Andreas Macke, Germany) From Tidal OW or Tidal 2-faced lines, belle dancers Hinge 1/4 + Box Circulate as the beau dancers move up as in Fan the Top; from parallel waves or 2-faced lines, centers (belles) Box Circulate + Hinge 1/4 as the others move up. Tidal Waves/Lines end in parallel 2-faced lines; Parallel waves/lines end in a Tidal Wave or 2-faced line.

LINEAR CHAIN (Al Eblen) A Chain Down the Line Spin-Off: From left hand ocean waves, all swing 1/2 by the left and finish as in a Chain Down the Line to end in facing pairs.

PASS & GO (Bill Davis) From a variety of formations, active dancers Pass Thru + out-facers Partner Trade (if only one dancer faces out, that dancer Runs). From an 8-Chain Thru formation, Pass & Go is identical to Pass to the Center; from facing lines, it is same as Pass Thru + Partner Trade; from 1-3 Touch 1/4, Pass & go (more on next page)

What's Happening? (continued)

produces a (starting Double Pass Thru formation.

PEEL THAT DIAMOND (Nonie Moglia) From any trailing or facing diamond foursome, centers "flare" (in a Peel-like action) $3/4s$ (270°) away from the diamond center as diamond points Trade to the other end. Trailing diamonds end as ocean waves; facing diamonds end as 2-faced lines.

PEEL THE FAN (Nonie Moglia) From any 4-dancer wave or 2-faced line, centers "Flare" as above as ends move up as in Fan the Top. Waves become 2-faced lines and vice versa.

REVAMP THE LINE (Bob Davis) From facing lines of four, centers Pass In/Pass Thru/Extend as ends Quarter In, move up, Turn Thru and Extend. Ends in lines facing out.

SECTION 8 (Jack Berg) From columns, all Circulate $1-1/2$; center 6 Circulate $1/2$ (momentary Box Circulate foursome between vertical couples). Without stopping, the couples do a $1/2$ Circulate as those in the box do a trailers In to end the movement in parallel 2-faced lines.

SWING DOWN THE LINE (Dick Bayer) From a left-hand ocean wave with boys in the center, all do a Left Swing Thru and finish with a Courtesy Turn to end as facing couples.

TOP IT OFF (Jerry Jestin) From any Tidal Wave arrangement, the center four Spin the Top as the others Cast $3/4$ with the available hand and, without stopping, the outfacer Runs around the adjacent dancer to end the action in a $1/4$ Tag formation.

VEER SCOOT BACK (Jerry Jestin) From parallel 2-faced lines (right facing), infacing pairs Veer forward and toward the center and without stopping Turn Thru with their counterparts from the other side. Simultaneously, outfacer move like a $1/2$ Tag and individually face in and form a right-hand ocean wave with

those coming out from the center (those who did the Turn Thru). Ends in parallel right-hand ocean waves.

WAIT A MINUTE (Frank Thomason) From any allowable formation, all do a U-Turn Back and then do a standard All 8 Circulate for that formation.

ZACK (Bob Davis) From tandem couples, lead beau dancers Zoom as trailing beaux Run; belles, meanwhile, Box Circulate to end as couples back-to-back.

ZOMBIE (Bob Davis) From any box-Circulate foursome, all Box Circulate + leaders Zoom as trailers Dodge.

ZOOM THRU (Cal Golden) From a (starting) Double Pass Thru formation, all dancers Zoom and the new leaders, without stopping, Pass Thru.

Unfinished Business:

The author of Dingaling (December issue, page 1272) is Lee Kopman.

• CALLERLAB QUARTERLY

RELEASE THE COLUMN (Phil Kozlowski)How To Do It:

From any right or left-hand column formation, the No. 2 and No. 4 dancers in each column move forward and, veering to the outside, pair up with the dancer in front (momentary offset 2-faced lines) and then all finish like a Ferris Wheel to end in a starting Double Pass Thru formation. A Zero (common) column plus Release the Column produces a Zero (common) DPT.

Impressions:

Release the Column features a relatively smooth and comfortable forward action, but there is one tricky spot: the No. 1 and No. 3 dancers also seem to tend to move forward on the command and they need to train themselves to wait for the dancers behind them in the column to pair up with them before moving into the Ferris Wheel action. Other than that, the movement teaches very easily and, as an easily taught and easily developed workshop "filler" it may also serve a very useful programming function. In spite of the fact that we suspect that if Release the Column catches on, it will no doubt be called most often from Zero Columns (boys in the No. 2 and 4 spots), APD variations are not especially difficult -- although one does need to frequently remind the dancers to "vote" on who the No. 2 and 4 dancers are.

Choreography:

<u>From a Zero Line (ZL/1P2P)</u> Right & Left Thru Touch 1/4 <u>Release the Column</u> Centers Pass Thru (OPB-os) Circle to a line of 4	<u>LINE ZERO</u> (True)
<u>From a Zero Box (ZB/Box 1-4)</u> Swing Thru, boys Run Bend the Line, Touch 1/4 <u>Release the Column</u> Zoom Centers Pass Thru	<u>BOX ZERO</u> (True)
<u>From a Zero Line (ZL/1P2P)</u> Right & Left Thru Touch 1/4 <u>Release the Column</u> Centers Swing Thru, boys Trade Boys Run, Wheel & Deal Pass Thru	<u>CONVERSION</u> (Zero Line to Zero Box)

Release the Column (continued)Sample Routines:

- 1-3 lead right, Circle to a line of 4 .. ZL
 Touch 1/4, Release the Column ... (ØP)
 Double Pass Thru, leaders Trade OPB
 Swing Thru, Spin the Top
 Hinge 1/4, Release the Column (ØP)
 Centers Pass Thru, Star Thru ZL-os
 Cross Trail Thru AL!
- 1-3 Cross Trail, Separate
 Go 'round 1, line up 4 RL-os
 Touch 1/4, Release the Column ... (ØP)
 Centers Sweep 1/4
 Cross Trail, Separate
 Go 'round 1, line up 4 (AL!) ZL
 Touch 1/4, Release the Column (ØP)
 Zoom
 Centers Swing Thru, Turn Thru AL!
- 1-3 Lead Right
 Circle to a line of 4 ZL
 Swing Thru, boys Run
 1/2 Tag the Line (ØC)
Release the Column (ØP)
 Double Pass Thru, Track 2 (ow) OPB-os
 Spin the Top to a Curlique (1/2C)
 Triple Scoot (ØC)
Release the Column (ØP)
 Centers Pass Thru OPB-os
 Swing Thru, Scoot Back
 Scoot Back again
 Right & Left Grand!
- 1-3 Square Thru ZB
 Swing Thru, boys Run
 Crossfire (ØC)
Release the Column (ØP)
 Zoom, centers Pass Thru (AL!) ZB
 Swing Thru
 Spin the Top to a Curlique (ØC)
Release the Column (ØP)
 Centers Pass Thru, Star Thru EPL-os
 Pass Thru, Wheel & Deal
 Centers Pass Thru (AL!) ZB
 Swing Thru, boys Run

Bend the Line, Touch 1/4 (ØC)
 Touch 1/4
Release the Column & Spread . (1L)
 Star Thru, Zoom
 Centers Square Thru 3/4 ... AL!

APD (girls in No. 2 & 4 spots)

- 1-3 Touch 1/4, Walk & Dodge (OPB-os)
 Star Thru, Touch 1/4 (ØC)
 Triple Scoot (1/2C)
Release the Column (1/2P)
 Centers Pass Thru, Swing Thru . OPB-os
 Girls Run, Bend the Line (1/2L)
 Touch 1/4, Release the Column (1/2P)
 Centers Pass Thru
 Right & Left Grand!

APD (mixed sexes in 2 & 4 spots)

- 1-3 1/2 Square Thru ZB-os
 Swing Thru, boys Run
 Ferris Wheel & Spread (1L)
 Touch 1/4, Release the Column (2P)
 4 boys Touch 1/4, Walk & Dodge
 Separate, go 'round 1, line up 4 (4L)
 Touch 1/4, Release the Column (4P)
 Centers Pass Thru, Swing Thru (1W)
 Everybody Walk & Dodge
 Partner Trade & Roll
 Right & Left Grand!

Two APD Get-Outs:

- From a Zero Box:
 RL Thru, Swing Thru, boys Run
 Tag the Line-In, Touch 1/4
Release the Column
 Right & Left Grand!
- From an OPB-os Ocean Wave:
 Girls Run, Tag the Line - In
 Touch 1/4
Release the Column AL!

For Singing Call see page 1298

• CALLERLAB QUARTERLY

HINGE AND FLUTTER (Ron Schneider)How To Do It:

From a right-hand ocean wave, all Single Hinge and, without stopping, infacers finish as in a Reverse Flutterwheel as outfacers do a U-Turn Back and also finish as in a Reverse Flutterwheel. From a left-hand ocean wave, action is the same except that all finish as in a standard Flutterwheel.

Impressions:

We suspect that most callers will end up calling this one primarily from standard (common-OW) ocean waves in order that the boys are the ones who will do the familiar Reverse Flutterwheel action. The move can, however, accomodate a fairly wide range of interesting APD variations. Personally, we very much like the action from left-hand waves -- which also allows us to make use of an interesting choreographic oddity that Bill Davis discovered, namely, that from any ocean wave, the combination Trade the Wave + Hinge & Flutter will produce the exact same end result as calling a Hinge & Flutter alone! This makes it possible for us to call (from any wave) "If you Want To...Trade the Wave," then "Everybody Hinge & Flutter" without in any way affecting the subsequent choreography.

Choreography:

<u>From a Zero Box OW (ZB-ow)</u> Hinge & Flutter Sweep 1/4	<u>BOX ZERO</u> (True)
<u>From a Zero Box OW</u> Hinge & Flutter Pass the Ocean Recycle	<u>BOX ZERO</u> (True)
<u>From a Zero Line (ZL/1P2P)</u> Right & Left Thru Dixie Style to an OW Trade the Wave Hinge & Flutter	<u>LINE ZERO</u> (True)
<u>From a Zero Line (ZL)</u> Pass the Ocean Hinge & Flutter Dixie Derby Girls Trade Bend the Line	<u>LINE ZERO</u> (True)

Hinge & Flutter (continued)Sample Routines (Common Waves)

- 1-3 Square Thru ZB
Touch 1/4
Scoot Back, boys Run CL
Pass the Ocean
Hinge & Flutter EPL-os
Sweep 1/4 OB-os
Pass the Ocean
Hinge & Flutter OCB
Swing Thru, boys Run
Bend the Line
Slide Thru (ZB) AL!
- 1-3 Right & Left Thru
Pass the Ocean
Hinge & Flutter
Star Thru, Pass Thru OPB-os
Swing Thru, boys Run
Bend the Line ZL
Pass the Ocean, girls Trade
Hinge & Flutter ZL-os
Cross Trail Thru AL!
- 1-3 Square Thru ZB
Curlique
Follow Your Neighbor & Spread .. ZB(ow)
Hinge & Flutter EOL
Star Thru, RL Thru
Veer Left, girls Hinge
Diamond Circulate
Flip the Diamond
Hinge & Flutter EPL-os
Pass Thru, Wheel & Deal
Centers Pass the Ocean
Same 4 Hinge & Flutter (ØP)
Pass Thru OPB-os
Swing Thru, Turn Thru AL!
- 1-3 Lead right
Circle to a line of 4 ZL
Right & Left Thru
Dixie Style to an OW
Trade the Wave
Hinge & Flutter ZL
Pass the Ocean

Swing Thru, Scoot Back

Hinge & Flutter ZL

Sweep 1/4 OPB

Swing Thru, boys Run

Tag the Line, lady left, boy right. AL!

From Left Hand OW:

- 1-3 Square Thru ZB
Swing Thru, boys Run
Bend the Line EPL-os
Right & Left Thru
Dixie Style to an OW (ØLW)
Hinge & Flutter, Sweep 1/4 (AL!) ZB
Pass Thru, Trade By
Swing Thru, boys Run
Bend the Line
Right & Left Thru
Dixie Style to an OW (ØLW)
Hinge & Flutter EOL-os
Pass Thru, Wheel & Deal
Dixie Grand! AL!

APD Variations:

- 1-3 Square Thru ZB
Swing Thru (1/2W)
Hinge & Flutter (1/2L)
Pass Thru, Wheel & Deal
Centers Swing Thru & Extend (4W)
Hinge & Flutter (3L)
Pass Thru, Tag the Line-Right
Boys Cross Run, Bend the Line ... ZL-os
Cross Trail Thru AL!
- 1-3 Rollaway & Square Thru (3B)
Swing Thru (1W)
Hinge & Flutter (2L)
Pass Thru, Wheel & Deal
4 boys Pass Thru, Swing Thru* (3W)
Pass Thru, Tag the Line-Right
Wheel & Deal (ZB) AL!

For Singing Call see page 1298

• NEW MOVEMENT (Experimental)

BIG DEAL (Bill Davis)How To Do It:

From a (starting) Double Pass Thru formation, all couples Veer Left and, without stopping, each lead couple Extends to the other trailing couples to end the movement in parallel 2-faced lines.

Impressions:

Actually, the movement itself is no Big Deal, and we feature it this month only because we note that the movement does have a bit of entertainment value if you encourage your dancers to echo back with a resounding "BIG DEAL!" every time you call it. If you can keep it all very tongue-in-cheek, your dancers might get a kick out of it.

Sample Routines:

- 1-3 Square Thru ZB
 - Swing Thru
 - Boys Run
 - Ferris Wheel
 - Big Deal! (ØF)
 - Couples Circulate
 - Bend the Line
 - Touch 1/4
 - Release the Column
 - Big Deal! (ØF)
 - Couples Circulate
 - Wheel & Deal
 - Dive Thru
 - Square Thru 3/4 AL!
 - 1-3 lead right
 - Circle to a line ZL
 - Star Thru
 - RL Thru
 - Veer Left
 - Ferris Wheel
 - Big Deal! (ØF)
 - 1/2 Tag the Line
 - Walk & Dodge
 - Partner Trade ECL
 - Pass Thru, Wheel & Deal
 - Centers Star Thru
 - Pass the Ocean, Recycle
 - Big Deal! (ØF)
 - Girls Trade
 - Wheel & Deal (ZB) ... AL!
 - 1-3 Pass the Ocean
 - Recycle
 - Big Deal! (ØF)
 - Couples Circulate
 - Bend the Line ZL
 - Right & Left Thru ZL-os
 - Pass Thru
 - Wheel & Deal
 - Centers Star Thru
 - Pass the Ocean
 - Release Recycle
 - Big Deal! (ØF)
 - Girls Hinge (ØD)
 - Flip the Diamond
 - Right & Left Grand!
- An APD Get Out!
- From a Zero Box (ZB/Box 1-4):
- Star Thru
 - Right & Left Thru
 - Rollaway 1/2 Sashay
 - Pass Thru
 - Tag the Line-Right
 - Ferris Wheel
 - Big Deal! AL!

For Singing Call see page 1298

• MOVIN' DOWN THE MAINSTREAM

CALLERLAB EMPHASIS MOVES

For the 3 months beginning Jan. 1st, 1982,
2 Mainstream calls were selected by Callerlab
as that quarter's Emphasis Moves:

Centers Out
Trade By

Since Trade By is generally called from a
standard (Common-ØT) arrangement, "Emphasis"
is achieved by providing your dancers with a
bit of APD exposure by calling it from a variety
of Trade By arrangements. Centers Out, on the
other hand, is called so seldom that emphasis
is achieved merely by calling it. Here are
some ideas combining both moves:

- 1-3 Star Thru
Everybody Double Pass Thru
Centers Out
Bend the Line (1L)
Star Thru
Centers Pass Thru ZB-os
Square Thru 3/4
Trade By (ZB)..... AL!

- 1-3 Pass Thru, Separate
Go 'round 1, line up 4 (1L)
Square Thru
Trade By (3B)
Swing Thru
Scoot Back
Boys Run EPL
Pass Thru
Wheel & Deal
Double Pass Thru
Centers Out
Bend the Line (1L)
Star Thru
Centers Square Thru 3/4 AL!

- 4 ladies Chain
Rollaway, 1/2 Sashay
1-3 Cross Trail Thru, Separate

Go 'round 1, line up 4 (1/2L)
Pass Thru
Wheel & Deal
Double Pass Thru
Centers Out
Bend the Line (2L)
Square Thru
Trade By (4B)
Swing Thru
Boys Run RL-os
Star Thru, Pass Thru
Trade By (ZB) AL!

- 1-3 Right & Left Thru
Same 4 Flutterwheel
Same 4 Pass Thru, Separate
Go 'round 1, line up 4 (1L)
Touch 1/4
Centers only Walk & Dodge
Centers Out
New Ends Fold
Those who can Star Thru
Other 4 face in (LØF)
Couples Circulate
Bend the Line
Flutterwheel
Sweep 1/4 OB-os
Right & Left Thru (ZB) AL!

- 1-3 Right & Left Thru
Rollaway, 1/2 Sashay
Star Thru, Veer Left (ØF)
Tag the Line
4 girls Turn Back (2B)
Pass Thru, Trade By (1B)
Touch 1/4
Boys Trade, boys Run
Ferris Wheel, outsides squeeze
in, line up 4 (1L)
Touch 1/4, centers Walk & Dodge
Everybody Partner trade
Everybody face your Partner... ZL
RL Thru, Cross Trail Thru AL!

For Singing Call see page 1298

● SINGING CALLS (for this issue's calls)

Split Circulate, centers Trade (x8=zero)
Centers Circulate, girls Trade

(Note: all above are Corner Progression Routines.)

A SQUARE DANCE TRAVELOGUE

We were delighted, back in 1977, while calling the twentieth anniversary festival of the Tokyo Fukyukai Square Dance Club, to be invited to return to Japan five years later to call for the same club's 25th anniversary week-end. Some time later we were also approached by the New Zealand Callers Association, who asked if we would be interested in coming to New Zealand to call some dances and to conduct a couple of callers' schools. As luck would have it, they wanted us to come to New Zealand just about two and one-half weeks prior to the time we were scheduled to go to Japan! We, of course, quickly accepted their invitation and, as long as we were going to be in that part of the world anyway, we also decided to check into the possibility of calling a couple of dances in Australia as well -- which is how our recent visit to the callers and dancers of the Pacific Area came about. It turned out to be an experience that Betty and I will never forget and we thought you might be interested in some of our impressions. First, New Zealand:

We conducted 2 5-day callers' schools in New Zealand: one in Auckland (the North Island) and one in Christchurch (the South Island) and, in the process, we met a goodly number of dedicated callers and caller students. They were all eager to learn and anxious to improve and upgrade their calling skills. We also have nothing but praise for New Zealand's dancers and for New Zealand's over-all dance activity. One is immediately impressed with how dance-oriented they all are. Imagine, if you will, a 20-square dance where hardly anyone ever sits out a tip and where, in addition, everyone -- and I mean literally everyone! -- gets up to do the rounds. That was the case at both our Auckland and Christchurch dances! It was also interesting to observe that although the New Zealanders have enthusiastically adopted Callerlab's level structure, they have also managed -- so far, at least -- to avoid attaching any particular status to the higher levels in the various plateaus. As far as we could tell no one was climbing the level ladder. There are, to be sure, one or two small +1/+2 groups in New Zealand, but the overwhelming majority of the dancers dance a very comfortable Mainstream level -- and they simply don't seem to be in any hurry to go any further. And what's more, they all seem to be having the time of their lives. We hope to have the opportunity to go back some day.

In Australia, we found the dancers and callers we met to be equally inspiring. We did a Plus 2 dance in Sydney (20 squares of super dancers!) and an MS dance in Canberra (a very spirited group!) and in both places, we were swept away by their natural enthusiasm and by their "down-under" brand of hospitality. We were only in Australia for a couple of days and we wished it could have been longer.

We had, of course, experienced Japanese square dance enthusiasm many times before -- both in the U.S. and in Japan -- and were delighted to find that not only has their enthusiasm not diminished, it has, if anything, grown even more intense. Japanese square dancers have become very sophisticated. Japanese callers are extremely competent and their skill and know-how is reflected in the competence of their dancers. Most Japanese dancers are MS but a very large number of them have moved up through the Plus Programs and they also have a very active Advanced and Challenge Program going. Many Japanese callers have also become very effective showmen and they all seem to be "up" on all the latest happenings in the square dance world. And through it all, their eagerness and graciousness continues to shine. We love 'em all!

choreo



BREAKDOWN

BILL PETERS • 5046 Amondo Drive, San Jose, California 95129

MARCH 1982

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WHAT'S HAPPENING?

Choreo Breakdown is now ten years old! With this issue we begin our eleventh year of operation and we'd like, once again, to thank all our subscribers for their continued support over the years. Without you, none of this would have been possible!

We are looking forward to the Callerlab Convention in Reno next month -- and so, apparently, are many of you. The advanced registration figures we've seen seem to indicate that this year's convention may turn out to be the biggest we've ever had. As always, we urge all of our subscribers to come up and say "Hello".

We'd like to meet you all. Also -- in response to many requests -- our books will be available for purchase in one of the booths.

We looked at lots of new material this past month, so let's get right down to it:

BOUNCE THE BEAUS, BELLES (Lee Kopman) From any 2-faced line, all Veer to the center to get back-to-back couples and, without stopping, designated dancers turn back in direction of flow. Bounce the Beaus produces LH Box Circulate foursome and Bounce the Belles gives RH foursomes.

CAROUSEL CIRCULATE (Jack Berg) From parallel ocean waves, infacing ends Circulate 3 places as ends facing out Fold and center 6 adjust to a column of 6 and they Circulate 1 place. Column leaders then Peel Off as other column dancers 1/2 Circulate to end in parallel ocean waves.

CAST & SWEEP TO A LINE (Jack Bright) In any Box Circulate foursome, outfacers Run and the facing couples (Veering out) Extend to a 2-faced line and, without stopping, Wheel & Deal to end as facing pairs.

CHEERIO (Lee Kopman) From any column (incl. TBY, DPT, etc.) all centers Trade & Slide apart and those facing out turn back. Simultaneously, ends facing out Run(or Trade) & those pairs Extend to end the action in facing lines of four.

What's Happening? (continued)

DIAMOND STAR & TRAVEL (Pete Sansom) From center-to-center diamonds, all Diamond Circulate. Wave centers & infacing points LH star $3/4$ & others Promenade $1/4$. All now $1/4$ in to end in 8-Chain Thru (Box) formation.

DOUBLE THE DIAMOND (Jerry Bradley) From columns (described from 2C, i.e., 2 boys leading/2 girls trailing): center 4 Box Circulate $1-1/2$ to a diamond as other 4 Hinge. 4 men (in a long diamond) Diamond Circulate as all girls Trade. Center 4 now Diamond Circulate as other 4 Trade. Men now Cast Left $3/4$ as all girls move up to end the action in parallel ($1/2W$) waves.

DOUBLE YOUR PLEASURE/DOUBLE YOUR FUN (Lee Kopman) From columns, Double Your Pleasure means lead dancers in each column Peel Off and Circulate to other side as other 6 $1/2$ Circulate and Trade. Now column of 6 leaders Peel Off as others Extend & Trade to end in parallel waves. Double Your Fun: Each lead column dancer does a Track 2 as other 6 Extend and Trade. Now each column of 6 leader Cross Runs as other 4 Extend and Trade to end in parallel 2-faced lines.

INFLATE THE "O" /DEFLATE THE "O" (Lee Kopman) From a columns, No. 1 and 4 column dancers "O" Circulate double as others Column Circulate Double to end in an "O" formation. ("Inflate the "O"). From an "O", the 'tall 2' (ends) Column Circulate double as the others ('short 2') "O" Circulate Double to end the action in Columns ("Deflate the "O").

LINEAR FERRIS WHEEL (Jim Blackwood) From lines of 4 facing out, each pair does a Lead to the right to form momentary slightly off-set parallel 2-faced lines. All now finish like a Ferris Wheel to end in a DPT formation.

LINEAR STAR & TRAVEL (Pete Sansom) From parallel waves, all Single Hinge and outfacers Fold and all Extend to form parallel RH stars. Each star turns $1/2$ way and then outsiders Promenade $1/4 + 1/4$ -in as insides LH star $3/4 + 1/4$ -out to end in an 8-Chain Thru.

MAKE A CHANGE (Norm Madison) From parallel waves, 2-faced lines, 3x1 lines, etc., all centers Trade & Spread as outfacing ends Split Circulate and infacing ends Diagonal Circulate to furthest center position. Waves become 2-faced lines and vice versa.

MAKE ME AN "O" (Lee Kopman) From parallel RH waves and some 3x1 lines, outfacing ends and adjacent centers Ah So as others do a Vertical $1/2$ Tag the Line. Ends in an "O" formation.

MEET YOUR NEIGHBOR (Jack Berg) From waves or lines, centers Run & Roll, new centers Cast $3/4$. Ends in $1/4$ Tag formation.

PASS & GO (Bill Davis) From 8-Chain Thru or other allowable formations, facing dancers Pass Thru. Without stopping outfacers Run (if 2 adjacent dancers are facing out this is a Trade). From an 8-Chain Thru formation, Pass & Go ends in a Double Pass Thru formation.

STAR THRU THE CLOVER (Harold Sparks) From a DPT formation, centers Star Thru+Pass Thru + Cloverleaf, while (as soon as it is clear) the new centers also Star Thru, Pass Thru & Cloverleaf to end in a DPT formation.

TRICYCLE (Malcolm Davis) From either a centers in or centers out line, centers Fold behind adjacent end as ends Trade. Folder follows end and does a $1/4$ -in (as in Recycle) to end the action in a 1-faced line of 4.

ZOOM ROLL CIRCULATE (Lee Kopman) From parallel waves or other allowable formations, outfacing ends Zoom as all others Roll toward the open spot (as in Outroll Circulate). (Waves remain waves).

• NEW MOVEMENT (Experimental)

MEET A FRIEND (Jack Berg)How To Do It:

From any line or wave formation, centers Run and Roll as the new centers. (Partner) Tag, i.e., face each other and Pass Thru.

Impressions:

This is one of those simple movements that can be called from a large number of starting formations and arrangements. While we found the move's body flow to be particularly adaptable to both right-hand and left-hand waves, lines facing out, and 3x1 lines, it can also be called from 2-faced lines, inverted lines, etc. The movement is easily learned and out dancers quickly grasped it's basic concept and were then able to dance the movement in a wide range of APD applications -- without having to undergo any additional workshopping.

Choreography:

<u>From a Zero Line (ZL/1P2P)</u> Pass the Ocean, Swing Thru <u>Meet a Friend</u> Swing Thru Centers Trade, boys Run	<u>LINE ZERO</u> (True)
<u>From a Zero Line - ZL</u> Pass the Ocean, girls Trade <u>Meet a Friend</u> Star Thru Couples Circulate Bend the Line	<u>LINE ZERO</u> (Technical - ends & centers inter- change)
<u>From a Zero Box (ZB/Box 1-4)</u> Right & Left Thru Touch 1/4 Swing Thru <u>Meet a Friend</u>	<u>BOX ZERO</u> (True)
<u>From a ZB Ocean Wave</u> Girls Trade <u>Meet a Friend</u> Star Thru Couples Circulate Bend the Line Pass the Ocean	<u>WAVE ZERO</u> (Technical - in- sides/outside interchange)

Meet a Friend (Continued)Sample Routines:

- 1-3 lead right
Circle to a line of 4 ZL
Swing Thru
Meet a Friend (1B)
Touch 1/4
Boys Trade, Swing Thru
Boys Circulate
Girls Trade
Meet a Friend (2B)
Touch 1/4
Girls Trade, Recycle (ZB)... AL!
- 1-3 lead right
Circle to a line of 4 ZL
Pass the Ocean
Girls Trade OPB-os/ow
Meet a Friend (2B)
Star Thru
Couples Circulate
Bend the Line ZL
Pass the Ocean
Single Hinge (1W)
Centers Trade
Meet a Friend
Right & Left Grand!
- 1-3 Square Thru ZB
Right & Left Thru
Swing Thru
Boys Run
Couples Circulate
Bend the Line EPL
Right & Left Thru
Dixie Style to an OW (ØLW)
Left Swing Thru (1/2LW)
Meet a Friend (2B)
Touch 1/4, Scoot Back
Boys Trade
Meet a Friend (1B)
Pass Thru, boys Swing Thru
Girls face right (1/2D)
Diamond Circulate
Flip the Diamond
Right & Left Grand!
- 1-3 Pass Thru, Separate
Go 'round 1, line up 4 (1L)
Pass Thru
Meet a Friend (AL!) ZB
Right & Left Thru
Dive Thru, Pass Thru ZB-os
Swing Thru, Scoot Back
Girls Trade, girls Run
Couples Circulate
Ferris Wheel & Spread
Pass Thru
Meet a Friend (1/2B)
Swing Thru ZB/ow
Swing Thru again
Boys Run
Couples Circulate
Ferris Wheel & Spread (1L)
Pass Thru
Meet a Friend (ZB) AL!
- 1-3 Square Thru ZB
Swing Thru, boys Run
4 girls Walk & Dodge (3x1)
Meet a Friend (2B)
Star Thru
Couples Circulate
Bend the Line..... ZL
Pass the Ocean
Swing Thru
Girls Circulate Double
Boys Run
Bend the Line ERL
Pass Thru, Tag the Line-Right
Center 4 Walk & Dodge (3x1)
Meet a Friend (ZB) AL!

SINGING CALL (Corner Progression)

Head 2 Square Thru, 4 hands you go
Meet the Sides, RL Thru, turn y'know
Same 4 Touch 1/4, then Swing Thru
Meet a Friend and the Corner Swing
Swing that Corner Sue
AL brand new corner, partner Dosado
Same girl swing & Whirl, now you Prom.
...add 16-beat tag

• MOVIN' DOWN THE MAINSTREAM

SPLIT CIRCULATE

Split Circulate is probably called most often from parallel waves -- actually, from one particular parallel wave arrangement, the 1W -- the wave you get when you call Touch 1/4 from any common/zero Box (boys looking in/girls looking out). The move is not, however, all that tough to do from any wave arrangement -- and that makes Split Circulates a nifty theme for a tip or two at your next Mainstream workshop dance:

- 1-3 Square Thru ZB
Touch 1/4 (1W)
Split Circulate (2W)
Boys Run, Pass the Ocean (ØW)
Split Circulate (4W)
Centers Trade (2W)
Boys Run CL
Right & Left Thru
Slide Thru (ZB) AL!
- 1-3 Square Thru ZB
Swing Thru (1/2W)
Split Circulate (3W)
Centers Run (2F)
Couples Circulate (1F)
Bend the Line (1L)
Centers Pass Thru
Touch 1/4 (1W)
Scoot Back (2W)
Split Circulate
Walk & Dodge
Partner Trade EOL-os
Reverse Flutterwheel RL-os
Star Thru, Dive Thru
Pass Thru (ZB) AL!
- 1-3 Lead to the right
Circle to a line of 4 ZL
Pass the Ocean (ØW)
Swing Thru (1/2W)
Girls Circulate (1/2W)
Split Circulate (3W)

Ends Circulate (2W)
Split Circulate (1W)
Centers Circulate (4W)
Split Circulate ZB(ow)
Swing Thru, girls Circulate
Boys Trade, boys Run
Bend the Line ZL
Pass the Ocean
Split Circulate - Twice!
Go Right & Left Grand!

It is also possible -- but not called very often -- to do a Split Circulate from columns. The formation is different, but the "split" concept is the same, i.e., the dancers are required to "Split" the formation in half, thus isolating 2 distinct box circulate foursomes. Each foursome then does a Box Circulate in it's own foursome. Note the following routine:

- 1-3 lead right
Circle to a line of four ZL
Right & Left Thru
Flutterwheel
Touch 1/4 (ØC)
Split Circulate (1/2C)
Boys Run RB
Star Thru
Pass the Ocean (ØW)
Split Circulate (4W)
Centers Trade (2)
Boys Run ERL-os
Touch 1/4 (ØC)
Split Circulate
Boys Turn back
Go Right & Left Grand!

● SHARE THE WEALTH

We'll open this department this month with a handful of get-outs that we've been gathering for you:

From a Zero Line (ZI/1P2P)

- 2 ladies Chain & send 'em back
Dixie Style to an OW
Left Swing Thru
Girls Cross Fold
Go Right & Left Grand!

● From a Zero Line (ZL)

- 2 ladies chain
All Touch 1/4
Ends only Trade & Roll
Same 4 Load the Boat
Center 4 Walk & Dodge
Partner Trade
Everybody Double Pass Thru
Cloverleaf
Double Pass Thru
Cloverleaf
Go Right & Left Grand!

● From an EOL:

- Pass Thru
Tag the Line - Right
Ferris Wheel
Double Pass Thru
Cloverleaf
Double Pass Thru
Cloverleaf
Go Right & Left Grand!

● From a Zero Box (ZB/Box 1-4) OW:

- Girls Trade
Girls Run
Ferris Wheel
Centers Pass Thru } or call Centers
All Pass Thru } DPT
Go Right & Left Grand!

And here's a couple of routines that qualify for the "Creative Choreography" category. The first two are by Jim Davis (Auburn, WA.):

- 1-3 Pass the Ocean
All 4 gents Run
Center Gents U-Turn Back
Column of 6 Circulate
4 girls turn back, outfacing gents Run
4 girls Swing Thru & Turn Thru
Boys Courtesy Turn this girl
Star Thru
Center gents (only) Run
Centers Walk & Dodge
Right & Left Thru
Swing Thru, Turn Thru (AL!)
- 1-3 Star Thru
Same gents (diagonally) Pass Thru
Same gents (diagonally) Pass Thru with
the outside lady
4 girls Spin the Top, 4 boys Single Hinge
2 center girls Trade, everybody Hinge
All 8 Circulate, lead girl turn back
Center 4 Walk & Dodge
Swing Thru, boys Trade
Boys Run, 1/2 Tag - Right
Go Right & Left Grand!

And these two we just heard about have an interesting 6-dancer Circulate and 6-dancer Walk & Dodge application:

- From: 1-3 Pass the Ocean, Swing Thru
4 boys Run, 2 center girls Trade:
Other 6 Circulate, 4 girls 1/2 Tag
Everyone (with same sex) Trade & Roll
Girls Square Thru 3/4, boys Load the Boat
Star Thru, boys Trade, Ferris Wheel
Centers Square Thru 3/4 (AL!)
- or -
Other 6 Walk & Dodge, 4 girls Wheel & Deal
Boys Trade, girls Pass Thru, Swing Thru
Centers Trade, boys Run
Pass Thru, Wheel & Deal
Dixie Grand!

• NEW MOVEMENT (Experimental)

QUARTER UP AND WHEEL (or "Anything") Glenn ZenoHow To Do It:

From columns, the No. 2 column dancer does a "Release" action, i.e., moves forward and veering to the outside, pairs up with the No. 1 column dancer. These pairs now Wheel in (as in Wheel & Deal or Ferris Wheel) -- or take an "Anything" command. Simultaneously, the No. 3 and 4 column dancers extend forward to form a momentary Box Circulate foursome and, without stopping, each "leader" turns back (toward the center) in a roll-like action; and, joining inside hands with each other, become wave centers. Trailers, meanwhile, step slightly forward and toward the outside to become wave ends. From a common (normal/zero) column (ØC), 1/4 Up and Wheel ends in a zero/common 1/4 Tag formation (ØQ)....1/4 Up and 1/2 Tag produces (4D) Diamonds....1/4 Up and Turn & Deal ends in a (3Q) 1/4 Tag formation.

Impressions:

The author of "Slant, Touch & Wheel" has come up with another movement in the same vein -- this one obviously encouraged by the current emphasis on Release the Column. We doubt that it'll get much play in the mainstream (MS/QS/Plus) of the activity, but it might just take off in the Advanced-level workshops. If that's your bag, you might want to give it a try.

Choreography:

<u>From a Zero Line (ZL/1P2P)</u> Right & Left Thru, Touch 1/4 1/4 Up and Wheel Centers Recycle and Pass Thru Circle to a line of 4	<u>LINE ZERO</u> (Technical-Ends & centers interchange)
<u>From a Zero Line (ZL)</u> Touch 1/4 1/4 Up and Wheel Center girls Trade Recycle, Pass Thru	<u>CONVERSION</u> Zero Line to Zero Box (ZB)
<u>From a Zero Box (ZB)</u> Slide Thru, Touch 1/4 1/4 Up and Wheel Center girls Trade, Swing Thru Boys Run, Tag the Line Lady go left, boy go right Go 'round 1, line up 4 Right & Left Thru	<u>CONVERSION</u> Zero Box to Zero Line (ZL)

Quarter Up and Wheel (continued)

Sample Routines

Quarter Up & Wheel:

- 1-3 lead right, circle to a line .. ZL
Touch 1/4 (ØC)
1/4 Up and Wheel (ØQ)
Ping Pong Circulate
Centers Recycle (ØP)
Pass Thru, Star Thru (AL!) ZL
Right & Left Thru, Touch 1/4 ... (ØC)
1/4 Up and Wheel (ØQ)
Centers Recycle
Swing Thru and everybody...
Go Right & Left Grand!
- 1-3 Square Thru ZB
Swing Thru, boys Run
Bend the Line EPL-os
Touch 1/4 (ØC)
1/4 Up and Wheel (ØQ)
Center girls Trade, Recycle
Pass Thru, Swing Thru
Spin the Top
Single Hinge (ØC)
1/4 Up and Wheel (ØQ)
Center girls Trade & Recycle
Sweep 1/4, Cross Trail Thru
Separate, go 'round 1, line up 4 .ZL-os
Slide Thru, Pass Thru AL!
- 1-3 Square Thru 3/4
Separate, go 'round 1, line up 4 (1L)
Touch 1/4
1/4 Up and Wheel (2Q)
Ping Pong Circulate (1Q)
4 girls Swing Thru
Same girls Turn Thru, Star Thru .. (ØLF)
Couples Circulate
Tag the Line - In (3L)
Touch 1/4 (3C)
1/4 Up and Wheel (4Q)
Centers Recycle, Pass Thru (4B)
Swing Thru, boys Run EPL
Pass Thru, Wheel & Deal
Zoom
Dixie Grand AL!

1/4 Up and 1/2 Tag Routines:

- 1-3 1/2 Square Thru, Swing Thru
Boys Run, Bend the Line EPL
Touch 1/4 (ØC)
1/4 Up & 1/2 Tag (4D)
Diamond Circulate
Flip the Diamond (2W)
Boys Run, Right & Left Thru
Rollaway, 1/2 Sashay (1/2L)
Pass Thru, Wheel & Spread (2L)
Touch 1/4 (2C)
1/4 Up and 1/2 Tag (ØD)
Diamond Circulate, Flip the Diamond
Girls Trade, Recycle (ZB) AL!

1/4 Up and...Using A-1 Commands

- 1-3 Square Chain Thru
Outsides Rollaway, 1/2 Sashay
1/2 Breed Thru
Wheel Thru & Roll (ØC)
1/4 Up and Wheel (ØQ)
Chain Reaction
Right & Left Grand!
- 1-3 lead right, Veer left (ØF)
Girls Trade
Crossfire (ØC)
1/4 Up and Turn & Deal (3Q)
Centers Explode & Pass Thru
Separate, go 'round 1
Squeeze in, line up 4 (1/2L)
Touch 1/4 (1/2C)
1/4 Up and 1/2 Tag (3D)
6x2 Acey Deucey (1/2D)
Diamond Circulate (ØD)
Flip the Diamond (1/2W)
Explode the Wave
Explode the Line
Partner Trade & Roll
Go Right & Left Grand!

● SIGHT CALLER'S NOTEBOOK

"I FORGOT WHO THE CORNERS WERE!"

One of the most frequently heard comments during the sight calling sessions at many callers' schools is, "I forgot who the corners were!". The statement is usually made by an embarrassed student who has just called an inaccurate Allemande Left. It's a common problem, but fortunately, most student sight callers eventually learn to overcome it. The problem is that a fledgling sight caller has not yet acquired the essential discipline that is required in order to keep strict tabs on both the partner and the corner relationships of his key couples. We have often observed, for example, that while student sight callers generally experience little difficulty in remembering key partner relationships -- probably because they frequently have some prior knowledge of them -- they tend, nevertheless, to forget exactly which boy and which girl (in the 2 key couples) have a working corner relationship -- and that information, of course, is absolutely critical if a sight caller is going to accomplish an accurate resolution of the square.

There are, to be sure, several widely accepted emergency methods that a sight caller may use whenever he (or she) finds himself in one of those egg-on-the-face situations where he knows the partners, but has lost track of the corners. These methods have often appeared in print (see, for example, page 498 in our June 1975 issue). Most of them require the caller to bring the dancers into a Double Pass Thru formation in which one of the key couples is paired (normally - girl on the boy's right) with their original partner on the outside of the set and looking in, and the other key couple is in the center ready to make a right hand star which can be turned either half-way or full around to everyone's original corner (Allemande Left!). The caller then simply says "Turn the star and find your corner" and it is then up to the dancers to decide how far to turn it. The caller, in effect, trusts the dancers to find their corners -- and thus, to get him out of trouble.

While such emergency measures are unquestionably valuable and while we urge every sight caller to learn how to use them, it is also important to recognize that they are really nothing more than convenient stop-gap devices and that their value lies more in their ability to cover up a sight caller's problem -- rather than to realistically solve it. We suspect that a major cause of this particular problem is that student sight callers often tend, when selecting key dancers in their pilot square(s), simply identify two adjacent couples -- rather than pick a key man -- his corner -- and their respective partners. It's a question, as we have noted before, of discipline and it boils down to a difference in the way the caller approaches the selection process. To simply select adjacent couples is not enough. That merely provides information about each dancer's partner. He must also be able to identify which two of the four key dancers are also corners, for without that knowledge he will only be able to guess at the correct sequence.

When learning how to sight call, it is sometimes helpful (after picking four key dancers) to open the tip with a routine that deliberately brings the key man and his corner together as partners! A caller might call "Circle left, Corner Swing, Promenade", and then, as they Promenade, he might make mental note of which lady the key man is with. Or he might call "Heads RL Thru, Cross Trail Thru, Go 'round 1, line up 4". This also brings the key man with his corner in the partner "slot" and this, too, may serve to refresh the caller's memory later on in the routine when he is ready to resolve the square.

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choreo



BREAKDOWN

BILL PETERS • 5046 Amondo Drive, San Jose, California 95129

APRIL 1982

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WHAT'S HAPPENING?

Due to the Callerlab Convention and also to the ridiculous weather we've been having here in California, we're a bit late again this month. The Callerlab Convention has always been an exciting event for us and this year's "do" was no exception. See our convention update on page 1314 for a more detailed report. We're also introducing a new feature this month geared to those readers who are now calling in the Advanced programs. We see it as an appropriate adjunct to our "Movin' Down the MS" and "Plus Page" features.

While we didn't have an awful lot of new experimentals to look at this month, a couple of them did manage to capture our

fancy and you'll find them spotlighted in this issue: Shift Left/Right and Touche' (neat name!) Here are the others:

CHASE THE WINDMILL: From back-to-back lines, Belle dancers do a right face turn back and all Split Circulate 1-1/2. From here, without stopping, all do a Spin the Windmill Ahead (Wave dancers Swing Thru & Cast Right 3/4 as others Circulate Double). The move ends in parallel 2-faced lines.

FLIP FLOP (Victor Cedar) From magic columns or inverted lines and working in each box of four: lead Beaus Trail Off (to the right) as lead Belles Peel Off (to the right). Trailers do a 1/2 Split Trade Circulate and joining right hands, Trade. The move ends in right-facing 2-faced lines. The name has been used before but is probably obsolete at this time.

ISOTRIES (Bill Davis) "Isotries" (short for isoscles triangles) are a new formation concept consisting of 4-dancer triangles with 3 dancers in the base of the triangle and one dancer in the apex position. Depending on the facing direction of the base dancers, several different classes of Isotries are possible. From center-to-center diamonds, call "center 4 Fan the Top". This produces an "H" consisting of 2 apex-to-apex tandem based Isotries and allows an "Isotri Circulate". Other Isotri formations can be wave based, mixed based, interlocked, etc.

What's Happening? (continued)

LOCK 'EM UP (Bill Davis) From center-to-center diamonds, interlocked diamonds and "H" formations, the center wave or line does a Lock It (wave/line centers Hinge as ends move up as in Fan the Top). Simultaneously, the point dancers Circulate one position in the "points' track". The action converts diamonds to an "H" formation and vice-versa.

RENDEZVOUS (Victor Cedar) From a right-facing 2-faced line, centers do like a Turn and Deal as the ends Veer Right. The action ends in a right-hand box of four. From left-facing 2-faced lines, centers Left Turn & Deal as the ends Veer left to end the action in a left hand box of 4.

SPLIT AND FAN (Don Pfister) From any parallel ocean wave formation, ends Cast 3/4 with adjacent center to form (momentary) new ocean waves and, without stopping, new wave centers Cast 3/4 with inside hands as ends move up to end the action in a Tidal Wave.

TURN THE ACTION (Johnny Jones) From any side-by-side column formation, each leader Casts 3/4 with the adjacent dancer (trailer in the other column) while the other four (centers) Box Circulate 1-1/2 to form a (momentary) 6-dancer ocean wave. The 4 center dancers in the 6-hand wave now also Cast 3/4 as the other 4 move up to form new parallel ocean waves.

ACT NOW!

Registrations for this year's callers' school in Las Vegas are starting to come in. If you're planning to attend, act now to be sure of a place. Check the information on our mailer and write for more details!

● SHARE THE WEALTH

Here are some simple modules gleaned from our files:

● From a Zero Box

Touch 1/4, Walk & Dodge
Partner Trade, Pass Thru
Wheel & Deal*
Centers Pass Thru (ZB)

The above combination can serve either as a (True) Zero or as a get-out routine. From the asterisk (*) continue with...

Centers Slide Thru
Touch 1/4, Walk & Dodge
Swing Thru, boys Run
Bend the Line (ZL)

...to convert to a Zero Line.

Try these Zero Line Get-Outs (but be careful....they feature some of the Plus moves in 1/2 Sashayed versions:

● From a Zero Line:

Right & Left Thru
Pass Thru
Tag the Line - In
Load the Boat
Go Right & Left Grand!

● From a Zero Line:

Pass the Ocean
Swing Thru
Recycle
Right & Left Grand!

● From a Zero Line:

Right & Left Thru
Slide Thru
Touch 1/4
Scoot Back
Follow Your Neighbor & Spread
Go Right & Left Grand!

• NEW MOVEMENT (Experimental)

SHIFT LEFT/RIGHT (and Anything), Don BeckHow To Do It:

From facing lines of four, all dancers (in their own lines) Side Step two spots ("Shift") in the indicated direction to produce momentary offset lines (2 couples facing and 2 couples offset). Without stopping, the facing couples take the "anything" command as the offset couples Bend In.

Impressions:

An interesting idea that teaches very easily and gains immediate (if somewhat short-lived) dancer acceptance. To use the call effectively, callers need to be very aware of both the selection and the timing of the calls used before (as well as after) the command itself. Setting up an appropriately smooth body flow with the preceding call is obviously critical. From normal lines of 4, a Right & Left Thru and/or Flutter-wheel blend smoothly into a Shift Left, as does a Recycle from a normal Tidal Wave, or a Recycle plus Sweep 1/4 from parallel ocean waves. From parallel waves, a Linear Cycle is also effective into a Shift Left. A Reverse Flutterwheel is a comfortable entree into a Shift Right.

Choreography:

Formation Management:	After Shift Left... ..and Square Thru = 8 Chain Thru ..and Star Thru = Double Star Thru ..and Pass the Ocean = 1/4 Tag
<u>From a Zero Line (ZL/1P2P)</u> Right & Left Thru Shift Left & Pass the Ocean Centers Recycle, Pass Thru Circle to a Line of 4	<u>LINE ZERO</u> (True)
<u>From a Zero Line (ZB)</u> Pass the Ocean, Linear Cycle Shift Left & Square Thru	<u>CONVERSION</u> (ZL to ZB)
<u>From a Zero Box OW (ZB/Box 1-4)</u> Recycle, Sweep 1/4 Shift Left & Star Thru Double Pass Thru Leaders Trade & Star Thru	<u>CONVERSION</u> (ZB to ZL)
<u>From a Zero Box (ZB)</u> Pass the Ocean, Recycle Shift Left & RL Thru Pass the Ocean, Recycle Pass Thru	<u>BOX ZERO</u> (True)

Shift Left/Right (continued)Sample Routines:

- 1-3 Lead Right
Circle to a Line ZL
Pass the Ocean, girls Trade
Linear Cycle
Shift Left & Square Thru OCB
Swing Thru
Boys Trade, boys Run
Bend the Line
Right & Left Thru
Shift Left & Pass the Ocean (ØQ)
Centers Recycle
Square Thru 3/4 AL!
- 1-3 Lead right
Circle to a line ZL
Pass the Ocean
Recycle, Sweep 1/4
Shift Left & Pass the Ocean (ØQ)
Extend the Tag ZB-os(ow)
Girls Trade, Recycle, Sweep 1/4
Shift Left & Pass the Ocean (ØQ)
Centers Recycle
Pass Thru (ZB) AL!
- 1-3 Lead right
Circle to a Line ZL
Right & Left Thru
Flutterwheel
Shift Left & Star Thru (ØP)
Zoom
Centers Pass Thru ORB
Touch 1/4
Walk & Dodge
Partner Trade
Reverse Flutterwheel
Shift Right & Square Thru OPB-os
Swing Thru, girls Fold
Peel Off
Boys Fold
Right & Left Grand!
- Zero Line Get-Out:
Pass the Ocean, Recycle, Sweep 1/4
Shift Left & Pass the Ocean
Center girls Trade & Swing Thru
Everybody Right & Left Grand!
- 1-3 Square Thru ZB
Single Circle to a Wave
Boys Trade, boys Run
Bend the Line EPL-os
Right & Left Thru
Shift Left & Single Circle to a Wave
Boys Trade, boys Run
Tag the Line
Split the outsides
Lady go left, boys go right
'Round 1, line up 4 (1L)
Pass Thru, Tag the Line-Right
Wheel & Deal, Sweep 1/4
Shift Left & (girls) Spin the Top (1Q)
4 Girls Swing Thru & Turn Thru
Boys Courtesy Turn your girl .. ZL
Pass the Ocean, Explode the Wave
Partner Trade (ZL).....AL!
- 1-3 Square Thru ZB
Touch 1/4, Split Circulate
Boys Run, Reverse Flutter
Shift Right & Pass the Ocean
Benders Roll (chk diamonds) .. (1D)
Diamond Circulate, Flip the Diamond
Split Circulate OOB-os(ow)
Recycle, Sweep 1/4
Shift Left & Touch 1/4
Girls only Pass Thru
Center 4 Swing Thru Double
Same 4 Recycle & Sweep 1/4
Outsides Trade & Roll (1L)
Star Thru, Zoom
Square Thru 3/4 AL!

SINGING CALL (Corner Progression)

Head 2 lead right, circle to a line & go
Up & Back, Pass the Ocean Joe
Linear Cycle 2 by 2, don't be slow
Shift Left & Square Thru, 4 hands & go
Swing Thru, boys Run, WD for me
Swing that corner lady, Promenade for me
...add 16-beat tag

THE 1982 CALLERLAB CONVENTION

Despite record snows which frequently closed all of the major highways across the Sierra Mountains, this year's Callerlab Convention in Reno, Nevada was both very well attended and enormously successful. The facilities at the MGM Grand in Reno were positively luxurious and it's world-famous floor show (part of the convention package this year) was truly spectacular. And when all that is combined with Reno's other well-known distractions, it is a wonder that we managed to also conduct a very successful business session.

For the first two days of the convention the attending members participated in a wide variety of special interest sessions and committee meetings. The final business session (the Wednesday morning wrap-up) presented the membership with a variety of issues and, as usual, their vote served to shape the direction that square dancing will take in the next year. You will no doubt be receiving formal announcements from Callerlab about this year's meeting, but here are some of the highlights:

Mainstream Program - No Change

Plus Programs - The membership accepted a resolution calling for the merger of the Plus 1 and Plus 2 Programs. It will now be known as the "Callerlab Plus Program" and will consist of all of the calls now on the two separate lists -- plus the addition of Ping Pong Circulate which was removed from the QS List. The membership also accepted a resolution calling for implementation of an additional QS List geared to the Plus Program. You'll be hearing more about that later.

QS Program: - Release Recycle, Star the Route and Release the Column were dropped from the current Mainstream QS List, as was Ping Pong Circulate (which was accepted by the Plus Program). The current MSQS List now consists of Dixie Derby, Linear Cycle, Chain Down the Line, Hinge & Flutter and Red Hot.

Formations Committee: The membership voted to make permanent a number of last year's one-year-trial-basis letter symbols (L for Line, D for Diamond, etc.) and they also voted to change the name for the dancer arrangement in which a boy has a girl on his right side from "common" to "normal" -- "Common Line" is now "Normal Line", etc. Two new formations were identified: "Right & Left Grand Circle" and "Dixie Grand Circle".

Milestone Awards: Three recipients this year: Johnny LeClair (Mesa, AZ), Jim Hilton (Concord, Calif.), and Art Shepherd, (Christchurch, New Zealand).

Chairman of the Board: Dave Taylor was elected to his second term as Chairman of the Callerlab Board of Governors. His Executive Committee for the upcoming year will be Orphie Easson, Jerry Haag, Frank Lane and Don Williamson.

Vital Statistics: This was Callerlab's ninth convention and was the largest ever. More than 1300 callers, partners and guests were in attendance. 48 states, 6 Canadian provinces and 4 foreign countries were represented (Australia, New Zealand, England and Japan).

• NEW QUARTERLY SELECTION

RED HOT

For the quarter beginning April 1st, 1982, Callerlab's Quarterly Selections Committee has selected one movement for use during workshop programs at the Mainstream level: Red Hot. Red Hot is a traditional arm turn movement that has been more or less popular for a long period of time but which, for some reason, never appeared on any of the Callerlab lists until now.

The dance action actually begins with each man's then-current right-hand lady and it's various starting formations serve to bring each man and his right hand girl together to begin the call:

From a Normal Promenade: The call from here has traditionally been "Roll the girls to the center, go Red Hot". Each man in the Promenade leads his partner (using his left hand) into the center -- she makes a left hand turn in front of him where she then moves forward to face the man originally behind her. They now turn 1/2 by the right, return to partner for a left hand turn full around, move on to the next dancer (corner) for a right hand turn 1/2 way, and return to partner for the next command -- generally a Courtesy Turn or a Thar.

From a Normal Thar: From here the call is "Shoot that Star, go Red Hot" -- then turn right hand lady right 1/2 way, partner left, a full turn, corner right 1/2 way and back to partner for the next command.

From a Wrong Way Thar: The call is "Slip the Clutch, go Red Hot"...and repeat as above.

From a Moving Circle (Normal): The call is "Rollaway go Red Hot"...and repeat as above.

Standard timing for Red Hot is 20 beats of music. Note too that the call creates no real choreographic variations and is best classified -- and programmed -- as a "Break".

- Allemande Left, go Allemande Thar
Forward 2, make that Star
Shoot that star go Red Hot
Right Hand lady right hand 'round
Back to Partner Left hand 'round
A full turn and go to the corner
Right hand round
Back to your partner, Allemande Thar
Slip the Clutch, skip one girl
Allemande Left, etc.

SINGING CALL (Break-no partner change)

Allemande Left your Corner, turn your
partner right
Men star left one time
Pass your partner, go Red Hot, turn the
right hand lady right
Partner left go all the way around
Corner lady right hand round, partner left
make an Allemande Thar
Slip the Clutch, Left Allemande, come
back and Promenade
...add 16-beat Tag.

• NEW MOVEMENT (Experimental)

TOUCHE' (Dick Bayer)How To Do It:

From any allowable formation (8-Chain Thru, parallel ocean waves, parallel 2-faced lines, certain 3x1 lines, etc.), all dancers (Partner) Hinge -- except in the case of an 8-Chain Thru formation in which case all Touch 1/4). From here, without stopping, the new center dancers slide nose-to-nose (Sashay or Slither) to end the action in a 2-faced line.

Impressions:

On the off-chance that you may not have seen the word in print before, "Touche'" is a French word used in competitive fencing and is pronounced "Too-Shay". We found the action to be quick and smooth and APD variations were easily grasped by our dancers. And while the definition allows a number of starting formations, our dancers moved easiest when we called it from either parallel waves or 8-Chain Thru formations. An interesting choreographic note is that from any 8-Chain Thru arrangement, the combination Touche' plus Wheel & Deal is a 1/2 Zero, i.e., call it twice in a row to zero out!

Choreography:

<u>From a Zero Line (ZL/1P2P)</u> Pass the Ocean <u>Touche'</u> Wheel & Deal, Star Thru Couples Circulate Bend the Line	<u>LINE ZERO</u> (Technical)
<u>From a Zero Box (ZB/Box 1-4)</u> <u>Touche'</u> Wheel & Deal <u>Touche'</u> Wheel & Deal	<u>BOX ZERO</u> (True)
<u>From a Zero Box (ZB)</u> Swing Thru <u>Touche'</u> Bend the Line Star Thru, Zoom Centers Pass Thru	<u>BOX ZERO</u> (True)

Touche' (continued)Sample Routines (waves/8-Chain Thru)

- AL, Pass partner, Promenade the next
1-3 Wheel Around, Pass the Ocean
Touche' (2F)
Wheel & Deal, Sweep 1/4 (1L)
Star Thru, centers Pass Thru
Touche' (2F)
Ferris Wheel, Zoom
4 girls Swing Thru, Turn Thru
Boys Courtesy Turn your girl ZL
Pass Thru, Wheel & Deal
Centers Touch 1/4, Scoot Back
Same 4 Touche'
Girls Trade, Wheel & Deal
Pass Thru (ZB) AL!
- 1-3 Touch 1/4, Walk & Dodge ... OPB-os
Touche' (2F)
Ferris Wheel, boys Pass Thru
Swing Thru (3W)
Touche' (3F)
Ferris Wheel, centers Swing Thru
Recycle, Sweep 1/4
Cross Trail Thru AL!
- 1-3 Square Thru ZB
Swing Thru (1/2W)
Touche' (1F)
Ferris Wheel, girls Pass Thru
Touche' (1/2F)
Couples Circulate, boys Hinge
Diamond Circulate
Flip the Diamond
Boys Trade, boys Run
Wheel & Deal (ZB) AL!
- 1-3 Square Thru
Sides Rollaway (4B)
Touche' (4F)
Ferris Wheel, Zoom
Centers Pass Thru (3B)
Swing Thru (1W)
Scoot Back (2W)
Swing Thru (3W)
Girls (only) Trade
(All) Touche' AL!

From 2-Faced Lines & 3x1 Lines:

- 1-3 Lead right
Circle to a line of 4 ZL
Pass Thru
Tag the Line - Right (3F)
Touche' (0F)
Couples Circulate
Touche' (2F)
Centers Hinge (2D)
Diamond Circulate
Flip the Diamond
Boys (only) Trade
Centers Trade
Boys Run (ZL) AL!
- 1-3 Star Thru, Pass Thru ZB
Swing Thru
Boys Run
4 girls Walk & Dodge (3x1)
Touche' (2F)
Couples Circulate
Ends go Double
Centers Walk & Dodge (3x1)
Touche' (3F)
Couples Circulate
Boys Fold, Right & Left Grand!

SINGING CALL (Corner Progression)

Head 2 Square Thru, 4 hands you go
Swing Thru 2 by 2, Touche' you know
Bend that Line & Star Thru, Zoom
for me
Center 2 Right & Left Thru, same 2
Square Thru
Count 3 hands the corner Swing,
Swing that pretty doll
Allemande Left a brand new corner,
Promenade that hall
...add 16-beat Tag

• FOR THE A1/A2 CALLER

We have been aware, for some time now, that many of our subscribers have moved into Advanced calling and that they would find it helpful if Choreo Breakdown would include a measure of A1 and A2 material on a somewhat more frequent basis than in the past. We have, as a matter of fact, been diligently searching for the right format in which we could present such material and we are therefore, with this issue, introducing this new feature geared especially to the programming requirements of callers in the Advanced Program.

Please note, however, that it is not the intention of this feature to in any way pressure callers to enter the Advanced Program. On the contrary: We steadfastly encourage callers to make that decision only if it seems advisable to do so in the light of his or her own individual circumstances. We do, on the other hand, recognize that an appreciable number of our subscribers are currently calling at the A1 and/or A2 level on a fairly regular basis and that their needs must also be accommodated. Note too that our Advanced Page will not be designed to teach or train callers in how a particular move works or how it should be taught (we may do that at a later time). It will seek, instead, to provide callers already in the Advanced Program with material that we have found to be effective (usually get-outs and other modules) and which feature A1 or A2 calls and concepts. Although we are introducing this feature with a 2-page spread, we suspect that in subsequent issues, the feature will rarely exceed a single page.

A1 Get-Outs:

6x2 Acey Deucey:

- From a Zero Line (ZL/1P2P)

Pass Thru, Tag the Line-Right
Centers only Follow Your Neighbor
& Spread

Diamond Circulate
6x2 Acey Deucey
Flip the Diamond
Right & Left Grand!

- From a Zero Line (ZL)

Right & Left Thru, Star Thru
Dive Thru, Swing Thru
All 4 boys Run
6x2 Acey Deucey
4 girls Wheel & Deal and
Sweep 1/4
4 boys Trade & Roll
Everybody 1/2 Breed Thru
Slide Thru (AL!)

- From a Zero Line (ZL)

Right & Left Thru, Pass the Ocean
Swing Thru, boys Run, girls Hinge

6x2 Acey Deucey

Flip the Diamond, Walk & Dodge
Partner Trade, (AL!)

- A "Quickie" 6x2 Tip Opener:

4 ladies Chain 3/4
1-3 Right & Left Thru, Swing Thru
Side boys Run
6x2 Acey Deucey
Right & Left Grand!

Turn & Deal:

- From a Zero Line (ZL)

Pass the Ocean, Swing Thru
Boys Run, Turn & Deal
Right & Left Grand!

- From a Zero Box (ZB/Box 1-4)

Right & Left Thru, Swing Thru
Boys Run
Tag the Line - Right
Turn & Deal (AL!)

A1/A2 (continued)

- From a Zero Line (ZL)
Right & Left Thru
Pass the Ocean
Swing Thru, boys Run
Turn & Deal
Square Thru...and on the
3rd hand....
Right & Left Grand!

- From a Zero Box (ZB)
Swing Thru, boys Run
Tag the Line - In
Pass Thru
Turn & Deal
Right & Left Grand!

A2 Get-Outs:Spin the Windmill:

- From a Zero Line (ZL)
Pass the Ocean, Swing Thru
Boys Run
3/4 Tag the Line
Spin the Windmill - Left (AL!)
- From a Zero Box (ZB)
Right & Left Thru
Swing Thru
Single Hinge & Extend
Spin the Windmill - Right
Couples Circulate
Turn & Deal
Right & Left Grand!
- From a Zero Box (ZB)
Swing Thru, boys Run
Ferris Wheel & Spread
Pass Thru, Wheel & Deal
Zoom & 4 boys Pass Thru
Everybody Pass Thru
Spin the Windmill-Right
Crossover Circulate
Turn & Deal (AL!)

Motivate:

- From a Zero Line (ZL)
Touch 1/4
Split Transfer the Column
Boys Run,
Pass the Ocean
Motivate
1/4 Thru, Recycle (AL!)
- From a Zero Box (ZB)
Swing Thru, boys Run
Bend the Line, RL Thru (EOL)
Pass the Ocean
Motivate
Boys Run (AL!)
- From an EOL (see above)
Pass the Ocean
Motivate
Explode & 1/2 Breed Thru
Pass Thru
Partner Trade and Roll
Right & Left Grand!
- From an EOL
Pass the Ocean
Motivate
Arky Grand!
- Motivate Singing Call
(Corner Progression)
Head 2 Promenade 1/2 way
Come back in Wheel Thru I say
Dosado all the way & then you
Motivate
2 by 2 go walkin' round that way
When you're done, the boys Run
Slide Thru & Swing
Swing the corner girl & Promenade
...add 16-beat tag

choreo



BREAKDOWN

BILL PETERS • 5046 Amondo Drive, San Jose, California 95129

MAY 1982

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WHAT'S HAPPENING?

It is interesting to reflect on the difference in the way today's caller deals with the never-ending flow of experimental movements, compared to the way in which callers typically approached such material in the past. While most callers used to devote most of their regular workshop programming to teaching and exploring the choreographic possibilities of a variety of experimental new ideas, a lot of them now seem to prefer spending that time on (1), teaching and drilling their dancers to do existing moves in other-than-standard or normal arrangements, or (2), to teaching moves on the next higher list or plateau.

There are also, however, still a lot of callers who manage to spend considerable workshop time on experimental material. We also suspect that there are many who do what we do, i.e., split the difference between the two. This could be one of the reasons why square dancing continues to be so much fun for in spite of the very strongly defined level system we all operate under these days (something we wholeheartedly support!), we can still find a bit of room in which to do our own thing.

Here's the new material we examined this month:

COUPLE OUT (Glen Maynard) From any Box Circulate foursome, all Box Circulate and those then facing in (original trailers) Run to the move as back-to-back couples.

DROP KICK No. 2 (Joe Uebelacher) From allowable T-Bone formations, designated dancers (droppers) Pass Thru with the indicated number of dancers.

LET 'EM EAT CAKE (Jack Berg) From columns, the foursomes on each side make a Right hand star and turn it 3/4. Without stopping, center 4 star left 3/4 as the other 4 Counter Rotate 1/4 to end in parallel waves. (i.e., infacers Circulate + 1/4 in; outfacer 1/4 in and Circulate).

What's Happening? (continued)

LINEAR DEUCEY (Jack Berg) From parallel ocean waves, all Hinge (new parallel waves) and without stopping, centers Trade as ends Circulate (Acey Deucey). All now finish like a Linear Cycle (outfacers Fold, DPT and Peel) right or left.

MAKE A BIG DEAL (Joe Uebelacher) From lines facing out:

- 1) All Wheel & Deal
- 2) Centers Veer Right as others Slide left one position (offset facing pairs)
- 3) All Pass Thru
- 4) All finish like a Ferris Wheel

The action ends in a DPT formation.

MAKE A LITTLE DEAL (do parts 1 and 2 above)

MAKE A LITTLE DEAL A LITTLE BIGGER (Do parts 1, 2 and 3 above)

ROUND ABOUT 1/4, 1/2, 3/4 (Jack Berg) Facing couples join hands and Circle the specified distance (1/4, 1/2, 3/4) and then (dropping hands) they single circle 1/2 with the dancer they face to end in facing couples (they do not make a wave)

SAIL AWAY (Jack Berg) From parallel ocean waves, outfacers Trade (the Wave) as those facing in do a Double Split Circulate. Ends in facing lines of four.

TRADE 'N CHAIN (Jack Berg) From parallel ocean waves or 2-faced lines, centers Hinge 1/4 as ends move up (Lockit). Without stopping, the very centers now Trade and again, all Lockit.

• SET 'EM UP - GET 'EM OUT

HALF-TAG GET OUTS

It is possible to not only Tag the Line right or left -- it is also possible to 1/2 Tag the Line right or left. And this, as many of you no doubt already know can produce some neat get-outs. Try these on for size:

From a Zero Box (ZB)

- Double Swing Thru
Girls Trade, girls Run
1/2 Tag the Line-Right (AL!)

From a Zero Box (ZB)

- Swing Thru, boys Run
Ferris Wheel
Centers Veer to the Left
Same 4 1/2 Tag - Left (AL!)

From a Zero Box (ZB)

- Swing Thru, boys Run
Bend the Line
Right & Left Thru
Touch 1/4
Coordinate
1/2 Tag the Line - Right
Right & Left Grand!

From a Zero Line (ZL)

- Pass the Ocean
Swing Thru, boys Run
1/2 Tag the Line - Right
Right & Left Grand

• NEW MOVEMENT (Experimental)

STACK THE DECK (Joe Uebelacher)How To Do It:

From facing couples or facing lines of four, designated dancers (boys, girls, ends, centers, beaux, belles, etc.) step straight across to the other side to form a right-hand mini wave with the opposite dancer. It may be necessary for the non-designated dancer to Slide left as the designated dancer crosses. The action always ends in right-hand mini-waves. From normal facing lines, "Boys Stack the Deck" produces No. 2 right-hand ocean waves; from a normal 8-Chain Thru, "Boys Stack the Deck" produces a 1/2 Column arrangement.

Impressions:

We found this to be a rather quick and interesting way to form waves from lines and columns from 8-Chain Thru formations. The action seems to work more smoothly -- and teaches somewhat easier -- when the designated dancers are the left side dancers (beaus).

Choreography:

<u>From a Zero Line (ZL/1P2P)</u> Boys Stack the Deck Scoot Back, Walk & Dodge Partner Trade	<u>LINE ZERO</u> (True)
<u>From a Zero Line - ZL</u> Right & Left Thru Rollaway, 1/2 Sashay Girls Stack the Deck Walk & Dodge Partner Trade	<u>LINE ZERO</u> (True)
<u>From a Zero Box (ZB/Box 1-4)</u> Star Thru, RL Thru Pass the Ocean (ZB-ow) Recycle Boys Stack the Deck Boys Run	<u>BOX ZERO</u> (True)
<u>From a Zero Box (ZB)</u> Boys Stack the Deck Triple Scoot, Coordinate 1/2 Tag the Line Scoot Back Boys Run	<u>CONVERSION</u> (ZB to ZL)

Sample Routines:

- Head boys Stack the Deck
Same boys Fold
Same 4 Double Pass Thru
Lady go left, boy go right
Go 'round 1, line up 4 ERL
Pass Thru
Bend the Line
Boys Stack the Deck (2W)
Boys Run (ZL) AL!
 - 1-3 Lead right, Veer Left (ØF)
Couples Circulate
Bend the Line
Boys Stack the Deck
Scoot Back
Walk & Dodge
Partner Trade ZL-os
Right & Left Thru ZL
Rollaway, 1/2 Sashay
Girls Stack the Deck (1W)
Swing Thru (4W)
Centers Trade
Boys Run ECL
Star Thru OPB-os
Veer Left
Couples Circulate
Tag the Line-Right
Wheel & Deal (1/2B)
Girls Stack the Deck
Girls Run
Right & Left Grand!
 - 1-3 Square Thru ZB
Swing Thru
Boys Run
Tag the Line-Right
Wheel & Deal (1/2B)
Girls Stack the Deck (ØC)
Coordinate
Ferris Wheel
Double Pass Thru
Track 2
Recycle OPB
 - Boys Stack the Deck (1/2C)
Triple Scoot
8 Circulate
Boys Run (ZB) AL!
 - 1-3 Lead right, circle to a line .. ZL
Boys Stack the Deck (2W)
Single Hinge
Girls Trade
Linear Cycle ZL
Boys Stack the Deck (2W)
Single Hinge
Girls Trade, Recycle OPB
Boys Stack the Deck (1/2C)
Triple Scoot
8 Circulate
Boys Run (ZB) AL!
 - 4 couples Rollaway, 1/2 Sashay
Head girls Stack the Deck
Side girls Stack the Deck
Make an Alamo Ring & Swing Thru
Boys Run, Partner Trade, AL!

SINGING CALL (Corner Progression)

Head 2 Square Thru, 4 hands & go
Slide Thru the outside 2, Right & Left
thru you know
Same 2 Pass the Ocean, Recycle there
Boys Stack the Deck & then, Boys Run
to the right my friend
Allemande Left that corner, Partner
Dosado
Go back & Swing that corner girl &
then you Promeno
...add 16-beat tag

SINGING CALL (Corner Progression)

Head 2 Square Thru, 4 hands & go
Slide Thru the outside 2, Right & Left
thru you know
Same 2 Pass the Ocean, Recycle there
Boys Stack the Deck & then, Boys Run
to the right my friend
Allemande Left that corner, Partner
Dosado
Go back & Swing that corner girl &
then you Promeno
...add 16-beat tag

• MOVIN' DOWN THE MAINSTREAM

- 1-3 Square Thru 3/4
 Separate, go 'round one
 Squeeze in, line up 4
 Centers only Right & Left Thru
 Same 4 Flutterwheel & Sweep 1/4
 Ends Star Thru (ØP)
 Everybody Double Pass Thru
 Leaders Partner Trade (AL!) ZB
 Star Thru
 Pass the Ocean
 Girls Trade, girls Run
 Do a 1/2 Tag the Line-Right (ZB) ...AL!
- 1-3 Touch 1/4
 Walk & Dodge OPB-os
 Swing Thru
 Boys Run
 Bend the Line ZL
 Right & Left Thru
 Rollaway, 1/2 Sashay (1/2L)
 Pass Thru
 Wheel & Deal
 Double Pass Thru
 Peel Off (1L)
 Centers only Box the Gnat
 Everybody Right & Left Thru ERL
 Touch 1/4
 8 Circulate
 Center 4 Walk and Dodge
 The other boys Run
 Everybody Slide Thru ZL-os
 Cross Trail Thru AL!
- 1-3 Cross Trail Thru
 Separate, go 'round one
 Squeeze in line up 4 RL-os
 Everybody Box the Gnat
 Centers only Right & Left Thru
 Same 4 Flutterwheel & Sweep 1/4
 Ends Pass Thru & face in (4P)
 Double Pass Thru
 Peel Off (1/2L)
 Centers Square Thru
 Centers in, Cast Off 3/4
 Star Thru, Zoom
 Centers Pass Thru (ZB) AL!

Here are a couple of ideas we "borrowed" from Bill Davis. They involve some unusual -- but perfectly legitimate applications of Circulate in which some dancers Circulate as couples and some Circulate in columns. You'll no doubt have to explain all this to your dancers, but we think you'll find (as we did) that once they grasp the concept, they'll enjoy the unusual nature of the choreography.

- 1-3 lead right
 Circle to a line of 4 ZL
 Pass the Ocean
 Boys Trade, boys Run
 Tag the Line-In
 (carefully) Slide Thru
 Those who are facing Star Thru
 All 8 Circulate
 Those who are facing Star Thru .. (ØF)
 Ferris Wheel
 Centers Pass Thru (ZB) AL!
- 1-3 Star Thru (ØP)
 Everybody Double Pass Thru
 Girls only Peel Off
 All 8 Circulate - boys go double
 All Extend
 Girls Wheel & Deal
 Boys Walk & Dodge (2B)
 Everybody Star Thru
 Couples Circulate
 Ferris Wheel
 Centers Pass Thru (AL!) ZB
 Star Thru
 Pass Thru
 Tag the Line
 Leads turn back (ZB) AL!

• THE PLUS PLATEAU

TRADE THE WAVE

Although we find that most Plus level dancers are able to Trade the Wave successfully when it is called from normal Left-Hand waves (ØLW), we also find that they are considerably less successful when it is called from right-hand waves -- or, for that matter, when it is called from left-hand waves other than normal (1/2LW, 1LW, 3LW, etc.).

And if this does, indeed, describe the way that your dancers currently respond to Trade the Wave, it might be a good idea for you to schedule a couple of workshop tips to train them in some basic Trade the Wave variations. We'll start with some simple applications and then provide some material covering Trade the Wave in ways in which it is not called very often:

- 1-3 lead right, circle to a line ... ZL
 - Right & Left Thru
 - Dixie Style to an OW (ØLW)
 - Trade the Wave OPB(ow)
 - Swing Thru, boys Run
 - Bend the Line ZL-os
 - Touch 1/4
 - Triple Scoot
 - Boys Run RB
 - Pass Thru, Trade By
 - Star Thru
 - Right & Left Thru
 - Dixie Style to an OW (ØLW)
 - Trade the Wave OOB(ow)
 - Swing Thru
 - Girls Circulate, boys Trade
 - Boys Run
 - Ferris Wheel
 - Centers Square Thru 3/4 ALI
- 1-3 Square Thru ZB
 - Touch 1/4
 - Walk & Dodge
 - Partner Trade, Right & Left Thru
 - Dixie Style to an OW (ØLW)
 - Trade the Wave OB-os(ow)
 - Girls Run, boys Hinge (1/2D)

Diamond Circulate (ØD)
 Flip the Diamond (1/2W)
 Boys Trade, boys Run
 Bend the Line
 Right & Left Thru EOL
 Dixie Style to an OW (ØLW)
 Trade the Wave...twice! ... ALI

- 1-3 lead right, circle to a line .ZL
 - Right & Left Thru
 - Dixie Style to an OW (ØLW)
 - Left Swing Thru (1/2LW)
 - Trade the Wave (1/2W)
 - Boys Run
 - Bend the Line ZL
 - Right & Left Thru
 - Dixie Style to an OW (ØLW)
 - Left Swing Thru (1/2LW)
 - Trade the Wave
 - Go Right & Left Grand!
- 1-3 lead right, circle to a line .ZL
 - Pass the Ocean
 - Swing Thru (1/2W)
 - Trade the Wave (1/2LW)
 - Left Swing Thru (ØLW)
 - Boys Cross Run, girls Trade
 - Linear Cycle ZL
 - Slide Thru
 - Touch 1/4 (1W)
 - Swing Thru (4W)
 - Trade the Wave (3LW)
 - Centers Cross Run (2W)
 - New centers Trade
 - Same centers Run (1F)
 - Bend the Line
 - Star Thru (ØP)
 - Zoom
 - Centers Pass/Thru OPB-os
 - Swing Thru, Turn Thru ALI

• NEW MOVEMENT (Experimental)

COUNTER TOP (Kip Garvey)How To Do It:

From center-to-center twin diamonds, wave ends Extend and "Flip" (i.e., they Diamond Circulate & Roll) as the wave centers Trade and Extend forward to join those who flipped (rolled) to become centers of the final formation. Simultaneously, the four diamond points Promenade forward (move up) and adjust -- as in a Counter Rotate -- to become ends of the final formation. Trailing diamonds end in parallel ocean waves; facing diamonds end in parallel 2-faced lines.

Impressions:

The action, while a bit complicated, is smooth and forward-flowing. It takes a careful and patient step-by-step teach before the dancers really understand the traffic pattern. We found it helpful to have each point identify the diamond center immediately in front of them (in their own diamond) and then pointed out that they would end up holding hands with each other at the end.

Choreography:

<u>From a Zero Box (ZB/Box 1-4)</u> Swing Thru Boys Run, girls Hinge Diamond Circulate <u>Counter Top</u> Boys Trade, boys Run Ferris Wheel, Zoom Centers Pass Thru	<u>BOX ZERO</u> (True)
<u>From a Zero Line (ZL/1P2P)</u> Star Thru Right & Left Thru, Veer Left Girls Hinge, Diamond Circulate <u>Counter Top</u> (go RL Grand!) Boys Run, Bend the Line	<u>LINE ZERO</u> (True)
<u>From a Zero Line - ZL</u> Right & Left Thru Dixie Style to an Ocean Wave Boys Trade, boys Run Girls Hinge (left-facing diamonds!) Diamond Circulate <u>Counter Top</u> Boys Cross Run, girls Trade Recycle, Star Thru	<u>LINE ZERO</u> (True)

Counter Top (continued)Sample Routines:

- 1-3 Square Thru ZB
Swing Thru
Boys Run
Girls Hinge
Diamond Circulate (1/2D)
Counter Top (1/2W)
Boys Trade
Boys Run
Ferris Wheel
Centers Pass Thru OB-os
Swing Thru
Boys Run
Girls Hinge
Diamond Circulate (1/2D)
Counter Top (1/2W)
Boys Trade
Boys Run
Wheel and Deal (ZB) AL!
- 1-3 Square Thru ZB
Swing Thru
Boys Trade
Boys Run
Girls hinge
Diamond Circulate (1/2D)
Counter Top (1/2W)
Boys Trade
Boys Run
Bend the Line
Pass the Ocean ZB-ow
Girls Trade
Girls Run
Boys Hinge
Diamond Circulate (ØD)
Counter Top (ØW)
Girls Trade
Recycle (ZB) AL!
- 4 ladies Chain
1-3 lead right
Veer Left
Couples Circulate
Girls Hinge (ØD)
- Diamond Circulate (1/2D)
Counter Top (1/2W)
Scoot Back (ØW)
Recycle
Star Thru OL
Pass Thru
Wheel & Deal & Spread (1L)
Circle Left
4 boys Touch 1/4 & Spread
4 girls Spin the Top (ØD)
Diamond Circulate (1/2D)
Counter Top
Go Right & Left Grand!
- 1-3 Square Thru ZB
Touch 1/4
Follow Your Neighbor & Spread .. ZB-ow
Girls Hinge (facing Diamonds!)
Diamond Circulate
Counter Top
Couples Circulate
Tag the Line-Right
Wheel & Deal (AL!) ZB
Swing Thru, Scoot Back
Girls Hinge (facing diamonds!)
Diamond Circulate
Counter Top
Couples Circulate
Tag the Line-Right
Ferris Wheel
Centers Square Thru 3/4 AL!

SINGING CALL (Corner Progression)

Head 2 Square Thru, 4 hands & go
Swing Thru, boys Trade, Run to the right
you know

Girls Hinge, Diamond Circulate and
Counter Top for me

When you're done, boys Run, WD you see
Pass to the center & Square Thru 3/4 go
Swing corner lady-then you Promeno
...add 16-beat tag

• SINGING CALLS

We continue to receive requests for singing call routines at levels other than the Callerlab Mainstream -- and we're delighted to have the opportunity of providing such material from time to time. Here's a handful of singing call dances you may not be already using: (using all the current QS moves)

Red Hot (Break: no partner change)

- Allemande Left your Corner, your Partner Dosado
Men Star by the left, turn it once & go
Pass your Partner, go Red Hot, turn the Right Hand Lady right
Partner left, full turn around, go to the Corner, right hand 'round
Back to the Partner, Allemande Thru, you back right down the line
Slip the Clutch, Left Allemande, then Promenade in time
...add 16-beat tag

Linear Cycle (Corner Progression)

- Head 2 Right & Left Thru, turn that girl in time
Cross Trail Thru & Separate, go 'round one, make a line
Go up & back, Pass the Ocean, girls Trade for me
Linear Cycle, 2 by 2, then Sweep 1/4 more you do
Pass to the Center and Square Thru Three Go 3 hands & then
Swing that corner lady boys and Promenade my friend
... add 16-beat tag

Dixie Derby (corner progression)

- Head 2 Lead Right & Circle to a line for me
Without a stop go Right & Left Thru turn this girl you see
Dixie Derby 2 by 2 and baby don't be slow
Couples Circulate in time, same two Bend the Line
Star Thru, Square Thru, 3/4 'round you go
Swing that corner lady boys and then you Promeno
...add 16-beat tag

- Chain Down the Line (corner progression)

Head 2 Square Thru, 4 hands & go
Swing Thru, 2 by 2, boys Run right you know
Couples Circulate - then Chain Down the Line
Turn your girl, go up & back, Star Thru on the same old track
Pass Thru, Trade By, corner lady Swing
Allemande left a brand new corner, Promenade the ring
... add 16-beat tag

Hinge & Flutter (Corner progression)

- Head 2 Square Thru, 4 hands & go
Dosado, go all the way, make an Ocean Wave you know
Hinge & Flutter across you go and baby, when you're there
Pass the Ocean 2 by 2, Recycle and the same old two
Allemande Left that corner, partner Dosado
Go back & Swing your corner girl & then you Promeno
...add 16-beat tag

● SIGHT CALLERS NOTEBOOK

SOME EASY "SNAPSHOT" RECOGNITION FACTORS

"Snapshot Sight" is generally defined as a sight calling resolution technique in which a caller is able to (1), spontaneously recognize -- while he or she is calling -- a particular dancer set-up (FSR state) for which the caller also knows a previously memorized get-out, and then, on the spur of the moment (2), uses that get-out to resolve the square.

The successful use of such snapshot techniques is obviously based upon the caller's ability (while observing a moving square) to quickly recognize one or more dancer set-ups as they happen to develop, and to then also be able to call an accurate get-out from each of the FSR set-ups he is thus able to identify. And while most newer sight callers soon discover that their ability to make such on-the-fly identifications tends to improve -- automatically and with little or no conscious effort on their part -- as they become more proficient in free-wheel calling, it is, on the other hand, also possible for a sight caller to actively study snapshot techniques and, as a result, substantially improve his recognition skills (see our previous articles on Snapshot Sight pages 758-59, 1218-19 and 1228-29).

One of the most frequently recognized snapshot set-ups is facing lines where the caller is able to identify the fact that both his key couples are paired with their original partners. He knows then that the dancers are in a Zero Line and needs only to check whether the couples are in or out of sequence (ZL or ZL-os) before calling an appropriate get-out. Another common set-up that is easy to recognize is facing lines in which only one of the key couples is paired with original partners and the other is not. The get-out process in such cases is to call "Pass Thru, Wheel & Deal" and then note whether the paired couple is on the inside or on the outside of the set. If they are outside, the center dancers are a Pass Thru or a Square Thru 3/4 away from an Allemande Left. If they are on the inside, call Zoom and the new centers will still be a Pass Thru or a Square Thru 3/4 away from an Allemande Left.

A similar situation occurs when a caller can recognize that both of his key couples are paired with their original opposites (OL or OL-os). In such cases, call a 4 ladies Chain effect conversion (such as Square Thru, Trade By, Star Thru). This gives everyone original partners (ZL or ZL-os) and the caller can proceed as described above. And if the caller notes that only one of the key couples is paired with their opposite (and the other is not), then the other couple must be paired with original partner and the caller is again able to proceed as previously described.

From such mixed pairing set-ups (one pair with partner, the other with opposite) it is also possible to resolve the square by calling "Pass the Ocean and Recycle". This will produce one of two conditions: 1) 8-Chain Thru formation in which the outsides are paired and the insides are not (ZB or ZB-os) and most callers "own" get-outs for either one; or (2), an 8-Chain Thru formation in which the insides are paired with partners and the outsides are not. In that case call a Right & Left Thru to achieve either a ZB or a ZB-os and the caller is again able to easily resolve the set.

choreo



BREAKDOWN

BILL PETERS • 5046 Amondo Drive, San Jose, California 95129

JUNE 1982

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WHAT'S HAPPENING?

While there are, to be sure, still many places in the square dance world where a firm acceptance of the Callerlab Level programs has not (as yet) become an accomplished fact, we do have the very distinct impression that the situation is improving. More and more festivals, for example, now regularly include Callerlab level identifications in their advertised programs and callers everywhere tell me that they are receiving more and more calling contracts in which a particular Callerlab level has been expressly stipulated. It's taken us

quite a while, but we finally seem to be on the way!

Things in the New Movement Department were a bit slow this month (but that's probably normal for this time of year!) In any event, here are the moves we had a chance to look at this month:

DIVIDE TO A COLUMN(Phil Kozlowski)
From a 1/4 Tag formation, outside couples Divide & Touch 1/4 as wave dancers simultaneously Cast Right 3/4 to end the action in rightfacing columns.

DIXIE SPIN CHAIN THRU (Dick Bayer)
From Facing lines of four, all dancers do a Dixie Style to an Ocean Wave and, without stopping, centers Cast 3/4 by the Right, the two "center" centers Trade and then all four centers Cast left 3/4's to end in parallel ocean waves. The action can also be called from a Double Pass Thru formation. (end-up waves are left-hand waves).

LOAD AND ANYTHING (Don Pfister)
From any allowable formation, ends Load the Boat while, simultaneously, the centers take the "Anything" call. (Easily called directionally).

LOCK ON: From any wave, diamond or two-faced line, centers Trade as the others move up 1/4. Waves/lines become diamonds & vice versa.

What's Happening? (continued)

SPIN OFF (Ernst Cambron) From parallel ocean waves or two-faced lines, end dancers Trade with adjacent center and, without stopping, the new centers Cast 3/4 and the new ends do a Tandem Peel Off - Bend the Line & Roll. The action ends in a diamond formation.

STAR & TRADE THE WAVE (Bill Kramer)
From parallel Ocean Waves, those facing in Step Thru, form a 4-hand star in the center and star across (on a diagonal) to face out. Simultaneously, those facing out step ahead and do like a Trade the Wave to end the movement in parallel ocean waves. From right hand ocean waves, the inside star is a right hand star and from left hand ocean waves the inside star is a left hand star; outfacing dancers exchange roles as ends or centers; infacing dancers retain their identity as either ends or centers.

STAR & TRADE THE LINE (Bill Kramer)
From parallel 2-faced lines, infacing couples step forward and, veering slightly into the center meet in the center to make a 4-hand star. They then turn the star 1/2 and step ahead to end facing out of the final lines. Simultaneously, the outfacing couples do a partner Trade. Clockwise facing lines form right hand stars in the centers; counter-clockwise facing lines form left hand stars in the center.

• SPECIAL FEATURE

ALAMO STYLE OPENERS

We're always delighted to receive our copy of "Figuring" Barry Wonson's delightful caller's note service from Australia. This month's issue provided several neat "Opening Biggies" and, since we're discussing tip openers elsewhere in this issue of Choreo Breakdown, we felt it might be a good idea to reprint some of Barry's material.

- Allemande Left, Alamo Style
Balance
Heads (only) Trade
Girls Trade
Boys Trade
Sides (only) Trade
Heads (only) Trade
Boys Trade
Girls Trade
Sides (only) Trade AL!

- 1-3 Flutterwheel
Allemande Left, Alamo Style
Balance
Heads (only) Walk & Dodge
Same 4 Partner Trade
Sides (only) Trade & Roll
Same 4 Pass Thru AL!

- Allemande Left, Alamo Style
Heads (only) Scootback
Same Boys Run
Sides (only) Trade & Roll
Same 4 Pass Thru AL!

and how about this one.....

- Couple 1 Rollaway
Couple 2 California Twirl
Couple 3 stand face to face
Couple 4 turn back-to-back
Couple 1 U-Turn back
Couple 2 Stand Pat
Couple 3 Star Thru, Couple 4 stand pat
Gents 1, 2 and 3 Run - everybody AL!

• NEW MOVEMENT (Experimental)

PATCH THE BOYS/GIRLSHow To Do It:

From a variety of allowable formations, active dancers do a Single or Partner Hinge and, without stopping, those designated (boys or girls) do a U-Turn Back in the direction of their body flow. From normal parallel ocean waves (ØW), Patch the Girls produces normal facing lines of four (ØL); from normal parallel ocean waves, Patch the Boys results in 1/2 Sashayed back-to-back lines of four; from normal right-right-facing parallel 2-faced lines, Patch the Girls produces normal facing lines of four.

Impressions:

This movement's action is simple, easily taught and easily grasped by the dancers. It also offers a caller an opportunity to provide the dancers with a considerable amount of choreographic variety. Note that the movement can be called from numerous staring formation/arrangements and that it similarly ends in a variety of formation/arrangements (depending on starting formation and whether the boys or girls do the U-Turn back). This also allows the caller to keep the choreography easy or hard in accordance with his or her particular program requirements.

Choreography:

<u>From a Zero Box (ZB/Box 1-4)</u> Swing Thru, Spin the Top Patch the Girls (ZB) AL!	<u>Box Get-Out</u>
<u>From a Zero Box (ZB)</u> Star Thru, Pass the Ocean <u>Patch the Girls</u> Slide Thru	<u>Box Zero</u> (True)
<u>From a Zero Box (ZB)</u> Swing Thru <u>Patch the Boys</u> Swing Thru, Recycle Sweep 1/4	<u>Box Zero</u> (True)
<u>From a Zero Line (ZL/1P2P)</u> RL Thru, Pass the Ocean Girls Trade <u>Patch the Girls</u> Right & Left Thru, Flutter Wheel	<u>Line Zero</u> (True)
<u>From a Zero Line (ZL)</u> Pass the Ocean, girls Trade <u>Swing Thru, Patch the Boys</u> Swing Thru, Recycle	<u>Line Zero</u> (True)

Patch the Boys/Girls (continued)Sample Routines (parallel OW's)

- 4 ladies Chain
1-3 Square ThruOB
Dosado to OW
Patch the Girls RL
Touch 1/4, 8 Circulate
Boys Run RB
Swing Thru Double
Patch the Girls ZL-os
Cross Trail Thru AL!
- 1-3 Square Thru ZB
Swing Thru
Patch the Boys (1/2L)
Pass Thru
Tag the Line - In EPL-os
Swing Thru
Spin the Top
Patch the Girls EPL-os
Pass Thru, Wheel & Deal
Centers Pass Thru (ZB) AL!
- 1-3 Square Thru ZB
Touch 1/4 (1W)
Swing Thru (4W)
Centers Trade (2W)
Patch the Girls (ØF)
Ferris Wheel
Centers Sweep 1/4
Square Thru
Outsides Roll 1/2 Sashay (4B)
Swing Thru (2W)
Patch the Girls (ØF)
Couples Circulate-boys go Double!
Girls Trade, Bend the Line
Star Thru, Dive Thru
Square Thru 3/4AL!

(From parallel 2-faced lines)

- 1-3 Square Thru ZB
Swing Thru
Boys Run (ØF)
Patch the Girls EPL-os
Star Thru

Right & Left Thru

- Veer Left (ØF)
Patch the Girls CL-os
Slide Thru (ZB)AL!

- 1-3 Lead right
Circle to a Line of 4 ZL
Pass the Ocean
Girls Trade, girls Run(1/2F)
Patch the Boys (1/2L)
Pass Thru
Tag the Line-In ERL-os
Swing Thru, boys Run (Tidal 2-faced line!)
- Patch the Girls CB-os
Square Thru 3/4 AL!

From Other Formations:

- 1-3 Lead Right
Circle to a line of 4 ZL
Touch 1/4
8 Circulate
Patch the Girls (Tidal 2-Faced lines)
1/2 Tag, Trade & Roll EPL-os
Pass the Ocean
Swing Thru, boys Run
4 girls Walk & Dodge (3x1)
Patch the Girls OL-os
Star Thru, 8 Chain 3 AL!

SINGING CALL (Corner Progression)

Head 2 RL Thru, turn your lady, son
Same 2 Cross Trail Thru, Separate go
 'round one
Make 2 lines go up & back, do a
 Right & Left Thru my friend
Pass the Ocean, Patch the Girls, then
 Pass the Ocean again
Girls Trade, Recycle, Swing that
 Corner girl
Allemande Left new corner & Prom-
 enade that world
....add 16-beat tag

● A PATCH VARIATION

PATCH IT UP (Bill Davis)

This variation is designed to make the "Patch" concept even more versatile; here's the definition:

Patch it Up: From any allowable formation, active dancers do a Partner or Single Hinge and, without stopping, those now facing out (of their own foursome) automatically do a U-Turn Back in the direction of their body flow.

And here are some sample routines:

- 1-3 Square Thru, Swing Thru..... (1/2W)
Patch it Up (same as Patch the Boys!) (1/2L)
 Box the Gnat
 Right & Left Thru EPL-os
 Pass Thru
Patch it Up (3L)
 Pass Thru, Wheel & Deal*
 Centers Swing Thru
 Girls Trade
Patch it Up (same as Patch the Girls) AL!

*Outsides Tap the insides on the shoulder, AL!

- 1-3 Square Thru ZB
 Touch 1/4
 Swing Thru
Patch it Up (1L)
 Swing Thru
Patch it Up (2B)
 Star Thru (ØF)
 Couples Circulate
 Bend the Line
 Slide Thru (ZB) AL!
- 1-3 Lead right, circle to a line ... ZL
 Pass Thru
Patch it Up (3L)
 Pass Thru
 Tag the Line-Right (1/2F)
 Couples Circulate
Patch it Up (1/2L)

Ends only Box the Gnat
 Centers Right & Left Thru (1L)
 Everybody Pass Thru
Patch it Up (1L)
 Star Thru OPB-os
 Swing Thru, Turn Thru AL!

● SHARE THE WEALTH

It's Get-Out Time again. Here are some we've been using lately:

- From a Zero Line (ZL/1P2P)
 Pass the Ocean
 Swing Thru, boys Run
 Tag the Line-In
 Pass Thru, Wheel & Deal
 Centers only Allemande Left
 Everybody Right & Left Grand!
- From a Right Hand Lady Line (RHL)
 (ZB + Star Thru/Square Thru
 Trade By/Star Thru)
 Touch 1/4, Coordinate
 Couples Circulate, boys Fold
 Go Right & Left Grand!
- From an Opposite Lady Line (OL)
 (ZL + Square Thru/Trade By/Star Thru)
 Right & Left Thru, Star Thru
 8 Chain Thru
 Then Count 3 hands more....
 Then 2 more after that
 And a couple more after that
 And one more after that....
 Allemande Left!
 (I was gonna say 8-Chain-Eleven
 but I thought you needed help!)

• THE PLUS PLATEAU

PEEL THE TOP

Peel the Top is a simple -- and almost predictable -- extension of a basic Peel the Top action when it is done from the so-called "Z" formation (parallel waves + Ends Fold). It is most commonly done from normal waves plus Swing Thru and the girls Fold and it is generally followed by a Right & Left Thru. And while that combination is both smooth and flows very nicely, it is, nevertheless a good idea for a caller to provide variety in his or her Peel the Top applications by occasionally calling it from other arrangements. Check out the following:

- 1-3 Promenade 1/2
Down the center Pass the Ocean
Girls Trade, Swing Thru
Girls Fold, Peel the Top
Right & Left Thru
Rollaway, 1/2 Sashay
Star Thru OPB-os
Swing Thru, boys Run
Bend the Line ZL
Swing Thru, girls Fold
Peel the Top, Right & Left Thru .. CB-os
Star Thru ZL-os
Cross Trail Thru AL!
- 1-3 Square Thru ZB
Swing Thru, girls Fold
Peel the Top
Right & Left Thru CL
Pass Thru, Bend the Line CL-os
Pass the Ocean
Girls Trade, boys Fold
Peel the Top
Box the Gnat CL
Right & Left Thru CL-os
Slide Thru (ZB) AL!
- 1-3 Square Thru ZB
Touch 1/4
Follow Your Neighbor & Spread .. ZB(ow)

Girls Trade, boys Fold
Peel the Top
Boys Trade, boys Run
1/2 Tag the Line
Coordinate
Couples Circulate
Girls Cast Right 3/4 (ØD)
Diamond Circulate
Diamond Circulate again
Flip the Diamond
Right & Left Grand!

- 1-3 Square Thru ZB
Sides Roll 1/2 Sashay (4B)
Everybody Swing Thru (2W)
Ends Fold, Peel the Top
All 8 Single Hinge (2C)
All 8 Circulate (3C)
All 8 Trade & Roll (3L)
Boys Load the Boat
Girls Spin the Top & Extend
Everybody Walk & Dodge
Partner Trade, Slide Thru (ZB) .. AL!
- 1-3 Square Thru ZB
Swing Thru, boys Run
Ferris Wheel & Spread (1L)
Pass Thru, Wheel & Deal
4 girls Pass Thru, Swing Thru ... (4W)
Ends Fold
Peel the Top
4 girls Swing Thru
Same girls Spin the Top
Same girls Recycle & Sweep 1/4
4 boys Cast right 3/4 & Roll (3L)
Pass Thru
Chase Right
Swing Thru
Pass to the Center
Centers Square Thru 3/4 AL!

• MOVIN' DOWN THE MAINSTREAM

- 1-3 Square Thru ZB
 Swing Thru, boys Run
 Bend the Line EPL-os
 Touch 1/4
 In your own 4, Walk & Dodge
 Outsides Cloverleaf
 Centers Pass Thru & Cloverleaf
 Everybody Double Pass Thru
 Leaders Trade (ZB) AL!

- Head ladies Chain & Rollaway
 Circle Left
 4 girls Touch 1/4
 Walk & Dodge (1B)
 All Pass Thru
 4 girls Cloverleaf
 4 boys Touch 1/4
 Walk & Dodge (2B)
 All Pass Thru
 4 boys Cloverleaf
 4 girls Spin the Top
 Same girls Turn Thru
 Boys Courtesy Turn your girl ZL-os
 Slide Thru
 Pass Thru AL!

- 1-3 Pass Thru, Separate
 Go 'round 1, line up 4 (1L)
 Pass Thru
 Wheel & Deal
 Double Pass Thru
 Girls Peel Off
 Boys Partner Trade (4L)
 Pass Thru
 Wheel & Deal
 Double Pass Thru
 Leaders Peel Off
 Other 4 Partner Trade (2L)
 Pass Thru
 U-Turn Back
 Slide Thru
 Centers only Dosado
 Go once-and-a-half ! AL!

- 1-3 Slide Thru, Pass Thru ZB-os
 Swing Thru, boys Run
 Tag the Line - In (4L)
 Pass Thru
 Tag the Line
 Boys (only) Peel Off
 Walk ahead and Touch 1/4
 Girls Partner Trade
 Same girls Swing Thru
 Same girls Single Hinge (3C)
 8 Circulate (1C)
 Girls Run
 Centers Pass Thru
 Swing Thru OCB-os(ow)
 Recycle (ZB) AL!

- 1-3 Square Thru ZB
 Swing Thru
 Box the Gnat, Fan the Top
 Right & Left Thru CL
 Touch 1/4
 All 8 Circulate
 Center 4 only Walk & Dodge
 Other boys Run OCB-os
 Swing Thru
 Scoot Back
 Fan the Top
 Right & Left Thru EPL-os
 Pass the Ocean
 Girls Trade ZB(ow)
 Swing Thru
 Boys Run
 Couples Circulate
 Bend the Line
 Right & Left Thru EPL
 Pass the Ocean
 Swing Thru
 All 8 Circulate
 ...once-and-a-half
 Right & Left Grand!

• FOR THE A1/A2 CALLER

Cross Over Circulate Get-Outs (A1)From a Zero Box (ZB/Box 1-4)

- Star Thru, Pass Thru
Tag the Line-Right
Cross Over Circulate (AL!)*
*From this set-up, Cross Over
Circulate is a Technical Zero
which means that you can call
it again and again -- and still
come out with an accurate AL!

From a Zero Line (ZL/1P2P)

- RL Thru, Pass the Ocean, Swing Thru
Boys Trade, boys Run
Cross Over Circulate
Cross Over Circulate
Boys Fold - Right & Left Grand!

Arky Allemande Get-Out (A1)From a Zero Box (ZB)

- Right & Left Thru, Dive Thru
Box the Gnat, Square Thru 3/4
Arky Allemande, etc.
- Swing Thru, boys Run
Ferris Wheel & Spread
Pass Thru-U-Turn Back
Load the Boat
Arky Allemande, etc.

Arky Allemande Opener

- 1-3 1/2 Sashay
Circle Left, 4 boys Square Thru
Everybody Pass Thru
Arky Allemande, etc.

From an Opposite Lady Line (OL)

- Touch 1/4, Split Transfer the Column
Swing Thru, centers Run, Ferris Wheel
4 Boys Right & Left Thru, Zoom
4 girls Arky Allemande
Everybody Arky Right & Left Grand

Switch the Wave Get-Outs (A2)From a Zero Box-ZB

- Swing Thru, Acey Deucey
Switch the Wave
Turn & Deal
Right & Left Grand

From a Zero Box Ocean Wave

- Girls Trade, Swing Thru
1/4 Thru
Switch the Wave (AL!)

Pass and Roll/Pass & Roll Your
Neighbor Get-Outs (A2)From a Zero Box-ZB

- Touch 1/4, Scoot Back
Pass & Roll Your Neighbor (AL!)

From a Zero Line-ZL

- Pass the Ocean, Swing Thru
Boys Run
Tag the Line-In
Pass Thru, Wheel & Deal
Centers Pass Thru
Pass & Roll
Right & Left Grand

From a Zero Box Ocean Wave

- Girls Trade, Swing Thru
Boys Run
Girls only Pass & Roll
Boys Circulate
Everybody Cross Over Circulate
Turn & Deal (AL!)

Correction Please: We inadvertently omitted a "Pass the Ocean" between the RL Thru and the Swing Thru in the "6x2 Quickie Tip Opener" on page 1318 of the April 1982 issue. Please add it to your copy. (and accept our apologies!)

● CHOREO TIPS

USING TIP-OPENERS AS GET-OUTS (AND VICE VERSA !)

The so-called "Opening Biggie" is a popular tip-opening program device currently favored by many callers -- among memory callers and sight callers as well -- and we have, from time to time in these notes, provided some interesting examples of such tip opening routines (most recently in the Dec. 1981 issue - see page 1287).

It is also interesting to note that both the "Opening Biggie" and what we sometimes identify as the "Surprise Get-Out" share a common characteristic, namely, they are both generally used by callers to accomplish the same purpose, i.e., to sneak up on the dancers when they aren't expecting it and resolve the square in an unusual (surprise!) manner. This would seem to suggest that it would be helpful if both types of routine could be used interchangeably and thus allow a caller to get a bit more mileage out of what he or she has already memorized. Actually, all that would be necessary would be for a caller to develop a kind of choreographic "bridge" between the two.

It turns out that the process of converting a get-out to a tip-opener is a relatively simple one and it requires practically no additional memorizing at all. Since, typically, a large number of get-outs begin from either a Zero Box (ZB/Box 1-4) or from a Zero Line (ZL/1P2P) set-up, such routines can easily be pressed into service as tip openers by simply preceding them with an appropriate conversion, i.e., to use a ZB get-out as a tip opener, it is merely necessary to first call "Heads Square Thru" -- and to use a get-out that begins from a Zero Line, it is only necessary to first call "Heads Lead right and Circle to a line" -- and then, of course, to follow it up with the appropriate get-out. Nothing to it!

And while the reverse -- the conversion of opening biggies to effective get-outs -- is not especially harder or more difficult, one does need, first, to take the trouble to memorize one or two simple conversion routines that will serve to take the dancers from either a ZB or a ZL set-up to a normal, in-sequence, everybody with original partner square-type formation/arrangement. This too is a fairly simple thing to accomplish and many of you have no doubt already stored one or two such routines in your memory bank.

But if, on the other hand, you haven't already done so, you might find it helpful to add a certain amount of this kind of material to your current collection of conversion modules. First, we'll provide you with a couple of additional tip-openers (not necessarily "biggies"!) -- and then we'll list some conversion that will allow you to also use them as get-outs:

a) Heads Star Thru
Zoom
Dixie Grand
Allemande Left

b) Heads Pass the Ocean
Ping Pong Circulate
Ping Pong Circulate again
Centers Recycle
Sweep 1/4, Allemande Left!

CHOREO BREAKDOWN

Choreo Tips (continued)

And now, here are a handful of simple conversion routines that allow a caller to use the preceding openers as get-outs: (those last active in the conversion begin the get-out)

- | <u>From a Zero Line (ZL)</u> | <u>From a Zero Box (ZB)</u> |
|--|--|
| 1) Pass Thru, Wheel & Deal
Centers Swing Thru
Boys Run, Bend the Line | 3) Swing Thru, boys Run
Ferris Wheel
Centers Star Thru |
| 2) Touch 1/4, Coordinate
Girls Trade, Ferris Wheel
Zoom, centers Star Thru | 4) Swing Thru, boys Run
Ferris Wheel & Spread
Star Thru, centers RL Thru
Slide Thru |

It sometimes happens, however, that a tip-opener will begin with some form of ladies Chain and, in such cases, a slight refinement is necessary. First we'll look at three more tip-openers:

- | | |
|--|--|
| c) 4 ladies Chain, Promenade
Heads Wheel Around, Pass Thru
Wheel & Deal, centers Star & back away
Other 4 lead right (AL!) | d) 4 ladies Chain 3/4, Heads Pass Thru
Take another step forward
Do a Partner Trade
Back away to lines of four
Load the Boat, Right & Left
Grand! |
| e) 4 ladies Chain 3/4
1-3 Right & Left Thru
Same 2 girls Chain 3/4
Side men turn'em & Rollaway
Lines of 3 Slide Thru (AL!) | |

Note that opener (c) begins with a 4 ladies Chain and that openers (d) and (e) each start with a 3/4 Chain. This means that in order to accurately convert these openers to usable get-outs we would first need to nullify the effect of the particular Chain in question. The dancers would need to be in an oppositelady line-OL (from ZL call Square Thru/Trade By Star Thru) before you could use conversions 1 or 2 (above) -- or in an opposite-lady box -OB (from a ZB call RL Thru/Dive Thru/Zoom/Pass Thru) before you could employ conversions 3 or 4. Similarly, in the case of openers (d) and (e), since they both begin with a 3/4 Chain one would first need to bring the dancers to a Corner Line (ZB+Star Thru) -- or to a Corner Box (ZB+Star Thru/Touch 1/4/8 Circulate/boys Run) -- before using conversions 3 or 4.

choreo



BREAKDOWN

BILL PETERS • 5046 Amondo Drive, San Jose, California 95129

JULY 1982

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WHAT'S HAPPENING?

We are sometimes asked whether it is better, in a workshop situation, to show the dancers a new experimental -- or to train them in an accepted move on the next higher list or plateau (Show a MS/QS dancer a Plus move or a Plus dancer and Advanced move, etc.) In our opinion there's no one answer that will effectively accomodate every situation and we usually answer the question by suggesting that it is important for a caller to carefully analyze and evaluate each individual workshop situation as it arises. There are certainly many obvious advantages to "moving the dancers up the list" -- but there are, just as certainly, still a lot of advantages to showing the dancers an interesting new experimental

that seems to have a lot of good potential. As it is with just about every other facet of a caller's job, it's all a matter of judgement.

Surprisingly, we've had the opportunity to review a good many more experimentals than usual for this time of the year. Two of them (Bridge the Gap and Dixie Spin Chain Thru) caught our fancy and we've featured them for you this month. Here are the others:

ALL ABOARD (Jack Berg) From parallel lines or waves, all dancers Cross Over (as in Cross Over Circulate) but in this case, the ends go in front (instead of the belles). Then, without stopping, all Tag the Line-In. Ends in facing lines.

DIXIE DOLLAR (Jack Berg) From facing couples, girls (belles) do a right-hand pull by and Left Touch with the opposite boy (beau); then all Follow Your Neighbor but centers (beaus) cast 1/4 instead of 3/4. The action ends in RH waves.

GRAND CHAIN DOWN THE LINE (Vanya Leighton) . From a Thar with girls in the center and backing up (girls with RH joined) girls Star right straight across (1/2 way) and Courtesy Turn with the boy they meet.

LOAD THE STAR: From a squared-up set, active dancers (Heads/Sides) Star right one full turn and then turn back and star Left

What's Happening (continued)

for one full turn. Simultaneously, the other dancers Partner Trade and Roll and do the ends part of a Load the Boat. The inside four, after completing their stars, adjust to form the end-up 8-chain thru formation.

RESET THE DIAMOND (Nonie Moglia)

From center-to-center twin diamonds, the center wave Trade the Wave as the points Diamond Circulate and then Single Hinge with the dancer they meet. The action ends in side-by-side columns.

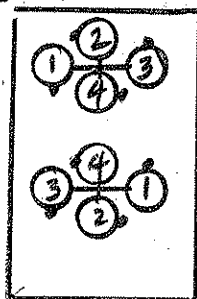
RE-TRACK (Jack Berg) From parallel ocean waves or 8-Chain Thru formation, all Pass to the Center and, without stopping, do a Double Pass Thru. "RE-TRACK Two" means to do a Re-Track + a Track Two.

(Spin Chain the Gears) BUT SHIFT TO.....

(Carl Hanks) This is a modification of the Spin Chain the Gears traffic pattern. At the point in the action where the two left-hand stars are formed, the infacing "point" dancer in each star (see diagram) is the dancer designated as No. 1

the dancer behind No. 1 is No. 2; behind No. 2 is No. 3; and the dancer behind No. 3 is No. 4.

The command "Spin Chain the Gears-But Shift to(some number)" means that the designated dancer in each



star will raise and extend their free arm and when the star is turned, it turns until the dancers with extended arms meet in the center. They then Trade and all finish like a standard Spin Chain the Gears.

(points or centers) TOUCH THE DIAMOND

(Nonie Moglia) From facing diamonds, designated dancers (points/centers) move ahead in their Circulate path to Touch 1/4 with the

one they meet. Points Touch the Diamond ends in columns; centers Touch the Diamond ends in waves.

TRADE & HINGE (Nonie Moglia)

From any ocean wave, all dancers do 1/2 of a Trade the Wave and Touch 1/4 with the one they meet. A 4-dancer wave produces a Box Circulate foursome; parallel waves produce columns. When called from lines facing or back to back or from 2-faced lines, all partner Hinge plus Single Hinge to end in ocean waves. From 3x1 lines, "Centers Trade & Hinge" produces 2-faced lines.

WHEEL THRU THE WAVE (Jack Berg)

From a right-hand ocean wave, centers 1/4 right and step forward as ends 1/4 right and cross to join original centers in the beau's position ending the action as couples back-to-back. The action is exactly equal to Single Hinge + Walk & Dodge.

Left Wheel Thru the Wave: From a right-hand wave, ends 1/4 left as centers 1/4 left and step forward to pair up with ends in the belle's position ending the action as couples back-to-back.

BRIDGE THE GAP (Bruce Busch)How To Do It:

From any Double Pass Thru formation, the left side dancers (beaus) individually Veer left and move straight ahead as the right-side dancers (belles) Extend and Trade. The action ends in parallel right-hand ocean waves

Left Bridge the Gap: From a Double Pass Thru formation, belles Veer right and forward as beaus Extend and Trade to end in left-hand ocean waves.

Bridge and Anything: Same action as above for the beaus. Belles Extend and take the "anything" command.

Impressions:

This movement flows nicely and is very easy to teach and may well wind up as a Callerlab Quarterly Selection. We also suspect that it will be getting a lot of workshop action this summer.

Choreography:

<u>From a Zero Box (ZB/Box 1-4)</u> Swing Thru, boys Run Ferris Wheel <u>Bridge the Gap</u> Recycle, Veer Left Wheel & Deal	<u>BOX ZERO</u> (True)
<u>From a Zero Box - ZB</u> Right & Left Thru, Dive Thru <u>Bridge the Gap</u> Recycle, Pass to the Center Centers Pass Thru	<u>BOX ZERO</u> (True)
<u>From a Zero Line - (ZL/IP2P)</u> Pass Thru, Wheel & Deal <u>Bridge the Gap</u> Explode the Wave Partner Trade	<u>LINE ZERO</u> (True)
<u>From a Zero Line (ZL)</u> Star Thru, Right & Left Thru Veer Left, Ferris Wheel <u>Bridge the Gap</u> Recycle, Star Thru	<u>LINE ZERO</u> (True)

Bridge the Gap (continued)Sample Routines:

- 1-3 Star Thru (ØP)
Bridge the Gap ORB-os(ow)
 Recycle
 Pass Thru
 Trade By (AL!) ZB
 Star Thru
 Pass Thru
 Wheel & Deal (ØP)
Bridge the Gap
 Swing Thru, boys Trade
 Boys Run
 Bend the Line
 Slide Thru (ZB) AL!
- 1-3 Pass Thru, Separate,
 Go 'round 1, line up 4 (1L)
 Star Thru (ØP)
Bridge the Gap
 Recycle (AL!) ZB
 Swing Thru, boys Run
 Tag the Line - In (4L)
 Touch 1/4
 8 Circulate (2C)
 Boys Run (ØP)
Bridge the Gap CB(ow)
 Dixie Grand AL!
- 1-3 Flutterwheel
 2-4 Pass Thru, Separate
 Go 'round 1, line up 4 (1L)
 Star Thru (ØP)
Bridge the Gap RB(ow)
 Swing Thru
 Boys Trade
 Boys Run
 Tag the Line - Right (1/2F)
 Ferris Wheel (1/2P)
Bridge the Gap (1/2W)
 Right & Left Grand!

- 1-3 Square Thru ZB
 2-4 Rollaway (4B)
 Swing Thru
 Centers Run
 Ferris Wheel (4P)
Bridge the Gap (2W)
 Boys Run EPL
 Touch 1/4
 8 Circulate
 Centers only Walk & Dodge
 Everybody Partner Trade & Roll... (2L)
 Pass Thru
 Wheel & Deal (2P)
Bridge the Gap (4W)
 Swing Thru, boys Run EPL
 Pass Thru
 Wheel & Deal
 Centers Square Thru 3/4 AL!

GET OUTS:From a Corner Line (CL)

Pass Thru
 Wheel & Deal
Left Bridge the Gap (AL!)

From a Zero Line (ZL)

Box the Gnat
 Pass Thru
 Wheel & Deal
Bridge the Gap
 Right & Left Grand!

SINGING CALL (Corner Progression)

Head 2 Promenade, 1/2 way I say
 In the center Star Thru, Zoom that way
 Bridge the Gap and when you're done,
 Recycle for me there
 Swing Thru 2 by 2, boys Run right you do
 Ferris Wheel, center 2 Pass Thru & Swing
 Swing that corner & Promenade the ring
 ...add 16 beat tag

● SWING THRU FROM LH WAVES

There used to be a minor controversy concerning the correct definition for a Swing Thru. There were those who said (1), that a Swing Thru always required ends and adjacent centers to Swing 1/2 right and the new centers would then Swing 1/2 left (by whatever hand!) Others held (2), that from whatever wave (RH or LH) the proper definition was for those who can to Swing 1/2 right and then those who can Swing 1/2 left. Callerlab, of course, has finally settled the argument and most callers seem now to be aware that the second definition is the correct one.

This means that from a LH ocean wave, the command Swing Thru means that the centers must Swing 1/2 right and then all must Swing 1/2 left. It is probably also true, however, that most dancers at the MS or Plus levels are not aware of the correct way to Swing Thru in a LH wave (they tend to do a Left Swing Thru instead) and it might, therefore, be a good idea for some of us to schedule a bit of workshop time to train our dancers in this rather interesting Swing Thru application.

- 1-3 Square Thru ZB
Swing Thru, boys Run
Bend the Line, Pass Thru
Partner Trade EOL
RL Thru, Dixie Style to an OW.. (ØLW)
Swing Thru (1/2LW)
Girls Trade, girls Run
Tag the Line-In, Pass Thru
Tag the Line - Left
Couples Circulate
Girls Run (1/2LW)
Swing Thru (ØLW)
Boys Trade AL!
- 1-3 Lead Right, circle to a line. ZL
RL Thru, Dixie Style to OW..... (ØLW)
Swing Thru
Chain Down the Line ECL
Pass Thru, Wheel & Deal
Centers Pass Thru CB-os

Star Thru, Right & Left Thru ... ZL
Dixie Style to OW (ØLW)
Swing Thru
Chain Down the Line ERL-os
Rollaway, 1/2 Sashay (1/2L)
Touch 1/4
Boys Run OPB-os
Swing Thru, Turn Thru AL!

- 1-3 RL Thru, Star Thru (ØP)
Double Pass Thru
Leaders Trade OB-os
All Star Thru, RL Thru
Flutterwheel, Reverse Flutter.. CL-os
Dixie Style to OW (ØLW)
Swing Thru (1/2LW)
Girls Trade, girls Run
Tag the Line, Cloverleaf
Boys Pass Thru, Star Thru (ØF)
Couples Circulate, Bend the Line
RL Thru, Dixie Style to OW
Swing Thru, Swing Thru again
Boys Trade AL!
- 4 ladies Chain, Promenade
1-3 Wheel Around OL
RL Thru, Dixie Style to OW ... (ØLW)
Swing Thru (1/2LW)
Girls Trade, girls Run
Bend the Line ERL
Touch 1/4, 8 Circulate
Boys Run OCB
Star Thru EOL
Pass Thru
Partner Trade
Reverse the Flutter
Dixie Style to OW (ØW)
Swing Thru
Girls Trade
Left Swing Thru
Trade the Wave AL!

● MOVIN' DOWN THE MAINSTREAM

- 1-3 Square Thru ZB
 Right & Left Thru OB-os
 Touch 1/4
 Scoot Back
 Boys Fold
 Girls Swing Thru & Extend
 All Walk & Dodge
 Partner Trade ZL
 Star Thru, Pass Thru
 Everybody U-Turn back
 Square Thru
 On the 3rd hand
 Right & Left Grand!
- 1-3 Square Thru ZB
 Right & Left Thru OB-os
 Square Thru
 On the 3rd hand Touch 1/4
 Scoot Back
 Boys Run CL
 Square Thru
 On the 3rd hand Touch 1/4 (ØC)
 8 Circulate
 Boys Run, Slide Thru ZL-os
 Square Thru
 Trade By, Slide Thru OL-os
 Star Thru, Right & Left Thru
 Rollaway 1/2 Sashay
 Square Thru
 On the 3rd hand Square Thru again
 On that 3rd hand go Right and
 left Grand
 And on that 3rd hand
 Promenade your Partner!
- 4 ladies Chain
 1-3 Right and Left Thru
 Pass Thru, Separate
 Go 'round 1, line up 4 (1L)
 Pass Thru
 Tag the Line-Right (2F)
 Couples Circulate (1F)
 Ends Run, Centers Trade (2W)
 Boys Fold (1P)
 4 girls Swing Thru, Turn Thru
 Boys Courtesy Turn your girl ZL
- Right and Left Thru
 Dixie Style to OW
 Boys only Scoot Back
 Girls Circulate AL!
- 4 ladies Chain, Promenade
 1-3 Wheel Around OL
 Right & Left Thru
 Pass the Ocean, Swing Thru
 Scoot Back, Fan the Top
 Right & Left Thru OL
 Pass Thru, Wheel & Deal
 Double Pass Thru
 Cloverleaf (ØP)
 Centers Right & Left Thru
 Pass Thru OPB
 Swing Thru, girls Fold
 Peel Off, Couples Circulate ... (ØF)
 Tag the Line - Right
 Wheel & Deal (1/2B)
 Swing Thru RB(ow)
 Boys Fold, Fan the Top
 Boys Run, 1/2 Tag the Line ... (ØC)
 8 Circulate
 Boys Run (ZB) AL!
- 1-3 Square Thru 3/4
 Separate, go 'round 1, line up 4. (1L)
 Pass Thru
 Tag the Line
 Cloverleaf (ØP)
 Centers Pass Thru ZB
 Star Thru
 Pass Thru
 Cloverleaf
 Right & Left Grand!

DIXIE SPIN CHAIN THRU (Dick Bayer)How To Do It:

From facing lines of four (or from a Double Pass Thru formation), all dancers Dixie Style to an Ocean Wave and, without stopping, the wave centers then Cast right $3/4$, the two middle centers Trade (with left hands) and turn the one they meet $3/4$ s by the right. The action ends in parallel left hand ocean waves.

Impressions:

As the name implies, the action combines the basic traffic patterns of a Dixie Style to an Ocean Wave and a (left) Spin Chain Thru. The movement teaches easily and flows quite smoothly and it could be just the thing to perk up those summer workshop doldrums. As it is with a standard Spin Chain Thru, the choreography is somehow more satisfying when the ends are required to Circulate while the centers are busy doing their thing in the middle.

Choreography:

<u>From a Zero Box (ZB/Box 1-4)</u> Star Thru, RL Thru <u>Dixie Spin Chain Thru</u> Girls Circulate Double Boys Cross Run, girls Trade Recycle Square Thru $3/4$, Trade By	<u>BOX ZERO</u> (True)
<u>From a Zero Box (ZB)</u> Swing Thru, boys Run Ferris Wheel & Spread Pass Thru, Wheel & Deal <u>Dixie Spin Chain Thru</u> Girls Circulate once Boys Cross Run, Girls Trade Recycle	<u>BOX ZERO</u> (Technical)
<u>BOX GET-OUT</u>	<u>From a Zero Box (ZB)</u> Swing Thru, boys Run Bend the Line Right & Left Thru <u>Dixie Spin Chain Thru</u> <u>Girls Circulate once</u> Allemande Left!

Dixie Spin Chain Thru (continued)Sample Routines:

- 1-3 lead right, circle to a line ... ZL
Right & Left Thru
Dixie Spin Chain Thru (ØLW)
Girls Circulate double
Boys Cross Run, girls Trade
Recycle ZB-os
Square Thru 3/4, Trade By (ZB) .. AL!
- 1-3 Square Thru ZB
Swing Thru, boys Run
Bend the Line
Right & Left Thru
Dixie Spin Chain Thru (ØLW)
Girls Circulate double
Boys Run, Tag the Line-In
Touch 1/4
8 Circulate
Boys Run (ØP)
Centers Pass Thru (AL!) ZB
Star Thru, Right & Left Thru
Dixie Spin Chain Thru (ØLW)
Girls Circulate double
Boys Cross Run, girls Trade
Recycle, Slide Thru ZL-os
Cross Trail Thru AL!
- 1-3 Square Thru ZB
Swing Thru, boys Run
Couples Circulate
Bend the Line EOL-os
Right & Left Thru
Dixie Spin Chain Thru (ØLW)
Girls Circulate double
Boys Cross Run, girls Trade
Recycle, Right & Left Thru
Slide Thru, Pass Thru
Wheel & Deal & Spread (1L)
Pass Thru, Wheel & Deal (1P)
Dixie Spin Chain Thru (ØLW)
Girls turn back & Circulate once ..(1/2F)
Couples Circulate, boys Hinge ... (1/2D)
Diamond Circulate
Flip the Diamond, Right & Left Grand!
- 1-3 lead right, Circle to a line ..ZL
Pass Thru, Wheel & Deal
Double Pass Thru
Peel Off (2L)
Pass Thru, Wheel & Deal (2P)
Dixie Spin Chain Thru (1/2LW)
Boys Circulate double
Left Swing Thru
Boys Cross Run, girls Trade
Recycle
Pass to the center, Square Thru 3/4, AL!
- 1-3 Square ThruZB
Swing Thru, boys Run
Bend the Line
Right & Left Thru
Flutterwheel
Reverse Flutterwheel
Dixie Spin Chain Thru (ØLW)
Girls Circulate double
Boys Cross Run, girls Trade
Recycle (ZB) AL!

SINGING CALL (Corner Progression)

Head couples Square Thru, 4 hands you
know
Swing Thru the outside two, boys Run
Right & go
Bend the Line, then Right & Left Thru
Dixie Spin Chain Thru
Girls Circulate two places now, and
when you're thru
Allemande Left the Corner, Partner
Dosado
Go back and Swing that Corner boys
and then you Promeno
...add 16-beat tag

HAVING FUN WITH "AND ROLL"

- 1348 -

- FOR THE A1/A2 CALLER

SINGING CALLS IN THE ADVANCED PROGRAM

The response to our recent addition of A1 and A2 material in these notes has been very encouraging and a good many of you have written in to express your approval and appreciation. Thanks for taking the time and trouble to let us know.

A number of you have also suggested that we occasionally include some singing call routines that feature A1 or A2 material. No sooner said than done.....

A1 Singing Calls

Split Square Thru

- 1-3 Promenade go 1/2 way
Down the middle do the RL Thru
Same 2 Swing Thru, boys Run Right
Turn & Deal & Split Square Thru
Count to 4 then Trade By & Swing
that Corner girl
Swing that lady then you Promenade
...add 16-beat tag

Cross Over Circulate

- 1-3 Square Thru, 4 hands you go
Swing Thru the outside 2 & then
Boys Run, Cross Over Circulate
then you Turn & Deal
RL Thru & turn that lady fair
Square Thru 3/4, then Trade By
Swing that corner lady Promenade
...add 16-beat tag

Horseshoe Turn

- Head 2 Star Thru, Double Pass Thru
Horseshoe Turn go walkin 2 by 2
Swing Thru, boys Run Cross Over
Circulate
Then Cross Over Circulate again
Wheel and Deal & Corner Swing
Swing that girl & then you Promenade
...add 16-beat Tag

A2 Singing Calls

Scoot Chain Thru

- Head 2 Promenade go 1/2 way
Down the middle do the RL Thru
Square Thru & then count to 4 my
friend
Touch 1/4, Scoot Chain Thru
When you're done, boys will Run
& Swing that corner there
Swing that girl & then you Promenade
...add 16-beat tag

Motivate

- 1-3 Promenade go 1/2 way
In the middle Wheel Thru & do
a Dosado
Make a wave and Motivate 2 by 2
for me
Keep it turnin' baby, don't be slow
When you're done, boys will Run
Slide Thru & Swing
Swing that girl & then you Promenade
...add 16-beat Tag

Trail & Peel

- 1-3 Promenade go 1/2 way
Down the center RL Thru for me
Star Thru & everybody Double Pass
Thru
Trail & Peel you're walkin' 2 by 2
Slide Thru, Left Allemande, partner
Dosao
Go back, Swing the Corner Promenade
...add 16-beat Tag

choreo



BREAKDOWN

BILL PETERS • 5046 Amondo Drive, San Jose, California 95129

AUGUST 1982

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WHAT'S HAPPENING?

In the current issue of another note service Al Brundage comments on something that we have been concerned with for some time, namely, that "Many dancers feel that ...they must dance at a higher level to really have fun". Al, of course, regrets this tendency and further observes that "...it is our responsibility as callers to make every dancer feel happy and comfortable at every plateau". Al also notes that his comments were inspired by an article written by Curley Custer who feels the same way -- and we whole-heartedly agree with them both. We have long felt that the way in which our level system has evolved over the years has been both our blessing and our curse. For while it certainly strengthens

the activity to provide carefully defined plateaus so that dancers may choose the particular level of choreographic difficulty they prefer, the level system also encourages a tendency (on the part of both dancers and callers) to regard the "higher" levels as being somehow "better" than the ones below. Nothing, of course, is further from the truth and we strongly concur with both Al and Curley when they suggest that it is up to our caller leadership to make a special effort to counteract this tendency by providing Fun and dancing Pleasure at every level.

Here are the new ideas we explored this month:

ARRIVE ALIVE (Ron Schneider) From columns, centers Peel away in single file and Promenade 1/4 around the outside of the set as, simultaneously, the outsides do two column Circulates to form a momentary Box Circulate foursome where, without stopping, they do a Box Counter Rotate. RH columns produce LH waves.

BIG TRADE & DEAL (Jack Berg) From a Double Pass Thru formation, centers Veer left (to form a 2-faced line in the center) and centers of the 2-faced line Trade. Each center couple then Extends forward to end the move in parallel 2-faced lines.

DIXIE TOP (Mickey Blunk) From any formation allowing a Dixie Style to an Ocean Wave All do a Dixie Style to a wave and, without

What's Happening? (continued)

stopping, centers Cast right $3/4$ as ends move up $1/4$ to end in LH ocean waves.

E.T. (Jack Berg) From any line or ocean wave, centers Run & Roll as new centers Hinge. Hingers then do a (phantom) Diamond Circulate as original Rollers Extend and Touch $1/4$.

K'SAR (Anne Redde) from back-to-back lines, centers do a Trade & Roll as ends $1/4$ out and Roll twice (a $3/4$ spot turn) to end the action in a DPT formation.

LACE UP From parallel 2-faced lines, infacing couples Circulate $1/2$, Bend In and Touch $1/4$. Simultaneously, the out-facing ends loop around the adjacent dancer and Trade with them. Ends in columns.

LOAD THE WINDMILL From facing lines ends do their part of a Load the Boat but after passing 2 people, they Touch $1/4$ with the third one they meet to become the out-sides or ends of the final column formation. The centers, meanwhile, Swing Thru and Cast $3/4$ to become column centers.

MOVE OVER (Alf Appleton) From parallel 2-faced lines, infacers Veer in to become facing couples and without stopping, they now Turn Thru. Outfacers, meanwhile do as in Turn and Deal (face in, step forward, face in) Facing dancers now Touch (Extend) to form the end-up parallel OW formation.

SAVE YOUR TIME (Bill Davis) From parallel ocean waves, 2-faced lines or other lines with ends in Tandem, Ends $1/2$ Circulate and those coming into the center Slide together (Hourglass Circulate). Simultaneously, the centers Trade and then Slide apart to end the action in an Hourglass formation.

SCOOT AND TRADE (Bob Elling) From a Quarter Tag formation, all Scoot Back and without stopping, the outsides Trade. All now Extend to end the movement in parallel ocean waves.

SHINE THE DIAMOND (Jack Berg) From any twin diamond formation, the outside 6 Perimeter Circulate as the remaining two (centers) Tag. Original outpoints now face in and Touch $1/4$ with the Taggers.

SPARKLE (Bob Elling) From parallel 2-faced lines or ocean waves, centers Scoot Back and Spread as, simultaneously, the ends Slide together and (with inside hands) Cast $3/4$. The action ends in diamonds.

TRACK TO A DIAMOND From side-by-side columns, the No. 1 and 2 dancers in each column do a Track 2 action as, simultaneously, the trailers Extend to form a momentary Box Circulate foursome and then Cast $3/4$ with inside hands. Ends in diamonds.

• NEW MOVEMENT (Experimental)

SYNCHRONIZE (Bill Davis)How To Do It:

From any allowable formation (2-faced lines, OWs, certain 3x1 lines, or any formation featuring tandem ends), ends 1/2 Circulate and those coming into the center slide together shoulder-to-shoulder (the ends, in effect, do an Hourglass Circulate). This produces 3 momentary mini-waves with a lonesome "flanker" at either end of the set. Without stopping, all now finish like a Coordinate, i.e., the 3 mini-waves Trade and the centers and flankers all move up. 2-faced lines end in 2-faced lines, waves produce waves, 3x1 lines produce 3x1 lines, etc. From 2-faced lines the end result equals a Couples Trade; from waves, the end result is equal to "ends Trade, centers Trade".

Impressions:

Teaching this move is a snap for dancers already familiar with the Coordinate traffic pattern. Until we actually tries it with dancers we felt that the slight timing imbalance that finds the centers marking time as the ends begin their lead-off 1/2 Circulate might pose a slight problem. What we found, however, was that the dancers took to the move very positively (they really liked it!) and the timing seemed to take care of itself!

Choreography:

<u>From a Zero Box (ZB/Box 1-4)</u> Right & Left Thru, Swing Thru Boys Run <u>Synchronize</u> Wheel & Deal	<u>BOX ZERO</u> (True)
<u>From a Zero Box (ZB)</u> Swing Thru, boys Trade Spin the Top, RL Thru Pass the Ocean <u>Synchronize</u> Recycle	<u>BOX ZERO</u> (True)
<u>From a Zero Line (ZL/1P2P)</u> Pass the Ocean Linear Cycle Sweep 1/4, Veer Left <u>Synchronize</u> Bend the Line	<u>LINE ZERO</u> (True)

Another aspect of this move's versatility is the way it seems to lend itself to get-outs. Note the routines on the next page:

Synchronize (continued)Zero Line (ZL) Get-Outs:

- Pass the Ocean
Synchronize
Box the Gnat, Right & Left Grand!
- RL Thru, Pass the Ocean
Girls Trade, Swing Thru
Synchronize
Right & Left Grand!
- Square Thru, Trade By
Star Thru, RL Thru
Flutterwheel, Star Thru
Square Thru-on 3rd hand Swing Thru
Synchronize
Right & Left Grand & on that 3rd Hand
Promenade!

Zero Box (ZB) Get-Outs:

- Star Thru, RL Thru (CL-os)
Rollaway, 1/2 Sashay
Pass Thru, Tag the Line-Right
Synchronize, AL!
- Star Thru, Pass Thru, Chase Right
Synchronize
Girls Run
Pass Thru, Ends Fold, AL!
(this routine is also a Technical Zero
from a Zero Box)
- Swing Thru, boys Run
Bend the Line (EPL-os)
Square Thru 3/4, Courtesy Turn
Dixie Style to an OW
Synchronize, AL!

Sample Routines:

- 1-3 Square Thru ZB
Swing Thru, boys Run (ØF)
Synchronize (ØF)
Couples Circulate (ØF)
Synchronize (ØF)
Ferris Wheel, Zoom
Centers Square Thru 3/4 AL!

- 1-3 lead right, circle to a line.. ZL
Right & Left Thru, Pass the Ocean (ØW)
Synchronize (ØW)
Recycle, Veer Left
Couples Circulate
Bend the Line ZL
Pass the Ocean, Swing Thru (1/2W)
Synchronize (1/2W)
Boys Run, girls Hinge (ØD)
Diamond Circulate Double
Flip the Diamond
Right & Left Grand!
- 1-3 lead right, circle to a line.. ZL
Pass the Ocean
Swing Thru, boys Run (ØF)
Synchronize
4 girls Walk & Dodge (3x1)
Synchronize (3x1)
4 girls Pass Thru, Chase Right
4 boys Circulate 1 spot (ØF)
As Couples Circulate
Wheel & Deal OPB-os
Swing Thru, Turn Thru AL!

SINGING CALL (Corner Lady Progression)

Head 2 Promenade, 1/2 way 'round I say
Down the center Square Thru, 4 hands
that way
Swing Thru the outside 2, boys Run
to the right
Synchronize go 2 by 2 - 3 pairs Trade
& when you do
Couples Circulate & then you Wheel and
Deal for me
Corner Swing the Corner girl and Prom-
enade for me
...add 16-beat tag

• THE QS PAGE

Here's a page of easy but interesting choreography designed to give your dancers a little experience -- and a lot of fun -- doing the QS moves (as they currently appear on the Callerlab QS list). The moves are: Chain Down the Line, Hinge & Flutter, Dixie Derby, Red Hot and Linear Cycle.

- 1-3 Pass the Ocean (ØQ)
 Linear Cycle
 Cross Trail Thru, Separate
 Go 'round 1, line up 4 RL-os
 Right & Left Thru
 Dixie Derby (ØF)
 Couples Circulate
 Bend the Line RL-os
 Pass the Ocean
 Hinge & Flutter EPL
 Pass Thru
 Wheel & Deal
 Centers Square Thru 3/4 AL!

- Allemande Left
 Walk by your Partner
 Go Red Hot...
 RH Lady Right, partner left a full turn
 Corner girl RH around
 Back to partner, Courtesy Turn
 Promenade
 1-3 Wheel Around ZL
 Right & Left Thru
 Pass the Ocean
 Girls Trade
 Linear Cycle
 Sweep 1/4 RB
 Veer Left
 Couples Circulate
 Chain Down the Line OL
 Pass Thru
 Wheel & Deal
 Centers Star Thru, back away
 Others Lead right (ZB) AL!

- 1-3 Pass the Ocean (ØQ)
 Girls Trade
 Hinge & Flutter
 Star Thru (ØP)
 Double Pass Thru
 Leaders Trade OB
 Swing Thru
 Girls Circulate Double
 Boys Trade (1/2W)
 Linear Cycle (1/2L)
 Centers Right & Left Thru
 Dixie Derby
 Same 4 Wheel & Deal
 Sweep 1/4
 Ends Star Thru
 Cloverleaf (ØP)
 Centers Dosado to OW
 Linear Cycle AL!

- 1-3 Touch 1/4
 Walk & Dodge OPB-os
 Swing Thru
 Boys Run
 Couples Circulate
 Chain Down the Line
 Turn that girl 1/4 more (ØF)
 Ferris Wheel
 Centers Spin the Top
 Outsides Divide & Star Thru
 Centers Linear Cycle
 Sweep 1/4
 Everybody Zoom AL!

- 1-3 1/2 Square Thru ZB-os
 Swing Thru, Spin the Top
 Right & Left Thru
 Cross Trail Thru & walk by your Partner
 Allemande Left
 Pass Partner again, go Red Hot
 RH Lady right, partner left
 Full turn and go to the Corner
 RH around
 Back to partner Courtesy Turn & Promenade
 (with partner in sequence)

A NEW COMMAND MODIFIER (Experimental)

ALMOST (Don Stunz)

How To Do It:

The term "Almost" modifies any command featuring a Courtesy Turn (Right & Left Thru, Chains, etc.) -- it means that the dancers, after completing only one-half of the Courtesy Turn, are to drop hands and individually Roll in the direction of their body flow to end in a single file column of 2 with the boy (beau) in the lead. Thus, from normal facing lines of 4 (ØL), a command to do a Right and Left Thru-Almost will produce a No. 2 Double Pass Thru (2P) arrangement (boys inside/girls outside).

Impressions:

This one could turn out to be the "sleeper" of the summer season. Be careful, however. Unless you're dealing with a group of very experienced and position-oriented dancers, you'll do well to proceed with caution -- a good deal of patience -- when teaching the Courtesy Turn 1/2 and Roll. On the other hand, once the dancers really understand what they are to do, they seem to enjoy it.

Sample Routines:

- 1-3 lead right, circle to a line .. ZL
Right & Left Thru-Almost (2P)
 Double Pass Thru, boys Trade
 Swing Thru, centers Trade
 Boys Run ECL-os
Right & Left Thru-Almost (2P)
 Boys Swing Thru & Extend (2W)
 Boys Run CL-os
 Slide Thru (ZB) AL!
- 1-3 Square Thru ZB
 Swing Thru, boys Run
 Bend the Line EPL-os
Right & Left Thru-Almost (2P)
 4 boys Square Thru
 4 boys Cloverleaf
 4 girls Swing Thru, Turn Thru
Boys Courtesy Turn this girl-Almost (2P)
 Boys Pass Thru, Star Thru (ØF)
 Couples Circulate
 Bend the Line ZL-os
 Slide Thru, Pass Thru AL!
- 1-3 lead right, Veer Left (ØF)
 Couples Circulate
Chain down the Line-Almost (2P)
 Boys Swing Thru and Extend (2W)
 Boys Run CL
 Right & Left Thru
 Dixie Style to an Ocean Wave ... (ØLW)
 (boys start with RH) Swing Thru
Chain Down the Line-Almost (2P)
 Boys Pass Thru
 Touch 1/4
 Girls Trade, Recycle (ZB) AL!
- 4 ladies Chain
 Chain 'em back-Almost
 All Promenade in Single File
 Girls step out and Backtrack
 Go once around, meet your partner
 Turn Thru & go to the Corner AL!
 (the above routine can be easily
 converted to a singing call
 Break)

• CHOREO UPDATE

ON THE THIRD HAND...PROMENADE

A simple choreographic device that is currently popular with many callers is to interrupt a command to Square Thru by calling, "...but on the third hand do a...whatever (Touch 1/4, Curlique, Swing Thru, Right and Left Grand, etc.) The device is both interesting and fun to dance and, indeed, many callers have found that the basic "third hand" concept lends itself very readily to the development of an effective theme tip. Third Hand choreography may similarly be scattered here and there throughout a caller's over-all program and thus serve as an additional way for a caller to add a desirable touch of the unexpected to his or her dance or workshop programs. We have, of course, previously published a lot of "Square Thru, but on the 3rd hand..." choreography and we recently ran across an interesting refinement of the basic idea and, as is our custom, we offer it herewith for your interest and consideration: Not only is it possible to add the term "on the 3rd hand" after a command to Square Thru, the term can similarly be used to modify a command to do a Right and Left Grand. Track the following routine with your pawns:

- | | |
|---|---|
| a) 4 ladies Chain
1-3 Right & Left Thru
Cross Trail Thru
Allemande Left this Corner
With this partner Right & Left Grand...
..but on the third hand Promenade
(original partner!) | b) 4 ladies Chain, Promenade
1-3 Wheel Around, Right & Left Thru
Right & Left Back, Rollaway, 1/2 Sashay
Pass Thru, Tag the Line
Leads Turn Back, Right & Left Grand
..on the 3rd hand, Promenade
(original partner!) |
|---|---|

Quite obviously, the way to make this idea work is for the caller to arrange things so that the dancers are required to begin the Right and Left Grand not with their original partners but rather, with their original opposites, so that when, on the third hand, they are asked to Promenade, all dancers end up with their original partners -- which serves to accurately and effectively to resolve the square. Very neat!

It also turns out that a caller's ability to incorporate this refinement into his programs is probably going to be a fairly easy thing to accomplish. We would guess, for example, that the quickest way for the average caller to add this type of resolution to his repertoire would be to precede any get-out with a standard 4-ladies-chain-effect module. For example: get-outs that begin from a Zero Line (ZL/1P2P) will produce the desired effect if we first call "Square Thru, Trade By, Star Thru"; and with get-outs that proceed from a Zero Box (ZB/Box 1-4), the same effect is achieved by first calling "Right & Left Thru, Dive Thru, Zoom, centers Pass Thru".

We suspect that most experienced callers already have a number of other 4-ladies-chain-effect routines in their memory tanks and such modules have also appeared, from time to time, in most of the well-known caller publications. But if, on the other hand, you aren't already using such modules, we urge you to dig 'em out of the files and add them to your own on-stage bag of tricks. You 'll find them to be extremely useful. (Long time subscribers to this publication can refer back to page 359 to find some of our own favorite routines in this very valuable modular category).

On the 3rd Hand, Promenade (continued)

Check out the following routines -- they've been prepared to provide yet another insight into the mechanics of "on the 3rd hand, Promenade" choreography:

If you already know
the Get-Out below.....

From a Zero Line (ZL/1P2P)

- RL Thru, Pass Thru
Partner Trade & Roll
Right & Left Grand

From a Zero Box (ZB/Box 1-4)

- Swing Thru, boys Run
Couples Circulate
Ferris Wheel
Dixie Grand, AL!

...here's how to convert it to
a "3rd hand, Promenade" module:

From a Zero Line (ZL/1P2P)

- Ends only Load the Boat
Centers Slide Thru
Everybody Star Thru (OL)
RL Thru, Pass Thru
Partner Trade & Roll
Right & Left Grand....
..on the 3rd hand Promenade
- } 4 ladies chain effect

From a Zero Box (ZB/Box 1-4)

- Swing Thru, boys Run
Couples Circulate
Wheel & Deal (OB)
Swing Thru, boys Run
Couples Circulate, Ferris Wheel
Dixie Grand, AL!
With this girl Right & Left Grand
..on the 3rd hand, Promenade
- } 4 ladies chain effect

A somewhat more sophisticated way to establish the appropriate starting set-up for 3rd hand Promenade choreography is available to experienced module callers who are "up" on the intricacies of Technical Zeroes. Since any Technical Zero is really only valid in 2 of the 4 possible Sequence States that can occur with symmetric choreography -- and since the real effect of calling a Technical Zero from a set-up featuring the "wrong" Sequence State is to produce a 4-ladies-Chain-effect, this knowledge may thus be used to set up 3rd hand Promenade resolutions. "Pass Thru, Trade By" is a Technical Zero from a Lead to the Right Box (OPB-os/Sequence State 4). This also means, however, that from a Zero Box (ZB/Sequence State 1), "Pass Thru, Trade By" will not be a zero and will, instead, produce a 4-ladies-Chain-effect, and thus, it becomes another means to set-up a 3rd hand Promenade get-out:

From a Zero Box:

- Swing Thru, boys Run
Bend the Line, RL Thru
Touch 1/4, boys shake left hands
Right & Left Grand.

From a Zero Box:

- Pass Thru
Trade By (OB)
Swing Thru, boys Run
Touch 1/4, boys shake left hands
Right & Left Grand
on the 3rd hand, Promenade.
- } 4 ladies Chain Effect

• THE PLUS PLATEAU

- 1-3 Flutter Wheel
 Same 4 Pass Thru, Separate
 Go 'round 1, line up 4(1L)
 Ends only Load the Boat
 Centers Pass the Ocean
 Swing Thru & Extend (3W)
 Split Circulate (ØW)
 Girls Trade
 Recycle, Sweep 1/4
 Right & Left Thru EOL-os
 Pass the Ocean
 Explode the Wave
 Chase Right
 Boys Run EPL
 Pass Thru
 Wheel & Deal
 Centers Pass the Ocean
 Explode the Wave (ZB) AL!

- 1-3 Square ThruZB
 Swing Thru
 Spin the Top
 Triple Trade
 Recycle ERL-os
 Grand Swing Thru
 Boys Run
 1/2 Tag, Trade & Roll CL
 Right & Left Thru
 Slide Thru (ZB) AL!

- 1-3 Pass the Ocean (ØQ)
 Extend (ØW)
 Extend again
 Centers Recycle, Sweep 1/4
 Outsides (partner) Trade
 Same 4 Divide and Star Thru ..(ØP)
 Centers Pass Thru (AL!) ZB
 Swing Thru
 Girls Fold
 Peel the Top
 Grand Swing Thru
 Boys Run, girls Hinge
 (now in pt.to pt. diamonds)
 Diamond Circulate
 Flip the Diamond
 Girls Trade, Recycle ZL
 Star Thru, Square Thru 3/4 ...AL!

- 1-3 Lead right
 Circle to a line of 4ZL
 Right & Left Thru
 Dixie Style to an Ocean Wave
 Fan the Top
 Grand Left Swing Thru
 Triple Trade
 In your own 4 Trade the Wave
 Recycle CL
 Star Thru
 Right & Left Thru
 Veer Left
 Cross Fire (ØC)
 Triple Scoot
 Boys Run
 Pass the Ocean
 Swing Thru
 Explode the Wave
 Right & Left Grand!

- 1-3 Pass the Ocean (ØQ)
 Swing Thru
 Girls Fold
 Peel the Top
 Right & Left Thru
 ...with a full turn around (face out)
 Separate, go 'round 1
 Squeeze in, line up 4 (1L)
 Star Thru
 Double Pass Thru
 Track 2 (ØW)
 Girls Trade
 Recycle (AL!)ZB
 Swing Thru
 Boys Run
 Bend the Line
 Right & Left Thru
 Dixie Style to an OW
 Trade the Wave....twice! AL!

● SIGHT CALLER'S NOTEBOOK

A SIGHT CALLER'S USE OF MEMORIZED MATERIAL

We have always found it interesting to observe that while most callers initially learn how to sight call do so because they are seeking to either minimize or eliminate completely their need to memorize their choreography, they also, in most cases, usually find that even after they have totally mastered all aspects of sight calling, they still find it necessary -- or at least highly useful -- to commit a considerable amount of material to memory.

We have frequently commented that if you were to examine the way in which most successful callers today approach their patter presentations, you would probably find that their calling method combines both Sight Calling (extemporaneous) techniques and Modular Calling (memorized) techniques. You would probably find that in such caller's average patter tips, the beginning, as well as most of the subsequent choreography of each routine they call, is typically improvised (sight calling), and then, when such callers are ready to resolve the square they will generally bring the dancers to a particular dancer set-up (probably using a number of previously memorized "people-mover" modules), and from that set-up, they will then call a previously-memorized get-out, the result of which is to bring all dancers back to their home position, in the correct sequence and with their original partners.

What we conclude from all this is that it is not enough to merely be a proficient sight caller -- that today's successful caller needs to be equally proficient in the effective use of memorized modular material as well. Not only should today's caller constantly strive to sharpen and update his or her sight calling skills, he or she should also acquire the ability to learn (memorize) as many get-out modules -- from as many different dancer set-ups -- as possible.

Even callers who occasionally (or frequently!) find that they are able to "Snapshot" their get-outs -- i.e., those callers who are able, while they are extemporizing, to recognize and identify a number of dancer set-ups, soon discover that unless they have also memorized an accurate get-out for each of the dancer set-ups they can identify, such recognition is of very little value.

We furthermore suspect that it is probably also true that today's successful sight caller will probably end up having to memorize even more material than most non-sight callers (with the possible exception of those who still make it a practice to memorize everything they call.) There are, for example, certain types of choreographic modules that only a sight caller will find useful. These are the previously-memorized, module-like routines that a sight caller often uses to:

- a. effect partner pairings
- b. set up a particular Formation/Arrangement
- c. "normalize" a particular Formation/Arrangement

Check again our previous discussion of such modules (pages 1069, 1258-59, 1268-69 and 1278-79). And, of course, like all other callers, sight callers also need to memorize a handful of Tip-opening "Biggies" as well as the usual number of singing call routines.

choreo



BREAKDOWN

BILL PETERS • 5046 Amondo Drive, San Jose, California 95129

SEPTEMBER 1982

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WHAT'S HAPPENING?

You have no doubt already noticed that with this issue, we are no longer using our usual cover sheet. The post office has told us that our traditional mailing of 6 sheets of paper (5 sheets of material + 1 cover sheet) weighs a fraction more than 1 ounce and that from now on it will be necessary to either add 17¢ postage on each item -- or reduce the weight of each piece we mail by one sheet. As you can see, we've opted for the latter course.

With the size of our monthly mailing (1200 plus), we couldn't have absorbed the cost of the additional postage and we would have been compelled to raise our subscription rates. We decided, instead, that it would be better under the circumstances to eliminate the cover sheet. It means we'll have to sacrifice a half-page of content each month in order to provide room for your address, but we felt that you would prefer that to a rate increase.

The word we get is that Lee Kopman's Linear Action is now very popular on the workshop circuit and we're giving it the feature treatment this month. We've also been getting good reports about "Synchronize" (our last month's feature).

Here are the new ideas we looked at this month:

CHASE THE YO YO: From parallel ocean waves, all Pass Thru. Outfacers now Chase Right but meet in the middle to form an Ocean Wave. Those facing in Chase Right (to the outside) and the beaus will Run to end the action in a 1/4 Tag formation.

CIRCLE AND SWEEP (Dick Bayer) From any 8-Chain Thru formation where it is possible to identify the inside couple as "ac-

What's Happening (continued)

tive" (such as after a Lead to the Right or a Dive Thru, Pass Thru, etc.), the facing couples make a 4-hand circle and circle 1/4 to the left. Without stopping, the active couple continues to circle 1/4 more while the other couple Bends in to end the movement in a Double Pass Thru.

CIRCLE TO A COLUMN (Dick Bayer) From any 8-Chain Thru formation where it is possible to identify the inside couple as "active", the inside belle dancer places his or her right hand in the left hand of the inside beau dancer and, with the beau leading, they circle 1/2 way around the other couple (who step slightly forward to accommodate the circlers) to end as the head and foot of the final column formation. The "inactive" couple, meanwhile (after stepping forward) will have the baus dancer run around the belle dancer to end as centers of the final column formation.

COZY HINGE: From a 1/4 Tag, 3/4 Tag, Tidal Wave or Tidal line formation, the center 4 do a Lockit as the other dancers do a Partner (or Single) Hinge (1/4 Tag ends in a Tidal Wave, etc.)

EXPAND THE COLUMN: From parallel, side-by-side columns, the center dancers (No. 2 and 3 column dancers) Flip or Peel to the outside (to become wave ends in the final formation) as, simultaneously, the others (No. 1 and 4 column dancers) do a "phantom" column Circulate 2 places to become centers of the end-up waves. Right-hand columns produce left-hand waves and vice versa.

FLIP YOUR TOP (Paul Schofield) From any diamond formation, all Flip the Diamond and without stopping, centers Cast 3/4 as ends move up. Center-to-center diamonds produce a Tidal Wave; point-to-point diamonds produce parallel ocean waves. (can also be called directionally as Flip the Diamond + Fan the Top)

LINEAR DEUCEY: From parallel ocean waves, all Single Hinge and, without stopping do an Acey Deucey. Outfacers now Fold, all Double Pass Thru and Peel as in Linear Cycle.

MATCH A PAIR (Jack Berg) From facing lines of four, ends Pass Thru and face to the center (Pass In) as centers Partner Tag Ends in an 8-Chain Thru formation.

MATCH FOUR (Jack Berg) From facing lines of four, do a Match a Pair (as described above) plus All Pass In to end in facing lines of four.

SPIN 'n FLIP (George Amos) From parallel ocean waves all begin by ends turning adjacent center 1/2 and new centers then turning 3/4. Centers of the wave across the set now Trade as wave ends all Circulate 1/2. This produces a (momentary) Diamond between mini-waves. Without stopping centers Flip the Diamond as the outsides Step Thru + face in to end the action in a 1/4 Tag formation.

WITH CONFIDENCE (Lee Kopman) From any wave or line formation with ends in tandem, wave ends 1/2 Circulate as wave centers Hinge. Centers of the (new) wave across the set now also Hinge. Those in the 2-face line across the center now Extend (as couples) as each inside mini-wave dancer Folds and each single file twosome now walks ahead and individually face in. Parallel waves produce parallel 2-faced lines. The name permits such combinations as All 8 Circulate... with Confidence... or Swing Thru... with Confidence...etc.

• NEW MOVEMENT (Experimental)

LINEAR ACTION (Lee Kopman)How To Do It:

From a 1/4 Tag or 3/4 Tag formation, dancers in the center wave do the first 2 parts of a Linear Cycle (Single Hinge + outfacers Fold) and then, without stopping, they do like a 3/4 Tag the Line plus the lead Taggers turn 1/4 to the right to form a momentary diamond in the center. Simultaneously, the outside dancers do a Partner Hinge + Partner Trade (to form mini-waves). Each diamond center now Casts 3/4 with the adjacent mini-wave dancer and all the others do a standard move-up action to end the movement in parallel ocean waves. The call can also be done from a 1/4 or 3/4 Tag formation with the outside dancers in mini-waves (i.e. facing opposite directions). In this case, the action for the outsides (Partner Hinge + Partner Trade) is the same as a Cast 3/4.

Impressions:

The movement derives its name from the fact that it combines the beginning action of a Linear Cycle with the end actions of a Chain Reaction. Because Chain Reaction is an Advanced Call (A-1), Linear Action has sometimes been identified as an "Advanced" Experimental. Actually, the movement is no more complex or sophisticated than a Relay the Deucey or a Spin Chain the Gears and we suspect that, in the right circumstances, Linear Action might serve as an interesting teaching tip in a Plus-Level experimental workshop. We used the movement with both Advanced and Plus level dancers and noted an excellent dancer response in both cases. The action does, to be sure, require a careful step-by-step teach but we rather imagine that you'll find, as we did, that once they understand the action of a Linear Action, they'll really enjoy it.

Choreography:

<u>From a Zero Box (ZB/Box 1-4)</u> Swing Thru, boys Run Ferris Wheel Centers Star Thru, Pass the Ocean <u>Linear Action</u> Recycle, Right & Left Thru	<u>BOX ZERO</u> (True)
<u>From a Zero Line (ZL/1P2P)</u> Pass Thru, Wheel & Deal Centers Star Thru, Pass the Ocean <u>Linear Action</u> Recycle, Veer Left Bend the Line	<u>LINE ZERO</u> (True)
<u>From a Zero Line (ZL)</u> Pass Thru, Wheel & Deal Centers Pass Thru, All Pass Thru Centers make a Wave, <u>Linear Action</u> Boys Run	<u>LINE ZERO</u> (Technical)

Linear Action (continued)Get-Out from a Zero Box (ZB)

- Swing Thru, boys Run
Tag the Line-In
Pass Thru, Wheel & Deal
Centers Swing Thru
Linear Action
Right & Left Grand!

Sample Routines (1/4 Tag Formation)

- 1-3 Pass the Ocean (ØQ)
Linear Action OCB(ow)
Recycle, Veer Left
Couples Circulate, Ferris Wheel
Centers Sweep 1/4
Pass the Ocean (ØQ)
Linear Action CB(ow)
Swing Thru
Girls Circulate, boys Trade
Boys Run, Bend the Line CL
Right & Left Thru
Slide Thru (ZB) AL!
- 1-3 Pass the Ocean (ØQ)
Ping Pong Circulate (ØQ)
Linear Action ORB(ow)
Swing Thru, boys Run
Bend the Line RL-os
Pass Thru, Tag the Line-Right
Centers Hinge, Diamond Circulate (1D)
Centers Swing Thru Double
Other 4 face in (ØQ)
Ping Pong Circulate
Linear Action OCB-(ow)
Recycle, Pass to the Center
Square Thru 3/4 AL!

(From 3/4 Tag Formation)

- 1-3 Square Thru, Touch 1/4
Follow Your Neighbor & Spread ..ZB(ow)
All Extend
Linear Action (2W)
Boys Run EOL-os
Pass Thru, Tag the Line-In (1/2L)
Ends only Star Thru

Other 4 Pass the Ocean

Linear Action (2W)
Scoot Back, Walk & Dodge (ØQ)
Partner Trade, Pass Thru, Wheel & Deal
Centers Square Thru 3/4 AL!

With outsides in mini-waves:

- 1-3 Touch 1/4
All 4 girls Pass Thru
Center 4 Swing Thru Double
Linear Action OB-0s(ow)
Swing Thru, boys Run
Bend the Line EOL
Touch 1/4 (ØC)
8 Circulate (1/2C)
Centers only Trade & Roll
Same 4 Pass the Ocean
Linear Action (2W)
Boys Run (ZL) AL!

SINGING CALL (Corner Progression)

Head couples Promenade, 1/2 way
 'round the square
Down the center Right & Left Thru &
 turn that lady fair
Pass the Ocean, Linear Action, two
 by two and then
Keep on turning 'round that set, Swing
 Thru, you're not done yet
Boys Run, Bend the Line, Slide Thru
 that way
Corner Swing that Corner girl and
 Promenade I say
...add 16-beat Tag

OFFSET PAIRS

(continued on page 1365)

● MOVIN' DOWN THE MAINSTREAM

AN UNUSUAL FERRIS WHEEL

In a recent issue of "Figuring" (an excellent caller's note service from Australia) Barry Wonson describes how a Ferris Wheel can be done from a formation other than parallel 2-faced lines. The formation is established from 2-faced lines by simply having the out-facers Bend the Line and then, by following the standard definition (infacers step forward & Wheel & Deal as others—original out-facers—step forward to Wheel in behind the centers) it is possible to accomplish a Ferris Wheel that ends in a square formation. You obviously can't call this kind of Ferris Wheel "cold turkey", but you might just also be able to derive some challenging workshop mileage out of the basic idea.

- 1-3 Right & Left Thru
Flutter Wheel
Pass Thru, Separate
Go 'round 1, line up 4 (1L)
Pass Thru, Tag the Line-Right.. (2F)
Couples Circulate, boys Bend the Line
Ferris Wheel
4 girls Square Thru (1B)
Touch 1/4, boys Trade
Boys Run
Ferris Wheel
Centers Square Thru 3/4 AL!
- 1-3 lead right, circle to a line . ZL
Right & Left Thru' ZL-os
Pass Thru
Wheel & Deal
Outsides squeeze in, line up 4 . (1L)
Pass Thru, Tag the Line - Right . (2F)
Couples Circulate (1F)
Boys only Bend the Line
Ferris Wheel
Girls Sweep 1/4 & Pass Thru
Swing Thru
Centers Trade .. Scoot Back..... (1W)
Everybody Walk & Dodge
Partner Trade (ZL) AL!

- 1-3 Star Thru, Pass Thru ZB-os
Swing Thru, boys Run
Bend the Line EPL
Pass Thru, Tag the Line-Right . (3F)
Couples Circulate (4F)
Centers Trade (2F)
Couples Circulate (1F)
Boys only Bend the Line
4 couples Circulate (straight ahead)
Girls only Bend the Line (1F)
Couples Circulate (2F)
Girls only Bend the Line
Girls only Ferris Wheel
Boys Bend in (1P)
4 girls Swing Thru
Same girls Turn Thru
Boys Courtesy Turn your girl ... ZL
Star Thru, Square Thru 3/4 ... AL!
- 1-3 Pass the Ocean
Recycle
Zoom
Centers Pass Thru
Swing Thru, boys Run
Outfacers Bend the Line
Ferris Wheel
Bow to your partner (you're home!)

OFFSET PAIRS (continued from 1364)

- Swing Thru
- Centers Trade
- Girls Run
- Each line Extend forward
(check line of 8)
- 4 by 4, Wheel & Deal
- Pass Thru
- Wheel & Deal
- Centers Pass Thru
- Right & Left Grand

• SHARE THE WEALTH

FOR YOUR GET-OUT COLLECTION:

Here's another goodie we gleaned out of Barry Wonson's "Figuring":

From a Lead to the Right Box (OPB-os)

- Swing Thru, boys Trade
Boys Cross Fold
Right & Left Grand

Subscriber Fred Larsen sent in a pair of Cloverleaf get-outs that we have found effective:

From a Zero Line (ZL/1P2P)

- Pass Thru
Tag the Line
Cloverleaf
Double Pass Thru
Centers In, Cast Off 3/4
Slide Thru (AL!)

- From a Zero Box (ZB/Box 1-4)

Star Thru
Pass Thru
Tag the Line
Cloverleaf
Right & Left Grand

Here's a Diamond Circulate Singing call Figure sent in by subscriber Mary Beth Korngold:

Head Couples Square Thru, 4 hands my
friend
Touch 1/4, Split Circulate, once and
a half & then
Do a Diamond Circulate, then Flip
that Diamond there
Girls Trade, Linear Cycle, & when
you're there
Slide Thru, Corner Swing, Swing that
Corner maid
AL new Corner, Promenade
...add 16-beat Tag

Let us also offer the following get outs for your collection. These are from our files. They all work from a Zero Line and proceed into a Right & Left Grand.

From a Zero Line (ZL/1P2P)

- Pass the Ocean, girls Trade
Swing Thru
Right & Left Grand
- RL Thru, Pass the Ocean
Swing Thru
Boys Trade
Right & Left Grand
- Star Thru, Pass Thru
Everybody U-Turn Back
Square Thru...but on the 3rd hand
Right & Left Grand
- Pass Thru, Bend the Line
Right & Left Thru
Flutter Wheel
Spin the Top
Right & Left Grand
- Pass Thru, Wheel & Deal
Centers Pass Thru
Swing Thru
Right & Left Grand
- RL Thru
Dixie Style to an OW
Left Swing Thru
Trade the Wave
Right & Left Grand
- Pass the Ocean
Split Circulate twice
Right & Left Grand
- RL Thru, Pass the Ocean
Scoot Back, boys Trade
Boys Run, Tag the Line-Right
Boys Cast Right 3/4, Diamond Circulate
Flip the Diamond, Right & Left Grand

• FOR THE A1/A2 CALLER

A1 Get-Outs:Cross Over Circulate:

- From a Zero Box (ZB/Box 1-4)

Star Thru
 Pass Thru
 Tag the Line-Right*
 Cross Over Circulate (AL!)

* From here a Cross Over Circulate is a Technical Zero, which means you can call it twice or three times (or more!) and still call an accurate Allemande Left!

- From an Across the Street Box (ZB-os)

Swing Thru, boys Run
 Bend the Line
 Right & Left Thru
 Rollaway, 1/2 Sashay
 Pass Thru, Tag the Line Right
 Cross Over Circulate-boys go Double Ferris Wheel (AL!)

- From a Zero Line (ZL/1P2P)

Pass Thru, Tag the Line-Right
 Cross Over Circulate-girls go double
 Bend the Line
 1/2 Breed Thru
 Star Thru, Pass Thru, Trade By (AL!)

Split Transfer the Column:

- From a Zero Box (ZB)

Swing Thru, boys Run
 Crossfire
 Split Transfer the Column
 Explode & 1/2 Breed Thru
 Slide Thru (AL!)

A2 Get-Outs:As Couples Box Transfer

- From a Zero Line (ZL)

RL Thru, Pass Thru
 Wheel & Deal, centers Pass Thru
 Swing Thru, Switch the Wave
 As Couples Box Transfer
 Turn & Deal, Right & Left Grand

Scoot Chain Thru:

- From a Zero Box (ZB)

Touch 1/4
 Scoot Chain Thru
 Boys Run, AL!

- Touch 1/4
 Scoot Chain Thru
 Scoot Chain Thru again
 Girls Run (AL!)

- Star Thru, Pass the Ocean
 3/4 Thru
 Scoot Chain Thru
 Right & Left Grand

Motivate:

- From an Opposite Lady Line (OL)

Pass the Ocean
 Motivate
 1/4 Thru
 Trade Circulate (AL!)

Checkmate the Column:

- From a Zero Line (ZL)

RL Thru, Rollaway 1/2 Sashay
 Touch 1/4
 Checkmate the Column
 Couples Circulate, boys Fold
 Right & Left Grand

• SIGHT CALLER'S NOTEBOOK

SNAPSHOT RESOLUTION: DIXIE GRAND GET-OUTS

As we have sometimes commented, the ability to recognize or "snapshot", while he or she is calling, various dancer set-ups for which the caller also knows the appropriate get-outs, is a skill that often accrues to a sight caller automatically. Rather than make it happen, it more or less usually happens to him. It often happens that a sight caller, in mid-tip, will unexpectedly recognize (as a particular set-up is forming) that he also knows a particular get-out for that set-up -- and he is thus on the way to being able to similarly "snapshot" that set-up whenever he sees it again.

One of the easiest -- and therefore usually one of the first -- set-ups that sight callers learn to snapshot in this way is a normal 8-Chain Thru formation in which all dancers are paired with their original partners (OPB or OPB-os as shown in Figures 1 and 2 below):

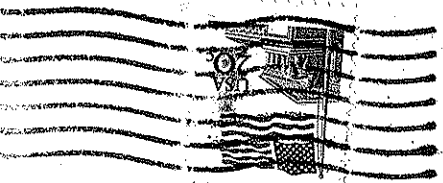
	Key Man OUTSIDE	Get-Out		Key Man INSIDE	Get-Out
Can Key Man "see" Corner?		Swing Thru Turn Thru, AL!	Can Key Man "see" Corner?		Swing Thru Boys Run Tag the Line Lady go left Boy go Right AL!
YES (OPB-os)		Swing Thru R&L Grand	YES (OPB)		
NO (OPB)		Swing Thru Boys Run Tag the Line- Lady go left Boy go right AL!	NO (OBP-os)		Swing Thru Turn Thru, AL! or Swing Thru R&L Grand

Fig. 1 (Assume No. 1 man is "Key" man) Fig. 2

It is obviously because all are paired with partners that the above set-ups are so easy to identify and many callers quickly learn that an appropriate get-out strategy for this particular set-up "family" is to note (a), the location of the key man (inside or outside) and (b), is he facing (can he "see") his Corner -- or his non-Corner? What probably happens in most cases is that the caller first learns to snapshot the set-ups in which all 4 of his pilot people (couples 1 and 4 in this case) are on the same side of the set. In such cases, if the key man is outside, we can Swing Thru, Turn Thru, AL -- and if the key man is on the inside, we can Swing Thru, boys Run, Tag the Line, lady left/boy right, AL!

The same process -- and very similar recognition criteria -- can also be applied to the normal Double Pass Thru set-up that allows a Dixie Grand to an accurate Allemande Left (see Figures 3 and 4 on the next page). The initial recognition factor in this case is for a caller to be able to quickly snapshot the fact that the DPT formation is (a) normal, and (b), that the inside couple is paired with original partners and the outside couple is not. Next, the caller should observe

JAM MAYO
378
79 WASH POND RD
HAMPSHIRE NH 03841



CHOREO BREAKDOWN
5046 Amondo Drive
San Jose, California

whether the key man is on the inside or on the outside of the set, and whether he can -- or cannot -- "see" his corner's face (Is, in other words, the corner in the same column as the key man?)

	Key Man OUTSIDE	Get-Out
Can Key Man "see" Corner? YES	<div> <div>3</div> <div>1</div> <div>2</div> <div>2</div> <div>4</div> <div>4</div> <div>3</div> <div>1</div> </div>	Centers Square Thru, on 3rd hand, Dixie Grand, ALI
NO	<div> <div>3</div> <div>1</div> <div>4</div> <div>4</div> <div>2</div> <div>2</div> <div>3</div> <div>1</div> </div>	Dixie Grand, ALI

Fig. 3 (Assume No. 1 man is "key" man)

	Key Man INSIDE	Get-Out
Can Key Man "see" Corner? YES	<div> <div>2</div> <div>4</div> <div>1</div> <div>1</div> <div>3</div> <div>3</div> <div>2</div> <div>4</div> </div>	Centers Square Thru, on 3rd hand, Dixie Grand, ALI
NO	<div> <div>4</div> <div>2</div> <div>1</div> <div>1</div> <div>3</div> <div>3</div> <div>4</div> <div>2</div> </div>	Dixie Grand, ALI

Fig. 4

choreo



BREAKDOWN

BILL PETERS • 5046 Amondo Drive, San Jose, California 95129

OCTOBER 1982

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WHAT'S HAPPENING?

We quote the following excerpts from a current Callerlab press release:

"As we begin a new season of classes, we need to face the unquestionable fact that...new dancers cannot be taught to dance competently at the Mainstream level in 20 to 25 2-hour sessions. If classes are to be a new beginning in a world of square dance fun for our students, we need to improve qualitatively...Failure to do so simply makes classes a dead end producing frustration, bitterness, and more drop-outs.... Upon graduation, the new dancers must be pro-

vided a place to dance at their comfort and confidence level."

We wholeheartedly agree with these sentiments and we urge any of you still conducting short-term classes to either (a), lengthen your classes so that your graduates are truly competent at the MS level, or (b), continue short classes but then also provide a place for your graduates to dance that is commensurate with their actual dancing competence. No other course makes sense!

Here are the new ideas we examined this month:

COLUMNIZE (Chuck Prasse) From parallel ocean waves, ends do a 1/2 Trade as the centers Hinge 1/4 to form a (momentary) Tidal Wave. All now Hinge 1/4 with the the new adjacent dancer to the end the action in side-by-side columns.

DIAGONAL STAR (Tom Sellner) From facing couples, each pair makes a RH star with the pair they face and turn the star about half-way, then drop hands and walk forward ending the action back-to-back with the other pair. Each dancer moves through the star to end in the place formerly occupied by that dancer's diagonal opposite but facing the same direction as when they started. The action is exactly equal to 1/2 Sashay plus Pass Thru.

What's Happening? (continued)

GO FOR BROKE (Paul McNutt) From any diamond formation (center-to-center twin diamonds), those in the center wave do a 1/2 Tag the Line as the 4 points Circulate around the outside perimeter to the next point's position. Ends in parallel 2-faced lines.

STRIP THE COLUMN (Nonie Moglia) From side-by-side columns, the No. 1 and No. 2 column dancers to a tandem (single file) Peel Off and walk almost to the end of their column and then turn either in or out depending upon the call. The trailers (No. 3 and No. 4 dancers) meanwhile, Column Circulate one place (Extend) and without stopping, Trade & Roll. Strip the Column-In produces a Double Pass Thru formation. Strip the Column-Out produces a Trade By formation.

YOU ASKED FOR IT (Joe Chiles) From any allowable formation, those who can (or those designated) Single or Partner Hinge and then, without stopping, they Trade with the dancer in the same wave or line who is facing in the same direction. RH waves produce LH waves and vice versa; lines facing in or out produce LH waves; 2 faced lines produce LH waves; from center-to-center right-facing twin diamonds, centers only You Asked For It produces left-facing parallel two-faced lines, etc.

• CALLER COACH SCHOOL

The second annual Caller Coach School will take place Thursday thru Saturday, March 24 thru 26, 1983 at the Marriott Hotel in Philadelphia.

As it was last year, this school is offered to callers who do now -- or who may be planning -- to teach others how to call. The staff

of this school includes the most experienced caller coaches in the business:

AL BRUNDAGE
CAL GOLDEN
FRANK LANE
JACK LASRY
JIM MAYO
BILL PETERS

The course will share with you the experience of the staff in helping callers to improve their performance and teaching information will be provided for every subject on the Callerlab-approved caller school curriculum.

Please note that this is NOT a caller's school. It is expected that those who attend the school are experienced, active callers. It is the goal of the school to show such callers how to share their knowledge and how to improve the calling of those they may teach.

Each member of the staff is a universally-recognized caller training expert and all are accredited by Callerlab as Caller Coaches. The school is in no way connected or affiliated with Callerlab.

For additional information, or to request an enrollment application, please contact:

Jim Mayo
79 Wash Pond Road
Hampstead, New Hampshire 03841
(617) 329-5492

(When you contact Jim, tell him you heard about the school in Choreo Breakdown).

• QS PROGRAM SELECTION

GRAND SPIN

For the quarter beginning Oct. 1, 1982, Callerlab's QS Committee has chosen to revive Ross Crispino's "Grand Spin". As many of you will no doubt recall, this is a "Grand" type maneuver which takes a full 64 beats to complete and is therefore a natural for singing calls. We recommend you use the popular Kalox Grand Spin record, or some other strongly phrased 64 beat tune. (We've been having good luck with "Walking in the Black Forest" and "Marching to Pretoria", both on Top).

Remember, too, that with this type of call it is always ^{a good idea} to remind your dancers not to rush the action. The real fun in doing such moves comes from dancing the call to the music and in deliberately making the action time out so that it fits exactly the 64 beats it properly requires. Callerlab has slightly updated the original definition to make the Heads part begin with a Pass the Ocean (Pass the Ocean came after Grand Spin). It starts from a static square:

- GRAND SPIN: - Heads' Part: Pass the Ocean, Spin the Top and finish with a Star Thru; then step forward to the Sides' position and California Twirl. Without stopping these dancers now do the Sides' part.
- Sides' Part: Face partner and back away as in Grand Square (3 steps and turn on 4); then walk ahead toward original opposite and Dosado and Star Thru to become Heads. These dancers now do the Heads part.
 - Each part takes 16 beats to complete and each dancer does each part twice until all are back home again with original partners (64 beats total).

• DEALING WITH THE NEW QS PROGRAMS

It is important to note that we have found it necessary, in this issue, to report a total of five new Quarterly Selection movements that have been variously assigned to three separate Callerlab plateaus -- Mainstream, Plus and Advanced. (There is, in fact, a 6th QS move, Bounce, assigned to the Challenge Program but since we felt that this would not apply to the majority of our readers, we decided to skip it for now).

Those of you who are working exclusively at the MS-QS level need only concern yourselves with Grand Spin (above). Those of you working at the Plus level now need to also deal with Track to a Diamond and Zing (see page 1374-5), and Advanced Level callers may want to also teach the QS moves assigned to that plateau (Double Your Pleasure/Cross Double Your Pleasure -- see page 1377) during the next three months.

Mind you, we're not complaining about any of this -- merely observing a new fact of life with which our dancers have not had to contend with before. While we take great pains to always state that there is no pressure for us to feel that we have to teach the QS moves to our dancers in the appropriate plateaus, it is probably true that most callers do teach them for fear that their dancers will be "left out" if they don't. Again, we're not saying any of this is wrong. What we are saying is now that the QS programs have been expanded to include different selections for each plateau, we all need to exercise a considerable amount of sound calling judgement.

• MOVIN' DOWN THE MAINSTREAM

FOLD

Fold is one of the current Callerlab Emphasis movements at the Mainstream level. We have always found Fold to be a convenient choreographic tool that enables a caller to quickly (and sometimes unexpectedly) alter the dancers' formation (back-to-back lines plus Ends Fold = 8 Chain Thru; waves plus Ends Fold = Z formation, etc.). Check out the Fold applications below and see if you don't agree (we'll explore Cross Fold next month).

- 1-3 lead right
 Circle to a line of four ZL
 Pass Thru
 Ends Fold
 Swing Thru OPB-os(ow)
 Girls Trade
 Recycle OPB
 Veer Left (ØF)
 Boys Fold
 Right & Left Grand

- 1-3 RL Thru, Cross Trail, Separate
 Go 'round 1, line up 4 CL
 Right & Left Thru
 Rollaway, 1/2 Sashay (1/2L)
 Pass Thru
 Ends Fold (AL!) ZB
 Swing Thru
 Scoot Back OPB-os(ow)
 Girls Trade
 Girls Run
 Bend the Line (1/2L)
 Pass Thru
 Ends Fold (ZB) AL!

- 1-3 lead right
 Circle to a line of four ZL
 Slide Thru
 Touch 1/4
 Scoot Back
 Boys Fold
 Everybody Double Pass Thru

- 4 girls U-Turn Back (2B)
 Star Thru (ØF)
 Couples Circulate
 Boys Fold
 Right & Left Grand

- 1-3 Touch 1/4, Walk & Dodge
 Sides Rollaway, 1/2 Sashay.... (4B)
 Swing Thru, Spin the Top
 Boys Fold
 4 girls (check your 2-faced line)
 Tag the Line-Right
 Walk forward, join the boys
 Couples Circulate
 Bend the Line, Star Thru
 Centers Pass Thru
 Swing Thru, boys Run
 Tag the Line - In (4L)
 Swing Thru, girls Fold
 4 boys (check your 2-faced Line)
 Tag the Line - Left
 Walk forward, join the girls
 Couples Circulate
 Bend the Line, Star Thru
 Centers Pass Thru OPB-os
 Swing Thru, Turn Thru AL!

- 1-3 Square Thru ZB
 Swing Thru
 Girls Fold (Z)
 Peel Off (ØF)
 Ferris Wheel
 Centers Pass Thru (AL!) ZB
 Touch 1/4
 Ends Fold (Z)
 Peel Off (3F)
 Couples Circulate
 Tag the Line - In CL-os
 Slide Thru (ZB) AL!

• THE PQS PROGRAM

The new Callerlab PQS Program is aimed at those Plus level clubs and dancers who are interested in dancing a bit more -- but who also prefer not to enter into another program. Callerlab's PQS Committee recently announced it's first two Quarterly Selections (for the final quarter of 1982). They are (1) Track to a Diamond, and (2) Zing. Here are the definitions plus a grab-bag of sample routines:

Track to a Diamond: From columns, the No. 1 and No. 2 dancers do a Track 2 to become points in the final diamond formation. Simultaneously, the No. 3 and No. 4 dancers Column Circulate one place (momentary Box Circulate foursome) and, without stopping, they Cast 3/4 by adjacent hands to become diamond centers. The action ends in parallel center-to-center diamonds.

- 1-3 Square Thru*..... ZB
Swing Thru, boys Trade
Boys Run, Bend the Line CL
Right & Left Thru, Pass Thru
Wheel & Deal, Double Pass Thru
Peel Off (2L)
Touch 1/4 (2C)
Track to a Diamond (ØD)
Diamond Circulate, Flip the Diamond
Girls Trade, Recycle**..... ZB
Touch 1/4, Split Circulate
Centers Trade, centers Run (1F)
Couples Circulate, Bend the Line (2L)
Touch 1/4 (2C)
Track to a Diamond (ØD)
Diamond Circulate, Flip the Diamond
Recycle*** (ZB) AL!

Note: From * to ** is a (True) Zero
(also from ** to ***)

- 1-3 Lead right, Circle to a line*.. ZL
Pass Thru, Wheel & Deal
Double Pass Thru, Peel Off (2L)
Touch 1/4 (2C)
Track to a Diamond (ØD)
Diamond Circulate, Flip the Diamond
Single Hinge, Scoot Back
Boys Run** ZL
Pass Thru, Wheel & Deal & Spread (1L)
Touch 1/4 (1C)
Track to a Diamond (1/2D)
Diamond Circulate, Flip the Diamond
Right & Left Grand!***

Note: From * to ** is a (True) Zero
and from ** to *** is a Line Get Out

- 1-3 lead right, Circle to a line... ZL
Touch 1/4 (ØC)
Track to a Diamond (4D)
Diamond Circulate, Flip the Diamond (2W)
Boys Run ERL-os
Pass the Ocean, Swing Thru
Boys Run, Tag the Line-In (4L)
Touch 1/4 (4C)
Track to a Diamond (2D)
2 center boys Trade, same boys Run
4 boys 1/2 Tag the Line (2F)
Couples Circulate (1F)
Bend the Line, Touch 1/4 (1C)
Track to a Diamond
Diamond Circulate
Flip the Diamond, boys Trade
Right & Left Grand

- 1-3 Square Thru, Touch 1/4
Follow Your Neighbor & Spread .. ZB(ow)
Girls Trade, girls Run
Tag the Line-In (3L)
Grand Swing Thru, Cast Right 3/4 (2C)
Track to a Diamond (ØD)
Diamond Circulate, Flip the Diamond
Girls Trade, Recycle RB-os
Swing Thru, Spin the Top
Girls Run
1/2 Tag the Line (1/2C)
Track to a Diamond (3D)
Diamond Circulate, Flip the Diamond
Scoot Back, boys Run (ZL) AL!

PQS Program (continued)

Zing: From any Box Circulate foursome (such as those found in a Double Pass Thru or in a completed Double Pass Thru formation, lead dancers will Zoom 3/4 (270°) as trailers step forward into the vacated spot and turn 1/4 to face the center of the foursome. The action ends in facing couples (Note: From a Zero Line (ZL/IP2P), the series: Pass Thru, Wheel & Deal, Zing equals a 1/3 Zero, i.e., call the series three times to zero out)

- 1-3 lead right, Circle to a line*... ZL
 Pass Thru, Wheel & Deal (ØP)
Zing (2L)
 Star Thru
 Track 2 OPB-os(ow)
 Swing Thru, boys Run,
 Bend the Line** ZL
 Pass the Ocean
 Boys Circulate
 Girls Trade, girls Run
 Ferris Wheel
Zing (1L)
 Star Thru
 Centers Square Thru 3/4 AL!
- 1-3 lead right, Circle to a line .. ZL
 Pass Thru
 Tag the Line-Right
 Ferris Wheel (3P)
Zing ECL
 Pass the Ocean
 Swing Thru
 Girls Circulate Double
 Boys Trade, boys Run
 Bend the Line, Right & Left Thru .. OL
 Star Thru, Veer Left
 Boys only Zing
 Girls only Walk & Dodge
 Same girls Cloverleaf
Everybody Zing (3L)
 Pass Thru
 Wheel & Deal & Spread (1/2L).... AL!
- 1-3 lead right, circle to a line ... ZL
 Pass Thru, Wheel & Deal
 Centers Slide Thru, Touch 1/4
Zing
- Pass the Ocean (ØQ)
 Ping Pong Circulate
 Centers Recycle
 Slide Thru, Touch 1/4
Zing
 Cross Trail Thru AL!
- 1-3 Square Thru ZB
 Swing Thru
 Boys Run, girls Hinge (ØD)
 Diamond Circulate (1/2D)
 Boys Swing Thru
Girls Zing
 Boys Extend (2W)
 Boys Run (AL!) ZL
 Pass the Ocean
 Swing Thru
 Boys Trade, boys Run
 Tag the Line-Right (1/2F)
 Boys Hinge (1/2D)
 Diamond Circulate (ØD)
 Girls Swing Thru Double
Boys Zing
 Girls Turn Thru
 Boys Courtesy Turn your girl .. ZL
 Star Thru
 Square Thru 3/4 AL!
Get-Out
- From a Zero Line (ZL)
 RL Thru, Flutterwheel
 Pass Thru, Tag the Line-Right
 Bend the Line, Pass Thru
 Wheel & Deal
Zing (ZL) AL!
 (the above can easily be adapted
 to a singing call figure)

• SHARE THE WEALTH

One of our Australian subscribers, Les Johnson, sent in several pages of conversions (ZBtoZL and vice versa). We don't have room to print 'em all this issue but we'll give you a representative sampling and publish the others in upcoming issues. Note that they all use no commands beyond the Mainstream level and that many of them can also double as get-outs:

From a Zero Line (ZL/1P2P)

- Pass the Ocean, Swing Thru
Spin Chain Thru
Recycle, Right & Left Thru (ZB/AL!)
- Curlique
In your own 4, Walk & Dodge
Outsides Partner Trade
Centers Star Thru, Sweep 1/4
Pass Thru (ZB/AL!)
- Pass the Ocean, girls Trade
Girls Circulate, Recycle (ZB/AL!)
- Pass the Ocean, boys Circulate
Girls Trade, Recycle
Dive Thru, Pass Thru (ZB/AL!)
- Pass the Ocean, Swing Thru
Girls Circulate, boys Run
Wheel & Deal, Right & Left Thru (ZB/AL!)
- Centers only Box the Gnat
Same 4 Right & Left Thru
Same 4 Touch 1/4, Walk & Dodge
Other 4 Star Thru, all Dosado to OW
Recycle (ZB/AL!)
- Pass Thru, Wheel & Deal
Zoom, centers Double Swing Thru
Recycle & Pass Thru (ZB/AL!)
- Pass the Ocean, Swing Thru
Girls Circulate, boys Run
Wheel & Deal, RL Thru (ZB/AL!)

From a Zero Box (ZB/Box 1-4)

- Right & Left Thru
Spin Chain Thru
Boys Run, Bend the Line
Pass Thru, Bend the Line (ZL)
- Center boys only U-Turn Back
Shake hands pull by
Circle to a line of 4 (ZL)
- Curlique, Walk & Dodge
Partner Trade, Pass Thru
Wheel & Deal, centers Touch
Recycle, Pass Thru
Swing Thru, boys Run
Bend the Line (ZL)

Credit the following two get-outs to another Australian, Keith Lethbridge:

From a Zero Line-ZL

- Pass Thru
Wheel & Deal
Centers Pass Thru
Curlique, Swing Thru
Centers Run, Ferris Wheel
Double Pass Thru
All face left and Promenade!
(in sequence, all with partners)

From a Zero Box OW (ZB)

- 4 girls only Walk & Dodge
Boys Run
4 boys only Walk & Dodge
Girls Fold, AL!

• FOR THE A1/A2 CALLER

ADVANCED QUARTERLY SELECTIONS PROGRAM

The Callerlab Advanced QS Committee recently announced it's selections for the third quarter of 1982. They are:

DOUBLE YOUR PLEASURE: From columns, the No. 1 column dancer does a Peel Off and, without stopping, Circulates one position to become an out-facing end in the final OW formation. The other 6 column dancers Extend (momentary columns of 3) and the new lead dancer does a Peel Off as the other 4 Extend and Trade. RH columns produce parallel left hand ocean waves; LH columns produce parallel right-hand ocean waves.

CROSS DOUBLE YOUR PLEASURE: From columns, the No. dancer will (as in Track 2) walk around the adjacent column and then Circulate forward one position. Trailing 6 Extend to a column of 3 and Trade. New column leader will walk around the adjacent column and hold as the other 4 Extend and Trade. RH columns produce RH waves; LH columns produce LH waves.

Double Your Pleasure

- 1-3 Right & Left Thru, Pass the Ocean Chain Reaction
Boys Run, Bend the Line EPL
Touch 1/4
Double Your Pleasure (4LW)
Ends Run (1F)
Crossover Circulate, Turn & Deal
Pass & Roll your Neighbor & Spread
Girls Trade, girls Run
Tag the Line-In, Touch 1/4
Double Your Pleasure (1/2LW)
Left Swing Thru AL!
- 4 Ladies Chain
1-3 Slide Thru, Pass Thru, Swing Thru
Acey Deucey, Boys Run
Tag the Line-In (4L)
Touch 1/4 (4C)
Double Your Pleasure (ØLW)
Left Swing Thru (1/2LW)
Girls Run, couples Circulate
Cast a Shadow (RL Grand!)
- Boys Run, Bend the Line ZL
Pass the Ocean, Trade Circulate
Mix, girls Run, Tag the Line-In .. (3L)
Touch 1/4 (3C)
Double Your Pleasure
Left Swing Thru, Trade Circulate
Recycle (ZB) AL!

Cross Double Your Pleasure

- 1-3 Pair Off ZB
Swing Thru, Switch the Wave

Crossover Circulate, Tag the Line-In
Touch 1/4

Cross Double Your Pleasure (ØF)

Girls 1/4 Thru, Diamond Circulate

6x2 Acey Deucey (2D)

Cut the Diamond, Bend the Line .. (1L)

Touch 1/4 (1C)

Cross Double Your Pleasure (2F)

Centers Walk & Dodge

Same 4 Run around the ends AL!

- 1-3 Swing Thru, boys Run
Turn & Deal, Split Square Thru
Trade By (AL!) ZB
Slide Thru, Touch 1/4 (ØC)
Cross Double Your Pleasure (4F)
Crossover Circulate-boys go double
Turn & Deal, 1/2 Breed Thru OB-os
Pass Thru, Trade By ZB-os
Touch 1/4, Scoot & Weave
Girls Trade, girls Run, Tag the Line-In
Touch 1/4
Cross Double Your Pleasure
Turn & Deal, Touch 1/4, boys Run
Promenade
Get-Out

From a Zero Line (ZL/1P2P)

- Pass Thru, Wheel & Deal, centers Pass Thru
Swing Thru, boys Run, Tag the Line - In
Touch 1/4
Double Your Pleasure AL!

• SIGHT CALLER'S NOTEBOOK

SNAPSHOT RESOLUTION: BOX FORMATIONS

Last month's analysis of the commonly-seen normal box set-ups in which all dancers are paired with their original partners (Figures 1 and 2, page 1368) brought to mind four other very common box set-ups which a sight caller is often able to recognize or "Snapshot" on the fly. First, of course, is the popular in-sequence Zero Box (ZB/Box 1-4) -- the box set-up from which it is possible to call an Allemande Left. And second, is it's counterpart, the so-called "Across the Street Box" (ZB-os/Box 1-2).

The first thing that a caller recognizes about these set-ups is probably the fact that the outside couples are paired with their original partners while the inside couples are not paired with their partners. Then, by simply noting whether the key man is facing his corner -- or someone other than his corner -- the caller can determine whether the dancers are in a ZB or in a ZB-os situation. (In the diagrams below we are again assuming that the caller has chosen couples 1 and 4 as his key couples).

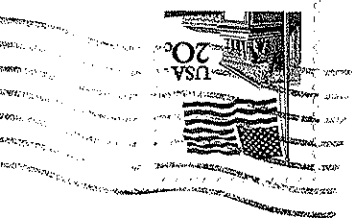
	Outside couples paired; Inside couples not paired:	Get-Out:
Can Key Man "see" Corner? YES (ZB)	<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> 4 4 1 3 1 3 2 2 </div> <div style="text-align: center;"> 1 1 2 4 2 4 3 3 </div> </div>	Allemande Left!
NO (ZB-os)	<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> 4 4 3 1 3 1 2 2 </div> <div style="text-align: center;"> 1 1 4 2 4 2 3 3 </div> </div>	1. Right & Left Thru Dive Thru, Pass Thru, AL! 2. Square Thru 3/4 Trade By, AL!

Fig. 1 (assume No. 1 man is "Key" Man)

Two other very frequently observed Snapshot box set-ups are the ones in which the inside couples are paired with their original partners while the outside couples are not similarly paired. This will produce either an OB or an OB-os condition and, here again, the caller's decision about which of the two set-ups the dancers have formed will also depend upon whether or not the caller can "see" his corner: if he can: OB-os; and if he cannot: OB.

We've diagrammed both of these on the next page. Check 'em out and note some of the get-outs we have listed.

JIM MAYO 378
78 WASH POND RD
HAMPSHIRE NH 03841



CHOREO BREAKDOWN
5046 Amondo Drive
San Jose, California 95129

	Inside couples paired; Outside couples not paired:	Get-Outs:
Can Key Man "see" Corner? YES (OB-os)	<div> <div>4 2</div> <div>1 1</div> <div>3 3</div> <div>4 2</div> </div> <div> <div>3 4</div> <div>4 4</div> <div>2 2</div> <div>3 4</div> </div>	1. Pass to the Center, Square Thru 3/4, AL! 2. Swing Thru, boys Run 1/2 Tag, Trade & Roll, AL! 3. Follow Your Neighbor & Spread Girls Trade, Recycle, AL!
Can Key Man "see" Corner? NO (OB)	<div> <div>2 4</div> <div>1 1</div> <div>3 3</div> <div>2 4</div> </div> <div> <div>1 3</div> <div>4 4</div> <div>2 2</div> <div>1 3</div> </div>	1. Pass to the Center, Pass Thru, AL! 2. Pass Thru, Trade By, AL! 3. RL Thru, Veer Left, Ferris Wheel Dixie Grand, AL!

Fig. 2 (assume No. 1 man is "Key" Man)

choreo



BREAKDOWN

BILL PETERS • 5046 Amondo Drive, San Jose, California 95129

NOVEMBER 1982

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WHAT'S HAPPENING?

It is obvious that the emphasis in most workshops this past month has been on the various QS moves that became effective for the final quarter of 1982. We can't help but observe, however, that while we've been aware of a lot of complaining from callers, we personally have received absolutely no negative comments from dancers. Have you? (We'd really like to know!) Our own position thus far has been to note (without comment) the fact that for the first time some callers may find it necessary to add as many as 6 new moves to their dancers' repertoires. We cannot help but wonder on the other hand, why we've heard no

complaints from the dancers. We'd welcome your comments.

There are lots of new moves to report this month so we'll get right to it:

COZY HINGE: From a 1/4 Tag, 3/4 Tag Tidal Wave, etc., center 4 Lockit as all others Single Hinge.

CROSS TO A FRIEND (Jack Berg) From waves or lines: centers Cross Run & Roll as new centers Partner Tag to end in 8-Chain Thru formation.

DIXIE DOWN (Jack Berg) From 8-Chain Thru: all Veer Left 1/2 (i.e., one place); beaus Extend to form 4 offset mini-waves and each mini wave Trades. Original beaus who are now facing give a left & pull by and center beaus give a right & pull by as other beaus Peel right to form RH mini waves with trailers. Original belles meanwhile move up (Circulate) around the outside to become ends of the final parallel 2-faced lines.

DRAGON FIRE (Jack Berg) From facing lines all Pair Off; Track Two.

ENERGIZE (Jerry Jestin) From 8-Chain Thru: all RH Star 5/8 (original belles have OW down the center). Belles, as centers of parallel diamonds, do a Diamond Circulate as original beaus, Box Circulate (inside) to end in parallel 2-faced lines.

What's Happening? (continued)

EXPLODE THE "H" (Gary Brown) from an "H" formation: centers Explode the wave as others $1/4$ in and pull by.

FLIP & FOLD: From lines back-to-back: ends Fold as centers U-turn back to end in a Double Pass Thru formation.

MAGIC DOUBLE YOUR PLEASURE: From magic columns: each column leader does a Peel Off + Circulate; other 6 do a $1/2$ Magic Circulate + Trade; new leader does a Peel Off; remaining four do a $1/2$ Magic Circulate plus Trade.

MEGACYCLE (Jack Berg) From any allowable formation: all do a Single or Partner Hinge; without stopping all Lockit + Single Hinge.

RIGHT & LEFT SWEEP: From facing couples: Right & Left Thru + Circle left $1/4$.

SCOOT AND SLIDE From any Box Circulate foursome, all Scoot Back and, without stopping, Slide Thru to end in facing pairs.

RELAY YOUR PLEASURE: From a Tidal Wave: All dancers do a Grand Spin the Top (i.e., all arm turn $1/2$, center 6 Cast $3/4$, as the very ends Counter Rotate. The very centers Spread as Rotators move in, as outfacers in the other 4 turn back.

H-CY DEUCEY (a different name for an 6 by 2 Acey Deucey done from an "H" formation.)

LINEAR TAG (Chuck Kessler) all do a Single Hinge + Vertical Tag, (starts from an OW)

LINEAR TAG DIXIE STYLE (Chuck Kessler) From an OW, all Single Hinge + Vertical $3/4$ Tag and, without stopping, centers Turn Thru and leaders turn back. All now Left Touch $1/4$.

MYSTIC CHANGE (Jack Berg) From columns of 3 with "outriders" (as in lines of 4: ends Left Touch $1/4$, others Pass the Ocean): column dancers Circulate; outside mini waves Trade to become wave centers; center mini wave dancers Peel Off + Extend as outriders Circulate $1-1/2$. Ends in parallel waves.

QUICK FLIP (Jack Berg): From any Box Circulate foursome, all Circulate $1/2$ and, without stopping Flip the Diamond.

SHIFT TO A DIAMOND/HOURLASS (Bill Davis): From a 2-faced line: centers Cross Run as ends do their part of a Switch (to a diamond or Hourglass as directed).

SHIP AHOY (Bruce Williamson) From facing couples: Partner Trade + Partner Tag + Partner Trade.

GREMLIN DEPT.

Our thanks to those who wrote in to tell us that we had goofed in our definitions for Double Your Pleasure last month (page 1377). It turns out that we inadvertently omitted a critical Trade in our description. To correct it, add the words "and Trade" immediately after the parenthetical "(momentary columns of 3)" and you'll be OK. Also, the end-up formation for Cross Double Your Pleasure is 2-faced lines -- not ocean waves as we indicated.

These were errors made in haste and we apologize for them. We've had a hectic schedule (our problem - not yours!) and we were so intent on proofing the choreography -- the routines all work with the correct definitions incidentally -- that we apparently glossed over the definitions themselves. Again, we're sorry if this caused you any problems!

• NEW MOVEMENT (Experimental)

ROLLER COAST (Bill Davis)How To Do It:

From any formation in which it is possible to do an All 8 Circulate after first doing a 1/4 right turn -- (such as from lines facing out, Double Pass Thru/Completed Double Pass Thru, etc., the command to "Roller Coast" means: All 8 individually turn 1/4 to the right; then, without stopping, all 8 Circulate and, still without stopping, all now do another 1/4 turn to the right. Lines facing out convert to lines facing in; a DPT becomes a completed DPT and vice versa.

If the call is to do a SPLIT ROLLER COAST, the action is the same except that the Circulate is a Split Circulate. If the call is to do a LEFT ROLLER COAST, then the 1/4 turn is to the left.

Impressions:

The thing that characterizes this movement is that a caller can make his choreography as easy or as hard as he or she may want to make it. It all depends on the formation or formations from which he calls it. We found that the dancers were most enthusiastic (and we also had the easiest teach) when we called it from either back-to-back lines or from a completed Double Pass Thru.

Choreography:

<u>From a Zero Line (ZL/1P2P)</u> Pass Thru, Wheel & Deal Double Pass Thru <u>Roller Coast & Spread</u> Star Thru, centers Pass Thru Swing Thru, boys Run Bend the Line	<u>LINE ZERO</u> (True)
<u>From a Zero Box (ZB/Box 1-4)</u> Swing Thru, boys Run Ferris Wheel, Double Pass Thru <u>Roller Coast</u> Centers RL Thru, Pass Thru	<u>BOX ZERO</u> (True)

Get Outs:

<u>From a Zero Line (ZL)</u> 1. Pass Thru, <u>Roller Coast</u> Star Thru (or Load the Boat), AL! 2. Pass Thru, Tag the Line <u>Roller Coast</u> , centers only Allemande Left Everybody Right & Left Grand! 3. Star Thru, Pass the Ocean, Swing Thru Explode the Wave <u>Split Roller Coast</u> , Right & Left Grand!

Roller Coast (continued)Sample Routines:

- 1-3 lead right
Circle to a line of 4 ZL
Pass Thru
Roller Coast CL-os
Pass the Ocean
Swing Thru, boys Run
Couples Circulate
Ferris Wheel
Double Pass Thru
Roller Coast (ØP)
Zoom
Centers Pass Thru (ZB) AL!
- 1-3 lead right
Circle to a line of 4 ZL
Pass the Ocean
Explode the Wave
Roller Coast RL
Right & Left Thru
Pass Thru
Bend the Line RL
Square Thru 3/4
Roller Coast OL
Pass Thru
Wheel & Deal
Centers Swing Thru, Turn Thru
Allemande Left this Corner
Right & Left Grand
On the 3rd Hand Promenade
(original partner)
- 1-3 Square Thru ZB
Swing Thru, boys Run (ØF)
Tag the Line
Roller Coast (2P)
4 Boys Swing Thru
4 boys Extend
Boys Run OL-os
Square Thru
Trade By
Star Thru ZL-os
RL Thru, Flutter Wheel
Pass Thru, Tag the Line-Right .. (3F)
Ferris Wheel, Double Pass Thru
Roller Coast (4P) AL!
- 1-3 Star Thru (ØP)
Double Pass Thru
Roller Coast (ØP)
Centers Pass Thru (AL!) ZB
Touch 1/4
Walk & Dodge
Roller Coast ERL-os
Right & Left Thru
Slide Thru, Pass Thru
Split Roller Coast
Pass Thru* AL!
* or Single Circle to a
Right & Left Grand!
- 1-3 Square Thru ZB
Pass Thru
Split Roller Coast OCB-os
Pass Thru, Trade By
All Pass Thru
Split Roller Coast (ZB) AL!
- 4 ladies Chain
1-3 Square Thru OB
Swing Thru, boys Run
Tag the Line
Left Roller Coast (2B)
Zoom, 4 girls Swing Thru
4 girls Extend
Scoot Back
Boys Run (ZL) AL!

SINGING CALL (Corner Progression)

Head 2 lead right, circle to a line
Fwd. up & c'mon back, Pass Thru in
time
Roller Coast go 2 by 2, make a brand
new line
Everybody Load the Boat, 2 by 2
you're doin fine
When you're done, the corner Swing
Swing that corner there
AL, c'mon back, Promenade the square
...add 16-beat tag

● MOVIN' DOWN THE MAINSTREAM

Our Mainstream spotlight this month falls on Cloverleaf and Peel Off. While we have, in the past heard many complaints that these 2 MS moves would often cause a large number of squares to break down when they were called at festivals, we have noted that the situation has, in the last year or two, substantially improved. We still, to be sure, see a certain amount of fallout with these moves, but not nearly as much as there used to be! This can only mean that callers are doing their jobs better -- to which we say keep up the good work!

- 1-3 Pass the Ocean, Recycle ... (ØP)
Double Pass Thru
Cloverleaf (ØP)
Centers Star Thru, Cross Trail Thru
Separate, go round 1, line up 4..ERL
Pass Thru, Wheel & Deal
Double Pass Thru
Peel Off (2L)
Star Thru
Cloverleaf
Centers Pass Thru, Star Thru ... ZL
Square Thru 3/4
Courtesy turn this girl & Rollaway(1/2L)
Pass Thru, Tag the Line
Leaders only face & Allemande Left
Everybody go Right & Left Grand!
- 1-3 Star Thru, Zoom (ØP)
Centers Turn Thru, all Left Turn Thru
Centers Turn Thru
All Cloverleaf
Centers Turn Thru, all Left Turn Thru
Centers Turn Thru
All Peel Off
Star Thru, California Twirl
Centers Square Thru 3/4 ALL
- A "Quickie" Opener:
 - 1-3 Square Thru
Sides U-Turn Back
All Cloverleaf
Go Right & Left Grand!
- 1-3 Square Thru, 2-4 Partner Trade
All Cloverleaf
Centers Pass Thru (AL!) ZB
Dosado to OW
Girls Trade, girls Run
Tag the Line-In (3L)
Pass Thru
Wheel & Deal (3P)
Double Pass Thru
Peel Off CL
Right & Left Thru CL-os
Pass the Ocean, Swing Thru
Boys Run
Tag the Line - In
Pass Thru
Wheel & Deal
Double Pass Thru
Peel Off
Centers only face partner
Everybody Right & Left Grand!
- 1-3 Star Thru
Double Pass Thru
Girls only Peel Off
Boys face in
As couples (same sex) Circulate
Boys only Bend the Line
All Ferris Wheel (2P)
Double Pass Thru
Peel Off
Pass Thru, Wheel & Deal
Centers Turn Thru ALL
- 1-3 Star Thru, Double Pass Thru
Boys only Cloverleaf, girls Peel Off
Boys individually face left ... (1F)
All Ferris Wheel
4 girls Swing Thru, Turn Thru
Boys, Courtesy Turn your girl ..ZL
Right & Left Thru, Touch 1/4
8 Circulate, boys Run ZB-os
Right & Left Thru, Dive Thru
Centers Box the Gnat
All Double Pass Thru, Cloverleaf
All Double Pass Thru, Cloverleaf
Right & Left Grand!

• THE PLUS PLATEAU

...AND SPREAD

While most Plus Level dancers are typically able to Wheel & Deal & Spread, or to Ferris Wheel & Spread, they are not, as a rule, exposed to some of the other Spread applications with anywhere near as much regularity. We're showing some of the easier ones in the routines below. You should be able to get your dancers through them without any previous walk-thru.

- 1-3 Star Thru
Double Pass Thru
Cloverleaf & Spread (1L)
All Star Thru & Spread (1L)
Star Thru
Zoom
Centers Pass Thru (ZB) AL!
- 1-3 Right & Left Thru
Rollaway, 1/2 Sashay
Star Thru & Spread
Ends Cross Fold & Spread (1L)
Star Thru
Zoom
Centers Pass Thru (ZB) AL!
- 1-3 Square Thru ZB
Swing Thru
Boys Run
Bend the Line
Right & Left Thru EOL
Pass Thru
Wheel & Deal
Centers Slide Thru
Curlique & Spread (3x1)
Boys only Ferris Wheel
Girls Recycle (2P)
Double Pass Thru
Peel Off & Roll... & Spread (4L)
Pass Thru
Wheel & Deal
Zoom
Right & Left Grand!

- 1-3 Lead right, Veer Left
Wheel & Deal OPB
Star Thru, Right & Left Thru.. ERL-os
Pass Thru
Wheel & Deal
Centers Slide Thru
Touch 1/4 & Spread (3x1)
Center 4 Right & Left Thru
Same 4 Pass the Ocean
End 4 Circulate (check diamonds)
Diamond Circulate
Flip the Diamond (3W)
Centers Trade, centers Run
Ferris Wheel & Spread AL!

A Quickie Get-Out :

From a Zero Box Ocean Wave:

- Recycle, Pass the Ocean
Fan the Top & Spread (AL!)

We've also noticed a current choreographic focus on "Coordinate & Spread". The action there is for those who end up in the center (the girls when Coordinate is called from a zero column) to Spread as soon as they complete their final Trade and for the others to squeeze in between them. This would probably require a fast walk thru but it is a logical application of the Spread concept:

- 4 ladies Chain, Promenade
1-3 Wheel Around
Right & Left Thru OL-os
Touch 1/4
Coordinate & Spread
Boys Hinge
Diamond Circulate
Flip the Diamond & Extend
Right & Left Grand!

• SHARE THE WEALTH

Subscriber Larry LeMay sent in a pair of routines that could also serve as Zero Box get-outs (even if they are a bit long!) They feature the ends of parallel waves -- who are really in single file columns of two -- doing a Zoom while the centers do a Trade or Scoot Back:

• From a Zero Box (ZB/Box 1-4)

- Swing Thru
Girls Circulate
Boys Run
Couples Circulate
Bend the Line (ECL-os)
Pass the Ocean
Swing Thru
Girls Zoom, boys Trade
Right & Left Grand!
- Swing Thru
Boys Run
Couples Circulate
Bend the Line
Pass Thru, Partner Trade
Right & Left Thru
Dixie Style to an OW
Girls Zoom, boys Scoot Back (AL!)

Malcolm Davis from England passed along a little gimmick he says he "found out calling at fun level":

• From a Zero Line (ZL/1P2P)

- Pass the ocean
If you want to Partner Trade
All Hinge & Flutter
Star Thru
Those facing out (on the outside)
California Twirl
If you can Right & Left Thru
If you can Dive Thru
Centers Pass Thru
Circle to a Line of four
(back to Zero Line!)

We also dug out a quintet of get-outs from our own files. These all work from a Corner Line (boys in sequence, all with original corner in partner "slot".)

From a Corner Line (CL)

- Right & Left Thru
Flutterwheel
Curlique
Boys shake left hands, pull by
(or Curli-Cross)
Right & Left Grand!
- Right & Left Thru
Rollaway, 1/2 Sashay
1/2 Square Thru
Right & Left Grand!
- Star Thru, Veer Left
Ferris Wheel
Centers Right & Left Thru
Same 4 Rollaway, 1/2 Sashay
Zoom
Zoom again
Right & Left Grand!
- Star Thru, Veer Left
Ferris Wheel
Centers Right & Left Thru
Everybody Rollaway 1/2 Sashay
Dixie Grand - but go 4 hands
Right & Left Grand!
- Right & Left Thru
Pass the Ocean
Swing Thru, boys Run
Tag the Line-In
Pass Thru, Wheel & Deal
Double Pass Thru
Peel Off
Centers only Roll
Right & Left Grand!

• FOR THE A1/A2 CALLER

ADVANCED QUARTERLY SELECTION - 4th QUARTER, 1982

The Callerlab Advanced QS Committee has chosen two experimentals to be used during the final quarter of 1982. They are Z-Coordinate (Kip Garvey) and Bridge the Gap (Bruce Busch). The definitions below are as listed in the Callerlab release.

Z-Coordinate: From parallel lines or waves with centers in miniwaves: centers 1/2 Circulate as ends slide together; center 6 Trade; lonesome ends and very centers move up (as in Hourglass Circulate) to become ends of parallel lines or waves.

- 1-3 Pass Thru, partner Trade
 Square Chain Thru OPB
 Swing Thru
 Switch the Wave (ØF)
 Crossover Circulate (1/2F)
Z-Coordinate (ØF)
 Turn & Deal
 Swing Thru, Recycle
 Veer Left, Crossover Circulate .. (1/2F)
Z-Coordinate (ØF)
 Turn & Deal
 Right & Left Grand!
- 1-3 Wheel Thru OPB-os
 Swing Thru, boys Run (ØF)
Z-Coordinate (1/2F)
 Crossover Circulate (ØF)
 4 girls 3/4 Thru
 Diamond Circulate
 Cut the Diamond (ØF)
Z-Coordinate (1/2F)
 Couples Circulate
 Turn & Deal (ZB) AL!
- 1-3 Pair Off, Touch 1/4
 Follow Your Neighbor & Spread .. ZB(ow)
 Trade Circulate (ØLW)
Z-Coordinate ZBos(ow)
 Swing Thru, boys Run
 Ferris Wheel
 Double Pass Thru
 Horseshoe Turn (ZB) AL!

Bridge the Gap: From a DPT formation: the Beaus Veer left and ahead (Press Left) as Belles Extend and Trade. Ends in Parallel waves.

(Left Bridge the Gap: same as above except that Belles Veer right and ahead as Beaus Extend & Trade.)

- 1-3 Square Thru 3/4, Separate
 Go 'round 1, line up 4 (1L)
 Star Thru (ØP)
Bridge the Gap ORB(ow)
 Girls Run, Crossover Circulate
 Ferris Wheel (ØP)
Bridge the Gap OCBos(ow)
 Recycle (ZB) AL!
- 1-3 Star Thru (ØP)
Bridge the Gap ORBos(ow)
 Swing Thru
 8 Circulate 1-1/2
 Right & Left Grand!
- 1-3 Pass the Ocean
 Chain Reaction (1/2W)
 Cast a Shadow (ØLF)
 Trade Circulate (ØF)
 Ferris Wheel
Bridge the Gap CB(ow)
 Swing Thru
 Acey Deucey
 Boys Run, Bend the Line CL
 Pass Thru, Wheel & Deal
Left Bridge the Gap AL!

• SIGHT CALLER'S NOTEBOOK

SNAPSHOT RESOLUTION: TWO EASY LINES

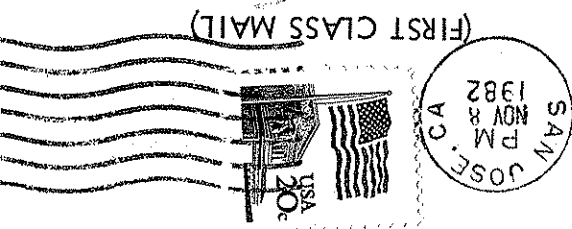
This month, we continue our current series on Snapshot Resolution by analyzing two very commonly seen facing lines set-ups: the so-called "Partner Lines", i.e., all dancers paired with original partners, and also, the equally common "Opposite Lines", i.e. all dancers are paired with their original opposites.

Most callers are very familiar with both the in-sequence and out-of-sequence versions of the partner lines (ZL or ZL-os / 1P2P or 2P1P) and most callers have also generally memorized a number of get-outs for these set-ups. Check the diagrams below and note that the formal recognition factors are (1), are all dancers paired (very easy to quickly recognize) and (2), does the key man have his corner on his left (ready for an Allemande Left)? This is sometimes a bit more difficult to determine in a moving square but it usually can be mastered with just a little bit of practice.

All Dancers Paired with Original Partners		Get-Outs:
Is Key Man's Corner on his Left? YES (ZL)		1. Star Thru, Square Thru 3/4, AL! 2. RL Thru, Cross Trail Thru, AL! 3. Star Thru, RL Thru, Slide Thru & Roll Right & Left Grand! 4. Touch 1/4, 8 Circulate, Boys Run (ZB)AL!
NO (ZL-os)		1. Cross Trail Thru, AL! 2. Pass Thru, Partner Trade & Roll Right & Left Grand! 3. Pass Thru, Wheel & Deal, Zoom Centers Swing Thru, Turn Thru, AL!

The "Opposite Line" (both in sequence and out) probably occurs just as often as a Zero Line but it is usually a bit more difficult to immediately identify. It is interesting to note that in most cases we identify the Opposite Line not by recognizing that all dancers are paired with their opposites, but rather, by observing that the partners of both key men are two "slots" away and this allows us to conclude that all dancers must therefore be paired with their original opposites. To determine sequence in such cases, we generally look at the lady across from the end man: If the end man is facing his original corner, the lines are out-of-sequence; if the end man is not facing his corner, the lines are in sequence. While it probably takes a bit more "savvy" on the part of the caller to "snapshot an Opposite Line, this too is easily managed with just a little bit of practice and experience (check the diagrams on the next page).

JIM MAYO
 373
 JY WASH POND RD
 HAMPSHIRE NH 03041



CHOREO BREAKDOWN
 5046 Amodeo Dr.
 San Jose, California 95129

All Dancers Paired with Original Opposites		Get-Outs
Is End Man Facing Corner ? YES (OL-os)	 - or - 	1. Star Thru, 8 Chain 3, AL! 2. Star Thru, Dive Thru Centers Pass Thru, All Pass Thru, AL! 3. Square Thru, Trade By Square Thru 3/4, AL!
NO (OL)	 - or - 	1. Precede all above get outs with a RL Thru 2. Square Thru, Trade By, Star Thru (converts set-up to a ZL/1P2P) 3. Pass Thru, WD, centers Star Thru and back away, other 4 lead right, AL!

choreo



BREAKDOWN

BILL PETERS • 5046 Amondo Drive, San Jose, California 95129

DECEMBER 1982

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WHAT'S HAPPENING?

It's hard to know, in any given month, which new movement to feature. For example: We understand that Sparkle has been very popular in many workshops. While we liked the movement when we reported in our August issue (page 1351) we didn't feature it. We opted instead for Synchronize and, while we still like Synchronize, it hasn't as far as we can tell, gotten anywhere near as much workshop play as Sparkle. It is also interesting to observe that we also reported but did not feature (in that same issue) Track to a Diamond which, as you all know, is now a Plus Level QS move.

We have a similar dilemma this month. While we're featuring Scoot, Cross & Turn (we like it's traffic flow and body action) we also looked long and hard at Linear, Tag and Turn, Turbo Fan and Circle the Wagons -- all of which we also liked but found a minor flaw in the action. But who knows -- anyone of them could make it and it's tough to figure out which one will. Here's the lot:

CIRCLE THE WAGONS (Jack Berg) From facing couples Single Circle and, without stopping, all do a "Z" Left, i.e., all Veer left one dancer's position to end (momentarily) with original belles facing each other with a beau on the belle's left side and facing the same way. Facing Belles now Single Circle to a mini wave as the flanking beaus Fold to face a belle. Facing dancers now Single Circle to a Wave to end the action. The action equals RL Thru + Step to a wave.

DIAMOND CHAIN & CIRCULATE THRU

(Don Beck) From center to center diamonds, all Diamond Circulate; the very centers of the wave Trade and Cast (inside hands) 3/4 with the one's they meet to end the movement in 2-faced lines. The actions inserts a 6x2 Acey Deucey into a Diamond Chain Thru.

DIXIE SHADOW (Don Beck) This a variation of a C-T call and the author presents it as a suitable workshop item for dancers who can Relay the Shadow. From an 8-Chain Thru, all Dixie Style & finish doing a Relay the Shadow.

What's Happening? (continued)GRAND SQUARE THE BASES (Don Beck)

Sides Part: face partner, back away 4 steps and turn (on last step) to face original opposite. They then walk ahead and start a Split Square Thru 2 hands with their opposites and, when it is done, they Trade By.

Heads Part: Walk forward and Square Thru $3/4$ and then join the Sides for the second hand of the Sides' Split Square Thru 2 hands. The Heads then also finish with the same Trade By.

HIT THE RAIL (Claude Spheres) From an 8-Chain Thru formation, all Pass Thru; outfacers Partner Tag as infacers Pass Thru + $1/4$ out.

LINEAR TAG (Chuck Kessler) From waves or lines, ends and adjacent centers Hinge and, without stopping all do a Vertical Tag (outfacers Fold and finish like a Tag the Line including the final facing command - in/out/etc.)

LINEAR TAG & TURN (Dick Bayer) Same as Linear Tag (above) except that leaders turn back and Courtesy Turn the centers to end the action as facing couples.

RUNNING WILD From a wave or line, Centers Cross Run + Run as, simultaneously, the ends Run + Cross Run.

SPIN CHAIN & EXCHANGE THE GEARS

(Carl Hanks) Begin like a Spin Chain the Gears as far as the 2 stars turning $3/4$. From here, the dancers who are adjacent in the 2 stars are each star's leaders. They now lead each star 45° diagonally to form momentary columns. The leader now turns 135° ($45 + 90$) and leads the trailers across the set. Leaders then do a right face $3/4$ turn as the No. 2 dancer steps ahead and $1/4$ right to become a end of the final wave. No. 3 dancer turns right to become a wave center and the last dancer (No. 4) adjusts left to become the other wave end. Ends in parallel ocean waves.

TURBO FAN (Don Beck) From parallel OWs all Circulate $1-1/2$. Center wave now does a Fan the Top and without stopping (now in momentary Tidal Wave), each side of the Tidal Wave now does another Fan the Top to end the action in parallel OWs.



Season's
greetings

— Bee & Betty

• NEW MOVEMENT (Experimental)

SCOOT, CROSS AND TURN (Johnny Wykoff)How To Do It:

From a Box Circulate foursome (parallel mini-waves) in which the boys are facing in and the girls are facing out -- as in ZB+Touch 1/4 or any No. 1 ocean wave -- all do a Scoot Back and, without stopping, girls extend right hands and pull by to a spot alongside and on the right side of the opposite boy (all are now facing out). The opposite boy now Courtesy Turns this girl to end the action as facing couples.

Impressions:

Note that like a Star Thru or a Box the Gnat, the definition of this move is sex-dependent, i.e., it can only be done from parallel mini-waves in which the boys are facing in. This sets it up so that the final Courtesy Turn ends in normal facing couples. It also makes for some smooth and dance-like choreography. Our dancers liked it.

Choreography:

<u>From a Zero Box (ZB/Box 1-4)</u> Touch 1/4 Scoot, Cross & Turn Flutter Wheel Slide Thru	<u>BOX ZERO</u> (True)
<u>From a Zero Box (ZB)</u> Touch 1/4 Scoot, Cross & Turn Pass the Ocean Recycle	<u>BOX ZERO</u> (True)
<u>From a Zero Line (ZL/1P2P)</u> Pass the Ocean Recycle Touch 1/4 Scoot, Cross & Turn	<u>LINE ZERO</u> (True)
<u>From a Zero Line (ZL)</u> Slide Thru Touch 1/4 Scoot, Cross & Turn Flutter Wheel	<u>LINE ZERO</u> (True)

Scoot, Cross & Turn (continued)Sample Routines:

- 1-3 Square Thru ZB
 Touch 1/4 (IW)
Scoot, Cross & Turn EOL
 Touch 1/4
 8 Circulate
 Boys Run OPB
 Touch 1/4 (IW)
Scoot, Cross & Turn ZL
 Star Thru
 Square Thru 3/4 AL!
- 1-3 Lead right
 Circle to a line of 4 ZL
 Pass the Ocean
 Single Hinge (IW)
Scoot, Cross & Turn ECL-os
 Dixie Style to an OW
 Boys Cross Run
 Girls Trade RB(ow)
 Linear Cycle ZL-os
 Pass the Ocean
 Single Hinge (IW)
Scoot, Cross & Turn ECL
 Flutter Wheel ZL
 Pass the Ocean
 Split Circulate - Double
 Right & Left Grand!
- 1-3 Lead right
 Circle to a line of 4 ZL
 Pass Thru
 Boys Run (IW)
Scoot, Cross & Turn ERL-os
 Pass Thru
 Wheel & Deal
 Centers Star Thru
 Square Thru
 Outsides Rollaway, 1/2 Sashay (4B)
 Swing Thru, Scoot Back... (IW)
Scoot, Cross & Turn OL-os
 Pass Thru, Wheel & Deal
 Zoom
 Centers Star Thru & Back away
 Others Lead right (ZB) AL!
- 1-3 Rollaway, 1/2 Sashay
 Same 4 Square Thru (3B)
 Swing Thru (IW)
Scoot, Cross & Turn CL
 Pass Thru, Wheel & Deal
 Outsides squeeze in-line up 4
 Pass Thru, Wheel & Deal
 Girls Pass Thru
 Spin Chain Thru
 Ends Circulate one place... (IW)
Scoot, Cross & Turn EOL-os
 Right & Left Thru
 Pass Thru, Wheel & Deal
 Zoom
 Centers Square Thru 3/4 .. AL!
- 1-3 Slide Thru, Pass Thru
 Right & Left Thru OB
 Touch 1/4 (IW)
Scoot, Cross & Turn EPL
 Star Thru, Right & Left Thru
 Veer Left
 Ferris Wheel
 Centers Touch 1/4
Scoot, Cross & Turn
 Cross Trail Thru & Separate
 Go 'round 1, line up 4.... ZL
 Pass Thru, Wheel & Deal
 Centers Slide Thru
 Pass the Ocean
 Ping Pong Circulate
 Centers Hinge
Scoot, Cross & Turn AL!

SINGING CALL (Corner Progression)

Head 2 Square Thru, 4 hands you go
 Swing Thru 2 by 2, boys Run you know
 Ferris Wheel & everybody Double
 Pass Thru
 Track 2 and when you do, make
 that wave it's she and you
 Single Hinge, Scoot, Cross & Turn
 walkin' cross the ring
 Slide Thru, Corner Swing, Promenade
 ...add 16-beat tag

• MOVIN' DOWN THE MAINSTREAM

PEEL OFF

The last time we featured Peel Off was in August, 1981 (page 1234). We noted at that time that although Peel Off had been something of a problem at many MS dances, more and more callers were working with Peel Off and the movement seemed to be gaining in popularity. We're pleased to note that the movement is still popular. While Peel Off will still cause a certain amount of down squares at the average MS dance more and more dancers now seem to get through the action quite easily.

The routines below stress Peel Off in a variety of applications -- many require half the dancers to Peel Off while the other half do something else. Give 'em a look-see!

- Allemande Left, pass your Partner
Promenade the next
1-3 Wheel Around, Pass Thru
Wheel & Deal, Double Pass Thru
Peel Off..... (2L)
Star Thru, Cloverleaf (ØP)
Centers RL Thru, rollaway, 1/2 Sashay
All Double Pass Thru
Peel Off EOL
Right & Left Thru
Rollaway, 1/2 Sashay (1/2L)
Pass Thru, Wheel & Deal
Double Pass Thru
Peel Off, Star Thru
Centers Square Thru 3/4 AL!
- 1-3 Square Thru ZB
Swing Thru, boys Run
Bend the Line EPL-os
Pass Thru, Wheel & Deal
Double Pass Thru
Peel Off (2L)
Pass Thru, Wheel & Deal
Zoom
All Double Pass Thru
Girls Peel Off
Boys Partner Trade (4L)
Pass Thru
- Tag the Line - Right (ØF)
Couples Circulate
Ferris Wheel
Centers Pass Thru (ZB)..... AL!
- 1-3 Star Thru
All Double Pass Thru
Leaders Peel Off & Star Thru
Trailers Trade & Square Thru
Centers In, Cast Off 3/4 (1L)
Star Thru, centers RL Thru
Pass Thru (AL!) ZB
Star Thru, Square Thru
Trade By, Star Thru RL
Pass Thru
Tag the Line
Leaders Peel Off & Box the Gnat
Trailers Trade & face your partner
Everybody Right & Left Grand!
- 1-3 Lead right, circle to a line (ZL)
Pass Thru, Wheel & Deal
Double Pass Thru
Girls (only) Peel Off
Boys face 1/4 right
Couples Circulate
Girls (only) Bend the Line
All Ferris Wheel
Girls Square Thru 3/4
Split the boys, line up 4 (4L)
Pass Thru, Tag the Line
Boys Peel Off, girls Trade (3L)
Pass Thru
Tag the Line
Girls turn back Star Thru (ØF)
Couples Circulate
Bend the Line ZL-os
Cross Trail Thru AL!

• THE PLUS PLATEAU

TRIPLE SCOOT

By definition, a standard Scoot Back can be called from any Box Circulate foursome. When 2 such foursomes are adjacent top-to-bottom (as in right-hand columns) a similar action is called Triple Scoot, i.e., the 3 diagonally facing pairs do a Turn Thru action as those facing out (column leaders) Run or Fold into the adjacent spot. Although rarely called, it is, we suppose, also possible to call a regular 4-dancer Scoot Back from columns, but it would be necessary to say "in your own 4, Scoot Back" (Split Scoot Back ??). The result, however, would be the same as a Triple Scoot, which is, we suspect why nobody ever calls it. Try these for size....

- 1-3 lead right, Circle to a line. ZL
 Pass Thru
 Tag the Line - In (1/2L)
 Touch 1/4, 8 Circulate
 Triple Scoot
 Boys Run ZB-os
 Square Thru 3/4
 Trade By (AL!) ZB
 Swing Thru, girls Fold
 Peel the Top to a Curlique (ØC)
 Triple Scoot
 Boys Run (ZB) AL!
- 1-3 Pass the Ocean
 Recycle
 All Double Pass Thru
 Leaders U-Turn Back
 Single Circle to a Wave
 Centers Trade boys Run ZL-os
 Pass Thru
 Tag the Line - In (1/2 L)
 Touch 1/4
 Triple Scoot
 Girls Run
 Right & Left Grand!

- 1-3 Pass Thru, Separate
 Go 'round 1, line up 4 (1L)
 Touch 1/4, 8 Circulate (4C)
 Triple Scoot (4C)
 All Trade & Roll (3L)
 Girls Load the Boat
 Boys Square Thru (2B)
 Swing Thru, centers Trade
 Girls Run (1/2L)
 Touch 1/4, 8 Circulate
 Triple Scoot
 Boys Run ORB
 Star Thru EPL
 Pass Thru
 Wheel & Deal
 Centers Square Thru 3/4 AL!
- 1-3 Square Thru ZB
 Right & Left Thru OB-os
 Swing Thru, boys Run
 Crossfire
 Triple Scoot
 Boys Run OCB-os
 Touch 1/4
 Follow Your Neighbor & Spread
 Recycle, Veer Left
 Ferris Wheel
 Track II OB-os(ow)
 Explode the Wave
 Boys Run (2W)
 Follow Your Neighbor AL!
- 1-3 Square Thru, Sides Rollaway
 Swing Thru, centers Run
 Bend the Line (4L)
 Touch 1/4, 8 Circulate (2C)
 Triple Scoot
 Girls Run (1/2P)
 Double Pass Thru, Peel Off
 Touch 1/4, 8 Circulate (4C)
 Triple Scoot, 8 Circulate
 Boys Run (ØP)
 Zoom, centers Pass Thru OPB-os
 Swing Thru, Turn Thru AL!

● SHARE THE WEALTH

The "Caller's Gazette", a commercial caller's publication which is published every now and again by the Hilton Audio Products Co., frequently offers some helpful tips for callers. While much of its subject matter will, understandably, deal with the various products sold by the company, it nevertheless almost always contains some valuable bits of information that every caller can use. Their current issue (if you haven't already seen it) describes a neat, step-by-step method that a sight caller may use to bring about an unexpected return-to-home get out. We like it better than our own (see our June 1978 issue, page 978) so we thought we'd share it with you. The description assumes No. 1 couple is the caller's Primary key couple and Couple 4 is the other key couple, but you can substitute the number of whatever couple you have actually selected and it will work as well)

Step 1. Pair up Couple No. 1

Step 2. Keep No. 1 couple paired and establish normal facing lines parallel to the stage. (If your primary couple is a Side couple, the lines must then be perpendicular to the stage). If your lines are not where you want them, call a Pass Thru and Bend the Line and they will be.

Step 3. Place Couple No. 1 in the line facing you. If their back is to you call a Right and Left Thru and they'll be facing you.

Step 4. Call Pass Thru, Wheel & Deal

Step 5. Place the No. Couple on the outside. If they're on the inside, call a Zoom and they'll be on the outside. This places both Head couples in their home positions.

Step 6. Call Centers Star Thru. One of 4 conditions will now exist:

- a. All are now in their home positions.
- b. Heads are home; Sides are across from their home position. Call a Right and Left Thru to get everyone home.
- c. Head couples and Side men are home; Side ladies are across from their home positions. Call 2 ladies Chain and all are home.
- d. Head couples and Side ladies are home; Side men are across from their home positions. Call a Flutterwheel and all will be in their home positions.

To end the tip with all dancers in the position to their right (Stir the bucket), use the secondary couple as your guide. In the above example, use couple No. 4 and place them paired in lines parallel to the stage. Follow the above rules and you will have the No. 4 couple end up in No. 1 couple's home position -- and the bucket is stirred!

• FOR THE A1/A2 CALLER

CROSSOVER CIRCULATE

Crossover Circulate is a frequently called move at both the A1 and the A2 plateaus. It can be called from several formations and arrangements and thus permits a fairly wide range of choreographic applications.

Here are some Crossover Circulate patterns we think your dancers might enjoy (we've kept 'em fairly easy and we're using only calls on the A1 list):

- 1-3 Square Chain Thru OPB-os
 - Swing Thru
 - Boys Run
 - Crossover Circulate
 - Boys only 1/4 Thru
 - Diamond Circulate
 - 6x2 Acey Deucey
 - Cut the Diamond
 - Crossover Circulate
 - Bend the Line
 - Touch 1/4
 - Transfer the Column
 - 1/4 Thru ZB(ow)
 - Swing Thru
 - Boys Trade
 - Boys Run
 - Bend the Line CL
 - Pass Thru
 - Tag the Line-Right* (AL!) (3F)
 - Crossover Circulate AL!

* From here, the call Crossover Circulate is a technical zero which means you may call Crossover Circulate Double - or triple -- or literally any number of Crossover Circulates -- and you will still be able to call an accurate Allemande Left!

- 1-3 Wheel Thru OPB-os
 - All Wheel Thru
 - Partner Trade ZL
 - Reverse Flutterwheel ERL-os
 - Pass Thru
 - Tag the Line - Right (3F)
 - Crossover Circulate
 - (boys go double!)
 - Bend the Line
 - 1/2 Breed Thru EPL
 - Pass Thru
 - Tag the Line - Right (3F)
 - Crossover Circulate
 - (girls go double)
 - Bend the Line (3L)
 - Pass Thru
 - Tag the Line - Right
 - Crossover Circulate
 - Turn & Deal
 - Right & Left Grand!
- 1-3 Lead right, Veer Left
 - Bend the Line
 - Right & Left Thru ZL
 - Touch 1/4
 - Split Transfer the Column
 - Swing Thru
 - Centers Run
 - Crossover Circulate
 - Boys only Bend the Line
 - All Crossover Circulate
 - All Crossover Circulate again
 - Girls only Bend the Line (1L)
 - Center 4 Square Chain Thru
 - Other 4 Pass In
 - All Star Thru EOL
 - Curli-Cross
 - Right & Left Grand!

• SIGHT CALLER'S NOTEBOOK

MORE LINE SNAPSHOTS

Last month's continuing investigation of Snapshot Resolution techniques zeroed in on two commonly encountered lines: (1) lines in which all are paired with original partners and (2), lines in which all are paired with original opposites. This month, we continue the series by examining lines in which one of the couples is paired with their original partners, but the others are not. Such lines are undoubtedly a bit more difficult for a caller to recognize quickly in a moving square but we have also found that if a caller works at it a little bit, he or she will soon learn to apply the necessary recognition criteria and will thus be able to "snapshot" these set-ups just as easily as he does the others. It does, however, take a bit of practice.

First, we'll examine lines in which the end men are paired with their original partners but the inside men are not. We identify such lines as "End Man with Partner" lines and they are either in or out of sequence (EPL or EPL-os). Actually, it's fairly easy to look at facing lines and quickly note that the end men are paired while the others are not. It's a bit tougher to also determine (just as quickly) the sequence of the boys. Here again we do it by noting the location of the key man's corner: if the key man is facing his corner, the boys are out of sequence (EPL-os); and if the key man is not facing his corner, the boys are in sequence (EPL). Our diagram assumes No. 1 man is the key man:

End Men Paired Inside Men Unpaired		Get-Outs:
Is Key Man Facing Corner? YES (EPL-os)		1. Pass Thru, Wheel & Deal Centers Pass Thru (AL!)
		2. Right & Left Thru Pass the Ocean, Recycle (AL!)
NO (EPL)		3. Right & Left Thru Flutter Wheel, Slide Thru (AL!)
		1. Pass Thru, Wheel & Deal Centers Square Thru 3/4 (AL!)
		2. RL Thru, Flutter Wheel Square Thru, Trade By (AL!)
		3. Pass the Ocean, Recycle Dive Thru, Pass Thru (AL!)

The obvious reverse situation to the foregoing lines occurs when center men are paired with partners but end men are not. This is the "End Man with Opposite" Line (EOL or EOL-os). Here too, pairings are easy to identify and sequence is established by checking the location of the key man's corner. Check out the diagram on the next page:

JIM MAYO
376
79 WASH POND RD
HAMPSHIRE NH 03841

FIRST CLASS MAIL

CHOREO BREAKDOWN
5046 Amondo Drive
San Jose, California 95129



End Men Unpaired Inside Men Paired:		Get-Outs:
Is Key Man Facing Corner?	 - or - 	1. Pass Thru, Wheel & Deal Zoom, centers Pass Thru (AL!) 2. Dixie Style to OW Trade the Wave - Twice! (AL!) 3. Pass Thru, Tag the Line-Right Ferris Wheel & Spread (AL!)
YES (EOL)	 - or - 	1. Pass Thru, Wheel & Deal Zoom, centers Square Thru 3/4 (AL!) 2. Pass Thru, Wheel & Deal Dixie Grand (AL!) 3. RL Thru, Dixie Style to OW Girls Circulate Twice Boys Trade -- Twice (AL!)
NO (EOL-os)		