

choreo



BREAKDOWN

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

JANUARY 1984

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WHAT'S HAPPENING?

Three of the Callerlab QS committees have voted not to have any new QS movements for the first quarter of 1984. We think that was a wise idea. For many callers, the last quarter of 1983 was a busy time in that it was necessary to workshop a fairly large number of new experimentals if they wanted to keep their dancers current in the selections for that quarter. We tend to agree with the increasing number of callers who are suggesting that we find some way to stagger the QS selections.

On another note, we have recently read Don Beck's new book on mental image choreography. He calls it "Out of Sight" and we think it is very well done. While we continue to use and recommend sight calling as a primary calling method, we recognize that the mental image

method is used by many callers and for them Don's book (in our opinion) shapes up as the definitive text on the subject.

Lots of new moves crossed our desk this month, so we'll get right to them:

CHANGE THE SET UP (Des Hetherington)
From any formation with ends and centers, Ends Trade as centers do a U-Turn Back.

CROSSFIRE TO A DIAMOND (Wayne Ball)
Ends Trade as centers Cast 3/4 with inside hands. Ends in diamonds.

CROSS SCATTER SCOOT (Victor Ceder)
From parallel ocean waves, infacing dancers do a Cross Scoot Back as outfacing dancers Trade the wave. Right hand waves become left hand waves and vice versa.

FLIP THRU (Glen Maynard) From any wave or line, all Single (partner) Hinge Box (Split) Circulate, Single Hinge again and, without stopping, centers Trade. The action always ends in an ocean wave.

MAKE A NEW WAVE (Jack Berg) From parallel lines or waves in which the centers form a mini-wave, Ends Circulate and face in as the centers Cast 3/4 and Extend. Ends in parallel ocean waves.

(more on next page)

What's Happening? (continued)

RIDE THE LINE (Jim Cholmondeley) From parallel 2-faced lines, infacing couples do a 1/2 Circulate to form a momentary 2-faced line in the center. Without stopping, the (very) centers of this 2-faced line Trade and each of the center couples does another 1/2 Circulate. Simultaneously, the outfacing couples do a Standard Couples Circulate to end the action in parallel 2-faced lines. The author also provides the following variations:

RIDE THE DIAMOND: Ride the Line plus centers Hinge to end in twin diamonds.

RIDE THE HINGE: Ride the Line plus couples Hinge to end in a Tidal 2-faced line formation.

RUN THE TAG: From any line or wave, centers Run and without stopping, the new centers do a Partner Tag and take the facing command (in, out, right, left, etc.)

SHADOW TO AN HOURGLASS (Bill Harrison) From parallel 2-faced lines or waves, all dancers except the centers facing in do their part of Shadow to a Diamond. Infacing centers step ahead and, turning 1/4 toward the center, join inside hands with their counterpart from across the set to end in an hourglass formation.

SHAKE THE COLUMN (Jack Berg) From columns, No. 1 dancers Peel Off + Circulate as others column Circulate one place. Column leaders now Flip into adjacent column as those who Peeled Run around them to form an infacing pair. The other 4 Walk & Dodge to end the action in an 8-Chain Thru formation.

SOMETHING MORE (Jack Berg) From a line or wave, 3/4 Tag the Line. Those coming into the center Turn Thru as those facing out Turn Back and Courtesy Turn the one who did the Turn Thru to end in facing couples.

WALK TO A WAVE (Guy Poland)

From any Box Circulate foursome infacers Circulate + 1/4 In as outfacers Circulate and do a Flip-like action to become centers of the end-up ocean wave. The outfacers action is like a Right Roll 3/4.

WALK TO A 2-FACED LINE: Walk to a Wave but centers Slither.

WALK TO A DIAMOND: Infacers Circulate + 1/4 In as outfacers Circulate 1-1/2.

WITH MAGNETISM: An add-on call that applies to adjacent dancers. If adjacent dancer is of the opposite sex, face that dancer, if adjacent is the same sex, put your back to the adjacent dancer. (based on the fact that with magnets, opposites attract). With Reverse Magnetism is the reverse of the above.

ANNOUNCING A NEW BOOK IN THE BILL PETERS' CALLERS' GUIDEBOOK SERIES:

We are pleased to announce the publication of the next volume in our Callers' Guidebook Series: (Book 3)

THE BUSINESS SIDE OF CALLING

Every working caller is a businessman and needs to know how to operate a small business enterprise. Here, for the first time, is a fact-filled, easy-to-read volume containing valuable information about a caller's financial records, tax accounting techniques, calling fees and contracts, business management methods, sales promotion techniques and hundreds of other subjects.

This book, priced at \$9.95, will be advertised next month in the national SD media. As usual, we offer subscribers to Choreo Breakdown a pre-publication discount. To order, send \$7.95 to 5046 Amondo Drive, San Jose, CA 95129.

• NEW MOVEMENT (Experimental)

DIVI-UP (Lilith Kopman)How To Do It:

From a 1/4 Tag formation, centers (partner) Hinge & Roll as the other 4 Divide and move up to become the ends of the final facing lines of 4 formation. It is possible to call Divi-Up from certain other formations, in which case it may not necessarily end in facing lines of four.

Impressions:

While the move had an easy teach when we workshopped it, we suspect that a caller can make it's choreography as easy -- or as difficult -- as he feels his dancers may enjoy. From a zero/normal 1/4 Tag formation, it produces very manageable zero lines which could go a long way toward making the move popular with Plus or even Mainstream dancers. Give it a try and see what you think.

Choreography:

<u>From a Zero Box (ZB/Box 1-4)</u> Pass to the Center Star Thru Pass the Ocean <u>Divi-Up</u> Slide Thru	<u>BOX ZERO</u> (Technical)
<u>From a Zero Box (ZB/Box 1-4)</u> Right & Left Thru Dive Thru, Star Thru Pass the Ocean Ping Pong Circulate <u>Divi-Up</u> Square Thru, Trade By	<u>BOX ZERO</u> (Technical)
<u>From a Zero Line (ZL/1P2P)</u> Star Thru, Dive Thru Swing Thru Double <u>Divi-Up</u>	<u>LINE ZERO</u> (Technical)
<u>From a Zero Line (ZL/1P2P)</u> Pass Thru, Wheel & Deal Centers Star Thru Pass the Ocean, girls Trade <u>Divi-Up</u> Right & Left Thru Slide Thru (ZB/AL!)	<u>CONVERSION</u> <u>or GET-OUT</u> (ZL becomes ZB)

Divi-Up (continued)(From zero 1/4 Tag formation):

- 1-3 Pass the Ocean (ØQ)
Divi-Up RL-os
 Pass Thru, Wheel & Deal
 Centers Star Thru
 Pass the Ocean, girls Trade (ØQ)
Divi-Up OL-os
 Star Thru, 8 Chain 3 AL!
- 1-3 Pass the Ocean (ØQ)
 Same girls Trade
Divi-Up ECL-os
 Load the Boat, Swing Thru
 Boys Run, Ferris Wheel
 Centers Sweep 1/4, Pass the Ocean (ØQ)
Divi-Up CL-os
 Ends only Load the Boat
 Centers Pass Thru, Chase Right .. AL!

(From Other-than-Zero 1/4 Tag Formations:)

- 1-3 Pass the Ocean, Swing Thru .. (3Q)
Divi-Up (1L)
 Pass Thru, Wheel & Deal
 4 girls Swing Thru (1Q)
Divi-Up (3L)
 Pass Thru, Wheel & Deal
 Centers Swing Thru (3Q)
Divi-Up OL-os
 Touch 1/4, 8 Circulate
 Boys Run
 Pass to the Center
 Square Thru 3/4 AL!
- 4 ladies Chain 3/4
 1-3 Square Thru 3/4, Separate
 Go 'round 1, line up 4 (1L)
 Pass Thru, Wheel & Deal
 Zoom
 4 boys Swing Thru (2Q)
Divi-Up (4L)
 Touch 1/4
 8 Circulate, boys Run
 Centers Swing Thru (3Q)
Divi-Up (1L)

Pass Thru, Wheel & Deal

4 girls Swing Thru (1Q)

Divi-Up (3L)

Pass Thru

Tag the Line-Right

Ferris Wheel, centers Pass Thru

Right & Left Grand!

(From Other Formations:)

- 1-3 Lead right, circle to a line .. ZL
 Pass the Ocean, Swing Thru
 Boys Run
 3/4 Tag the Line
 4 boys Swing Thru (2Q)
Divi-Up (4L)
 Girls Load the Boat
 Boys Swing Thru
Divi-Up
 Girls Pass Thru, boys Touch 1/4
 Same boys Walk & Dodge
 Girls Cross Fold (2B)
 Touch 1/4 with that boy
 Girls Trade, Recycle OB
 Right & Left Thru, Dive Thru
 Centers Right & Left Thru
 Pass the Ocean, Swing Thru
 Those boys Trade
Divi-Up
 Everybody Slide Thru AL!

SINGING CALL (Corner Progression)

Head 2 RL Thru, turn this girl for fun
 Same 2 Cross Trail Thru, Separate,
 round 1

Make 2 lines go up & back, Star Thru
 for me

Divi-Up and Everybody RL Thru you see
 Slide Thru, that Corner swing, Swing
 that lady fair

Allemande Left & c'mon back and
 Promenade that square

....add 16-beat tag.

• MOVIN' DOWN THE MAINSTREAM

SAME SEX SLIDE THRU

For many years now, note service editors, when featuring the call Slide Thru, have typically focused on using the call from both opposite-sex-facing and same-sex-facing alignments --- and we, of course, have often done the same. The obvious reason for this kind of approach to Slide Thru is that while we seldom note any problems when Slide Thru is called to facing dancers of the opposite sex, there is generally a very predictable amount of fallout when it is called to facing dancers of the same sex. And that's really a shame because, as we all know, the definition for Slide Thru allows the call to be done from both situations and it can, therefore, be used to provide a caller with a neat way to set up some interesting choreography.

We've always been fond of same-sex-facing-Slide Thrus and we use 'em quite often. To be sure, we usually find it necessary to begin by briefly reminding the dancers about the definition (i.e., after a Pass Thru, boys always turn 1/4 right and girls always turn 1/4 left). It is, on the other hand, also obvious that if we all did this a lot more, the aforementioned problem would quickly evaporate and the choreographic versatility of Slide Thru would be more readily available. Here are some ideas to use as drills:

- 1-3 Slide Thru
Right & Left Thru
Rollaway, 1/2 Sashay
Pass Thru..... (3B)
All Slide Thru
Ends Cross Fold
Centers Box the Gnat
Same 4 Square Thru 3/4 AL!
- 1-3 Rollaway, 1/2 Sashay
All Circle Left
4 boys Slide Thru,

Those who can Slide Thru
The others face in ERL-os
Pass the Ocean
Swing Thru
Boys Run
Tag the Line - In (4L)
All Slide Thru
4 boys Walk & Dodge
Those who can Slide Thru
The others face in RL-os
All Slide Thru
Pass Thru
Trade By (ZB) AL!

- 1-3 Right & Left Thru
Sides Rollaway, 1/2 Sashay
1-3 Square Thru (4B)
All Slide Thru
Centers Cross Run (1/2L)
All Slide Thru
Trade By ZB-os
All Slide Thru
Pass the Ocean
Girls Trade
Girls Run
Tag the Line - In (3L)
All Slide Thru
Those who can Pass Thru
All Trade By
All Slide Thru EOL
Pass the Ocean
Recycle (ZB)..... AL!

Return to Home Get-Out:

- From a ZB ocean wave with the outside couples "across the street" from home (as in 1-3 RL Thru/2-4 1/2 Square Thru)
8 Circulate 1-1/2
Slide Thru with the one you meet
Bow to your partner (you're home!)

(more on next page!)

Same Sex Slide Thrus (continued)

- 1-3 Pass Thru, Separate
Go 'round 1, line up 4 (1L)
Pass Thru
Wheel & Deal
4 girls Slide Thru
4 girls Walk & Dodge
Same girls Cloverleaf
4 boys Slide Thru
4 boys Walk & Dodge
Same boys Cloverleaf
All Double Pass Thru
Girls Trade (2B)
All Slide Thru
Couples Circulate
Bend the Line EPL
Pass the Ocean
Swing Thru
Boys Run
Tag the Line - In (4L)
All Slide Thru
Those who can Pass Thru
All Trade By (ZB) AL!
- 4 ladies Chain
1-3 Pass the Ocean
Girls Trade
Recycle
Double Pass Thru
Leads turn back & Slide Thru
Those who can Slide Thru
The other 4 Cloverleaf
Centers Slide Thru
Cross Trail Thru, Separate
Go 'round 1, line up 4 (2L)
Pass Thru, U-Turn Back
All Slide Thru (ØP)
Centers Pass Thru
All Slide Thru
Pass the Ocean
8 Circulate 1-1/2
With the one you meet Slide Thru... AL!

test whether the dancers really understand the definition of Slide Thru. We recommend calling it first exactly the way it is shown below....and then calling it again but instead of actually calling the 9 Slide Thrus consecutively (between the asterisks) call "Those who can Slide Thru nine times!" It's great fun for those who enjoy this kind of choreographic puzzle!

- 1-3 Square Thru
Swing Thru, boys Run
Bend the Line EPL-os
Pass Thru
Wheel & Deal
4 boys Swing Thru
Center boys Run
Boys Tag the Line
Same boys U-Turn Back
* * * * *
2 center boys Slide Thru
Those who can Slide Thru
2 center girls Slide Thru
4 girls Slide Thru
Everybody Slide Thru
4 boys Slide Thru
2 center boys Slide Thru
Those who can Slide Thru
2 center girls Slide Thru
* * * * *
4 girls Wheel & Deal
Boys face in
4 girls Swing Thru
Same girls Turn Thru
Boys Courtesy Turn your girl .. ZL
Star Thru
Square Thru 3/4 AL!

The routine that follows probably ought to be classified as a gimmick routine -- although it is a good drill to

• THE PLUS PROGRAM

TRIPLE TRADE

Triple Trade doesn't seem to be called as often as some of the other Plus moves and it can, therefore, serve as a useful theme-call for a Plus Workshop. Triple Trade is usually called from Tidal Ocean Waves or Tidal 2-Faced Lines, although it can also be called from Tidal (1-faced) Lines, Point-to-Point Diamonds and from certain other formations featuring identifiable 6-dancer waves, lines or columns. Check out the following routines:

- 1-3 Lead right, Veer Left
Bend the Line ZL-os
Swing Thru, boys Run
Triple Trade
Bend the Line OCB
Touch 1/4, Scoot Back
Boys Run EOL
Pass the Ocean
Recycle (ZB) AL!
- 1-3 Lead right, Circle to a line ZL
Swing Thru, boys Run
Tag the Line-Right
Triple Trade
Girls Run, girls Trade
Recycle EPL
Touch 1/4
8 Circulate, Single Hinge
Girls Trade, girls Run
Triple Trade
Wheel & Deal (1/2L)
Pass Thru, girls Run (2W)
Centers Trade, centers Run
Bend the Line (1L)
Star Thru, Zoom
Centers Pass Thru (ZB) AL!
- 1-3 Star Thru, Pass Thru
Pass the Ocean
Triple Trade
Recycle ECL-os
Touch 1/4
8 Circulate
- Single Hinge
Triple Trade
Recycle, Sweep 1/4 OPB-os
Swing Thru, Turn Thru AL!
- 1-3 Square Thru ZB
Swing Thru, boys Run
Bend the Line
Right & Left Thru EOL
Grand Swing Thru
(very) 2 end ladies Trade
The other 6 Triple Trade
Boys Run, 1/2 Tag the Line ... (ØC)
Coordinate, Bend the Line ZL
Star Thru, RL Thru & Turn 1/4 more
Triple Trade
1/2 Tag the Line (ØC), 8 Circulate
Boys Run (ZB) AL!
- Allemande Left, pass your partner
Promenade the right-hand girl
1-3 Wheel Around RL
Pass Thru, Wheel & Deal
Double Pass Thru, Peel Off ... (2L)
Touch 1/4, 8 Circulate
4 girls Walk & Dodge
All 8 Partner Trade
4 girls Swing Thru, center girls Run
Column of 6 Circulate
Column of 6 Triple Trade
4 boys Run, center 4 Left Swing Thru
Same 4 Trade the Wave
Recycle, Sweep 1/4 AL!
- 1-3 Square Thru, Sides Rollaway (4B)
Swing Thru, Spin the Top
Boys Run, Triple Trade
Girls (left hand) Single Hinge
Boys (right hand) Single Hinge
Those who can Slide Thru
The others face in ECL
Swing Thru, boys Run, girls Hinge
Pt.to Pt. Diamonds Circulate
Triple Trade, Flip the Diamond
Triple Trade, Recycle ERL
Reverse Flutterwheel, Cross Trail..AL!

• MORE SINGING CALL THEMES

In last month's singing call feature, we described a concept in which each figure in a singing call began with the same choreography but ended differently. We'll expand on the idea this month by providing a variety of endings for the traditional singing call star figure:

Begin it this way (first 4 lines - 32 beats):

Head 2 Square Thru, 4 hands and go
Meet the Sides make a Right Hand Star and turn it once you know
Heads to the middle make a left hand star, turn it once around
To the same 2, go Right & Left Thru, turn the girl and when you do

End it this way (last 4 lines - 32 beats)

- a) Dive Thru, Square Thru, 3/4s go
Swing that corner lady boys, then you Promeno
(add 16 beat tag)
- b) Swing Thru, Swing Thru again
Swing that corner lady boys, Promenade my friend
(add 16-beat tag)
- c) Swing Thru, Swing Thru again
Boys Run, Promenade - Promenade my friend
(add 16-beat tag)
- d) Veer to the Left & Ferris Wheel and then the center two
Pass Thru, that Corner Swing, Promenade you do
(add 16-beat tag)

And sometimes, we'll also use the combination below in a singing call star theme:

- e) (1st 2 lines as above -- then...
Heads to the middle make a left hand star turn it once and a half
All the way around to the other two and with those 2, Right & Left Thru
Pass Thru, Trade By, Swing that corner doll
Swing that corner lady, Promenade that hall
(add 16-beat Tag)

CALLER COACH SCHOOL: There is still time to sign up for the Caller Coach School to be held in Chicago immediately after the Callerlab Convention (April 19-21, 1984). Staff will include Al Brundage, Cal Golden, Frank Lane, Jack Lasry, Jim Mayo and Bill Peters. Write for details.

• SIGHT CALLER'S NOTE BOOK
(FORMATION MANAGEMENT SERIES)

Part 1. SETTING UP A 1/4 TAG FORMATION

We promised in a recent issue that we would be inaugurating a Formation Management series that would be devoted to describing various ways for a caller to both establish and "normalize" some of the more common square dance formations. The intention of the series is to help callers learn how to avoid choreographic predictability and to thus improve their ability to develop and generate smooth and interesting traffic patterns while calling extemporaneously (i.e., while sight calling).

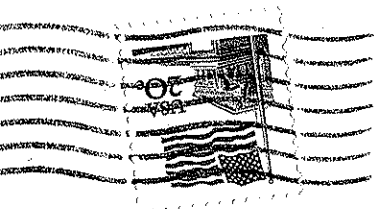
Since this is the first issue of the new year, it seems logical for us to begin and, for openers, we have selected the zero or normal 1/4 Tag formation as our spotlight formation/arrangement. We picked this formation because it ties in with this month's featured experimental (Divi-Up, see page 1521) which proceeds from a 1/4 Tag formation.

To Establish a Zero
1/4 Tag Formation (ØQ):

From Home (or from any Static Square set-up):	<p>a) Heads/Sides Pass the Ocean</p> <p>b) Heads/Sides Touch 1/4 Girls Run, Swing Thru</p> <p>c) Heads/Sides Right & Left Thru Dixie Style to an Ocean Wave Trade the Wave</p>
<p>From a Zero 8 Chain Thru Formation (ØB)</p> <p>(Note: From any ØB arrangement, call Star Thru to get a zero line and then use the line routines shown on the next page).</p>	<p>a) Pass to the Center Centers Star Thru, Pass the Ocean</p> <p>b) Star Thru, Pass Thru Wheel & Deal Centers Swing Thru Double</p> <p>c) Pass to the Center, Star Thru Pass Thru, Separate Go 'round 1, line up 4 Pass Thru, 3/4 Tag the Line Outsides Trade</p> <p>d) Swing Thru, boys Run Ferris Wheel & Spread Ends Slide Thru Centers Pass the Ocean</p>

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Formation Management-1/4 Tags (continued)

To Establish a Zero 1/4 Tag Formation:

<p>From a Zero Line (ØL) Formation/Arrangement:</p> <p>(Note: From a Zero Line Arrangement (ØL), call Slide Thru to get a Zero 8-Chain Thru formation and then use any of the 8-Chain Thru conversions on the preceding page).</p>	<p>a) Ends Load the Boat Centers Spin the Top</p> <p>b) Load the Boat but centers go 3/4 and Touch (Hold the Wave)</p> <p>c) Touch 1/4, 8 Circulate Center 4 Trade & Roll, Pass the Ocean Other boys Run</p> <p>d) Touch 1/4, 8 Circulate Center girls Run, Swing Thru Outside boys Run</p>
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To Restore a Zero Line or 8-Chain Thru Formation from a Zero 1/4 Tag Formation:

<p>a) Extend Girls Trade, Recycle (ØB)</p> <p>b) Centers Recycle Pass Thru (ØB)</p>	<p>c) Centers Swing Thru, boys Run Tag the Line, lady go left, boy go right Go 'round 1, line up 4 (ØL)</p>
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FEBRUARY 1984

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WHAT'S HAPPENING?

This month's featured move (Ping to a Diamond) poses an interesting -- and by no means uncommon -- dilemma for a note service editor. It seems that the name has been used before for a totally different call. When an author sends us a new call and we find that the name is already in the Encyclopedia, we generally notify the author and he (or she) will either change the name or ask us to report it "as is" -- in which case we will also report that the name has been used before. No one, however, sent us Ping to a Diamond. We saw it used at a major square dance event and were impressed by the very positive reaction that the dancers gave it. The dilemma arose when

we learned that the name was already listed in Burleson's Encyclopedia (No. 3279). In this instance we decided to print it anyhow. To our knowledge, the earlier version never saw a lot of action and, in our opinion, the action of the earlier call is not as effective as the current version. Also, the name "Ping to a Diamond" fits the action of the current move far more appropriately than the original version. As always, we welcome your comments. Here's the rest of the new stuff:

CHASE & WHEEL (Dave Wilson): From lines of 4 facing out, right side couples start a Chase Right but complete the action in the center of the set. This forms a 4-dancer wave in the center. The left side couples, meanwhile, do a Wheel & Deal to end the action in a 1/4 Tag formation.

CHASE & ANYTHING (Dave Wilson) Same as above except that left side couples take the "anything" call (1/2 Tag, Turn & Deal, etc.)

CROSS FLIP THE DIAMOND (Ron Meisl): From a normal (zero) diamond, centers Diamond Circulate as points "Cross-Flip" (Flip into the far center spot. Trailing Diamonds produce 2-faced lines and facing diamonds end in ocean waves.

MOVE ON & ANYTHING (Bill Worley) From columns, all do a Grand Walk & Dodge (leaders Dodge, all others Walk). Without stopping, outfacers Cloverleaf as other 4 take the anything call (Trade, Walk & Dodge, Scoot Back, etc.)

● SHARE THE WEALTH

Touch 1/4
8 Circulate 1-1/2
Center 6 only Walk & Dodge
2 very center girls U-Turn Back
The other center couple Partner Hinge
(girls in LH Diamond)
Boys Bend In, girls Flip the Diamond
Girls Trade the Wave
Girls Explode and Pass Thru
All Star Thru, Couples Circulate
Bend the Line
Left Square Thru - 2 hands, AL!

Several of you wrote in to point out that the Slide Thru 9x routine we published last month (the last routine on page 1525) did not work....for which we apologize. Our typist (me!) inadvertently omitted 3 lines and it also slipped through the final proofing. To correct it, change the first Wheel & Deal (line 5) to WD&Spread and then add "Pass Thru, U-Turn Back, Pass Thru, Wheel & Deal" before calling four Boys Swing Thru (line 6). That should get it!

• NEW MOVEMENT (Experimental)

PING TO A DIAMONDHow To Do It:

From any 1/4 Tag formation, wave dancers Extend Twice, i.e., they Step Thru and Pass Thru with the outsides, and, without stopping, they individually face right to become points of the final diamond formation. Simultaneously, the outside pairs do their part of a Ping Pong Circulate (Pass Thru with the Extending centers and Step to a Wave). The action ends in center-to-center trailing diamonds.

Impressions:

The move is easily taught and easy to dance and the dancer response has been terrific! And this is why -- in spite of the use of the name for a totally different action (see our comments in this month's "What's Happening" section) -- we have decided to report it. Module callers may have a bit of difficulty in coming up with zeros that are relatively short and easy to memorize. But all of this notwithstanding, the fact remains that whenever we've seen it used -- or used it ourselves -- the dancer reaction has been excellent.

Choreography:

<u>From a Zero Box (ZB/Box 1-4)</u> Touch 1/4 Centers Trade, centers Run Bend the Line Pass Thru, Wheel & Deal 4 boys Swing Thru <u>Ping to a Diamond</u> 4 girls Swing Thru Diamond Circulate Flip the Diamond Girls Trade, Recycle Pass to the Center Pass Thru	<u>BOX ZERO</u> (True)
<u>From a Zero Line (ZL/1P2P)</u> Right & Left Thru, Pass Thru Wheel & Deal & Spread Pass Thru, Wheel & Deal 4 girls Swing Thru <u>Ping to a Diamond</u> 4 boys Swing Thru Flip the Diamond, Swing Thru Boys Run, Bend the Line	<u>LINE ZERO</u> (Technical)

Ping to a Diamond (continued)Sample Routines:Same Sexes Working:

- 1-3 Rollaway
Circle Left
4 boys Swing Thru
Same boys Spin the Top
Ping to a Diamond
4 girls Swing Thru
Diamond Circulate
Flip the Diamond
Girls Trade
Recycle (ZB) AL!
- 1-3 Square Thru ZB
Swing Thru
Boys Trade, boys Run
Couples Circulate
Ferris Wheel & Spread
Pass Thru
Wheel & Deal
4 girls Swing Thru
Ping to a Diamond
4 boys Swing Thru
Diamond Circulate
4 girls Swing Thru
Flip the Diamond
Right & Left Grand!
- 1-3 Star Thru & Spread (1L)
Pass Thru
Wheel & Deal
Zoom
4 boys Swing Thru
Ping to a Diamond
4 girls Swing Thru
Diamond Circulate
4 boys Swing Thru
Girls face in
Extend the Tag (2W)
Swing Thru
Centers Run
Ferris Wheel
4 boys Swing Thru Double
Ping to a Diamond

4 girls Swing Thru
Diamond Circulate
Flip the Diamond
Recycle ZB-os
Square Thru 3/4
Trade By (ZB) AL!

Mixed Sexes Working:

- 1-3 Pass the Ocean
Girls Trade, Swing Thru
Ping to a Diamond
2 very center girls Trade
All Diamond Circulate
Flip the Diamond (3W)
Centers Trade
All Walk & Dodge
Partner Trade OL-os
Pass Thru, Chase Right
Centers Trade, centers Run (1F)
3/4 Tag the Line
Centers Swing Thru
Outsides U-Turn Back
Ping to a Diamond
Centers Swing Thru
Diamond Circulate
Flip the Diamond
Centers Trade
Scoot Back
Boys Run OL
Right & Left Thru, Star Thru
8 Chain Three AL!

SINGING CALL (Corner Progression)

Side 2 ladies Chain, turna lady fair
Head 2 Pass the Ocean, Ping to a
Diamond there
Centers Swing Thru, 2 by 2 for me
Diamond Circulate, Flip the
Diamond don't be late
Centers Trade, boys Run, move it
up and back
Pass the Ocean, boys Run
Promenade that track
Add 16-beat tag...

● MOVIN' DOWN THE MAINSTREAM

WORKING WITH FAN THE TOP

Fan the Top continues to be one of the less-frequently called moves on the Mainstream List. This means that most dancers still respond to the call in an unsure and hesitant manner -- and this, of course, makes it an excellent subject for a Mainstream theme tip (And it probably wouldn't hurt most Plus dancers either!).

From a teaching standpoint, dancers will usually need to be trained to always begin the centers action (when the move is called from right-hand ocean waves) with their left hands and to resist the temptation to turn someone with their right hands. Callers also need to be careful that they do not subject the centers to too much overflow. Such combinations as Swing Thru + Fan the Top or Spin Chain Thru + Fan the Top could easily make the centers dizzy and disoriented.

With girls as Centers:

- 1-3 Square Thru ZB
Swing Thru
Box the Gnat
Fan the Top
Recycle EOL
Pass Thru
Bend the Line
Pass the Ocean
Swing Thru
Scoot Back
Fan the Top
Single Hinge (ØC)
8 Circulate
Boys Run OPB-os
Swing Thru, Turn Thru AL!
- 1-3 Pass Thru
Separate, go 'round 1
Squeeze in, line up 4 (1L)
Pass Thru
1/2 Tag the Line (ØW)

Fan the Top
2 very center boys Trade
All Recycle ERL-os
Step to a wave
(Girls start with a left) Fan the Top
Boys Run
All Promenade Home!

- 1-3 Rollaway
Same 2 Square Thru (3B)
Swing Thru
Cast Off 3/4
Fan the Top
Girls Run
Bend the Line (1/2B)
Box the Gnat
Change hands (ZB) AL!

With Boys as Centers:

- 1-3 Lead Right, Veer Left
Girls Trade
Ferris Wheel
Centers Right & Left Thru
All Rollaway
Centers Pass Thru (1/2B)
Swing Thru
Scoot Back
Fan the Top
Box the Gnat, Pass the Ocean
Scoot Back, Fan the Top, Boys Run
1/2 Tag the Line (ØC)
8 Circulate
Boys Run OB-os
Veer Left, Wheel & Deal (ZB) . AL!
- 4 ladies Chain, 1-3 Square Thru 3/4
Separate, go 'round 1, line up 4
Pass Thru, Wheel & Deal
Girls Pass Thru (1B)
Touch 1/4, Fan the Top
2 very center girls Trade
In your own 4, Fan the Top
Right & Left Grand!

(Fan the Top, continued)With Mixed Sexes in the Center:

- 1-3 Square Thru ZB
 Touch 1/4 (1W)
 Fan the Top
 Girls Fold behind the boys
 4 boys (check your 2-faced line)
 and Tag the Line-Left
 Move up to the girls, and as
 Couples Circulate
 1/2 Tag the Line
 Fan the Top
 Girls Run
 Bend the Line (1/2B)
 Touch 1/4
 Fan the Top
 2 very center girls Trade
 Recycle with that man
 The other girls Run & Bend In
 Centers Square Thru 4
 Swing Thru
 Boys Run EOL
 Pass the Ocean
 Recycle (ZB) AL!
- Side ladies Chain
 1-3 Pass the Ocean
 Same girls Trade
 Same 4 Recycle
 All Double Pass Thru
 Leaders Turn Back, Swing Thru
 Scoot Back
 Fan the Top
 Centers Run
 Wheel & Deal (4L)
 Pass Thru
 Bend the Line
 Step to a wave
 (centers begin with a left)
 Fan the Top
 Centers Run (1F)
 Couples Circulate (2F)
 1/2 Tag the Line
 Go Right & Left Grand!

Fan the Top from Left Hand Waves:

- 1-3 Right & Left Thru
 Dixie Style to an OW
 Fan the Top
 Boys Run
 Tag the Line
 Split the Sides
 Lady go left, boy go right
 Go 'round 1, line up 4, Star Thru
 Centers Square Thru 3/4 ... AL!
- 1-3 Lead Right, Veer Left
 Couples Circulate
 Bend the Line ZL-os
 Pass Thru
 Bend the Line again ZL
 Right & Left Thru
 Dixie Style to an OW
 Fan the Top
 2 very end girls and your man
 Hinge
 Those same boys Run
 The other 4 Fan the Top
 Recycle (it's a lefty!)
 Same 4 Pass Thru
 Go Right & Left Grand!

FAN THE TOP SINGING CALL

Head couples Square Thru
 4 hands you go
 Swing Thru the outside two
 Box the Gnat you know
 Fan the Top and everybody do
 the Right & Left Thru
 Dive Thru, Square Thru
 3/4 round you do
 Allemande Left the Corner
 Partner Dosado
 Corner Swing the Corner
 Then you Promeno
 Add 16-beat Tag.....

• THE PLUS PROGRAM

PEEL THE TOP

While the definition for Peel the Top permits the call from both a Z formation and from parallel mini-waves (a Box Circulate foursome), it is probably most-often called from the "Z". We'll explore the call this month from both of it's starting formations. If you haven't used it from parallel mini-waves before, it is important to remember that one uses the same definition for either one -- just think of a "Z" as a kind of offset Box Circulate foursome.

From "Z" Arrangements:

- 1-3 Square Thru ZB
 Swing Thru, girls Fold (Z)
 Peel the Top
 Recycle EOL
 Sweep 1/4 more OB-os
 Pass Thru, Trade By ZB-os
 Swing Thru, girls Fold (Z)
 Peel the Top
 2 very center boys Trade
 All Recycle ZL
 Star Thru, Square Thru 3/4 ... AL!
- 1-3 Right & Left Thru
 Cross Trail Thru, Separate
 Go 'round 1, line up 4 CL
 Pass the Ocean, boys Fold ... (Z)
 Peel the Top
 Boys Run
 1/2 Tag the Line (ØC)
 Triple Scoot
 Boys Run (ZB) AL!
- 1-3 Square Thru ZB
 Touch 1/4 (IW)
 Swina Thru, Ends Fold (Z)
 Peel the Top; girls only Swing Thru
 End girls Fold; girls Peel the Top
 Boys Cast 3/4 & Roll; Pass Thru, face in
 4 girls Swing Thru

Same girls Turn Thru
 Boys Courtesy Turn your girl ... ZL
 Star Thru, Square Thru 3/4 AL!

From Parallel Mini-Waves:

- 1-3 Right & Left Thru
 Dixie Style to an OW
 Single Hinge and the same 4...
 Peel the Top (ØQ)
 Ping Pong Circulate
 Center 4 Hinge and the same 4...
 Peel the Top
 Trade the Wave (ØQ)
 Same 4 Recycle, Zoom
 Square Thru 3/4 AL!
- 1-3 Cross Trail Thru, Separate
 Go 'round 1, line up 4
 Touch 1/4 (ØC)
 Each four Peel the Top
 Each 4 Trade the Wave
 Recycle RL-os
 1/2 Square Thru, Trade By ... AL!
- 1-3 Square Thru ZB
 Swing Thru, boys Run
 Ferris Wheel
 Girls Run (2LC)
 Peel the Top
 Grand Swing Thru
 Center 4 only Recycle
 Same 4 Sweep 1/4
 Other 4 Slide Thru
 Center 4 Swing Thru
 Same 4 Turn Thru AL!

• FOR THE A2 CALLER

SCOOT CHAIN THRU

Scoot Chain Thru is a versatile call that permits both right-hand and left-hand versions. It can also be called from both parallel ocean wave and 1/4 Tag formations. The routines below provide samples:

RH OWs - Same Sexes Working:

- 1-3 Pair Off ZB
- Touch 1/4
- Scoot Chain Thru
- Slip, Swing, Ends Run
- Trade Circulate
- Ferris Wheel & Spread
- 1/2 Breed Thru ECL-os
- Pass the Ocean
- Acey Deucey
- 1/4 Thru
- Split Circulate
- Single Hinge
- Scoot Chain Thru
- Scoot Chain Thru again
- All Walk & Dodge
- Partner Trade, Slide Thru AL!

RH OWs - Mixed Sexes Working:

- 1-3 Wheel Thru
- Swing Thru, Slip
- Scoot Chain Thru (3W)
- 1/4 Thru, Boys Run RL
- Right & Left Thru
- Pass the Ocean, Swing Thru
- Acey Deucey - all go double!
- Scoot Back
- Split Circulate (4W)
- Scoot Chain Thru
- Right & Left Grand!

From Left Hand Ocean Waves:

- 1-3 Square Chain Thru
- Swing Thru
- Scoot Back

Trade Circulate
(Left) Scoot Chain Thru
Split Circulate
Girls Run
Cast a Shadow
Right & Left Grand!

- 1-3 Pass the Ocean
- Chain Reaction
- Boys Run
- 1/2 Tag the Line
- Trade the Wave
- (Left) Scoot Chain Thru
- Girls Run Left (AL!) ZL
- Pass the Sea
- Left 1/4 Thru
- (Left) Scoot Chain Thru AL!

From a 1/4 Tag Formation:

- 1-3 Star Thru & Spread (1L)
- Pass Thru, Wheel & Deal
- 4 girls Swing Thru
- Scoot Chain Thru
- Clover and Lockit
- Scoot Chain Thru
- 4 girls Swing Thru
- Boys 1/4 Right
- Diamond Circulate
- 6x2 Acey Deucey
- Flip the Diamond
- Boys Run CL-os
- Slide Thru (ZB) AL!
- 1-3 Cross Trail Thru, Separate
- Go 'round 1, line up 4
- Right & Left Thru RL
- Pass Thru, Wheel & Deal
- Centers Swing Thru Double
- Scoot Chain Thru
- Clover and Pass Out
- Arky Allemande
- Swing Partner Paromnade Home!

● SIGHT CALLER'S NOTEBOOK
(FORMATION MANAGEMENT SERIES)

Part 2. SETTING UP SAME SEX 1/4 TAG FORMATIONS (1Q and 2Q)

Last month we inaugurated this series with a look at the most frequently used 1/4 Tag arrangement, the "Zero" or "normal" version (ØQ). This month's focus is on the two next most popular 1/4 Tag arrangements, the No. 1Q (boys outside/girls inside) and the No. 2Q (girls outside/boys inside). Note: routines using Plus calls are underlined>.

	Set up a No. 1Q (girls in the wave) by calling:	Set up a No. 2Q (boys in the wave) by calling the same routine used to set up a No. 1Q, but changed as noted:
From Home: (or from <u>any</u> static square arrangement)	a) 1-3 Pass Thru, Separate Go round 1, line up 4 Pass Thru, Wheel & Deal* 4 girls Swing Thru (1Q)	Add Zoom at *
	b) 1-3 Star Thru & Spread Circle Left 4 girls* go forward & back Spin the Top (1Q)	Substitute 4 boys for forward & back
	c) 1-3 Rollaway Cross Trail, Separate Go round 1, line up 4 Pass Thru, Tag Line-Right Couples Circulate* Ferris Wheel** 4 girls Swing Thru	Eliminate Couples Circulate (*) - or - Add Zoom at **
From a Zero 8-Chain Thru Set-Up (ØB) Note: From any ØB call Star Thru & then call any of the line routines shown on the next page.	a) Swing Thru, boys Run Ferris Wheel & Spread Pass Thru, Wheel & Deal* 4 girls Swing Thru (1Q)	Add Zoom at *
	b) Swing Thru, boys Run Girls Hinge <u>Diamond Circulate</u> twice* 4 girls Swing Thru Boys face in (1Q)	Call only 1 Diamond Circulate at (*) and have the boys Swing Thru as the girls face in.
	c) Touch 1/4 Centers Trade, centers Run Couples Circulate* Ferris Wheel 4 girls Swing Thru (1Q)	Eliminate Couples Circulate (*)

(FIRST CLASS MAIL)

CHOREO BREAKDOWN
5046 Amondo Drive
Sane Jose, CA 95129

Formation Management (1/4 Tags, continued)

	Set Up a No. 1Q by calling:	Set Up a No. 2Q by calling:
From any zero line (ØL) set-up:	a) Centers only Box the Gnat* All Pass Thru, Wheel & Deal** 4 girls Swing Thru (1Q)	Substitute Ends only...at(*) - or - Add Zoom to (**)
	b) Everybody Rollaway Centers only Rollaway Pass Thru, Tag Line-Right* Ferris Wheel 4 girls Swing Thru (1Q)	Add Couples Circulate at (*) and have 4 boys Swing Thru at the end (instead of the 4 girls)
	c) Pass Thru, Wheel & Deal DPT, Peel Off Pass Thru, Wheel & Deal Zoom* (1Q)	Eliminate Zoom at (*)
Restore a Zero Line (ØL) from a 1Q by calling:		and from a 2Q by calling:
a)	4 girls Swing Thru, Turn Thru Boys Courtesy Turn this girl (ØL)	Precede the same routine with a <u>Ping Pong Circulate</u>
b)	<u>Extend the Tag</u> , Scoot Back* Boys Run	Precede the same routine with a <u>Ping Pong Circulate</u> (or eliminate the Scoot Back!)

choreo



BREAKDOWN

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

MARCH 1984

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WHAT'S HAPPENING?

With this issue we begin our thirteenth year of Choreo Breakdown and, as we always do in our annual birthday issue, we need to once again thank all our subscribers for making it possible. We appreciate your support and we are very grateful for the way you have accepted our efforts. Again, many thanks!

Load the Top (see page 1512, Dec. 1983) seems to be gaining more and more popularity and it is now seeing a lot of action on the workshop circuit. Our emphasis move this month is Lee Kopman's "Straightaway". We

listed it in the What's Happening? section last month -- but we've decided to feature it this month because we like it's ability to provide dancing experience in the seldom-used 1/4 Line formation.

Here's the other material we examined this month:

ACT THE DIAMOND (Gene Knutson) From parallel diamonds, point dancers Circulate 1-1/2 places around the outside as wave dancers Trade the Wave (momentary 6-hand OW with 2 flankers; also 3 Motivate stars). Center star (4 dancers) turn 1/4 (Or more if so directed) as outside 2-dancer stars Trade. The perimeter four move up as the other 4 Cast Off 3/4 to end the action in parallel waves.

ALTER THE HOURGLASS (Victor Ceder). From an Hourglass formation, all Hourglass Circulate Double, then Flip the Hourglass. Without stopping, centers Cast Off 3/4 as ends turn back. Alter the Galaxy All Double Galaxy Circulate; Flip the Galaxy; centers star 3/4, ends turn back.

CIRCLE TO A DIAMOND: (Victor Ceder): From facing couples: Circle left 1/4; beaux Box Circulate 1-1/2 as belles Dodge and Extend to end in diamonds. It is also possible to Circle 1/2 or 3/4 to a diamond; also Reverse Circle to a Diamond (circle left 1/4 and continue as above).

What's Happening? (continued)

CROSSOVER AND FLIP (Al Appleton) From parallel lines or waves, all Crossover Circulate, centers Hinge and without stopping, all Flip the Diamond to end in waves.

DISPERSE (Lee Kopman) From columns, No. 1 and No. 4 dancers in the same column (working with each other) do a 1/2 Zoom and then Hinge. Simultaneously, No. 2 and 3 column dancers (centers) Walk & Dodge and individually face right (Box Counter Rotate) and without stopping, Trade and Spread. Original 1 and 4 dancers (phantom) Column Circulate to become centers of the final parallel waves formation.

EXPLODE IT (Ed Curran) From a 1/4 Tag formation, Wave dancers Explode the Wave as outside face each other and right pull by (momentary lines facing out). Ends now Fold to end the action in an 8-Chain Thru.

FLARE OUT TO A LINE (Lee Kopman) From parallel 2-faced lines (or Promenade), leaders or those designated turn away (out), step ahead and then turn 1/4 again in the same direction (a Turn & Deal type action). All now move up to end in a Tidal 2-faced line formation.

FOUR BY FOUR RIPPLE (Jack Berg) Facing couples Circle 1/2 and Pass Thru.

HINGE AND PEEK (Johnny Hayes, England) From a variety of formation (lines, 2-faced lines, inverted lines, 3x1 lines, diamonds) All Hinge (partner or single) and, without stopping, outfacers (Peek) and Trade places.

LEVITATE (Bruce Busch) From columns centers Trade & Spread (Squeeze) and then Zing as others do a Vertical 1/2 Tag and then 1/4 Thru to end the action in a 1/4 Tag formation.

LINE THE WAVE (Nonie Moglia) From parallel ocean waves, All 8 Circulate but ends go double as centers Trade and U-Turn Back to end in parallel 2-faced lines

INS/OUTS CONCEPT (Richard Dinkel) Infacers or outfacers (as directed) do the designated action as others Circulate, e.g., Ins Cross Over Circulate, etc.

PING THE DIAMOND (Don Beck) From parallel diamonds, points diamond Circulate as wave dancers Ping Pong Circulate to end in a 1/4 Tag formation.

PING TO A RIPPLE (Nonie Moglia) From a 1/4 Tag formation, centers step ahead and joins both hands with their opposite outside dancer. Without stopping, all Ripple as directed (in, out, etc.)

STIMULATE (nonie Moglia) From parallel 2-faced lines, all Couples Circulate but ends go double. Centers Trade and do a U-Turn Back to end in parallel ocean waves.

TURN THE CORNER (John Saunders) From a Double Pass Thru formation, all Extend the Tag twice (centers Pass Thru + Step to a Wave with the outsides); all now Single Hinge and without stopping, all again Extend the Tag Twice to end in a completed Double Pass Thru formation. The call allows an amplifier (face right, left, in, out, etc.). If the call is Turn the Corner 1x1 or 1x2 or 2x1, etc., the first number refers to the number of Extends before the Hinge and the second number identified the number of Extends after the Hinge.

1984 CALLERS' SCHOOL, Las Vegas, Nev.

Dates: Aug. 12 thru 17; staff: Bill Peters and Bill Davis. Brochures now available. Send for information (limited enrollment).

• NEW MOVEMENT (Experimental)

STRAIGHT AWAY (Lee Kopman)How To Do It:

From a 1/4 Tag or 1/4 Line Formation, the ends of the center wave or line Extend to form a momentary mini-wave with the outside belle (right-side) dancer and, without stopping, each mini-wave then does a Recycle to end as the outsides of the final formation. Simultaneously, the centers of the inside wave or line Flip or (phantom) Run into the adjacent vacated end position as the outside beaux (left-side dancers) Extend into the center to become the (very) centers of the final formation. 1/4 Tag formations become 1/4 Line formations and vice versa. (right-hand center waves produce left-facing center 2-faced lines; right-facing center 2-faced lines produce left-hand center waves, etc.) The author also provides the following definition for an obvious spin-off:

CROSS STRAIGHT AWAY: Same action as above except that the outside beaux "cross" into the other (furthest) very center position. (right-facing center 2-faced lines produce right-hand ocean waves in the center and vice versa).

Impressions:

While we've usually liked most of the experimentals whose actions have featured a "Long" Recycle, we feel that this one has a slight drawback: if you want to end the action in a normal or "zero" arrangement, you have to begin it in an un-normal or non-zero arrangement -- and if you begin it from a normal arrangement, it ends in an other-than-normal set up. Such calls are sometimes useful in a one-shot festival workshop, but they seldom become very popular elsewhere, which is why we usually do not feature them in these pages. We've made an exception in this case, however, because the call offers a fairly easy way for a caller to explore the seldom-called 1/4 Line formation and this, we feel, is a definite plus. Also, the Cross Straight Away variation neatly avoids these drawbacks and it might well gain some dancer acceptance. The teach is relatively easy and we think you might want to give this move a look-see.

Choreography:

<u>From a Zero Line (ZL/1P2P)</u> Pass Thru, Wheel & Deal, centers RL Thru Veer Left, <u>Straight Away</u> Center boys Cross Run, girls Trade, Recycle Sweep 1/4, Cross Trail Thru, Separate Go 'round 1, line up 4, RL Thru	<u>LINE ZERO</u> (True)
<u>From a Zero Box (ZB/Box 1-4)</u> RL Thru, Dive Thru, centers RL Thru Same 4 Veer Left, <u>Straight Away</u> Centers Trade the Wave Extend the Tag, Recycle	<u>BOX ZERO</u> (True)

Sample Routines:

- 1-3 Pass the Ocean (ØQ)
Straight Away
 Centers Wheel & Deal (3P)
 Swing Thru (ØQ)
Straight Away
 Center boys Hinge
 Diamond Circulate Double
 Flip the Diamond (ØQ)
 Recycle, Zoom
 Centers Square Thru 3/4 AL!
- 1-3 Square Thru ZB
 Right & Left Thru
 Veer Left, Ferris Wheel
 Centers Sweep 1/4 more
 Pass the Ocean (ØQ)
Straight Away
 Center boys Cross Rum, girls Trade
 Centers Wheel & Deal (ØP)
 Centers Star Thru
 Pass the Ocean
Straight Away
 Center boys Cross Run
 Centers Wheel & Deal
 Pass Thru (ZB) AL!

1-3 Pass the Ocean
Swing Thru
Boys Run
Straight Away
Center boys Trade, same boys Run
Wheel & Deal, centers Swing Thru
Recycle, Veer Left
Straight Away
Centers Trade the Wave
Pass Thru (ZB) ALL

- 1-3 RL Thru, Pass the Ocean
Cross Straight Away (1/2Q)
Centers Swing Thru
Cross Straight Away
Center boys Trade, same boys Run
Wheel & Deal, Sweep 1/4 (you're home!)
- 1-3 Star Thru, Zoom
Centers RL Thru, Veer Left
Cross Straight Away
Boys Run, girls Trade
Recycle
Veer Left
Cross Straight Away
Centers Wheel & Deal
Same 4 Sweep 1/4
Cross Trail Thru ALL!

Head 2 Star Thru & do the RL Thru
Same 2 Veer Left, Cross Straight
Away you do
When you're done you Wheel & Deal
and Sweep 1/4 more
Same 4 Cross Trail Thru, Separate,
'round one you do
Make a line and Slide Thru, Pass Thru
and then
Swing that corner lady boys and
Promenade my friend
...add 16-beat Tag

● MOVIN' DOWN THE MAINSTREAM

FACING CIRCULATES

The official definition of the call "Circulate" is cited as a "General Rule" and it states that the directed (active) dancers must move forward along the designated Circulate path to the next position. It is important to note that the definition does not require the Circulators to all be facing in the same direction along their Circulate path. This means that it is possible (legal) to have opposite-facing Circulators pass each other as they move forward along the appropriate Circulate path. (While most of the time Passing Circulators will pass with right shoulders, the Callerlab passing rule should always be applied.)

The significance of all this is that it is thus possible for a caller to call a Circulate from formations that most dancers will usually not associate with the call. From facing lines of 4, for example, a Circulate is exactly the same as a Pass Thru. It is also equal to a Pass Thru when it is called from an 8-Chain Thru formation (think of an 8-Chain Thru as facing side-by-side columns). From a Trade By formation, a Circulate is the same as a Trade By.

Undoubtedly, the average Mainstream dancer will require a lot of additional training and instruction in this aspect of Circulate, but the concept can produce some very interesting choreography and it can certainly be used as the theme for an interesting Mainstream workshop. Here are some ideas:

- 1-3 Lead right
Circle to a line of 4 ZL
8 Circulate
Wheel & Deal
Centers Circulate
All 8 Circulate
Centers Swing Thru

Outsides Circulate

Center boys Run

Bend the Line AL!

- 1-3 1/2 Square Thru ZB-os
All 8, Circulate Double OB-os
Swing Thru, boys Run
Tag the Line - In (4L)
Girls Circulate
Boys Circulate
All 8 Circulate (4L)
Pass Thru (or 8 Circulate!)
Girls Cross Fold (2B)
Star Thru
Couples Circulate
Girls Trade
Ferris Wheel
Zoom
Centers Circulate (ZB) AL!
- 1-3 Circulate
Same 4 Partner Trade
Reverse Flutter Wheel
Sweep 1/4 & Circulate (AL!) ZB
Star Thru CL
All 8 Circulate
Ends Cross Fold (3B))
8 Circulate Double
Swing Thru
Boys Run EPL
Pass Thru
Wheel & Deal
Centers Circulate (ZB)..... AL!
- 1-3 Cross Trail, Separate
Go 'round 1, line up 4 RL-os
Touch 1/4, centers Walk & Dodge
Girls Circulate
Centers Circulate
Ends Circulate
Centers Walk & Dodge
All 8 Circulate AL!

Facing Circulates (continued)

- 1-3 Circulate & Cloverleaf
Centers Circulate & Touch 1/4
Centers Trade
Centers Run
Bend the Line (2L)
All 8 Circulate
All 8 U-Turn Back (1L)
Ends Circulate Double
Same Ends Star Thru
Centers Square Thru
All Swing Thru
Boys Trade
Boys Run
Couples Circulate
Wheel & Deal (AL!) ZB
Swing Thru
Girls Circulate, boys Trade
Boys Run
Bend the Line ZL
Star Thru
Right & Left Thru
All 8 Circulate AL!
- 1-3 Right & Left Thru
Same Heads Circulate & Separate
Go 'round 1, line up 4 (1L)
Touch 1/4
Centers only Walk & Dodge
Facing dancers Circulate
4 boys Circulate
4 girls Circulate
4 boys Walk & Dodge
All Star Thru
Ferris Wheel
Centers Swing Thru
Turn Thru AL!
- 1-3 lead right
Circle to a line of 4 ZL
Right & Left Thru
Ends only Touch 1/4
Center 4 Left Touch 1/4
Facing dancers Circulate
All 8 Circulate (2B)
- All Touch 1/4
All 8 Circulate (the usual way!)
- Recycle
Right & Left Thru
Rollaway
All 8 Circulate
Right & Left Grand!
- 1-3 Pass the Ocean, girls Trade
Recycle & same 4 Circulate (AL!) ZB
Touch 1/4, centers Trade
Centers Run (2F)
Center 4 Walk & Dodge (3x1)
Ends Circulate
Centers Circulate
All 8 Circulate (3x1)
Centers Run
Ends Circulate
End boys only Run (2F)
Couples Circulate
Bend the Line, Star Thru
Centers Right & Left Thru
Swing Thru, Turn Thru AL!
- A Toughie!
- 1-3 Flutter Wheel & Pass Thru
Separate, go 'round 1, line up 4 (1L)
All 8 Circulate
All 8 Split Circulate
All 8 Circulate
Boys only Split Circulate (2F)
Couples Circulate
4 girls Partner Trade & face each other
All 8 Split Circulate
All 8 Circulate
4 girls Circulate & face in
Couples Circulate
Bend the Line (1L)
Star Thru
Zoom
Centers Right & Left Thru
Same centers Circulate (ZB) AL!

• THE PLUS PROGRAM

CHASE RIGHT

Would you agree with our assessment that -- for some reason -- Plus dancers seem to be losing their ability to do a Chase Right? We don't know why, but we've noticed more fallout than usual whenever we call a Chase Right these days -- especially when we call it from some arrangement other than normal lines facing out -- and we wonder if you've had the same experience? Could be time for some concentrated Chase Right drills -- and maybe even a look at Chase Left! Try these on for size:

- 1-3 Lead right
 Circle to a line of 4 ZL
 Pass Thru
 Chase Right (2W)
 Centers Trade, centers Run
 Bend the Line (1L)
 Pass Thru
 Chase Right (3W)
 Centers Trade
 Swing Thru
 Centers Run
 Bend the Line
 Star Thru
 Centers Pass Thru, Star Thru ... ZL
 Pass Thru, Chase Right
 Boys Run (ZL) AL!
- 1-3 Pass the Ocean
 Girls Trade, Recycle
 Pass Thru (AL!) ZB
 Star Thru, Pass Thru
 Chase Right (2W)
 Split Circulate 1-1/2 (1/2D)
 Diamond Circulate
 4 girls Swing Thru, center girls Run
 Same girls Bend the Line
 Girls Pass Thru, Chase Right
 Boys Circulate (ØF)
 Couples Circulate, Ferris Wheel
 Centers Pass Thru (ZB) AL!

- 1-3 Pass Thru, Separate
 Go 'round 1, line up 4 (1L)
 Pass Thru, Chase Right (3W)
 Centers Trade, centers Run
 Bend the Line (3L)
 Pass Thru, Chase Right (1/2W)
 Scoot Back
 Girls Trade, Recycle (ZB) AL!
- 1-3 Pass Thru, Separate
 Go 'round 1, line up 4 (1L)
 Touch 1/4
 Center 4 Walk & Dodge
 Same 4 Chase Right
 All Coordinate
 Couples Circulate
 Chain Down the Line CL-os
 Ends Load the Boat
 Centers Pass Thru, Chase Right.. AL!
- 1-3 Rollaway, Circle Left
 4 boys Pass Thru, Chase Right
 Same boys Single Hinge
 Center boys Trade, Swing Thru
 Ping Pong Circulate
 4 girls Single Hinge
 Same girls Walk & Dodge
 4 girls Chase Right
 Girls Single Hinge again
 Center girls Trade & Turn Thru
 Boys Courtesy Turn your girl ... ZL
 Star Thru
 Square Thru 3/4 AL!

A Surprise Get-Out!From a Zero Box (ZB)

- Star Thru, Square Thru 3/4
 Courtesy Turn this girl & Rollaway
 Pass Thru
 Chase Left! (AL!)

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● SIGHT CALLER'S NOTE BOOK
(FORMATION MANAGEMENT SERIES)

Part 3. SETTING UP ZERO COLUMNS (ØC)

The most common way for a caller to establish any of the six column arrangements that we can establish with symmetric choreography, is for him to first set-up the appropriate facing lines of 4 arrangement and to then call Touch 1/4. The operating principle here is that from any Callerlab designated facing lines arrangement, a Touch 1/4 will always produce right-facing columns with the same Callerlab designation: A zero line plus Touch 1/4 produces a zero column (ØC); a half-sashayed line (1/2L) produces a 1/2 column (1/2C); a No. 1 line (1L) produces a No. 1 column; and so on.

When most callers, these days, want to establish a zero column (ØC) they will generally first establish a zero line and then call Touch 1/4. Thus:

To Set-Up a Zero Column (ØC):

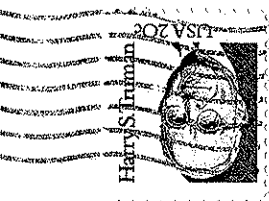
From a Zero Line (ØL):	Call Touch 1/4 (ØC)
From a Zero Box (ØB):	Call Slide Thru, Touch 1/4 (ØC)
From Zero Ocean Waves (ØW):	Call Recycle, Slide Thru, Touch 1/4 (ØC)
From a Zero Double Pass Thru Formation (ØP):	Call Centers Pass Thru, All Slide Thru, Touch 1/4 (ØC)

As noted, the above column get-ins represent the standard and the most common ways for a caller to establish zero columns. It is also useful, however, for a sight caller to be able to set up columns in a way that the dancers will regard as slightly different and (hopefully!) unexpected. With this in mind, note the following:

From a Zero 1/4 Tag Formation (ØQ):	Centers Swing Thru Outsides Divide & Touch 1/4 Centers Hinge (ØC)	Centers Single Hinge Walk & Dodge Chase Right Other 4 Divide & Touch 1/4 (ØC)
From a Zero Double Pass Thru Formation (ØP):	Double Pass Thru Lead boys only Run Other 4 Chase Right (ØC)	Double Pass Thru Boys Run Centers Trade (ØC)
From a Zero 8-Chain Thru Formation (ØB):	Swing Thru Spin the Top Single Hinge (ØC)	Touch 1/4 Walk & Dodge All face Right (ØC)

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Formation Management - Columns (continued):

SETTING UP A 1/2 COLUMN (1/2C)

The simplest way to establish a 1/2 Column is to call a Column Circulate from a zero column (From zero columns, each successive call to Circulate will serve to alternate the arrangement between a zero column and a 1/2 column). A caller will, however, often prefer to get into a 1/2 column without an immediately preceding Column Circulate -- in which case:

To Set Up a 1/2 Column:

From a Zero Line (ØL):	Swing Thru, Single Hinge (1/2C)
	Pass the Ocean Spin the Top, Single Hinge (1/2C)
	Pass Thru, Wheel & Deal Double Pass Thru, Peel Off Touch 1/4, centers Trade (ØC)
	Pass Thru, Wheel & Deal Double Pass Thru, leaders U-Turn Back All Pass Thru, centers Spin the Top Same 4 Single Hinge, the other girls Run (1/2C)

choreo



BREAKDOWN

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

APRIL 1984

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WHAT'S HAPPENING?

As we write this, the annual Callerlab convention is just around the corner and we're preparing to once again participate in all of its exciting activities and events. We've attended each and every convention so far and we've always returned home feeling great about the opportunity to meet and talk and exchange ideas with callers from all over the world. As usual, there are a number of important issues to be voted upon at this year's convention and we'll

be reporting on them next month. And for those of you who are also going to Chicago this month, be sure to look us up and say "Hi". We'll be moderating a session on the Business Side of Calling as well as chairing 3 sessions of the Caller Training Committee.

Most of you are probably aware by now that Callerlab's MSQS Committee has chosen to select no new moves for the second quarter of 1984. The Plus QS Committee, however, has announced that "Chase the Tag" is the new QS Move for the Plus Program for the same period and we've provided some material on page 1554.

We received very few new calls for review this month and we have therefore decided to omit a featured experimental this month. Here, however, are the new ideas that did cross our desk this past month:

BACK OFF (Paul McNutt) From single file columns, the No. 1 and 3 column dancers Zoom into the place behind them as the No. 2 and 4 column dancers Dodge (Slide sideways) into the place vacated by the adjacent Zoomer. Called from a zero column formation, Back Off ends in a 1/2 Sashayed 8-Chain Thru formation.

MAGIC SPLIT TRANSFER (Richard Dinkel) From Magic Columns, outfacers in each Box Cast Back 3/4 (Single Shakedown) to face in. Infacers, Magic Circulate 1/2 to

What's Happening? (continued)

right hand holds and Cast 3/4, then Extend to meet the outside dancers and end the action in parallel right hand OWs.

RELAY THE REACTION (Fred Biven) From parallel RH OWs, all swing right 1/2, centers swing left 3/4 as ends Circulate 1/2 (momentary 6-hand OW with 2 flankers). Now the 2 very centers Trade as the flankers Slide sideways to form a 4-hand RH star. The star turns 1/4 as the other 4 Trade. Those who meet with left hands Cast left 3/4 and all others move up to end the action in parallel RH waves. Called from LH OWs, the action is the same except opposite hands are used throughout.

SLANT / LEFT SLANT (Charley Muff) From facing pairs, right side dancer (belle) moves forward and to the left to end in front of the left side dancer (beau). All remain facing the same direction and all adjust to form the appropriate end-up formation. Facing lines produce parallel ocean waves, 8-Chain Thru produces columns, etc. The action is reversed if the call is Left Slant (beau moves in front of belle).

TAG THE LINE - INVERT/OUTVERT (Don Beck) From any formation that allows a Tag the Line, all Tag the Line and leaders face in as trailers face out (Tag the Line-Invert) to end in an inverted Line. If the call is Tag the Line-Outvert, leaders face out and trailers face in. 1/2 Tag the Line Invert ends in a Magic Column.

1984 LAS VEGAS CALLERS' SCHOOL

We still have openings for this year's session. Staff: Bill Peters and Bill Davis; covering the complete Callerlab curriculum with emphasis in Sight Calling, Formation Management, Programming, send for a brochure.

● CHOREO SYMBOLS

We've had numerous requests to reprint the symbols we use in these notes, so we'll devote a 1/2 page in each of the next few issues to recap 'em for you:

FACING LINES OF FOUR

Symbol	Set-Up and Get-In:
ZL (1P2P)	Men in sequence, all with original partner as in: 1-3 lead right, circle to a line of 4
ZL-os	Men out of sequence, all with original partner as in: 1-3 Promenade 1/2 Lead right, Circle to a line
CL	Men in sequence, all have original Corner as Partner as in: 1-3 Right & Left Thru, Cross Trail Thru, Separate Go 'round 1, line up 4
CL-os	Men out of sequence, all have original Corner as Partner as in: 4 ladies Chain 3/4; Promenade, 1-3 Wheel Around, Right & Left Thru
OL	Men in sequence, all have original opposite as Partner as in: 4 ladies Chain, Promenade, 1-3 Wheel around
OL-os	Men out-of-sequence, all have original opposite as partner as in: 1-3 RL Thru, 4 ladies Chain, Promenade 1-3 Wheel around
RL	Men in sequence, all have right hand lady as Partner as in: 1-3 Cross Trail Separate, round 1, line up 4, RL Thru
RL-os	Men out of sequence, all have right-hand lady as Partner as in: 1-3 Cross Trail, Separate, go round 1, line up 4

• MOVIN' DOWN THE MAINSTREAM

WORKING WITH LEFT-HAND WAVES

We note that a lot of callers are beginning to find that there is a good deal more to do with a left-handed ocean wave besides a Left Swing Thru. Setting up and working with Lefty waves can usually serve as an interesting theme tip (as long as it isn't over-done!) and we, therefore, present some ideas for your files:

- 1-3 Touch 1/4
 Walk & Dodge OPB-os
 Swing Thru
 Boys Run
 Bend the Line ZL
 Right & Left Thru
 Dixie Style to an OW (ØLW)
 Left Swing Thru
 4 girls Cross Run
 Boys Trade
 Boys Run
 Bend the Line ZL
 Right & Left Thru
 Dixie Style to an OW
 Boys (only) Scoot Back
 Girls Circulate AL!
- 1-3 Lead Right
 Circle to a line of 4 ZL
 Right & Left Thru
 Dixie Style to an OW (ØLW)
 Boys start with a right, Swing Thru
 4 girls (only) Scoot Back
 Boys Circulate
 Girls Run
 Couples Circulate
 Bend the Line
 Flutter Wheel CL-os
 Slide Thru (ZB) AL!
- 1-3 Square Thru ZB
 Swing Thru
 4 boys (LEft) Hinge
 2 center boys Trade
 4 boys Left Swing Thru
- 4 girls Circulate
 Center boys Cross Run
 New center boys Trade
 Boys Swing Thru
 Girls Face In
 Boys Pass Thru
 Swing Thru with the girls
 Centers Trade
 All Walk & Dodge
 Partner Trade RL
 Square Thru
 Trade By (ZB) AL!
- 1-3 Lead Right
 Circle to a line ZL
 Right & Left Thru
 Dixie Style to an OW
 Left Spin Chain Thru
 Boys Circulate Double
 Left Swing Thru
 Boys Cross Run, girls Trade
 Recycle, Veer Left
 Couples Circulate - Boys go double
 Bend the Line ZL
 Square Thru 3/4
 Courtesy Turn your girl & send her back
 Dixie Style to an OW
 Left Swing Thru
 Left Spin Chain Thru
 Girls Circulate Double AL!
- 1-3 Lead right
 Circle to a line ZL
 Pass the Ocean
 4 boys Cross Run, Lwft Swing Thru
 4 boys Cross Run, all Scoot Back
 Girls Trade, Recycle
 Veer Left, Couples Circulate
 Bend the Line ZL
 Pass the Ocean Swing Thru
 4 girls Cross Run
 4 girls Run
 Couples Circulate, Bend the Line
 Star Thru, Square Thru 3/4 .. AL!

● MAINSTREAM SINGING CALLS

We often receive requests to publish an occasional page of singing call dances -- and those requests are most often for routines that can be used at Mainstream dances. Here then, is another batch of Mainstream singing call dances from our files:

- 1-3 You Promenade, go halfway
Lead 'em right and circle to a line
Right & Left Thru & turn 'em
 Touch 1/4 there
Circulate one spot, boys Run
Allemande Left your corner, partner
 Dosado
Go back, swing that corner Promenade
...add 16-beat tag
- Head couples Square Thru, count to 4
 and go
Dosado the outside people there
Swing Thru go 2 by 2, boys Run Right
Bend the Line and do the Right & Left
 Thru
Pass the Ocean, Swing Thru and that
 Corner lady Swing
Swing that girl around and Promenade
...add 16-beat Tag
- Head 2 couples Promenade, go 1/2 way
Down the center do the Right & Left Thru
Same 2 Square Thru, 4 hands & then
Meet those 2 & Slide Thru my friend
Right & Left Thru, turn this girl --
 do a Dixie Style for me
Boys Cross Run, same boys Run &
 Promenade
...add 16-beat Tag
- Head 2 Right & Left Thru, turn 'em I say
Side 2 Promenade 1/2 way
Same 2 Square Thru, 4 hands you know
Meet those 2 and Dosado that way
Star Thru, Pass Thru & Tag the Line for me
Leads Turn Back, Swing & Promenade
...add 16-beat Tag

● SHARE THE WEALTH

Roger Morris gave us this quickie opening "Biggie" for use at a Plus dance:

- 1-3 Square Thru, Dosado to an OW
All 8, Circulate 1-1/2
All 8 Spin the Top
Go Right & Left Grand!

Jim Davis sent us this unusual routine using some easy and very interesting unsymmetrical choreography (note the unusual Wheel and Deal combinations!):

- Sides Promenade 1/2
Couple 3 (only) Rollaway
1-3 Square Thru
Swing Thru
Ends Circulate
Centers Trade
All the boys Run
Facing couples Square Thru 3/4
Everybody (in your own line)
 Wheel & Deal
Facing couples Right & Left Thru
Those 2 Dive Thru
Centers 4 Swing Thru, Turn Thru (AL!)

And finally, here are some easy modules we gleaned from Barry Wonson's Australian note service, "Figuring":

- From a Zero Line: (ZL)
2 ladies Chain Thru
Pass Thru
Men Run, Walk & Dodge
Partner Trade, AL!
- From a Zero Box (ZB)
Swing Thru, Hinge
Boys Run
Reverse the Flutter
Slide Thru (AL!)

• NEW PLUS QUARTERLY

CHASE THE TAG (Right-Left-etc.)

Callerlab's Plus QS Committee has announced the selection of a new QS move for Plus Program dancers in the second quarter of 1984: Chase the Tag (Right, Left, In, Out). Here's the definition:

CHASE THE TAG:

From back-to-back pairs, right-side dancers (belles) do a right-face U-Turn Back as the left-side dancers (beaus) Fold to produce a momentary Double Pass Thru formation. All now finish as in a Tag the Line and all then take a command to face in one is given. Fractional variation include Chase the 1/2 Tag, Chase the 3/4 Tag, etc. From a zero/normal line + Pass Thru, Chase the Tag produces a completed Double Pass Thru formation with girls as leaders and boys as trailers.

Chase the Tag Routines:

- 1-3 Square Thru ZB
 Swing Thru
 Boys Run
 Bend the Line
 Pass Thru
Chase the Tag
 Girls Turn Back
 Star Thru
 Wheel & Deal (AL!) ZB
 Star Thru
 Pass Thru
Chase the Tag-Right (1/2F)
 Boys Hinge
 Flip the Diamond
 Recycle (ZB) AL!
- 1-3 Lead Right, Circle to a line.. ZL
 Pass Thru
Chase the Tag-Left
 Couples Circulate
 Bend the Line ZL
 Pass Thru Ocean

Girls Trade, girls Run
 Bend the Line (1/2L)
 Pass Thru
Chase the Tag-Right (ØF)
 Couples Circulate
 Chain Down the Line
 Right & Left Thru OL
 Pass Thru
 Wheel & Deal
 Centers Star Thru
 Other 4 lead right (ZB) AL!

- 1-3 Pass Thru, Separate
 Go 'round 1, line up 4
 Pass Thru
Chase the Tag-Right (IF)
 Ferris Wheel
 Girls Swing Thru, Turn Thru
 Boys, Courtesy Turn your girl.. ZL-os
 Pass the Ocean
 Girls Trade
 Girls Run
 Tag the Line-In (3L)
 Pass Thru
Chase the Tag-In ERL-os
 Right & Left Thru
 Pass the Ocean OPB-os
 Swing Thru
 Turn Thru AL!
- 1-3 Square Thru ZB
 Swing Thru, boys Run
 Couples Circulate
 Bend the Line
 Right & Left Thru EPL
 Pass Thru, Chase the Tag-In ... (4L)
 Girls Load the Boat, boys Square Thru
 Swing Thru, centers Run
 Bend the Line, Pass Thru
Chase the Tag
 Leaders Trade (ZB) AL!

Chase the Tag (continued)Fractional Chase the Tags

- 1-3 Lead Right
Circle to a line of 4 ZL
Pass Thru
Chase the 1/2 Tag (1W)
Walk & Dodge
Partner Trade (AL!) ZL
Pass the Ocean
Girls Trade
Girls Run
Ferris Wheel & Spread (2L)
Pass Thru
Chase the 1/2 Tag (ØW)
Girls Trade
Recycle
Swing Thru
Girls Circulate
Boys Trade
Boys Run
Wheel & Deal (ZB) AL!

- 1-3 Pass Thru
Chase the 1/2 Tag
Follow Your Neighbor & Spread
Ping Pong Circulate
Centers Recycle
Pass Thru (ZB) AL!
Square Thru 3/4
Trade By ZB-os
Swing Thru
Boys Run
Bend the Line
Pass Thru
Chase the 3/4 Tag
4 boys Swing Thru
Girls Face Right
All Diamond Circulate
Flip the Diamond
Right & Left Grand!

- 1-3 Pass Thru, Separate
Go 'round 1, line up 4 (1L)
Pass Thru
Chase the 3/4 Tag

Centers Swing Thru
Outsides U-Turn Back
All Ping Pong Circulate
Center Girls Trade
Same girls Run
Tag the Line
Boys go left, girls go right
Go 'round 1, line up 4 (1L)
Pass Thru
Chase the 3/4 Tag
Go Right & Left Grand!

Chase the Tag Get-Outs:From a Zero Box Ocean Wave (ZBow)

- Girls Trade
Swing Thru, boys Run
Tag the Line-In
Pass Thru
Chase the Tag-Right (AL!)
- Girls Trade
Girls Run
Bend the Line
Pass Thru
Chase the 1/2 Tag-Right (AL!)
- From a Zero Line (ZL)
- Square Thru, Trade By
Star Thru, Right & Left Thru
Pass Thru
Wheel & Deal & Spread
Pass Thru, Chase the 1/2 Tag
Right & Left Grand!

SINGING CALL (Corner Progression)

Head 2 Square Thru 4 hands & Go
Swing Thru 2 by 2 for me
Boys Run, Bend the Line, Pass Thru
Chase the 1/2 Tag, Trade & Roll
RL Thru, Dive Thru, Square Thru 3
Swing the corner girl & Promenade
(add 16-beat tag)

• THE PLUS PROGRAM

SPLIT PING PONG CIRCULATE

The concept of "splitting" a Ping Pong Circulate has apparently been kicking around for some time -- although we hadn't heard about it until just recently. The idea is interesting -- but no "biggie" and we suspect it's greatest value might be as a filler at a festival-type Plus workshop. We pass it along for your interest and consideration.

The action of a Split Ping Pong Circulate is identical to a standard Ping Pong Circulate except that when the wave dancers reach the outsides, they do not do a Partner Trade but do a U-Turn Back (toward the center) instead. When it is called from a zero or "normal" 1/4 Tag formation, a Split Ping Pong Circulate ends in another 1/4 Tag formation with the centers normal and the outsides 1/2 Sashayed. Here are some sample routines:

- 1-3 Pass the Ocean (ØQ)
 Split Ping Pong Circulate (4Q)
 Center girls Trade
 Recycle (4P)
 Zoom
 Centers Star Thru
 California Twirl AL!
- 2-4 Flutter Wheel
 1-3 Pass the Ocean (ØQ)
 Ping Pong Circulate
 Split Ping Pong Circulate (4Q)
 Extend the Tag (4W)
 Swing Thru
 Boys Run
 Touch 1/4
 Coordinate
 Ferris Wheel
 Centers Swing Thru
 Swing Thru again
 Split Ping Pong Circulate
 Centers Swing Thru
 Then Pass Thru
 Right & Left Grand!

- 1-3 Right & Left Thru
 Pass the Ocean (ØQ)
 Girls Trade
 Ping Pong Circulate
 Split Ping Pong Circulate
 Centers Recycle
 Pass Thru
 Swing Thru
 Centers Trade
 Centers Run (1F)
 Ferris Wheel
 4 girls Swing Thru (1Q)
 Split Ping Pong Circulate
 4boys Swing Thru
 Extend the Tag (2W)
 Boys Run CL-os
 Slide Thru (ZB) AL!
- 1-3 Square Thru ZB
 Right & Left Thru
 Dive Thru, Zoom
 Centers Pass Thru OB
 Swing Thru
 Girls Circulate 1-1/2
 Boys Cast Left 3/4
 6-hand OW (Grand) Swing Thru
 4 girls Diamond Circulate
 4 girls Flip your Diamond
 2 center girls Trade
 4 girls Swing Thru
 Boys Cast Right 3/4 & Roll
 Pass Thru & Face In (1Q)
 Split Ping Pong Circulate
 Split Ping Pong Circulate
 4 girls Swing Thru
 Same girls Turn Thru
 Boys Courtesy Turn your girl . ZL
 Star Thru
 Square Thru 3/4 AL!

• FOR THE A1/A2 CALLER

DOUBLE/TRIPLE STAR THRU

While a Double Star Thru can be called from any normal facing couples arrangement, a Triple Star Thru must begin from a No. 4 DPT (insides normal, outsides 1/2 Sashayed). A Triple Star Thru can also be called from a normal/zero 8-Chain Thru arrangement, in which case only those coming into the center after the second Star Thru can do the third (triple) Star Thru. Here are some examples:

- 1-3 Double Star Thru
Clover and Triple Star Thru
Explode the Line
Ends Cross Fold
1/2 Breed Thru (ZB) AL!
- 1-3 Right & Left Thru
Double Star Thru
Clover and Double Star Thru (1/2B)
Swing Thru, girls Trade
Recycle
Veer Left
Girls Hinge
Diamond Circulate
Cut the Diamond
Crossover Circulate
Turn and Deal (ZB) AL!
- 1-3 Pair Off
Double Star Thru & Roll (1/2L)
Center 4 Right & Left Thru
Same 4 Slide Thru
Outsides Pass In
Triple Star Thru & Roll (ZB) AL!
- 1-3 Double Star Thru
Clover and Triple Star Thru
...and Roll (ZB) AL!
- 1-3 Pair Off ZB
Swing Thru
Boys Run
Ferris Wheel & Spread (1L)

Centers only Double Star Thru
Then Run around the nearest end (1L)
Star Thru
Centers Right & Left Thru
Same 4 Double Star Thru
All Dosado, then Swing Thru.. (1W)
Follow Your Neighbor & Spread
Girls Trade
Recycle (ZB) AL!

- 1-3 Pair Off ZB
Swing Thru, boys Trade
Boys Run, Bend the Line ... CL
Double Star Thru
Step & Slide
Cross Cloverleaf
Centers Swing Thru
Chain Reaction
Right & Left Grand!
- 1-3 Wheel Thru
All Wheel Thru, Partner Trade ..ZL
Pass the Ocean
Swing Thru
Boys Run
Those facing in, Ferris Wheel
Other 4 Turn & Deal
Triple Star Thru
...and Roll, Pass Thru AL!
- 1-3 Pair Off, Right & Left Thru
Pass to the Center
Double Star Thru (3B)
1/2 Breed Thru
Pass the Ocean
Explode & Double Star Thru
Centers make it a Triple
Same centers Cloverleaf
Other 4 U-Turn Back
Double Pass Thru
Horseshoe Turn (ZB)..... AL!

● SIGHT CALLER'S NOTEBOOK
(FORMATION MANAGEMENT SERIES)

Part 4: SETTING UP 8-CHAIN THRU ARRANGEMENTS

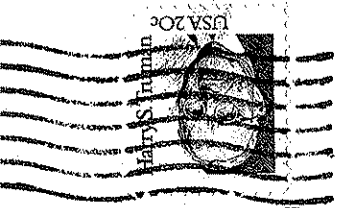
Most callers find that they are easily able to set up both zero (normal) 8-Chain Thru arrangements and 8-Chain Thru arrangements that are 1/2 Sashayed, so we'll concentrate on some of the other 8-Chain Thru arrangements that a sight caller's programming requirements will often require him to establish. This month, we'll work on the so-called same-sex boxes: the No. 1 Box (boys outside/girls inside) and then the No. 2 Box (girls outside/boys inside).

To Establish a No. 1 Box Arrangement:

<p>From Home (or from any static square set-up:)</p> <p>* Add Zoom and have the boys Pass Thru to get a No. 2 8-Chain Thru arrangement.</p>	<p>a) 1-3 Pass Thru, Separate Go 'round 1, line up 4 Pass Thru, Wheel & Deal* Girls Pass Thru</p> <p>b) 1-3 Star Thru & Spread Pass Thru, Wheel & Deal* Girls Pass Thru</p> <p>c) 1-3 Square Thru, Sides Rollaway Swing Thru Pass to the Center & Pass Thru</p>
<p>From a zero/normal 8-Chain Thru arrangement (ØB) :</p> <p>* Eliminate Couples Circulate to get a No. 2 8-Chain Thru arrangement.</p>	<p>a) Touch 1/4, centers Trade Centers Run, Couples Circulate* Wheel & Deal</p> <p>b) Swing Thru, Tag the Line-In Girls Fold</p> <p>c) Swing Thru, Split Circulate Centers Run Couples Circulate* Wheel & Deal</p>
<p>From a zero/normal Line arrangement (ØL) :</p> <p>* Add Zoom and have the boys Pass Thru to get a No. 2 8-Chain Thru arrangement.</p>	<p>a) Centers only Box the Gnat All Pass Thru, Wheel & Deal* Girls Pass Thru</p> <p>b) Pass the Ocean, girls Trade Girls Run, Tag the Line-In Boys Load the Boat, girls Square Thru</p> <p>c) Touch 1/4, 8 Circulate Centers Trade, 8 Circulate 4 girls Walk & Dodge Boys facing out Run</p>

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Formation Management (continued)

To Establish a No. 2 Box Arrangement:

From Home or from any <u>static square set-up:</u>	1-3 Star Thru, all Double Pass Thru Leaders do a U-Turn Back Pass to the Center and Pass Thru Swing Thru Pass to the Center and Pass Thru
From a zero/normal <u>8-Chain Thru arrangement (ØB):</u>	Touch 1/4 Centers Trade, centers Run Centers Trade Wheel & Deal
From a zero/normal line <u>arrangement (ØL):</u>	Pass Thru Wheel & Deal & Spread Pass Thru, Wheel & Deal Zoom, Boys Pass Thru



choreo



BREAKDOWN

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

MAY 1984

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We had a great time in Chicago at the 1984 Callerlab Convention -- and everyone we talked to who was there seems to agree. The meetings were well-planned, carefully organized, and they were carried on in a highly professional manner. Now that it is over, the impression that seems to have remained with us the longest is that this convention clearly demonstrates how well the system seems to be working. All of Callerlab's many committees have been active during the year and they have been

making excellent progress. We were especially impressed with the efficient way in which the final Wednesday morning wrap-up meeting was conducted (that's the one where the membership finally gets to vote). See our report on page 1568 for all the details.

In the New Ideas Dept., these are the new moves we looked at this past month:

CUP CAKE (Jim Harlow) From a 1/4 Tag formation, wave dancers Hinge + Walk & Dodge + Cloverleaf as the other four Extend to end the action in another 1/4 Tag formation.

MIX & MATCH (Ross Howell) From forming identifiable centers and outside (or ends), the outsiders do the first portion of the first-named call as the centers do first portion of the second-named call. Then, when all dancers have "matched" their formation, all finish their call together. Calls selected to Mix & Match must all finish the same way.

PIECE OF CAKE (Jim Harlow) From a 1/4 Tag formation, the centers Explode the Wave + Cloverleaf as the outsiders Extend to end the action in another 1/4 Tag formation. (Note: the name has been used previously).

What's Happening? (continued)

SINGLE FILE RECYCLE: From facing tandems (single file columns of two) leaders Touch + Backtrack as trailers Veer left and forward to become ends of the final ocean wave.

SIX BITS CIRCULATE (Jack Berg) From parallel lines or waves, all 3/4 Tag the Line-Right. Centers now Single Circle to a wave as ends Circulate to end in parallel 2-faced lines. Six Bits & Anything involves the same action for the centers but ends take the "anything" call...unless the caller designates the dancers who take the "anything" call.

SLINK (Jack Berg) From an OW, all 1/2 Slide to form facing couples. Slink Away means to do a Slink and then turn 1/4 in the direction of the handedness of the original wave.

STRAIGHT FIRE : From parallel 2-faced lines, centers and outfacing ends do a Cross-fire as infacing ends walk forward and Veer in to become No. 2 dancers in the final columns formation.

SWING & SPIN THE DEUCEY (Doug Rieck) From parallel ocean waves (or from an 8-Chain Thru formation) all Turn 1/2 right, new centers turn left 3/4 as the ends 1/2 Circulate. Those in the 6-hand wave then turn 1/2 right and all who can turn left 3/4. Without stopping, the others then 1/2 Circulate or step forward to form parallel waves. From here -- still without stopping -- all repeat the entire action one more time.

● CHOREO SYMBOLS

In the line set-ups shown last month, all boys had the same girl (partner, corner, opposite or RH lady) as partners. In the lines below, end boys have one girl while the center boys have another:

FACING LINES OF FOUR

Symbol	Set-Up and Get-In
EPL	Men in sequence; end men with partner-center men with opposite as in Side ladies Chain, 1-3 Lead Right, Circle to a line
EPL-os	As above but men <u>out</u> of Sequence as in Sides Flutterwheel, 1-3 Lead right, Circle to a line
ECL	Men in Sequence; end men with corner; center men with RH lady as in: Zero Line + 2 ladies Chain
ECL-os	As above but men <u>out</u> of Sequence; as in 4 girls Chain, Promenade, 1-3 Wheel Around, Flutterwheel
EOL	Men in Sequence; end men with opposite; center men with partner, as in: Head ladies Chain, 1-3 lead right, Circle to a line
EOL-os	As above but men <u>out</u> of Sequence as in 1-3 Flutter Wheel, Lead right Circle to a line
ERL	Men in Sequence; end men with RH lady, center men with corner as in: 4 girls Chain, 1-3 lead right, Star Thru, Right & Left Thru
ERL-os	As above but men <u>out</u> of Sequence; as in 1-3 Flutterwheel, Square Thru Slide Thru and line up 4

• NEW MOVEMENT (Experimental)

SCOOT AND MIX (Jerry Rash)How To Do It:

From right-facing 2-faced lines and left-hand ocean waves, infacing centers begin a Scoot Back action, i.e., they step ahead and after turning each other 1/2 by the right, they Veer left and forward to become an outfacing end of the final formation. Simultaneously, the outfacing centers Cross Run to become the infacing ends. The original ends, meanwhile, Slide together and Trade. 2-faced lines end in 2-faced lines; LH waves become RH waves. Left Scoot & Mix starts from left-facing 2-faced lines and RH ocean waves. The action is the same as above except that Scooters turn 1/2 Left and Veer Right.

Impressions:

The action for this call is obviously inspired by calls on the Advanced Program List (Scoot and...and Mix). The traffic pattern, however, is simple, smooth-flowing and easily taught and we see no problem in using the call (as an experimental) at the Plus program. Give it a try and see what you think!

Choreography:

<u>From a Zero Box (ZB/Box 1-4)</u> Swing Thru, boys Run Tag the Line-Right <u>Scoot & Mix</u> Wheel & Deal	<u>BOX ZERO</u> (True)
<u>From a Zero Box Ocean Wave</u> Swing Thru, boys Run <u>Scoot & Mix</u> Boys Hinge Diamond Circulate Double Flip the Diamond	<u>WAVE ZERO</u> (True)
<u>From a Zero Line (ZL/1P2P)</u> Right & Left Thru Dixie Style to an OW Left Swing Thru, boys Run <u>Scoot & Mix</u> Bend the Line	<u>LINE ZERO</u> (True)
<u>From a Zero Line:</u> Right & Left Thru Dixie Style to an OW <u>Scoot & Mix</u> , Recycle, Veer Left Ferris Wheel, centers Pass Thru Slide Thru	<u>LINE ZERO</u> (True)

Scoot & Mix (continued)Sample Routines:

- 1-3 Square Thru ZB
Swing Thru
Boys Run
Tag the Line-Right (1/2F)
Scoot & Mix (ØF)
Couples Circulate
Chain Down the Line RL-os
Pass the Ocean
Girls Trade, girls Run (1/2F)
Scoot & Mix (ØF)
Ferris Wheel, Zoom
Centers Square Thru 3/4 AL!
- 1-3 Lead right
Circle to a line of 4 ZL
Pass the Ocean
Girls Trade, girls Run (1/2F)
Scoot & Mix (ØF)
Couples Circulate
Scoot & Mix (1/2F)
Ferris Wheel & Spread
Touch 1/4, centers Trade
8 Circulate
Triple Scoot, boys Run
Pass to the centers
Square Thru 3/4 AL!
- 1-3 Lead right
Circle to a line of 4 ZL
Right & Left Thru
Dixie Style to an OW (ØLW)
Scoot & Mix (ØW)
Recycle, Veer Left, girls Hinge
Diamond Circulate
4 boys Swing Thru
Flip the Diamond
Girls Trade
Linear Cycle
Right & Left Thru
Swing Thru
Spin the Top
Girls Run
Scoot & Mix
Bend the Line CL-os
Star Thru, (ZB) AL!
- 1-3 Pass Thru, Separate
Go 'round 1, line up 4
Pass Thru
Tag the Line-Right (2F)
Scoot & Mix (1F)
Ferris Wheel
Zoom
Boys Pass Thru, Star Thru
Couples Circulate-boys go double
Bend the Line ZL-os
Pass Thru
Tag the Line-Right (3F)
Scoot & Mix (3F)
Ends Circulate
Couples Circulate
Bend the Line, Star Thru
Double Pass Thru
Leaders Trade (ZB) AL!
- 1-3 Square Thru ZB
Right & Left Thru
Swing Thru (1/2W)
Left Scoot & Mix (1/2LW)
(girls start with a right) Swing Thru
Trade the Wave
Recycle
Veer Left
Girls Hinge
Diamond Circulate
Flip the Diamond, girls Trade
Girls Run, Tag the Line-Left (1/2LF)
Left Scoot & Mix (ØLF)
Wheel & Deal (ZB) AL!

SINGING CALL (by the author)

Head 2 Square Thru, 4 hands & go
Swing Thru 2 by 2, boys Run you know
Tag the Line, face Right, Scoot & Mix
Ferris Wheel & when you do, center 2
Pass Thru
AL corner, Partner Dosado, Corner
Swing & Prom.
...add 16-beat Tag

• MOVIN' DOWN THE MAINSTREAM

LEFTY 2-FACED LINES

The oft-noted distaste that many Mainstream dancers display for left-handed choreography probably derives from the fact that a lot of Mainstream callers rarely program such material and, on the rare occasions when they do, they tend to make their routines inordinately difficult. The trick, of course, is to make it easy for the dancers to do the calls they already know from infrequently encountered left-hand formations and to be especially careful that the unfamiliar left-hand patterns are made to flow smoothly, logically and without interruption. The routines below feature parallel left-facing 2-faced lines. Note the several ways in which that formation is established:

- 1-3 Square Thru ZB
 Swing Thru
 Boys Run
 California Twirl..... (ØLF)
 Couples Circulate
 Bend the Line
 Flutter Wheel
 Star Thru ZB-os
 Right & Left Thru
 Veer Left
 Tag the Line - Left..... (ØLF)
 Couples Circulate
 Girls Run (1/2LW)
 Girls Trade
 Left Swing Thru
 Boys Cross Run
 Girls Trade
 Recycle (ZB) AL!
- 1-3 Lead right
 Circle to a line of 4 ZL
 Pass the Ocean
 Boys Run (ØLF)
 Couples Circulate
 Wheel & Deal
 Veer Right (ØLF)

Couples Circulate
 Girls Fold
 Right & Left Grand!

- 1-3 Pass the Ocean
 Girls Trade
 Recycle, Pass Thru ZB
 Touch 1/4
 Split Circulate
 Boys Run, Reverse Flutter
 Sweep 1/4, Veer Right ... (ØLF)
 Couples Circulate
 Wheel & Deal
 Touch 1/4, Walk & Dodge
 Partner Trade CL-os
 Slide Thru (ZB) AL!
- 1-3 Lead right, Circle to a line..ZL
 Right & Left Thru
 Dixie Style to an OW
 Boys Trade, boys Run (1/2 LF)
 Ferris Wheel
 Double Pass Thru, Peel Off
 Star Thru
 Centers Pass Thru, Star Thru
 Pass the Ocean, Swing Thru, girls Run
 Same girls Cross Run
 Boys Trade, Bend the Line, RL Thru
 Star Thru, 8-Chain 3 AL!
- 1-3 Square Thru, Sides Rollaway
 Swing Thru, Ends Run..... (4LF)
 Couples Circulate (3LF)
 Wheel & Deal, Veer Right (4LF)
 Couples Circulate
 Bend the Line (4L)
 Pass Thru, girls Cross Fold
 Swing Thru
 Centers Trade
 All Walk & Dodge
 Partner Trade EPL
 Pass Thru, Wheel & Deal
 Centers Square Thru 3/4...AL!

• THE PLUS PROGRAM

WELCOME TO LINEAR CYCLE

We seem to hear more and more callers these day question the need for the various QS selections. And while their arguments often sound reasonable, it seem to us that the elimination of the QS programs would do away with the only really valid way we now have to screen and evaluate promising new moves to see if they can withstand the test of time. Witness the recent addition of Linear Cycle to the Plus Program (see page 1568). Here are some review figures in case you may want to refresh your dancers' memory:

- 1-3 Square Thru ZB
 Swing Thru, boys Run
 Bend the Line
 Right & Left Thru EOL
 Pass the Ocean
 Girls Trade, Linear Cycle
 Star Thru
 Right & Left Thru
 Veer Left, girls Hinge
 Diamond Circulate
 Flip the Diamond
 Fan the Top
 Single Hinge, 8 Circulate
 Triple Scoot
 Girls Run
 Right & Left Grand!
- 1-3 Square Thru ZB
 Swing Thru, boys Run
 1/2 Tag the Line
 Walk & Dodge
 Chase Right
 Single Hinge
 Girls Trade, Linear Cycle CL
 Pass the Ocean
 Spin Chain the Gears
 Linear Cycle CL
 Right & Left Thru
 Pass Thru, Wheel & Deal
 Centers Touch 1/4

Same 4 Follow Your Neighbor
 & Spread

Ping Pong Circulate

Extend the Tag

Girls Trade

Single Hinge

Follow Your Neighbor AL!

- 1-3 Square Thru 3/4, Separate
 Go 'round 1, join hands, circle left
 4 girls Swing Thru
 4 girls Spin the Top
 4 girls Linear Cycle
 4 girls Touch 1/4, Walk & Dodge
 Swing Thru, centers Run
 Bend the Line (1L)
 Ends Load the Boat
 Centers Pass the Ocean and
 Linear Cycle , AL!
- 1-3 Lead Right, Veer Left
 Bend the Line, Pass the Ocean
 Swing Thru, Linear Cycle ... (1/2L)
 Turn & Left Thru, Slide Thru
 Touch 1/4, Scoot Back
 Linear Cycle (4L)
 Touch 1/4, 8 Circulate
 Boys Run, Double Pass Thru
 Track 2, Linear Cycle
 Sweep 1/4 more AL!

Linear Cycle from LH Waves:

- 1-3 Lead right
 Circle to a Line ZL
 Right & Left Thru
 Dixie Style to OW
 Boys Trade, Linear Cycle ZL-os
 Pass Thru
 Partner Trade
 Right & Left Grand!

● SHARE THE WEALTH

We've heard from Allen Tipton this past month who tells us that he was the one who developed the Split Ping Pong Circulate concept we described in the April issue (see page 1556). He also created the concept of a "Mini Ping Pong" formation. Note the following:

- 1-3 Pass the Ocean
Girls Trade & Swing Thru
Boys Run & Roll, girls Hinge
(This sets up a mini ping pong formation in the center)
Centers Mini Ping Pong Circulate
Same four Extend, boys Run
Cross Trail Thru (AL!)
- 1-3 Lead right, Circle to a line
Swing Thru, boys Run
Girls Hinge (pt.topt. diamonds)
Diamond Circulate & in your own 4
Long points (girls) face in
(2 longways mini PP Circ.
formations)
Mini Ping Pong Circulate
Extend the Tag (columns)
8 Circulate, Boys Run (AL!)

Dick Barker sent in a cute "Stir the Bucket" routine for use in the Plus program:

- 4 ladies Chain
Sides Cross Trail Thru, Separate
Go 'round 1, line up 4
Ends only Load the Boat
Centers Turn & Left Thru
(all couples now rotated)

Steve Minkin notes that while most callers seem to be working the current Plus QS selection, Chase the Tag, from back-to-back lines, it can also work very nicely from a Trade By set-up. He sent in the following routines to show us what he means:

- 1-3 Lead right, Circle to a line
Star Thru, Pass Thru
Chase the 1/2 Tag (columns)
Coordinate, Wheel & Deal (AL!)
- 1-3 Lead right, Veer Left
Wheel & Deal, Pass Thru
Chase the 1/2 Tag
Single File Circulate, boys Run, AL!

We also received some clever breaks from Jim Davis. The first one is for use at a MS dance:

- Head ladies Chain to the right
Heads Right & Left Thru
Sides Right & Left Thru
Everybody Rollaway, 1/2 Sashay
Heads Lead Right
Right & Left Grand!

And this one will work at an Advanced Dance:

- 1-3 Wheel Thru
Sides Sashay and everybody
With the same sex Slide Thru
Center 4 Partner Trade & Roll
Same 4 Fan the Top
Ends Circulate 1-1/2
Check a Thar (girls in center)
All 8 Swing Thru
Right & Left Grand!

And finally, here are some Zero Box get-outs that we heard at some of the choreography sessions at the Callerlab convention:

- Single Circle to a Wave
Extend to a Right & Left Grand
- Right & Left Thru, Touch 1/4
Follow Your Neighbor & Spread
Trade the Wave, AL!
- Right & Left Thru
Rollaway, 1/2 Sashay
Pass Thru, Right & Left Grand!

• FOR THE A1/A2 CALLER

SPIN THE WINDMILL VARIATIONS

Spin the Windmill is one of the most versatile calls on the A2 List. It's versatility is in large measure due to the fact that the outsides can be directed to face right, left, in or out before starting their action and this can be used to create a wide range of end-up formations. Another factor that contributes to it's versatility, however, is the fact that it can be called from a variety of starting formations. While it is most usually called from DPT, Trade By, 1/4 Tag or 3/4 Tag arrangements, it can also be called from a number of other -- and often unexpected -- formations. Note the following ideas:

- 1-3 Wheel Thru OPB-os
 Star Thru
 Pass Thru
 Tag the Line - In (1/2L)
 Center 4 Pass the Ocean
 Ends Touch 1/4
 Spin the Windmill-Right (3x1)
 Centers Scoot & Weave
 Outsides Pass In (1/4Q)
 Chain Reaction
 Right & Left Grand!
- 1-3 Cross Trail Thru, Separate
 Go 'round 1, line up 4
 Pass the Ocean OB-0w
 Single Hinge, Lockit
 Girls Hinge
 Spin the Windmill-Right
 4 girls Pass In
 4 Boys Walk & Dodge
 All Pass & Roll AL!
- 1-3 Pair Off ZB
 Swing Thru
 Switch the Wave
 Couples Circulate
 Bend the Line EPL
 Pass Thru

Wheel & Deal

Centers Slide Thru

Spin the Windmill-Right

Centers Walk & Dodge AL!

- 1-3 Pass Thru, Separate
 Go 'round 1, line up 4
 Pass Thru, Wheel & Deal
 4 girls Pass the Ocean
 All Spin the Windmill-Left
 4 girls Box Counter Rotate .. (ØF)
 Ferris Wheel
 Centers Square Thru 3/4 ... AL!

We recently received a sample copy of a new singing call collection by Gene Trimmer. It is called "Singing Thru Advanced One and, as the title suggests, it is a collection of singing call routines using A1 calls. We found the book to be very well done, and we recommend it to Advanced callers who regularly use singing calls in their Advanced sessions. The book contains over 200 routines and features several routines for each of the A1 calls. For more information contact Gene at 103Rosewood, Paragould, Arkansas, 72450. Here's a sample routine from Gene's book:

Heads Lead Right.....Circle to a Line
Touch 1/4
 Transfer the Column.....
 Centers Trade, Single Hinge...girls
Circulate
Scoot Back.....
 Swing the Corner.....Promenade
 add 16-beat Tag

● 1984 CALLERLAB CONVENTION

As most of you no doubt know by now, the 1984 Callerlab convention was recently held in Chicago and, as usual, we found it to be an educational, enlightening, and thoroughly uplifting experience. It was also great fun! We have always, at previous conventions, been impressed by the good fellowship and professional camaraderie that is typically displayed by the working callers who attend each year's meetings and it seemed, to us at least, to be even more evident in Chicago this year.

Many significant actions were taken at the 1984 convention including a thorough review of the Callerlab dance programs. It is our impression that instead of merely juggling the calls on the various programs, this year's actions seem to reflect a serious effort to impart a sense of purpose and permanence to the lists while still allowing them to carefully incorporate the changes that time and custom may require. Here is a brief rundown of some of the more significant actions taken at this year's Wednesday morning wrap-up meeting:

Mainstream Committee:

1. Substitute (42b) and Touch (46c) were deleted from the Mainstream List. The effect of this is to eliminate the "Family" designations while retaining the single calls Zoom and Touch 1/4.
2. The definition of Backtrack (13b) was changed to allow only a Single File Backtrack (Couples Backtrack is now no longer a part of the definition).
3. For a one year trial basis, the call Courtesy Turn (15) as used in the Basic and Mainstream programs, shall be limited to a boy turning a girl only.
4. The Basic and Mainstream programs, as now amended, were, in effect, frozen for a period of four years. This means that with the exception of MSQS calls that meet the appropriate criteria, no new calls may be added or deleted from those lists until Callerlab's 1988 convention.

Mainstream QS Committee:

This committee did some major housecleaning. It deleted Divide to a Column, Ripple, Dixie Derby and Red Hot from the MSQS list. Linear Cycle was also deleted but it was picked up by the Plus Committee (see below). The membership specifically voted to retain Chain Down the Line and Grand Spin on the MSQS List.

Plus Committee:

Linear Cycle was added to the Plus List. It was placed between Teacup Chain and Ping Pong Circulate on the Plus Teaching Order.

Plus QS Committee:

Track and Anything and Mix to a Diamond were removed from the Plus QS List. The membership specifically approved the retention of Spin Chain and Exchange the Gears and Grand Spin.

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Callerlab Convention (continued)

Advanced Committee: The recommendation of the Advanced Committee was to formally adopt the Advanced definitions (which had been used on a 1-year trial basis during the past 12 months). The membership approved the committee's recommendation except for those portions of the definitions that pertain to the definition of the term "Partner". As the result of another motion, this question has been referred to the Board of Governors who has been charged with the responsibility for reviewing the question and making recommendations for its resolution by the 1985 convention. It was also decided that the Advanced Program be divided into two categories -- an A1 and an A2 program -- but this does not require that a distinct A1 program be established where it is not needed.

Program Coordinating Committee: Several significant actions were taken:

1. Quarterly Selections in each program are now limited to no more than one call in any quarter (No Selection, however, remains as an available option).
2. To minimize some obvious problems, the selected QS calls for each program will now be released on a staggered basis, as follows:

MSQS	For the quarters beginning in January, April and October (no release in July)
Plus QS	For the quarters beginning in February, May, August and November
Adv. QS	For the quarters beginning in March, June, September and December.

Miscellaneous: A number of additional committee actions were also approved: Several Glossary changes were adopted as were recommendations of the Timing, Styling and Formations committees. The period of initial accreditation by Callerlab was changed from 5 years to 6 years.

choreo



BREAKDOWN

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

JUNE 1984

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WHAT'S HAPPENING?

What's Happening? Not much of anything! For the first time since we began these notes more than twelve years ago, we have no new experimental moves to report. Things are always a bit slower during the summer (which isn't even really here yet!) but this is the first time that absolutely no new calls were brought to our attention since the previous issue went to press! It's probably a fluke and it wouldn't

surprise us at all if we are deluged with reams of new calls in the next four weeks -- but as we go to press with this issue, the cupboard remains bare! Even our featured experimental this month -- Load the Windmill -- has been around for 7 or 8 months (it was a candidate for a QS selection and we held off reporting it until it was decided whether it might appear on some QS List).

In most cases, summertime is a time for relaxing and for taking things easy -- although there are probably some exceptions. We typically devote the lion's share of our summer club programs to allowing our new graduates to log some floortime in some of their recently learned calls and thereby strengthening their over-all ability. We also have the feeling that most of the dancers who attend square dance camps and weekends are hobby dancers and they probably came to these events looking for some solid workshop exposure.

Next month's issue will probably be about a week late. We'll be off to Australia at the end of June for our second time around and we're scheduled to call dances and conduct caller schools in Sydney, Canberra, Melbourne and Perth. As you can imagine, Betty and I are both looking forward to the trip and, as usual, we'll have a detailed report on our "Down Under" experience in our next issue.

SHARE THE WEALTH

Here's a handful of get-outs we've gleaned from Barry Wonson's Australian note service:

From a Zero Line (ZL/1P2P)

- Star Thru, Pass Thru
Trade By, Right & Left Thru
8-Chain Three, AL!
- Right & Left Thru
Load the Boat
Touch 1/4, Follow Your Neighbor
Slip the Clutch, AL!
- Right & Left Thru
Load the Boat
Single Circle to a ...
Right & Left Grand!
- Right & Left Thru
Veer Left, Boys Run
Fan the Top
Right & Left Grand!

Jim Davis also sent us a passel of get-outs. We especially liked these three (they use some APD choreography so treat 'em with a bit of respect!

From a Zero Line (ZL/1P2P)

- Box the Gnat
Load the Boat
Right & Left Grand!
- Pass Thru
Tag the Line-Right
Bend the Line, Pass Thru
Chase Right
Right & Left Grand!

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

- Pass to the Center, Double Pass Thru
Peel Off, Pass Thru, 3/4 Tag the Line
Right & Left Grand!

CHOREO SYMBOLS

Continuing our current re-cap of the choreo symbols we use in these notes, we now present the codes we use to identify the basic 8-Chain Thru set-ups. It is important to note that for the purposes of these symbols (and for that purpose only!) we consider the "partner" of the inside man in an 8-Chain Thru formation to be the girl behind him (not the one on his right!)

8-CHAIN THRU FORMATION

Symbol	Set Up and Get-In:
ZB	Men in sequence, all with partner as in 1-3 Square Thru
ZB-os	Men out of sequence, all with partner, as in 1-3 1/2 Square Thru
CB	Men in sequence all with corner as in 4 ladies Chain 3/4, 1-3 Square Thru
CB-os	Men out of sequence, all with corner as in: 4 ladies Chain 3/4, 1-3 Half Square Thru
OB	Men in sequence all with opposite lady as in: 4 ladies Chain, 1-3 Square Thru
OB-os	Men out of sequence, all with opposite lady as in: 4 ladies Chain, 1-3 Half Square Thru
RL	Men in Sequence, all with right hand lady as in: 1-3 Promenade 1/2 Lead right, Circle to a line, Star Thru
RL-os	Men out of sequence, all with right hand lady as in: 4 ladies Chain, 1-3 lead right, circle to a line and Star Thru

In the above set-ups, all men have the same girl in the partner "slot". (partner, corner, opposite, right hand lady). Next month we'll define the 8-Chain Thru symbols for mixed partner pairings.

• NEW MOVEMENT (Experimental)

LOAD THE WINDMILLHow To Do It:

From facing lines of four, the end dancers start to do the ends' action of a Load the Boat, i.e., they Circulate two places around the outside of the set and, when they meet the third dancer, they Touch 1/4 to become ends (leader/trailer) of the final columns formation. Simultaneously, the center four do a Swing Thru and, without stopping, Cast 3/4 by the right to end as column centers.

Impressions:

The action of this call combines the ends' part of a Load the Boat with the centers part of the A2 call Spin the Windmill and, despite the fact that part of the call has its roots in the Advanced program, we've noted an excellent dancer response when we've used it in a workshop for Plus Program dancers. The call strikes us as an excellent choice for a summer workshop series (square dance camp, week-end or festival workshop) and if you're in the market to use an experimental in that kind of program we tout this one very highly. It might be just the thing you've been looking for.

Choreography:

<u>From a Zero Line (ZL/1P2P)</u> Flutterwheel <u>Load the Windmill</u> Coordinate Bend the Line	<u>LINE ZERO</u> (Technical)
<u>From a Zero Box (ZB/Box 1-4)</u> Swing Thru, boys Run Bend the Line <u>Load the Windmill</u> 8 Circulate, boys Run	<u>BOX ZERO</u> (Technical)
<u>From a Zero Box (ZB/Box 1-4)</u> Pass the Ocean, Recycle <u>Load the Windmill</u> 8 Circulate, boys Run	<u>BOX ZERO</u> (Technical)
<u>From a Zero Line (ZL/1P2P)</u> RL Thru, Flutterwheel <u>Load the Windmill</u> Triple Scoot, Boys Run	<u>CONVERSION</u> (ZL to ZB)

Load the Windmill (continued)Sample Routines:Called from Zero (normal) Lines:

- 1-3 Lead right
Circle to a line of four ZL
Pass the Ocean
Recycle
Veer Left
Couples Circulate
Bend the Line ZL
Load the Windmill (ØC)
Triple Scoot
Boys Run
Star Thru EOL
Load the Windmill (ØC)
8 Circulate
Boys Run
Pass to the Center
Square Thru 3/4 AL!
- 1-3 Square Thru ZB
Swing Thru
Boys Run
Couples Circulate
Bend the Line EOL-os
Load the Windmill (ØC)
Coordinate
Boys Circulate
Ferris Wheel
centers Pass Thru OPB-os
Single Circle to a Wave
Boys Trade
Boys Run
Couples Circulate
Chain Down the Line ECL
Load the Windmill (ØC)
8 Circulate
Boys Turn Back
Right & Left Grand!
- 1-3 Cross Trail Thru, Separate
Go 'round 1, line up 4 RL-os
Load the Windmill...& Roll (1/2L)
Pass Thru

Tag the Line-In ECL-os
Right & Left Thru ERL
Load the Windmill (ØC)
8 Circulate
Center 4 Walk & Dodge
The other boys Run
All Star Thru EPL
Pass Thru, Wheel & Deal
Centers Square Thru 3/4 .. AL!

DBD Variations:

- 1-3 Pass Thru, Separate
Go 'round 1, line up 4 (1L)
Load the Windmill (1C)
8 Circulate
All Trade & Roll (4L)
Load the Windmill (4C)
8 Circulate, boys Run
Zoom, centers Pass Thru (ZB).AL!
- 1-3 Square Thru ZB
Swing Thru, boys Run
Tag the Line-In (4L)
Load the Windmill (4C)
8 Circulate, boys Run
Centers RL Thru, Pass Thru (AL) ZB
Star Thru, Pass Thru
Wheel & Deal
Double Pass Thru, Peel Off .. (2L)
Load the Windmill (2C)
Centers only Scoot Back
Same 4 Walk & Dodge
The other boys Run ORB-os
Swing Thru, boys Run, girls Trade
Ferris Wheel, centers Square Thru 3/4, AL!

SINGING CALL (Corner Progression)

Head 2 Square Thru 4 hands you know
Dosado the outside 2, back to back & go
Swing Thru, boys Run, Bend the Line for me
Load the Windmill 2 by 2, all the way
around you do
When you're done, 8 Circulate, then
the boys Run right
Swing the corner lady, Promenade tonight
...add 16-beat tag.

● MOVIN' DOWN THE MAINSTREAM

WORKING WITH LEFTY COLUMNS

Last December we featured column choreography in our Mainstream section (see page 1515). Our focus at that time was on more or less standard and familiar right-hand column routines. One seldom sees very many routines that feature left-hand columns -- probably because they're not all that easy to set up, and, for this reason, we felt that it might be appropriate to shine this month's MS spotlight on some left-handed column variations. Be sure, however, that you handle 'em with a certain amount of caution. Bear in mind that most dancers rarely encounter a lefty column formation and will usually find such an arrangement to be a bit strange and unusual. Good luck!

- 1-3 Lead Right
Circle to a line of four ZL
Pass the Ocean
Girls Trade
Girls Run
Ferris Wheel
4 boys Run (LC)
Center girls Run
Those who can Slide Thru
The other four face in
All Left Touch 1/4 (LC)
8 Circulate
Girls Run
Zoom
Centers Pass Thru (ZB) ALI
- 1-3 Lead Right
Circle to a line of four ZL
Left Touch 1/4
8 Circulate
Center 4 Walk & Dodge
4 boys Pass Thru
Center girls Run
All Trade By
Star Thru OL
Right & Left Thru OL-os
Star Thru CB

Swing Thru
Boys Run
Ferris Wheel
4 girls Run (LC)
8 Circulate
8 Circulate again
Boys Run
Centers Pass Thru
Right & Left Grand!

- 1-3 Lead Right
Circle to a line of four ZL
Left Touch 1/4 (LC)
8 Circulate
Center 4 Trade
4 girls Run
Double Pass Thru
Peel Off
Left Touch 1/4
8 Circulate
Lead girls (only) Run
Those who can Star Thru
The others face in (1/2L)
Pass Thru
Wheel & Deal
Centers Pass Thru
Right & Left Grand!

Caution: the routine below uses a Spin the top from a LH OW and may require a bit of additional workshop treatment!

- 1-3 lead right, circle to a line... ZL
RL Thru, Dixie Style to an OW
Left Swing Thru, Spin the Top
(use a left) All Single Hinge (LC)
8 Circulate, centers Trade
4 girls Run
Double Pass Thru
Leaders Trade
Step to an OW
Recycle (ZB) / ALI

• THE PLUS PROGRAM

TRADE THE WAVE

Trade the Wave is an interesting call because it's major effect is to "trade" just about everything -- right hand waves become left-handed (and vice versa); ends become centers; centers become ends. Most Plus dancers seem able to handle the call easily, providing it is called from zero/normal left-hand waves. They have a bit more difficulty however if it is called from right-hand waves -- unless the very next call is an Allemande Left! This would seem to make Trade the Wave a pretty good candidate for the theme of a tip in a summer workshop program. Here are some workshop drills:

- Allemande Left, pass your Partner
Promenade the Right Hand girl
1-3 Wheel Around RL
Right & Left Thru
Dixie Style to an OW
Trade the Wave..... ORB(ow)
Girls Run , girls Circulate
Boys Hinge
Diamond Circulate
Flip the Diamond
Boys Trade, Swing Thru
Trade the Wave
Girls Circulate, boys Trade AL!
- 4 ladies Chain, 1-3 Pass the Ocean
Ping Pong Circulate
Centers Trade the Wave
Those boys Trade
Sameboys Run
Wheel & Deal
Centers Box the Gnat
All Double Pass Thru
Track II
Recycle, Veer Left
Couples Circulate
Bend the Line CL-os
Right & Left Thru
Pass the Ocean, Trade the Wave.. AL!

- 1-3 lead right, circle to a line .. ZL
Right & Left Thru
Dixie Style to an OW
Girls Circulate, boys Trade
Left Swing Thru
Trade the Wave, boys Run
Wheel & Deal (AL!) ZB
Swing Thru, boys Run
Couples Circulate
Bend the Line
Right & Left Thru
Dixie Style to an OW
Girls Circulate twice
Boys Trade....twice! AL!

The routine below adds a touch of DBD!

- 1-3 Square Thru ZB
Touch 1/4, centers Trade
Swing Thru (1W)
Trade the Wave (2LW)
Ends Run, Couples Circulate ... (4F)
1/2 Tag the Line
Centers Trade, Swing Thru (3W)
Trade the Wave (4LW)
Centers Cross Run
New centers Trade (3W)
Centers Run, Couples Circulate
Bend the Line (1L)
Star Thru, Zoom
Centers Square Thru 3/4 AL!
- Some Trade the Wave Get-Outs:
From a Zero Box (ZB/Box 1-4)
- RL Thru, Touch 1/4 Follow Neighbor
Trade the Wave (AL!) & Spread
- Swing Thru, boys Run
Bend the Line, Right & Left Thru
Dixie Style to an OW
Trade the Wave
Trade it again (AL!)

● STILL MORE SINGING CALL THEMES

Last December (page 1517) and again in January (page 1527) we published some material in which we featured a concept involving theme-oriented singing calls. We've had a lot of very positive comments about those articles so we thought we'd publish some more material along the same lines. You will recall that the idea in such routines is to begin each singing call figure in the exact same way, but to then deliberately change the way in which the final partner change occurs. Here's another batch of singing call routines with a common beginning sequence but with an entirely different ending:

Start out each routine by calling:

Head two go Right & Left Thru, turn the girl I say
Cross Trail Thru & go 'round one, make a line of 4 that way

...and from there you may use any, some -- or all -- of the following ideas to complete the figure with a Corner progression partner change:

1. Go up & back & Star Thru, Dive Thru & then
Square Thru 3/4 round to the Corner girl my friend
Allemande Left that Corner, partner Dosado
Go back, swing the corner Promenade (add 16-beat tag)
2. Everybody go Right & Left Thru, turn that lady fair
Slide Thru, Touch 1/4, Follow Your Neighbor there
Allemande Left the Corner, partner Dosado
Go back, Swing the corner, Promenade (add 16-beat tag)
3. Right & Left Thru, turn the girl, Flutterwheel I say
Pass the Ocean, Recycle, 2 by 2 that way
Allemande Left the corner, Partner Dosado
Go back, Swing the Corner, Promenade
(add 16-beat tag)
4. Go up and back & Square Thru, count 4 hands around
When you're done Trade By, go walkin' cross the town
Pass Thru, Trade By again & find the corner girl
Swing that corner round and round, Promenade that world
(add 16-beat tag)
5. Pass the Ocean, girls Trade, Swing Thru & then
Go 2 by 2, boys will Trade, boys Run right my friend
Wheel & Deal & the corner Swing, Swing that lady fair
Allemande Left a brand new Corner, Promenade that square
(add 16-beat Tag)

<ul style="list-style-type: none"> ● FOR THE A1 CALLER

WORKING WITH SPLIT SQUARE THRUTwo "Quickie Tip Openers"

- 1-3 Rollaway, 1/2 Sashay
Split Square Thru
Trade By AL!

- 2-4 Rollaway, 1/2 Sashay
1-3 Split Square Thru
Right & Left Grand!

Sample Routines:

- 1-3 Right & Left Thru
Rollaway, 1/2 Sashay
Split Square Thru
Trade By ZB-os
Curli-Cross
Ends Bend
Split Square Thru
Center 4 Touch 1/4
Follow Your Neighbor & Spread
Outside 4 U-Turn Back
All Chain Reaction
Boys Run
Crossover Circulate
Turn & Deal
Slide Thru
Curli-Cross
Right & Left Grand!
- 1-3 Right & Left Thru
Swing Thru, boys Run
Same 4 Turn & Deal
Split Square Thru 3/4
Ends Bend
Split Square Thru
Centers Swing Thru
Outsides Trade
Chain Reaction
Right & Left Grand!
- 1-3 Right & Left Thru
Cross Trail Thru, Separate
Go 'round 1, line up 4 CL

Pass Thru
Ends Cross Fold & Roll
Split Square Thru
Count 4 hands and when you're done...
Right & Left Grand!

- 1-3 Pass the Ocean
Swing Thru, same 4 Lockit
Boys Run, Wheel & Deal
Sweep 1/4
All Double Pass Thru
Leaders Trade & Roll
Split Square Thru
Centers Slide Thru
Touch 1/4
The other girls Run (1/2C)
Transfer the Column (3W)
Centers Trade, centers Run
Crossover Circulate-boys go double
Centers Walk & Dodge
Cycle & Wheel
Pass Thru
Arky Allemande, Arky Grand
Swing Partner, Promenade Home

- 1-3 Square Chain Thru
2-4 Rollaway, 1/2 Sashay
1/2 Breed Thru
Double Star Thru
Trade By -- and the outsides Roll
Split Square Thru
Clover and Curli Cross.... (OB)
Touch 1/4
Centers Trade, centers Run
Crossover Circulate
4 boys Trade & Roll
Split Square Thru
Ends Bend, Slide Thru
Pass to the Center
Square Thru 3/4 AL!

• SIGHT CALLER'S NOTEBOOK

A STRUCTURED "SNAPSHOT" RESOLUTION FORMULA

Many resolution formulas have been developed over the years that make it possible for a sight caller to resolve the set and it has been our custom to describe them in the Sight Caller's Notebook whenever we learn about a new one. We recently ran across an interesting resolution procedure that is based on a caller's ability to recognize that none of the key couples are paired with their original partners. This would seem to combine a bit of "Snapshot" Sight with a more or less traditionally structured resolution formula and we therefore present it here for your interest.

It should be noted at the outset, however, that this method is not for beginning sight callers. It proceeds on the assumption that the caller is an experienced sight caller who will easily be able to resolve the set from any facing lines set-up in which it is seen (snapshot) that at least one of the key couples is paired. In that situation, one of two conditions will exist: (assume normal/zero lines)

- A. Both couples Paired: This means that the dancers are either in a Zero Line (ZL/1P2P) or in a ZL-os and an experienced sight caller will easily be able to get-out from either set-up.
- B. One Couple Paired/One Couple Unpaired: The standard resolution procedure in this case would be to:
 - a. Check to see if the paired couple is on the left end of the line. If not, call a Right & Left Thru to place them there.
 - b. Call Pass Thru + Wheel & Deal and the centers will then be either a Pass Thru or a Square Thru 3/4 away from an accurate Allemande Left.

As we have indicated, most experienced sight callers are already aware of the above methodology and it, by itself, is not the subject of this article. The focus of this article is to explore what a sight caller might do if it is found (snapshot) that none of the facing lines couples are paired. With symmetric choreography, the dancers may then be in one of ten different set-ups (CL, CL-os, OL, OL-os, RL, RL-os, ECL, ECL-os, Erl, ERL-os) and, in any one of them, the following procedure may be followed to produce an accurate resolution:

1. Call 2 ladies Chain (RL Thru+Flutterwheel): Now check to see if any one has been paired. In 6 of the ten possible unpaired set-ups, a ladies Chain will pair up one of the couples and a caller may then proceed as in step B above.

If, however, all couples are still unpaired, a caller may assume that the dancers are in one of four possible set-ups as noted below:

- a) Men in sequence, all with opposites (OL)
- b) Men out of sequence, all with opposites (OL-os)
- c) Men out of sequence, end men with corner; center men with right-hand lady (ECL-os)
- d) Men in sequence, end men with right-hand lady, center men with corner (ERL)

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Sight Caller's Notebook (continued)

If the dancers are now in any one of the four above-described unpaired set-ups, proceed to step (b) below. It is not necessary to identify which of the four the dancers are in, merely that they are unpaired.

2. Call: Pass the Ocean, Swing Thru
8 Circulate, girls go double
Boys Run, Bend the Line

This routine will, in two of the four set-ups (OL and OL-os) pair up one couple. If the couples are still unpaired, call 2 ladies Chain and this will pair up one of the couples and, in either case, a caller may then proceed to resolve the set as in step B above.

Actually, the above-described resolution method is not nearly as complicated as it sounds. It is, however, necessary for a caller who uses this method to be able to quickly snapshot partner pairings -- or, more correctly, the absence of partner pairings -- but this should not be a problem for an experienced sight caller. We have a hunch that many sight callers are already doing this -- or something very similar to it -- but if you haven't tried it before, have a go at it and see how you like it. It could turn out to be one more tool in your sight calling bag of tricks.

choreo



BREAKDOWN

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

JULY 1984

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WHAT'S HAPPENING?

Sorry we're a bit late this month. Blame it on our recent trip to Australia. It was a great trip and we've described some of the highlights on page 1586. We are, however, getting over our jet lag and seem to be back into the swing of things. We'll be back to our usual schedule next month.

No doubt many of you are already aware that Load the Top has been chosen as the Quarterly Selection for the Plus Program for the quarter beginning August first. It is, we think, an excellent choice and we plan to give it another look-see in the August issue. In the meantime, however, you might want to refresh your memory by reviewing our earlier

Load the Top feature (see page 1512).

The following experimentals were among those in our mailbag when we returned home:

(and) CIRCLE: From a 1/4 Tag or 1/4 Line formation, all but the very centers move around the path of the outside 6 one place. If the end dancers of the center wave or line face clockwise, the outside 6 move in a CW direction; if the ends face CCW, they all move in a CCW direction.

CONCENTRATE AND (Anything) Richard Dinkel: From any allowable formation, centers Trade + Box Circulate + Hinge as ends or outsides do the Anything call.

FEED BACK (Dan Neumann) From any allowable formation, centers Hinge and without stopping, the new very centers Trade. Simultaneously, the original ends turn back.

FLOAT TO A DIAMOND (Gene Knutson) From facing lines of 4, ends Touch 1/4 & Spread; then the same four do a (big) Box Circulate around the outside. Centers do as in Load the Boat except instead of a Pass Thru at the end, they Pass the Ocean instead to end the action in parallel diamonds.

What's Happening? (continued)

HINGE BY 1, 2, 3, etc.: From a variety of possible formations, all (or designated) dancers do a Single(Partner) Hinge the number of times indicated by the first number. Then, using other hands, all who can Hinge the number of times indicated by the second number, and so on. Note that after the first Hinge, only those who have been touched by a previous Hinger can Hinge; same facing dancers start with a Partner hinge and then continue (as required) with Single Hinges.

ONE QUARTER THE DIAMOND (Wayne McDonald) From facing couples, beaus (left side dancers) Veer left to become diamond points as belles (right-side dancers) face left and Touch 1/4 turn to become diamond centers; all now do a Diamond Circulate. If the call is 3/4 the Diamond, all do a 1/4 Diamond plus 2 diamond Circulates.

RELAY THE REACTION (Fred Bliven) From parallel ocean waves, ends swing adjacent centers 1/2; new centers do a 3/4 Thru as ends Hourglass Circulate (move up). Center star now turns 1/4 as other 4 Trade. center 4 in the line of 6 Cast 3/4 as the other 4 Hourglass Circulate (move up).

RIPPLE THE BOAT (From facing lines, ends Ripple, Circulate, then Ripple In. Simultaneously, centers Ripple Out, Partner Trade and Ripple.

WITH THE FLOW (Larry Dunn) From facing couples who have been moving to the left, beaus Walk and belles Dodge. If the couple has been moving to the right, the belles Walk as the beaus Dodge. The action ends in a Box Circulate foursome.

• CHOREO SYMBOLS

The following symbols designate 8-Chain Thru set-ups featuring mixed partner pairings:

Symbol	Set-Up and Get-In
OPB	Head ladies Chain 1-3 Square Thru
OPB-os	1-3 Touch 1/4, Walk & Dodge (This is the so called "Lead to the Right Box")
OOB	Side ladies Chain 1-3 Square Thru
OOB-os	Side ladies Chain 1-3 1/2 Square Thru
OCB	Side ladies Chain Right 1-3 Cross Trail, Separate Go 'round 1, line up 4 Slide Thru
OCB-os	Head ladies Chain 1-3 lead right, circle to a line Star Thru
ORB	Head ladies Chain right 1-3 Cross Trail, Separate Go 'round 1, line up 4 Star Thru
ORB-os	Side ladies Chain 1-3 lead right Circle to a line of 4 Slide Thru

Next month, we'll continue our symbol re-cap by describing some of the Callerlab approved arrangement codes.

• NEW MOVEMENT (Experimental)

HARMONIZE (George Amos)How To Do It:

From parallel 2-faced lines or ocean waves, centers Circulate 1/2 place as ends Flip (as in Flip the Diamond) and all finish like a Coordinate, i.e., the center six Trade and, without stopping, the two very centers and the two "top and bottom" lone dancers move ahead to join the remaining centers as ends of the final formation (2-faced lines produce ocean waves and vice versa).

Impressions:

The trickiest part of the teach is to keep the centers from overshooting the initial 1/2 Circulate and to keep the Flippers from passing each other. After that, it's a breeze -- providing your dancers are comfortable with Coordinate. We liked the flexibility of being able to call Harmonize from both 2-faced lines and from ocean waves. The author, incidentally, is aware that the name has been used before (see Burleson No. 2841) but he does not feel that the name is currently a part of the repertoire of most dancers and should not therefore pose any problems. He also suggests that since the dictionary offers "harmonize" as a second definition for "Coordinate", the name "Harmonize" is appropriate to describe a call with a Coordinate-like action. He also, incidentally, encourages the dancers to sing "HMMMMM" (in harmony!) as they dance through the action of the call. Cute idea!

Choreography:

<u>From a Zero Line (ZL/1P2P)</u> Square Thru 3/4 Courtesy Turn this girl Dixie Style to an OW <u>Harmonize</u> Boys Run, Wheel & Deal	<u>LINE ZERO</u> (True)
<u>From a Zero Line (ZL/1P2P)</u> Pass the Ocean, girls Trade Recycle, Veer Left <u>Harmonize</u> Boys Run, Wheel & Deal Slide Thru	<u>LINE ZERO</u> (True)
<u>From a Zero Box (ZB/Box 1-4)</u> Right & Left Thru, Veer Left <u>Harmonize</u> Boys Run Ferris Wheel, Zoom Centers Pass Thru	<u>BOX ZERO</u> (True)

Harmonize (continued)Sample Routines:

- 1-3 Square Thru ZB
 Swing Thru
 Boys Run (ØF)
Harmonize (1/2W)
 Boys Run
 Tag the Line-Right (1/2F)
Harmonize OCB(ew)
 Recycle
 Veer Left
 Ferris Wheel
 Centers Pass Thru (ZB) AL!
- 1-3 Touch 1/4
 Walk & Dodge OPB-es
 Slide Thru
 Right & Left Thru
 Dixie Style to an OW (ØLW)
Harmonize (ØF)
 Couples Circulate
Harmonize (1/2W)
 Boys Run
 Bend the Line ZL
 Star Thru
 Square Thru 3/4 AL!
- 4 ladies Chain
 1-3 Square Thru OB
 Swing Thru
 Boys Trade
 Boys Run
 Couples Circulate
 Girls Hinge
 Diamond Circulate
 Flip the Diamond
 Girls Trade
 Girls Run
 Girls Circulate Double
Harmonize
 Swing Thru, boys Run
 Girls Trade, Ferris Wheel
 Centers Pass Thru AL!
- 1-3 Pass Thr Ocean
 Ping Pong Circulate
 Centers Recycle
 All Double Pass Thru
 Peel Off (2L)
 Pass Thru
 Tag the Line-Right (1F)
Harmonize (3W)
 Centers Run (2L)
Harmonize (4W)
 Centers Run
 Ferris Wheel
 4 girls Swing Thru Double
 Same girls Turn Thru
 Boys Courtesy Turn this girl
 Star Thru, Pass Thru
 Trade By
 Star Thru ZL
 Right & Left Thru
 Partner Trade & Roll
 Right & Left Grand!
- Get-Out:
From a Zero Line (ZL)
 Pass Thru, Wheel & Deal
 Zoom, Centers Pass Thru (OPB)
 Swing Thru, boys Run
Harmonize
 Right & Left Grand!

SINGING CALL (by the author)

Head 2 Star Thru, Pass Thru & then
 Swing Thru, 2 by 2, boy Run my friend
 Ladies Trade, then Harmonize, move
 up and make that wave
 All 8 will Circulate, Swing Thru I say
 Recycle 2 by 2 and Swing that corner gal
 Swing that lady round & Promenade
 ..add 16-beat tag

● MOVIN' DOWN THE MAINSTREAM

SPIN THE TOP FROM LEFTY WAVES

In our feature on left-handed columns last month, we had occasion to use a Spin the Top out of a left-hand ocean wave. It occurred to us that most MS dancers are predictably unfamiliar with that action so it would, therefore, serve as a logical feature for our Mpvin' Down the Mainstream column this month. Unlike a Swing Thru -- which always begins with a right hand, the definition for Spin the Top requires each wave end to begin the action by turning the adjacent center 1/2; then, without stopping, the new centers turn each other 3/4 by their inside hands as the the new ends move up. Right hand waves remain right-handed and left hand waves remain left-handed! Once again, unless your dancers are really comfortable with this kind of DBD dancing, we urge a lot of caution before springing it on your dancers.

- 1-3 Lead right
 Circle to a line of 4 ZL
 Right & Left Thru
 Dixie Style to an OW
 Spin the Top
 Girls Trade
 Girls Run
 Wheel & Deal ZL
 Right & Left Thru
 Dixie Style to an OW
 Left Swing Thru
 Spin the Top
 Boys Cross Run
 Girls Trade
 All Recycle ZL
 Sweep 1/4
 Swing Thru
 Turn Thru AL!
- 1-3 Right & Left Thru
 Cross Trail Thru, Separate
 Go 'round 1, line up 4 CL

Square Thru
 Trade By
 Star Thru RL
 Right & Left Thru
 Dixie Style to an OW
 Spin the Top
 Spin the Top again
 Girls Circulate
 Boys Trade
 Boys Run
 Couples Circulate
 1/2 Tag the Line (IW)
 Girls Trade ZL-os
 Right & Left Thru
 Dixie Style to an OW
 Spin the Top
 Spin the Top again
 Boys Run
 Ferris Wheel
 Centers Pass Thru
 Right & Left Grand!

- 1-3 Lead right
 Circle to a line of 4 ZL
 Pass Thru
 Wheel & Deal
 4 girls Run
 8 Circulate
 (use a left) All Single Hinge
 In each wave, centers Trade
 All Spin the Top
 Girls Trade
 Star Thru
 Trade By (ZB) AL!

• THE PLUS PROGRAM

TRACK II -- DBD

In most parts of the square dance world, summertime is the time for some special workshop sessions. We seem to see more and more ads at this time of the year encouraging dancers to attend an APD or DBD workshop. Special morning or afternoon Plus workshops are also very popular at square dance camps, weekends and summer festivals. If you're in the market for some interesting workshop ideas at the Plus level -- without having to come up with some new experimentals, we'd urge you to take a look at the possibility of working some other-than-normal Track II routines. Here are some simple ideas:

Track II -- 1/2 Sashayed:

- 1-3 Lead Right
 Circle to a Line of Four ZL
 Right & Left Thru, Pass Thru
 Tag the Line-In (1/2L)
 Pass Thru
 Wheel & Deal (1/2P)
 Double Pass Thru
 Track II (1/2W)
 Boys Trade
 Turn Thru AL!
- 1-3 Lead Right
 Circle to a line of four ZL
 Pass Thru
 Wheel & Deal
 Centers Right & Left Thru
 All Rollaway-1/2 Sashay (1/2P)
 Double Pass Thru
 Track II (1/2W)
 Boys Run, girls Trade
 Couples Circulate
 1/2 Tag the Line
 Walk & Dodge
 Partner Trade (ZL) AL!

- 1-3 Star Thru, Pass Thru ZB-os
 Swing Thru, boys Run
 Tag the Line-In
 Pass Thru
 Wheel & Deal
 Centers Right & Left Thru
 Same 4 Rollaway, 1/2 Sashay ... (1/2P)
 All Double Pass Thru
 Track II
 Swing Thru, boys Circulate
 Girls Run, Ferris Wheel (1/2P)
 Track II
 Right & Left Grand!

DBD/APD Routines:

- 1-3 Touch 1/4
 Walk & Dodge OPB-os
 Touch 1/4, centers Trade
 Centers Run, Ferris Wheel (2P)
 Double Pass Thru
 Track II (2W)
 Boys Run ERL-os
 Ends only Box the Gnat
 All Pass Thru, Wheel & Deal .. (2P)
 Double Pass Thru
 Track II (2W)
 Boys Run (ZL) AL!
- 1-3 Square Thru, Sides Rollaway
 Swing Thru, centers Run
 Ferris Wheel (4P)
 Double Pass Thru
 Track II (4W)
 Girls Trade, boys Trade
 Centers Run, Ferris Wheel
 Double Pass Thru
 Track II (1W)
 All Walk & Dodge
 Partner Trade RL
 Square Thru
 Trade By (ZB) AL!

● REPORT FROM AUSTRALIA

If one may judge by the eagerness and enthusiasm of it's dancers and callers, square dancing is alive and well in Australia. Betty and I have just returned from an exciting visit that took us to both the Eastern and Western coasts of that country and we had a great time. It was our second trip down under and this time we visited Canberra, Sydney, Perth and Melbourne (in that order). I called quite a few dances and conducted several caller clinics and seminars. It was a terrific opportunity to renew our friendship with so many of our Australian friends -- as well as to make a lot of new ones -- and we made the most of it. It was a fantastic experience.

While most of the dances we called were advertised at Callerlab's MS Program (no quarterlies!) we were also, on occasion scheduled to include 2 or 3 Plus tips (they call them "brackets"). And on two occasions, we were also asked to call an A1 star tip. We found the Australian dancers to be competent and capable and it was obvious that they had been well-trained.. Even more impressive was the enormous enthusiasm with which they responded to our calls. And, like square dancers everywhere, friendship and sociability is stressed at all times. They form their sets, for example, by beginning each tip with a short "round-Up" -- a kind of Grand March mixer that gives everyone a chance to dance with everyone else. It accomplishes the same thing as our computer squares, but it seems to do it quicker and it also seems to be a lot more fun.

Our training sessions with the Australian callers were also very enlightening. Our presentations covered a wide range of subjects and the callers all seemed eager to learn and anxious to improve their calling skills. It was gratifying to note that while most Australian callers find it economically unfeasible to join Callerlab (the cost of attending a convention in the US is quite high for an Australian), they nevertheless have adopted the Callerlab dance programs and most of the callers we talked to support Callerlab's aims and goals. Most Australian beginner classes typically run for the Callerlab-recommended 42 weeks and we understand that some classes last a year or longer -- and that's through the MS program only -- no quarterlies or Plus!

We were also asked to announce that the 27th Australian National Square Dance Convention will take place in Adelaide on April 25 thru 28, 1986. 1986 is the year when both Texas and South Australia celebrate the 150th anniversary as a state and the Australian square Dance convention will be commemorating both events. We have been given to understand that numerous square dance tours have already been formed to bring American dancers to Adelaide at that time and they are, of course anxious to encourage a lot more to do the same. (For more information contact Jeff Seidel, 20 Eyre Crescent, Valley View 5093, So. Australia. Jeff told us that they are also planning to hold a Callers Workshop (sponsored by the Australian Callers Federation in Alice Springs right after the convention.)

In the past few years, Betty and I have been fortunate enough to travel to many parts of the square dance world (we typically go by ourselves and we do not, as a rule, lead a tour). We have always found square dancers to be great people -- in the U.S. and Canada -- in England, Germany, Holland, Belgium and Sweden -- in Japan and in New Zealand -- and now again throughout the length and breadth of Australia. And while this no longer surprises us, it is always impressive, and we are thankful to be a part of the activity.

Steve Minkin picked up on our recent themed singing call features and sent in a set of his own which uses the familiar:

Heads Square Thru, 4 hands you go
 Dosado the outside 2, make a wave you know
 Swing Thru 2 by 2, Spin the Top for me
 Boys move up & when you're there
 go Right & Left Thru you see

- 1) Square Thru 3 hands, Corner Swing, Prom (Tag)
- 2) Pass Thru, Bend the Line, go up & back & Slide Thru Swing the corner, Promenade (Tag)
- 3) Rollaway 1/2 Sashay, Curlique & then Boys Run, Corner Swing, Promenade my friend (Tag)
- 4) Flutterwheel go cross the floor & Sweep 1/4 more Swing that Corner lady boys & Promenade the floor (Tag)
- 5) Slide Thru...Slide Thru/.....Slide Thru Corner Swing, Promenade (Tag!)

We picked up a number of ideas for our Share the Wealth feature in Australia. Here's a cute "Opening Biggie" we got from Brian Hotchkies:

Head men take both girls to the middle and back
Same 6 Pass Thru and do a U-Turn Back
Side men take two girls to the middle and back
Same 6 Slide Thru (ALL)

Barry Wonson came up with this routine using a "Funny" Diamond:

(From a Right-Hand Lady Line:)
Square Thru 3/4, Courtesy Turn this girl & Rollaway
Centers only Pass the Ocen (check your Funny Diamond)
Flip the Diamond, Ends Circulate - other boys Run
Couples Circulate, Ferris Wheel, Those who can Allemande Left
Everybody go Right & Left Grand!

And Howard Coeburn suggested this get-out from a Zero Line:

Right & Left Thru, Flutterwheel
Pass Thru, Tag the Line-In
Pass Thru, Wheel & Deal
Centers Pass Thru, Star Thru
Go up and back & Boompsy Daisy (cute!!)
Partner Trade, ALL

• SIGHT CALLER'S NOTEBOOK
(FORMATION MANAGEMENT SERIES)

Part 5. PARALLEL 2-FACED LINES

Right-facing parallel 2-faced lines is one of square dancing's most frequently-encountered formations and the current emphasis that the activity seems to be placing on DBD/APD choreography serves to underscore the importance of a sight caller's ability to establish all of the six possible 2-faced line arrangements that can occur with symmetric choreography. We'll begin our examination of this very popular formation by describing some easy -- and fairly obvious -- ways to set up both it's normal and it's half-sashayed arrangements:

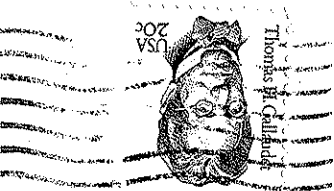
To Establish a Zero (normal) 2-Faced Line Arrangement - ØF (right-facing)

From Home (or from <u>any static square set-up</u>)	a) 1-3 lead right, Veer Left b) 1-3 Square Thru, Swing Thru, boys Run c) 1-3 Square Thru, Single Circle to a Wave Boys Trade, boys Run
From a Zero/Normal <u>8-Chain Thru Arrangement (ØB)</u>	a) Swing Thru, boys Run b) Single Circle to a Wave Boys Trade, boys Run c) Veer Left (but only if one may assume acceptable body flow).
From Zero/Normal <u>Facing Lines (ØL)</u>	a) Pass the Ocean, Swing Thru, boys Run b) Star Thru, Right & Left Thru, Veer Left c) Touch 1/4, Coordinate
From Zero/Normal <u>Columns (ØC)</u>	a) Girls Turn Back Swing Thru, boys Run b) Triple Scoot, boys Run, Veer Left c) Coordinate

To establish a ØF arrangement from a zero/normal Double Pass Thru, simply call centers Pass Thru (to establish a zero/normal 8-Chain Thru) and then proceed as shown above. From a Trade By that is zero/normal, call Trade By to get an zero 8-Chain Thru and proceed as above. From a zero/normal right-facing diamonds arrangement, call Diamond Circulate, Flip the Diamond, girls Trade, Swing Thru and the boys Run.

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Formation Management (continued)

To Establish Half-Sashayed Right-Facing Parallel 2-Faced Lines:

From Home (or from <u>any static square set-up</u>)	a) 1-3 Square Thru, Single Circle to a Wave Boys Trade, Swing Thru, girls Run b) 1-3 Square Thru, Swing Thru Double, girls Run
From a Zero/Normal <u>8-Chain Thru (ØB)</u>	a) Swing Thru Double, girls Run b) Touch 1/4, Follow Your Neighbor & Spread Girls Trade, girls Run
From a Zero/normal <u>Facing Lines arrangement (ØL)</u>	a) Pass the Ocean, girls Trade, girls Run b) Star Thru, Right & Left Thru Veer Left, Tag the Line-Right

NOTE: From any Zero 2-faced line arrangement (right-facing), call Tag the Line-Right to produce a 1/2 Sashayed right-facing parallel 2-faced line arrangement.

Next month we'll show how to establish same sex and mixed sex 2-faced lines.

choreo



BREAKDOWN

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

AUGUST 1984

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WHAT'S HAPPENING ?

Just about everyone, it seems, has been working with the new Plus QS Selection Load the Top. We have a hunch that this one may be around for some time. We've provided some additional material in this month's issue and if you haven't used it before, you might want to give it a try.

It also seems that when it comes to considering good new experimentals, it's either feast or famine. After several months of relative "famine", this month would definitely fall into the "feast" category. Quite

a few new and interesting ideas crossed our desk this month and ; for a change, we had a tough time deciding which of them to feature. We finally decided on Peel to a Wave and Coordinate the Gears -- but many of the ones listed below were strong contenders.

CHASE THE WAVE (Johnny Hayes) From lines of 4 facing out, all start a Chase the Tag but when trailers meet (as in a 3/4 Tag) they Swing Thru and without stopping, Extend. Leaders meanwhile 1/4 Right, Circulate one place and 1/4 Right again to end the action in parallel OWs.

CIRCLE TO A DIAMOND: Facing couples Circle Left 1/4 and, without stopping, beaux Box Circulate 1-1/2 as belles Dodge + Extend to end in right-hand diamonds. If the call is Circle 1/2 or 3/4, all Circle left the indicated amount then finish as in Circle to a Diamond.

EXPLODE IT: From a 1/4 Tag formation, those in the wave Explode the Wave as the other four face each other and with right hands, pull by + Fold to face those who Exploded. Ends in an 8-Chain Thru formation.

(more on next page)

What's Happening? (continued)

LEVITATE: From columns, centers Trade and Spread and, without stopping, do a Zing. Simultaneously, the other 4 do a Vertical 1/2 Tag and then Quarter Thru to end in a 1/4 Tag formation.

SURF'S UP (Bill Davis) : From parallel lines of waves, all 1/2 Circulate. Without stopping, centers Fan the Top as the others Trade and then all do a Fan the Top.

SWAT (Mort Simpson): From a completed Double Pass Thru formation, the lead pair does a Single Wheel as the trailers do a Partner Tag. This results in a formation that the author has dubbed the "Rolling Pin" (i.e., a Single Double Pass Thru four-flanked by back-to-back pairs. The name of the call SWAT refers to the initials for Single Wheel and (partner) Tag.

ANNOUNCING ANOTHER NEW BOOK

We are pleased to announce the publication of another new book in the Bill Peters' Caller's Guidebook Series:

(Book 4)

The Art of Programming

This book provides detailed techniques and basic strategy for programming square dances and focuses on programming an entire season of dances, a single dance, a single tipm and a single figure or routine.

The ads for this book will break in September and will retail at \$7.95 per copy. We are, however, as usual, offering the book this month to our subscribers at a special discount price of \$6.95.

● **CHOREO SYMBOLS**

Here's the final installment in our current re-cap of the symbols we use in these notes. Prior issues have described the symbols used to define particular dancer set-ups (we indicate only lines and boxes). We also, whenever we feel it would be useful, define significant formations and arrangements and, in such cases, we use the symbols that have been approved by Callerlab. In the Callerlab system, each formation is assigned a letter (usually the initial of the formation's name) as shown below:

	Reference Spot
L = Facing lines of 4	Left end Pair
B = 8-Chain Thru	Outside Pair
P = Double Pass Thru	Outside Pair
T = Trade By	Outside Pair
W = Parallel RH OWs	Infacing Pairs
Q = 1/4 Tag	Outside Pairs
C = Columns (right facing)	Trailing 2
D = Diamonds	Outfacing point + preceding ctr.

Each letter is preceded by one of six numbers (0, 1/2, 1-2-3-4) and this indicates the specific arrangement or boy-girl placement of the indicated formation:

0 = Zero/normal arrangement

1/2 = 1/2 Sashayed arrangement

1 = Same Sex pairs (boy pairs in Reference Spot)

2 = Same Sex pairs (girl pairs in Reference spot)

3 = Mixes Sex pairs (normal pair in Reference Spot)

4 = Mixed Sex pairs (1/2 Sashayed pairs in Reference Spot).

• NEW MOVEMENT (Experimental)

PEEL TO A WAVE (Dick Bayer)

How To Do It:

From columns, the first and third dancers in each column Peel Off and, without stopping, do a Crossover Circulate, i.e., outfacers Cross Run into the nearest infacing center spot as the infacers Circulate forward but cross into the outfacing center spot of the final ocean wave formation. Simultaneously, the second and fourth column dancers Extend, Trade and Spread apart to become ends of the final formation. Zero right-hand columns produce zero right-hand parallel ocean waves.

Impressions:

Dick has come up with a smooth and clever traffic pattern. It could no doubt be easily taught to either Plus or Mainstream dancers although we suspect it will have it's greatest appeal with Advanced dancers who are already familiar with the Crossover Circulate concept. The name has been used before (Burleson 3946) for an action that is identical to a Peel and Trail.

Choreography:

<u>From a Zero Line (ZL/1P2P)</u> Right & Left Thru, Touch 1/4 <u>Peel to a Wave</u> Swing Thru Girls Circulate, boys Run Bend the Line	<u>LINE ZERO</u> (Tru)
<u>From a Zero Box (ZB/Box 1-4)</u> Swing Thru, boys Run Bend the Line, Touch 1/4 <u>Peel to a Wave</u> Recycle, Veer Left Bend the Line	<u>CONVERSION</u> (ZB to ZL)
<u>GET-OUTS:</u>	<u>From a Zero Line (ZL)</u> Right & Left Thru, Touch 1/4 <u>Peel to a Wave</u> Recycle (ZB) AL! <u>From a Zero Box (ZB)</u> Slide Thru, Touch 1/4 <u>Peel to a Wave</u> Boys Trade, Girls Trade Swing Thru, Turn Thru, AL!

Peel to a Wave (continued)Sample Routines:With girls as Peelers:

- 1-3 Lead right
Circle to a line of 4 ZL
Touch 1/4
Peel to a Wave
Recycle ZB-os
Veer Left
Couples Circulate
Chain Down the Line CL-os
Touch 1/4
Peel to a Wave
Recycle
Star Thru OL
Right & Left Thru
8 Chain Three AL!
- 1-3 Square Thru ZB
Swing Thru
Boys Run
Crossfire
Peel to a Wave
Recycle OPB
Touch 1/4
Scoot Back
Boys Run ECL
Touch 1/4
Peel to a Wave (ZBow) Swing Thru
Boys Run, Wheel & Deal AL!
- 1-3 Pass Thru, Separate
Go 'round 1, line up 4
Touch 1/4
Centers only Walk & Dodge
Same 4 Chase Right (ØC)
Peel to a Wave
Girls Trade, Recycle (AL!) ZB
Slide Thru
Curlique
Peel to a Wave
Recycle
Square Thru 3/4 AL!

With Boys as Peelers:

- 1-3 Lead right
Circle to a line ZL
Pass Thru
Tag the Line-In
Touch 1/4 (1/2C)
Peel to a Wave (1/2W)
Boys Run
Boys Circulate
Girls Trade
Bend the Line ZL-os
Touch 1/4, 8 Circulate (1/2C)
Peel to a Wave (1/2W)
Boys Run
Bend the Line
Reverse Flutterwheel OL
Star Thru, Square Thru 3/4
AL, but on the 3rd hand, Promenade
(all with partner!)

With Mixed Sexes as Peelers

- 1-3 Right & Left Thru, Pass Thru
Separate, round 1, line up 4 (1L)
Touch 1/4 (1C)
Peel to a Wave (4W)
Centers Trade, boys Run (AL!) ZL
Pass the Ocean, Swing Thru
Boys Run, Tag the Line-In .. (4L)
Touch 1/4 (4C)
Peel to a Wave (1W)
Walk & Dodge, Partner Trade .. EOL
Pass the Ocean, Recycle (ZB) AL!

SINGING CALL (Corner Progression)

1-3 Promenade, 1/2 way round you go
Lead right, Veer Left, Bend the Line
you know
RL Thru, turn the girl, the Curlique
for me
Peel to a Wave & Don't be slow, make
that wave & here we go
Recycle 2 by 2, Swing corner there
AL brand new corner, Promenade
....add 16-beat Tag

• MOVIN' DOWN THE MAINSTREAM

FUN WITH TRADES

The command "Trade" is one of the most frequently called commands on the Mainstream list. It is also one of the most useful. Sight callers often use Trades to change existing partner pairings and while, in some situations they do not alter the dancers' formation, there are other choreographic environments in which a formation change is affected by a Trade -- usually with a certain amount of surprise on the part of the dancers. Note the following Trade drills:

- 1-3 Lead right
 Circle to a line ZL
 Right & Left Thru
 Pass the Ocean
 Swing Thru
 Girls Trade
 Boys Trade
 Boys Run
 Couples Circulate
 Boys Trade,
 Girls Trade
 Bend the Line ECL-os
 Pass Thru
 Girls Trade
 Boys Run (ZL) AL!
- 1-3 Square Thru ZB
 Swing Thru
 Boys Run
 Couples Circulate
 Bend the Line EOL-os
 Slide Thru
 Touch 1/4
 Scoot Back
 Centers Trade
 Boys Trade
 Girls Trade
 Centers Trade
 Boys Trade (1/2L)

Touch 1/4
 8 Circulate
 Girls Run
 Right & Left Grand!

- 1-3 Lead right
 Circle to a Line ZL
 Pass Thru
 Tag the Line-Right (3F)
 Ends Trade
 Centers Trade
 Girls Trade
 Couples Circulate
 Ends Trade
 Centers Trade
 Boys Trade
 Tag the Line-In OL
 Right & Left Thru
 Slide Thru
 8-Chain Three AL!
- 1-3 Right & Left Thru
 Pass Thru, Separate
 Go 'round 1, line up 4 (1L)
 Pass Thru
 Tag the Line-Right
 Ends Trade
 Centers Trade
 Couples Trade
 Girls Trade (1L)
 Touch 1/4
 8 Circulate
 Girls Trade
 Boys Trade
 8 Circulate
 Boys Run
 Girls only Zoom
 Centers Square Thru 3/4 AL!

• THE PLUS PROGRAM

NEW QUARTERLY: LOAD THE TOP

Although we featured Jerry Rash's Load the Top when it first came to our attention 8 months ago (see page 1512) we feel that now that the move has been selected as the current Plus Program Quarterly, it is worth a second look. And so.....

From zero/normal lines:

- 1-3 Lead right, circle to a line..ZL
Load the Top
Boys Run, Couples Circulate
Bend the Line CL-os
Load the Top
RecycleOPB-os
Swing Thru, Turn Thru AL!
- 1-3 Square Thru ZB
Swing Thru, boys Run
Bend the Line
Right & Left Thru EOL
Load the Top OPB-os(ow)
Swing Thru, boys Run
Bend the Line ZL
Right & Left Thru
Load the Top
Girls Run, Tag the Line-Right
Crossfire
Triple Scoot, boys Run OB
Right & Left Thru, Dive Thru
Zoom, centers Pass Thru (ZB)...AL!

From 1/2 Sashayed Lines (1/2L)

- 4 ladies Chain
1-3 Lead right, Veer Left
Couples Circulate, Bend the Line
Pass Thru, Tag the Line-In (1/2L)
Load the Top (1/2W)
Boys Run, girls Hinge
Diamond Circulate, Flip the Diamond
Girls Trade, girls Run
Bend the Line (1/2L)
Load the Top (1/2W)
Recycle, Right & Left Grand!

- 1-3 Lead right, Circle to a line..ZL
Right & Left Thru, Rollaway (1/2L)
Load the Top (1/2W)
Boys Run, Tag the Line-In...(4L)
Girls Load the Boat, boys Square Thru
Touch 1/4, girls Trade
Recycle, Star Thru EOL
Touch 1/4, 8 Circulate
All Trade & Roll(1/2L)
Load the Top(1/2W)
Boys Run, Ferris Wheel
Zoom, centers Square Thru 3/4, AL!

Other DBD Variations:

- 1-3 RL Thru, Star Thru & Spread
Pass Thru, Bend the Line(1L)
Load the Top (1W)
All Walk & Dodge, Chase Right
Boys Run, Pass the Ocean
Explode and Load the Top
Recycle AL!
- 4 ladies Chain
1-3 Lead Right & Swing Thru
Boys Run, Tag the Line-In .. (4L)
Load the Top (4W)
Centers Run, Couples Circulate
Bend the Line (2L)
Load the Top (2W)
Boys Run (ZL) AL!

SINGING CALL (Corner Progression)

Head 2 lead right, Veer left in time
Couples Circulate 1 spot-Chain Down
the Line
Turn the girls, all Load the Top for me
Walkin' round the ring-make a wave
you see
Recycle, Dive Thru, Square Thru 3
Swing corner lady, Promenade for me
...add 16-beat tag

• NEW MOVEMENT (Experimental)

COORDINATE THE GEARS (John Swindle)How To Do It:

From single file right-hand columns, all Circulate 1-1/2 places to form 3 pairs (column of 6) with a lonesome dancer at either end as in the first pat of Coordinate. From here, without stopping, each lonesome dancer and the adjacent pair extend right hands to form two 3-hand stars and, as each star starts to turn, each of the 2 very center dancers also extends a right hand to join the star they face, thus blending into 2 4-hand right hand stars. Each star now turns 3/4 and the new adjacent (very center) dancers in each star now Trades with a left hand and then turns the one they meet 3/4 by the right as the other four slide slightly apart to become the ends of the final parallel 2-faced lines firmation. From left-hand columns, the action is the same except that the stars are left-hand stars and the above-described hand contacts are reversed (right becomes left and vice versa!).

Impressions:

The action for this movement starts like a Coordinate but quickly converts to a double-star "gears"-type pattern. We confess a strong bias for star type movements and we especially liked the flow when the centers join the 2 3-hand stars to make 'em 4-hand stars (shades of Venus and Mars!). We don't know what the future holds in store for this call but for now, it does make a dandy workshop experimental (if you happen to be in the market for one).

Choreography:

<u>From a Zero Line (ZL/1P2P)</u> RL Thru, Flutterwheel Touch 1/4 <u>Coordinate the Gears</u> Ferris Wheel, Centers Sweep 1/4 Star Thru, Pass Thru, Star Thru	<u>LINE ZERO</u> (True)
<u>From a Zero Box (ZB/Box 1-4) OW</u> Recycle, Veer Left Crossfire <u>Coordinate the Gears</u> Boys Circulate, All Wheel & Deal	<u>BOX ZERO</u> (True)
<u>From a Zero Line (ZL/1P2P)</u> Touch 1/4 <u>Coordinate the Gears</u> Ferris Wheel Centers Right & Left Thru, Pass Thru	<u>CONVERSION</u> (ZL to ZB)

Coordinate the Gears (continued)Sample Routines:From normal columns (ØC)

- 1-3 lead right
 Circle to a line of 4 ZL
 Touch 1/4 (ØC)
Coordinate the Gears (ØF)
 Couples Circulate
 Bend the Line EOL
 Touch 1/4 (ØC)
Coordinate the Gears (ØF)
 Couples Circulate
 Tag the Line - Right
 Boys Hinge
 Diamond Circulate
 Flip the Diamond
 Right & Left Grand!
- 1-3 Square Thru ZB
 Swing Thru
 Boys run
 Crossfire (ØC)
Coordinate the Gears (ØF)
 Boys Circulate
 All Ferris Wheel
 Double Pass Thru
 Leaders Trade
 Star Thru EOL
 Touch 1/4 (ØC)
Coordinate the Gears (ØF)
 Couples Circulate
 Bend the Line (AL!) ZL
 Pass Thru
 Wheel & Deal
 Centers Swing Thru
 Everybody with Partner
 Right & Left Grand!
- 1-3 Touch 1/4
 Walk & Dodge OPB-os
 Slide Thru
 Touch 1/4 (ØC)
Coordinate the Gears (ØF)
 Crossfire, 8 Circulate

Center 4 Walk & Dodge

4 girls Pass Thru

- All Trade & Roll (2L)
- Ends only Box the Gnat CL-os
- All Touch 1/4 (ØC)
- Coordinate the Gears (ØF)
- Couples Circulate
- Chain Down the Line ZL-os
- Cross Trail Thru AL!

DBD Variations:

- 1-3 lead right, circle to a line...ZL
 RL Thru, Pass Thru, Tag the Line-In
 Touch 1/4 (1/2C)
Coordinate the Gears (1/2F)
 Couples Circulate, boys Trade
 Bend the Line (1/2L)
 Touch 1/4 (1/2C)
Coordinate the Gears (1/2F)
 Ferris Wheel, centers Pass Thru
 Right & Left Grand!
- 1-3 lead right, circle to a line...ZL
 Pass the Ocean, Swing Thru
 Boys Run, Tag the Line-In ... (4L)
 Touch 1/4 (4C)
Coordinate the Gears (3F)
 Couples Circulate, ends go double
 Bend the Line (1L)
 Touch 1/4 (1Ø)
Coordinate the Gears (2F)
 Couples Circulate, Bend the Line
 Star Thru, girls only Zoom
 Centers Square Thru 3/4 AL!

SINGING CALL (Corner Progression)

1-3 Lead right, circle to a line & then
 Go up/back, Touch 1/4, Coordinate
 the Gears
 2 by 2 and when you're done, Ferris
 Wheel & go
 In the center Square Thru, 3 hands
 Corner Swing, Promenade
 ...add 16-beat Tag

• SIGHT CALLER'S NOTEBOOK
(FORMATION MANAGEMENT SERIES)

Part 5. PARALLEL TWO-FACED LINES (Same Sex & Mixed Sex Versions)

Last month's two-faced lines feature was exclusively concerned with how a caller may establish the normal (zero) and 1/2 Sashayed arrangements when working with parallel right-facing 2-faced lines. We continue our examination of 2-faced lines arrangements this month with an examination of how a caller may establish the same sex (boy pairs/girl pairs) and mixed sex (one pair normal and one pair 1/2 Sashayed) arrangements of this very popular formation.

To Establish Same Sex 2-Faced Lines - Right Facing (1F = boys facing out/2F = girls facing out)

From Home (or from any static square set-up)	<p>a) 1-3 Pass Thru, Separate, go 'round 1, line up 4 Pass Thru, Tag the Line - Right (2F) Couples Circulate (1F)</p> <p>b) 1-3 Square Thru, Sides Rollaway Swing Thru, centers Run (1F) Couples Circulate (2F)</p>
From a Zero/Normal 8-Chain Thru Arrangement (ØB)	<p>a) Touch 1/4, centers Trade, Centers Run (2F) Couples Circulate (1F)</p> <p>b) Swing Thru, Single Hinge Centers Trade, centers Run (1F) Couples Circulate (2F)</p>
From Zero/Normal Facing Lines (ØL)	<p>a) Pass Thru, Wheel & Deal & Spread Pass Thru, Tag the Line - Right (2F) Couples Circulate (1F)</p> <p>b) Pass Thru, Wheel & Deal Double Pass Thru, Peel Off Pass Thru, Tag the Line - Right (1F) Couples Circulate (2F)</p>
From Zero/Normal Columns (ØC)	<p>a) 8 Circulate, center 4 Walk & Dodge All Partner Trade & Roll Pass Thru, Tag the Line - Right (1F) Couples Circulate (2F)</p> <p>b) Centers Trade, girls face right, Boys Face Left (1F) Couples Circulate (2F)</p>

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Formation Management (continued)

To Establish Mixed Sex 2-Faced Lines - Right Facing (3F=normal pairs facing out; 4F=1/2 Sashayed pairs facing out)

From Home (or from any static square set-up):	<p>a) 1-3 1/2 Sashay, 2-4 Lead Right, Veer Left (3F) Couples Circulate (4F)</p> <p>b) 1-3 1/2 Sashay, 2-4 Cross Trail Thru, Separate Go 'round 2, line up 4, Pass Thru, Tag the Line-Right (3F) Couples Circulate (4F)</p>
From Zero/Normal 8-Chain Thru Formation (ØB)	<p>a) Star Thru, Pass Thru, Tag the Line-Right (3F) Couples Circulate (4F)</p> <p>b) Touch 1/4, Swing Thru, centers Trade, centers Run (4F) Couples Circulate (3F)</p>
From Zero/Normal Facing Lines (ØL):	<p>a) Pass Thru, Tag the Line - Right (3F) Couples Circulate (4F)</p> <p>b) Touch 1/4, centers Trade, lead girl Run Center 4 Walk & Dodge, All Swing Thru Centers Run (4F); Couples Circulate (3F)</p>

Note how in all Same Sex 2-faced line arrangements a couples Circulate brings the dancers from a 1F to a 2F and vice versa; and how in all mixed sex arrangements a couples Circulate brings the dancers from a 3F to a 4F and vice versa.

choreo



BREAKDOWN

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

SEPTEMBER 1984

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WHAT'S HAPPENING ?

As one might expect, the new Plus Program Quarterly, Load the Top, has been seeing a lot of action this past summer. In spite of this, however, you still won't find many places where you can call it cold, i.e., without a walkthru first. Calling it from arrangements other than a zero line (normal lines) is also ill-advised without first exposing the dancers to an in-depth DBD workshop.

It also sometimes happens that the

effect of a popular new QS move is that it takes the place of a previous QS move. This doesn't seem to be the case with Load the Top. Which is to say that the Plus dancers we've called for recently are still able to zip through a call to Spin Chain the Gears! Interesting!

Here are the new calls we looked at this past month:

ADVANCE (Jack Berg): From parallel ocean waves, all Extend and, without stopping, the those facing out turn back to end in a 1/4 Tag formation. If the call is to ADVANCE BY, all do an Advance but centers Pass Thru to end in an 8-Chain Thru formation.

CHASE ROTATE TO A COLUMN/WAVE (Joe Lucas) From facing out lines of four, all 1/2 Chase the Tag to form a momentary parallel OW formation and then, without stopping, all Split Counter Rotate to end the action in side-by-side columns.

CUP CAKE: From a 1/4 Tag formation, wave dancers Hinge + Walk and Dodge + Cloverleaf as, simultaneously, the out-sides Extend to form a new wave in the center. The action ends in another 1/4 Tag formation.

(More on next page)

What's Happening? (continued)DIAGONAL TRANSFER & ROLL:

From right-hand columns, No. 1 & 2 dancers walk single file around the adjacent column to the mid-point where, without stopping the 1/4 in + Roll. Simultaneously, the No. 3 & 4 dancers move forward on a slight diagonal to join left hands (leader meets trailer) in a momentary left-hand Box Circulate foursome in the center. These 4 now Trade to end the action in parallel left-hand 2-faced lines.

GRANNY'S KNOT (Jack Berg) From parallel OWs, all Extend the Tag. Centers then Linear Cycle as outsides Partner Tag and, without stopping, Circulate to the other end. Ends in facing lines of 4.

HUBS/RIMS ANYTHING (Nate Bliss):

From parallel lines with centers facing in: Hubs 1/4 Thru: All Cast Off 1/4, new centers Trade; Hubs 3/4 Thru, All Cast Off 3/4 new centers Trade; Rims 1/4 Thru: Ends & adjacent centers Cast in 1/4 (Bend the Line) and new centers Trade; Rims 3/4 Thru: Ends & adjacent centers Cast in 3/4, new centers Trade. Other possibilities are noted.

KEY LINE CHAIN (Jack Berg) From parallel lines or waves, all Hinge, new centers Hinge and very centers Trade as ends Circulate. Without stopping new centers Hinge + all Hinge.

TEN PINS (Nate Bliss) A memory exercise requiring the dancers to memorize the 10 calls below in the exact sequence listed:

- | | |
|------------|----------|
| 1. Slip | 6. Zig |
| 2. Slide | 7. Zag |
| 3. Swing | 8. Zoom |
| 4. Slither | 9. Zing |
| 5. Mix | 10. Roll |

Any number may be directed (5 Pins, 8 pins, etc.. If, after a call to do an indi-

cated number of pins, another call or calls is used, it is then possible to call "Complete Your Spare" -- which means to do the remaining 3 calls. It is also possible to call "Strike" -- which means to do all ten.

• SHARE THE WEALTH

Brian Hotchkies wrote to tell us that the Opening "Biggie" we printed in this column in our July 1984 issue (page 1587) will also work if you have the Head girls take two boys forward & back, etc. Thanks for the tip!

- Speaking of Opening "Biggies", here's one for Advanced dancers that was submitted by Neil Grossman:

Heads Pass the Sea
Switch to a Diamond
Sides Single Wheel & Roll
Heads Diamond Circulate
4 boys Switch to a Diamond
All Allemande Left!

- We used to feature a Choreo Puzzle section many years ago -- but we ran out of puzzles! Laurie Abrams has asked us to revive the feature and has, accordingly, sent in a puzzle for you to ponder:

From what formation is it possible to call two (or more) Trade Bys in succession?
(answer next month!)

- And finally, a Load the Top stir-the-bucket routine from Steve Minkin:

1-3 Promenade 1/2
2-4 Star Thru, Pass Thru
Star Thru, Load the Top
Boys Circulate
Girls Trade
Recycle
Allemande Left...bow to partner.

• NEW MOVEMENT (Experimental)

CIRCULATE THE TOP (Jerry Biggerstaff)How To Do It:

From parallel ocean waves, all Circulate once and one-half to form a momentary 4-dancer wave flanked by two mini-waves on either side. Those in the 4-dancer wave now Spin the Top as the mini-waves each turn by inside hands one full turn (360°). Then, without stopping, each wave does a Fan the Top to end the action in parallel ocean waves.

Impressions:

Now that Peel the Top has been selected as a Plus Program Quarterly, we can expect to see a rash of similar action movements. Circulate the Top was no doubt inspired by the traffic pattern of Peel the Top and it is the first such spin-off to cross our desk. The action flows nicely -- but you might want to ask yourself whether your dancers will really enjoy another move with a similar "feel" to it. The action could be used as a neat way to drill your dancers in the precise positioning of a 1-1/2 Circulate and, since most dancers are able to Circulate in all wave arrangements, Circulate the Top would seem to have no built-in DBD restrictions.

Choreography:

<u>From a Zero Line (ZL/1P2P)</u> Right & Left Thru Pass the Ocean <u>Circulate the Top</u> Boys Circulate, boys Run Couples Circulate Bend the Line	<u>LINE ZERO</u> (True)
<u>From a Zero Box (ZB/Box 1-4)</u> Swing Thru Scoot Back <u>Circulate the Top</u> Recycle, Slide Thru	<u>CONVERSION</u> (ZB to ZL)
<u>From a Zero Line (ZL/1P2P)</u> Pass the Ocean <u>Circulate the Top</u> Right & Left Thru	<u>CONVERSION</u> (ZL to ZB)

Circulate the Top (continued)From Normal Waves:

- 1-3 Star Thru
Pass Thru ZB-os
Touch 1/4
Follow Your Neighbor & Spread
Circulate the Top
Recycle OPB
Swing Thru
Scoot Back
Circulate the Top
Right & Left Thru (ZB) AL!
- 1-3 Square Thru ZB
Swing Thru, boys Run
Bend the Line
Pass the Ocean OCB
Circulate the Top OOB(ow)
8 Circulate
Circulate the Top
Recycle ZB-os
Square Thru 3/4
Trade By (ZB) AL!
- 1-3 Cross Trail Thru, Separate
Go 'round 1, line up 4
Pass the Ocean
Circulate the Top
Recycle
Veer Left
Bend the Line OL-os
Right & Left Thru
Dixie Style to an OW
Trade the Wave
Circulate the Top
Recycle (ZB) AL!

From 1/2 Sashayed Waves:

- 1-3 Square Thru ZB
Swing Thru
Circulate the Top
Boys Run, girls Hinge
Diamond Circulate
Flip the Diamond

Swing Thru

Circulate the Top

Swing Thru

Recycle

Pass to the Center, Pass Thru .. AL!

- 4 ladies Chain, Promenade
1-3 Wheel Around OL
Pass the Ocean, Swing Thru
Circulate the Top
Swing Thru, Scoot Back
Circulate the Top
Go Right & Left Grand!

From Mixed Arrangements:

- 1-3 Square Thru ZB
Touch 1/4, Scoot Back (2W)
Circulate the Top (4W)
Split Circulate, Single Hinge
Scoot Back (1W)
Circulate the Top (3W)
Centers Trade, all Walk & Dodge
Partner Trade, Slide Thru (ZB).. AL!
- 4 ladies Chain, 1-3 Pass Thru
Separate, 'round 1, line up 4
Pass Thru, Wheel & Deal
Centers Pass Thru, Swing Thru.. (4W)
Circulate the Top (2W)
Boys Run (ZL) AL!

SINGING CALL (Corner Progression)Head 2 Touch 1/4, Walk & Dodge there
PopStep to a wave & everybody Circulate
the TopTake right off, don't be slow, movin'
down the lineKeep on goin' round the set, you're
doin' mighty fineMake that wave & Recycle, then you
Pass on thruTrade By, Corner Swing, Promenade
.....add 16-beat tag

• FOR THE A1/A2 CALLER

THREE AND ONE LINES

The recent addition of Cycle & Wheel to the Advanced Lists brings with it a danger that some Advanced dancers might expect -- or be conditioned to expect -- that their caller will call a Cycle and Wheel everytime he sets 'em up in a 3x1 line formation. The truth, of course, is that many Advanced calls can be correctly done from 3x1 lines and it is therefore a good idea for Advanced callers to regularly drill their dancers in as many 3x1 applications as possible.

We'll spread our examples over two issues: this month we'll feature A1 calls from 3x1 lines and next month we'll do the same for the A2 calls.

- 1-3 Wheel Thru
Swing Thru, boys Run
Bend the Line ZL
Pass the Ocean
Swing Thru, boys Run
4 girls Walk & Dodge (3x1)
All Cycle & Wheel
Slide Thru CL-os
Touch 1/4
Split Transfer the Column
Boys Run EOL
Pass the Ocean
Girls Trade, girls Run
4 boys Walk & Dodge (3x1)
All Acey Deucey
Boys Pass the Ocean
Same boys Swing Thru
All Diamond Circulate
Flip the Diamond
Right & Left Grand!
- 1-3 Pair Off ZB
Swing Thru
Boys Run
Couples Circulate

Bend the Line
Right & Left Thru EPL
Pass the Ocean
Swing Thru, boys Run
Crossover Circulate
4 boys Walk & Dodge (3x1)
4 boys Run around the end girl
Same boys Load the Boat
4 girls 1/4 Thru
Same girls Lockit
2 center girls Run
Girls Turn & Deal
Split Square Thru 3/4
Girls Cross Fold, All Pass Thru
Arky Allemande!

- 1-3 Square Chain Thru, Sides Rollaway
1/2 Breed Thru, Veer Left
4 girls Walk & Dodge (3x1)
All Step & Slide, all Horseshoe Turn
Star Thru, Ferris Wheel
Outsides only Roll
Centers Swing Thru, boys Run
Tag the Line-Left
6x2 Acey Deucey, centers Wheel & Deal
Centers Star Thru
Boys facing out Run, all Star Thru
Square Thru 3/4 ALL
(A Toughie)
- 1-3 Pair Off, Swing Thru, boys Run
Crossover Circulate
4 boys Walk & Dodge (3x1)
All Cast a Shadow
Girls Facing out Run ECL-os
Touch 1/4, Transfer the Column
Centers Trade, centers Run
New centers Walk & Dodge ... (3x1)
Same centers Run around the
nearest End (3x1)
Cycle & Wheel
Horseshoe Turn, Star Thru
Couples Circulate, Ferris Wheel
Centers Square Thru 3/4 ALL

• MOVIN' DOWN THE MAINSTREAM

PASS THE OCEAN DBD

It used to be that the only "safe" way to call Pass the Ocean was from facing normal couples. These days, however, we get the feeling that more and more callers are increasing their use of the call from a lot of other arrangements. Here are some drills featuring Pass the Ocean from a variety of DBD set-ups:

Normal Pairs:

- 4 ladies Chain
1-3 Right & Left Thru
Pass the Ocean
Girls Trade, Recycle
Sweep 1/4
Pass Thru, Separate
Go 'round 1, line up 4 (1L)
Star Thru, centers Slide Thru
Pass the Ocean
Girls Trade, Recycle
Pass Thru
All Pass the Ocean
Girls Trade, Recycle
Sweep 1/4, Pass Thru AL!

Half-Sashayed Pairs:

- 1-3 Lead right, circle to a line..ZL
Right & Left Thru, Rollaway ... (1/2L)
Pass the Ocean
Boys Trade, boys Run
Couples Circulate
Ferris Wheel, centers Pass Thru
Slide Thru OL
Pass Thru, Tag the Line-In (1/2L)
Pass the Ocean, boys Run
Boys Circulate, girls Trade
Ferris Wheel, centers Slide Thru ..AL!
- 1-3 RL Thru, Rollaway
Pass the Ocean
Boys Trade, Swing Thru
Recycle, Pass Thru OPB
Touch 1/4, girls Run (1/2L)

Pass the Ocean
Boys Trade, boys Run
Bend the Line ZL
Pass Thru, U-Turn Back (1/2 L)
Pass the Ocean
Right & Left Grand!

Same Sex Pairs:

- 1-3 RL Thru, Rollaway, Circle Left
4 boys Pass the Ocean
Same boys Swing Thru, Pass Thru (2B)
Swing Thru, centers Run
Bend the Line, circle left
4 girls Pass the Ocean
Swing Thru, Pass Thru (1B)
Swing Thru, Scoot Back
Swing Thru, boys Run EOL
Pass the Ocean, Recycle (ZB) . AL!
- 1-3 Pass Thru, Separate
Go 'round 1, line up 4 (1L)
Pass the Ocean (3W)
Centers Trade, all Walk & Dodge
Partner Trade CL-os
Double Pass Thru, Peel Off ... (2L)
Pass the Ocean (4W)
Centers Trade, boys Run RL
Square Thru, Trade By AL!

Mixed Pairs (1 normal/1 Half-Sashayed)

- 1-3 Square Thru ZB
Swing Thru, boys Run
Tag the Line-In (4L)
Pass the Ocean (2W)
Boys Run EPL
Pass the Ocean
Girls Trade, girls Run
Tag the Line-In (3L)
Pass the Ocean (2W)
Walk & Dodge, Partner Trade
Pass Thru, Wheel & Deal
Centers Pass Thru (ZB) AL!

SOME HEXAGON ROUTINES

We recently received some nifty Hexagon Squares material from Brian Hotchkies in New South Wales, Australia. We've done several features on Hexagons in the past, but that was quite some time ago and, since we liked Brian's material so much, we thought it would be a good idea to pass it along. Remember that Hexagons are set up as 6-couplesquares (rectangles, really) with 2 couples (lines of four) in each of the Head positions and one couple each at the Sides. Remember too, that like most gimmick choreography, Hexagons are easy to overdo. Give your dancers a brief taste -- and then move on to something else. Here are some of Brian's routines:

- All the Heads Square Thru
Everybody Swing Thru
Boys Run
Wheel & Deal AL!

(Note: a Hexagon Right & Left Grand takes 6 hands to get back to the original partner!)

- All the Heads Star Thru
Pass Thru
Everybody Touch 1/4
Scoot Back
Boys Run
1/2 Square Thru
Trade By AL!

- All the Heads Flutter Wheel
Sweep 1/4
Pass Thru (AL!)
Right & Left Thru
Veer Left
Ferris Wheel
Square Thru 3/4
Everybody Dosado
Swing Thru
Boys Run

1/2 Tag, Trade & Roll
All Touch 1/4
Walk & Dodge
Partner Trade
Right & Left Thru
Dixie Style to an OW
* All twelve Circulate AL!

* From here could also call:
Girls Circulate twice
Boys Trade -- twice, AL!

- All the Heads Square Thru
Right & Left Thru
Veer Left
Couples Circulate
Each line Wheel & Deal
All Spin Chain Thru
Boys Run
Bend the Line
Star Thru, Square Thru 3/4 ... AL!

- Side couples lead right
Circle six
Side men break and line up 6
All Touch 1/4
Coordinate
Girls Trade
Wheel & Deal
Right & Left Thru AL!

- Side couples lead right
Circle Six
Side men break and line up 6
All Touch 1/4
Single file Circulate one place
The center eight Trade & Roll
Same eight Square Thru
The other boys Run
All Swing Thru
Ferris Wheel
All the centers Pass Thru AL!

(more on next page)

Hexagons (continued)

- All the Heads Pass Thru
Those lines Wheel & Deal
Zoom
Sides (thru the middle) Right & Left
Thru, then back away
Heads Double Pass Thru
Promenade to the left
Go 3/4 & stop behind the Sides
All Triple Pass Thru
First Couple Left
Next couple Right
Last Couple California Twirl and
line up six
All Star Thru
Square Thru 3/4 AL!
- All the Heads Pass Thru
Same lines Wheel & Deal
Center four Flutterwheel
Same four 1/2 Square Thru
Meet the Sides and 8-Chain Four
Circle Four
Head men Break and Line up 4
Same 4 Square Thru
All Touch 1/4
Follow Your neighbor AL!
- Sides Right & Left Thru
Same 2 Cross Trail Thru, Separate
Go 'round 1, line up six
All Star Thru
Those who can RL Thru -- with a
full turn around
Those who can a RL Thru -- with
a full turn around
Those who can a RL Thru -- with
a full turn around
Do a Triple Centers In
Cast Off 3/4, new lines of six
Pass Thru and 3 by 3 Wheel & Deal
All Double Pass Thru
Girls take hands and Wheel
to the left
Boys take hands, Wheel right
Everybody Star Thru
- Those who can Pass Thru
Those who can Pass Thru AL!
- Side couples lead right
Circle to a line of six
Touch 1/4
Coordinate
Girls Trade
All Ferris Wheel
Centers Pass Thru
All Right & Left Thru
Veer Left
All 1/2 Tag, Trade & Roll AL!
- All the Heads Rollaway & Star Thru
Each four make a right hand star
Turn it once
All the Heads to the center with a
left hand star
Turn it to the same two
Right & Left Thru
Pass Thru
Trade By AL!
- All the Heads Square Thru
Everybody Swing Thru
Girls Circulate, boys Trade
Boys Run
Bend the Line
All Touch 1/4
Column Circulate 1-1/2
4 center boys Trade and Spread apart
Girls Cast right 3/4
Center girls Cast left 3/4
Meet a man and Swing Thru
Those men Trade
Those men Run
Everybody Bend the Line....
...you're Home!

• SIGHT CALLER'S NOTEBOOK

ACHIEVING PARTNER PAIRINGS IN 2-FACED LINES

As every experienced sight caller knows, the sight resolution process will, in almost every case, make it necessary for a caller to somehow pair up at least one of his or her key couples. No matter what kind of resolution formula a sight caller uses, he must, at some point in the process, pair up at least one of his key couples. A student sight caller is generally told that the easiest way to accomplish such a partner pairing is to establish either parallel ocean waves or parallel 2-faced lines and, from there, no dancer is ever more than two Circulates (by either the ends or the centers) away from his or her original partner. And while such information is unquestionably accurate, it can sometimes also tempt a trainee sight caller to generate choreography that is not as smooth as it might be.

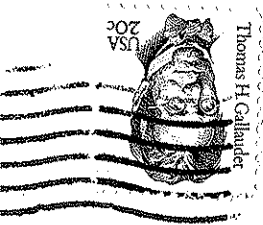
Experienced caller coaches all agree that there is a very common and oft-noted tendency for new sight callers, when they first attempt the resolution process, to focus their attention on the couple they have identified as their "Primary" couple. Such students will typically establish parallel right-facing 2-faced lines and then Circulate that Primary man to his original partner -- even if, as it often happens, it might be easier and smoother to pair up their "secondary" couple. In such cases, there is no really serious problem if the pairing is successfully accomplished with only a one-place Circulate. But if, on the other hand, the pairing requires a two-place Circulate, the centers must stand inactive (interrupt their flow) for at least four beats while the ends are moving up around the outside. And while this is patently undesirable, it can still be considered to be acceptable if it doesn't occur too often. A three-place Circulate, however, is never acceptable and this means that a student Sight Caller needs to find a better way to affect partner pairings. He needs, in other words, to be able to pair up his key dancers without relying solely and exclusively on having the ends Circulate the required number of places.

With symmetric choreography, 16 different dancer set-ups are possible when a caller establishes parallel right-facing zero 2-faced lines:

1. All couples pairs (boys in sequence CCW)
2. All couples paired (boys out of sequence CW)
3. Only outfacing couples pairs (boys CCW)
4. Only outfacing couples paired (boys CW)
5. Only infacing couples paired (boys CCW)
6. Only infacing couples paired (boys CW)
7. All couples paired with opposites (boys CCW)
8. All couples paired with opposites (boys CW)
9. All couples paired with corners (boys CCW)
10. All couples paired with corners (boys CW)
11. All couples paired with right-hand dancer (boys CCW)
12. All couples paired with right-hand dancer (boys CW)
13. Outfacer paired with corner; infacer paired with right hand dancer (boys CCW)
14. Outfacer paired with corner; infacer paired with right-hand dancer (boys CW)
15. Outfacer paired with right-hand dancer; infacer paired with corner (boys CCW)
16. Outfacer paired with right-hand dancer; infacer paired with corner (boys CW)

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Pairings (continued)

Notice that in the first 6 set-ups one or more couples are already paired and a caller can then proceed to the next step of the resolution process. It is when a caller does not find a pairing that he may tend to sacrifice smoothness for the sake of a successful pairing (as in a 3-place Circulate!). It turns out that in the ten 2-faced line set-ups that do not already contain a paired couple, a successful pairing can always be achieved in one of three ways:

- a) Call Ends Circulate
- b) Call Centers Trade
- c) Call Ends Circulate, centers Trade (Acey Deucey)

It is also a fact that in the 2-faced lines where pairings do not already exist, the only times when a pairing is not quickly achievable with either (a) an Ends Circulate or (b) a centers Trade is in the two set-ups in which all dancers are paired with their original opposites and, in that event, Acey Deucey will achieve a pairing.

This means that it is never necessary for a caller to Circulate the ends more than one place in order to achieve a pairing and this means that it is therefore also unnecessary for a sight caller to sacrifice smooth choreography in order to implement a successful resolution. New or student sight callers are therefore urged to learn not only how to quickly spot pairings when they exist, but to also learn how to recognize when pairings may be accomplished with either an Ends Circulate or a Centers Trade....and to realize that if neither call produces a pairing, an Acey Deuces (Ends Circulate while centers Trade) will!

choreo



BREAKDOWN

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

OCTOBER 1984

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WHAT'S HAPPENING?

It doesn't happen very often, but it does happen every now and then -- and this is one of those times. Only a couple of fairly insignificant moves crossed our desk this month so we are unable to provide our usual list of new calls

nor are we able to feature a new experimental for your consideration. We've decided, instead, to share some Magic Column material with you and to report an interesting choreographic experiment we recently heard about.

It seems that a couple of well-known callers focused a video camera on a square of very competent Challenge dancers and filmed them as they called a variety of sequences. Here's the gimmick: Some complete sequences contained nothing but Plus calls, some nothing but Advanced, some were exclusively MS and others were Challenge. Each routine had been carefully planned ahead of time and both callers and dancers were asked to strive for the maximum amount of smoothness and flow. We understand that all succeeded admirably and that when the tape was shown to several other callers (picture only - no sound) those callers were unable to accurately distinguish between the various levels and everything seemed to flow smoothly and easily. There was no discernable stop-and-go or pull-and-jerk type dancing.

The acknowledged purpose of the experiment was to prove that Challenge dancing could be smooth and dance-like and that when it isn't, the fault lies with the caller -- and possibly the dancers -- and not with the material.

Any of our readers hear of any similar experiments? We'd like to hear about them.

● SHARE THE WEALTH

We drew a number of responses to our choreo puzzle last month. The puzzle, you will recall, was sent in by Laurie Abrams and asked you to identify a formation from which it is possible to call two Trade-Bys in succession. Most of those who answered came up with the obvious solution, i.e., to set up a square formation in which either Heads or Sides are facing out. We did, however, get some other ideas which are very interesting.

Don Beck suggested that 2 Trade-Bys could be done from unsymmetric 2-faced lines (one right-facing, the other left-facing) as in a Zero Line plus couples 1 and 4 California Twirl (or 2 and 3). Brian Hotchkies from Australia also sent us that possibility and wonders if a Trade By can be done from inverted lines (ends facing in, centers facing out, or vice versa). Brian also suggests that it might even be possible to call 2 or more Trade Bys from symmetric parallel 2-faced lines if we require the infacing couple to Pass Thru diagonally. That call has, of course already been invented (It's called Trade Circulate and it appears regularly in the A2 program).

It is also interesting to observe that both Don and Brian suggested a similar puzzle:

From what formation is it possible to call two Flip the Diamonds in succession.

The answer to that one is fairly obvious, but in the interest of keeping the puzzle thing alive we'll ask you to think on it and let us know.

Here are a couple of get-outs by Jim Davis:

From an EOL (ZB+Swing Thru/boys Run Bend the Line/RL Thru):

- Touch 1/4, Coordinate
1/2 Tag-Right
Right & Left Grand

- (from the same EOL):

Pass Thru
Tag the Line-Right
Ferris Wheel & Spread, AL!

Here are two get-outs from Barry Wonson:

From a Zero Box:

- Spin the Top
Boys Run
Crossfire
Follow Your Neighbor
Boys Trade, AL!
- Swing Thru
Hinge 1/4
Scootback
Follow Your Neighbor
Boys only Scoot Back, AL!

Neil Grossman sent in a favorite Stir the Bucket routine:

- 1-3 Star Thru
Pass Thru
Swing Thru
Boys Run
Bend the Line
Pass Thru
Wheel & Deal
Centers Pass Thru
Split the outsides
Go 'round 1, line up 4
Centers only Right & Left Thru
Ends step ahead and face in
Bow to your partner, etc.

USING MAGIC COLUMNS IN THE MAINSTREAM PROGRAM

We have, on a number of occasions, observed that even though a particular formation is typically regarded as a so-called "Advanced" or "Challenge" formation, it is generally always possible to both get into and out of such formations using only Mainstream calls. This means that it is therefore also possible for a Mainstream caller to use such formations in his regular Mainstream programs. Some interesting Mainstream choreography could, for example, be built around such supposedly Advanced and Challenge formations as Hourglasses, Offset Blocks, T-Bones, etc. -- and it is also possible to do the same thing with a fairly recently identified formation that is usually relegated to the Challenge program: the so-called "Magic Columns".

It is possible to establish both right-hand and left-hand Magic Columns. If, from facing lines of four, the ends Touch 1/4 and the centers Left Touch 1/4, we get right-hand Magic Columns (RMC), and if the ends Left Touch 1/4 and the centers Touch 1/4, we get left-hand Magic Columns (LMC). The routines below develop a Magic Column theme using only Mainstream calls.

- 1-3 Square Thru 3/4, Separate
Go 'round 1, line up 4 (1L)
Ends Touch 1/4
Centers Left Touch 1/4 (RMC)
4 girls Run (4B)
All Swing Thru
Centers Trade
Centers Run
Couples Circulate
Bend the Line (2L)
Ends Touch 1/4
Centers Left Touch 1/4 (RMC)
4 boys Run (3B)
All Swing Thru
Walk & Dodge
Partner Trade CL-os
Slide Thru (ZB) AL!
- 1-3 Lead right
Circle to a line of 4 ZL
Square Thru
Trade By, Star Thru OL
Right & Left Thru, Flutterwheel
Ends Left Touch 1/4
Centers Touch 1/4 (LMC)
Boys Run, all Double Pass Thru
Peel Off (1/2L)
Ends Left Touch 1/4
Centers Touch 1/4 (LMC)
Center 4 Walk & Dodge
The other girls Run (ZB) AL!
- 1-3 Right & Left Thru
Same ladies Chain
Dixie Style to an OW
Those boys Trade
With a new girl Hinge
Sides Divide & Touch 1/4.. (RMC)
Boys Pass Thru
All Trade By (4B)
Boys Touch 1/4
Girls Left Touch 1/4
Those who can Slide Thru
The others Cloverleaf
Centers RL Thru & Rollaway
Same 4 Pass Thru
Right & Left Grand!
- 1-3 Square Thru 3/4, Separate
Go 'round 1, line up 4
Pass Thru
Tag the Line
Lead girls only turn back
Other girls Run around your boy (RMC)
Those who can Slide Thru
The others face in (ØF)
Ferris Wheel
Centers Pass Thru OCB
Swing Thru, boys Run
Bend the Line CL-os
Ends Touch 1/4
Centers Left Touch 1/4 .. (RMC)
Those who can Allemande Left
Everybody Right & Left Grand!

● MAINSTREAM SINGING CALLS

Judging by the number of requests we receive in the mail, our subscribers continue to show a strong interest in Mainstream singing call routines. Here are a handful of routines we've culled from our files: (unless otherwise noted, all feature a standard Corner progression):

- Head couples Square Thru, 4 hands and then
Dosado the outside 2, Star Thru my friend
Pass the Ocean, Swing Thru, 2 by 2 you go
Boys Run, Wheel & Deal, Pass to the center, Joe
Star Thru, Cross Trail, find the corner and Swing
Swing that lady round and round and Promenade I sing
...add 16-beat tag
- Head 2 couples Promenade, 1/2 way round you go
Down the center RL Thru, Flutterwheel you know
Same 2 Sweep 1/4, Pass Thru I say
Slide Thru, RL Thru, send 'em back Dixie Style
When you're there, the boys Crossfold
Corner lady Swing
Swing that honey round and round
Promenade the ring
...add 16-beat tag
- Head couples Flutterwheel, across the ring you go
Same 2 Square Thru, 4 hands you know
Meet those 2 and Dosado, back to back for me
Same two Swing Thru, same 2 Turn Thru
Allemande Left your corner, c'mon back & Swing
Swing that lady boys & Promenade the ring
...add 16-beat tag.

- Head 2 couples lead to the right
Circle to aline & then
Go up & back & Pass Thru, Wheel & Deal my friend
Do a Double Pass Thru, then Clover-leaf for me
Center 2 Swing Thru, same 2 Turn Thru
Allemande Left that corner, Partner Dosado
Go back & Swing that corner girl & then you Promeno
...add 16-beat tag

We all occasionally need a singing call routine that features a right-hand lady progression. Here's one we like:

- Head 2 Promenade, 1/2 way round you go
Lead to the right & Circle 4, make a little line you know
Go up and back, then Slide Thru now you Dosado
Make that wave, Spin Chain Thru 2 by 2 you know
Girls Circulate 2 spots and everybody Swing
Swing that lady round and round the Promenade that ring
...add 16-beat tag.

And finally, here's a break routine that's been around for awhile that features an unusual 4-couple Dixie Style: (Thanks to Jim Diffey!)

- 4 ladies Chain, turn 'em for me
Turn that gal & send her back
4 couples Dixie Style
Hang right on, the boys swing in
Back up in that Thar
(adjust timing to suit)
Slip the Clutch, Left Allemande
Get on back & Swing
...add 16-beat tag

- QUARTERLY SELECTIONS

- PLUS PROGRAM

Callerlab has announced that there will be no Plus Quarterly Selection for the three-month period beginning November 1st, 1984.

- MAINSTREAM PROGRAM

Callerlab has also announced that "Grand Parade" has been chosen as the Quarterly Selection for the Mainstream Program for the three-month period beginning October 1st, 1984. This move has been around for at least ten years now (we introduced way back in May of 1974 -- see page 365) and has always been on the fringe of the MS and Plus programs ever since. The action is one of these 64 beat - everybody working - begin at home/end at home actions that many callers like because it allows them to sing the original lyrics of a singing call.

Here is the definition as published by Callerlab:

GRAND PARADE (Mort Simpson)

Heads step forward to a momentary wave; ends and the adjacent centers turn $1/2$ and the new centers now turn $3/4$; each Side lady now steps forward to her right (to Head position) to become the partner of the Head man now in that position, while the Side men take Head ladies out of the center with a Courtesy Turn. All now Promenade $1/w$ way around the set and face in. Repeat all of this action again starting with the heads. The sides will then repeat the action of the heads, while the heads do the action of the sides and repeat all of those actions again. The total action is a four times through routine.

Callerlab has also provided the following teaching hints:

The dancers should be advised, during the teach, that after doing the first part of the four times through action, the head gents will be in their home positions but the side gents will be in their opposite place. Similarly, the first time the Sides do the action (the third part of the four times through action), they will end up with the side men at home and the head men in their opposite places. After completing the entire action (i.e., four times through) all will be back at home and all will be with their original partners.

Callerlab further notes that this is a workshop figure and therefore, not necessarily one which the dancers must commit to memory. Note too that each man dances with one lady twice -- and not with one lady at all -- during the entire sequence. Also, since the routine requires a Courtesy Turn, please note that the call is thus restricted (in the Plus and Mainstream programs) to normal squares, i.e., to squares in which each boy has a girl on his right side.

Since this is a start at home/end at home routine, no dancing examples are required.

● MOVIN' DOWN THE MAINSTREAM

CENTERS IN/CAST OFF VARIATIONS

The standard and traditional way to call the combination "Centers In and Cast Off 3/4" is from a Completed Double Pass Thru formation. Note that from that formation, both the outside dancers and those who are required to do the Centers In action are all facing in the same direction. This means that a good way for a caller to generate choreographic interest and variety with the Centers In/Cast Off combination would be to call the series from formations in which the outsides and those who do the Centers In are not facing in the same direction -- as for example:

- 1-3 Square Thru ZB
Centers In
Cast Off 3/4
Ends Cross Fold
Centers Star Thru
Same 4 Square Thru OB
Centers In
q Cast Off 3/4
Ends Cross Fold
Centers Touch 1/4 AL!
- 1-3 Right & Left Thru
Rollaway
Circle Left
4 girls Square Thru
Centers In
Cast Off 3/4
Boys Run around the nearest girl
Circle Left
4 boys Square Thru
Centers In
Cast Off 3/4
Girls Trade to the other end (4L)
All Touch 1/4
8 Circulate
Boys Run
Boys only Zoom
Centers Pass Thru (ZB) AL!

- 1-3 Lead Right
Veer Left
Bend the Line
Right & Left Thru ZL
Square Thru
Trade By
Star Thru OL
Right & Left Thru
Rollaway, 1/2 Sashay ... (1/2L)
Ends Curlique
Center 4 Square Thru
Centers In
Cast Off 3/4 (3x1)
Boys only Ferris Wheel
Girls Recycle behind the boys (2P)
Boys Pass Thru
Split the girls
Go 'round 1, line up 4 ... (3L)
Boys Touch 1/4
Girls Square Thru
Centers In
Cast Off 3/4 (3x1)
Boys facing out Run (ZL)
Every body Allemande Left!

- 1-3 Right & Left Thru
Square Thru
Sides Rollaway
Centers In
Cast Off 3/4
Ends Run
New Centers Right & Left Thru
Same 4 Square Thru
Centers In
Centers Run
New centers Star Thru (1/2L)
Pass Thru
Wheel & Deal
Centers Pass Thru
Swing Thru
Girls Trade
Recycle (ZB) AL!

• THE PLUS PROGRAM

WORKING WITH LEFTY DIAMONDS

Plus Program callers seem to be always searching for new and different ways to exploit diamond choreography. One very obvious -- but seldom used -- way to do this is to have the dancers work with left-handed (rather than the more common right-handed) diamonds. Lefty diamonds can be fun, although a caller must always remember that in order to do this effectively, he himself (or she, herself) must be completely comfortable with the ins and outs of left-hand choreography in general -- and so, of course, must the dancers.

Here are some ideas for you to consider:

- 1-3 Star Thru
 Pass Thru ZB-os
 Swing Thru
 Boys Run
 Tag the Line-Left
 Boys Hinge (LD)
 Diamond Circulate
 2 very center girls Trade
 All Diamond Circulate
 Flip the Diamond (1/2LW)
 Girls Trade
 All Left Swing Thru
 Trade the Wave OPB-os(ow)
 Swing Thru
 Turn Thru AL!
- 1-3 Lead right
 Circle to a line of four ZL
 Right & Left Thru
 Dixie Style to an OW (ØLW)
 Boys Trade
 Boys Run
 Couples Circulate
 Girls Hinge (LD)
 Diamond Circulate
 Flip the Diamond (1/2LW)
 Girls Cross Run, boys Trade
 All Swing Thru, Scoot Back

Girls Run
 Couples Circulate
 Girls Hinge (LD)
 Diamond Circulate Double
 Flip the Diamond
 Girls Run (ØF)
 Couples Circulate
 Bend the Line OL-os
 Star Thru, Pass Thru
 Swing Thru
 Boys Trade, Turn Thru AL!

- 1-3 Square Thru ZB
 Right & Left Thru, Dive Thru
 Zoom, centers Pass Thru ... OB
 All Left Touch 1/4
 Centers Trade, centers Run
 New centers Hinge (LD)
 Diamond Circulate
 Flip the Diamond
 Centers Trade, centers Run
 Bend the Line
 Boys only Load the Boat
 Girls Left Touch 1/4...
 ...and spread apart
 4 boys Spin the Top
 Center boys Run
 4 boys Tag the Line - Left
 Center boys Hinge
 4 boys Diamond Circulate
 Same boys Flip the Diamond
 Everybody Flip two diamonds
 Boys Run, Ferris Wheel
 Centers Pass Thru
 Right & Left Grand!
- 1-3 Pass the Ocean, Trade the Wave
 Center boys Hinge
 Center 4 Diamond Circulate
 Same 4 Flip the Diamond
 Extend the Tag (to LH OWs)
 Trade the Wave OPB-os(ow)
 Swing Thru, Turn Thru ... AL!

• FOR THE A1/A2 CALLER

3x1 LINES (A2 CALLS)

In our Advanced Section last month, we explored some of the ways in which it is possible to use 3x1 lines when calling A1 material. We do a bit of the same this month but concentrate on the A2 calls:

- 1-3 Square Thru ZB
 Swing Thru
 Switch the Wave
 4 girls Walk & Dodge (3x1)
 Inroll Circulate (3x1)
 4 girls Ferris Wheel
 Boys Recycle behind the girls..... (2P)
 Girls Pass Thru
 All Pass & Roll
 Slip
 Centers Run
 Centers Walk & Dodge (3x1)
 Outroll Circulate
 Boys facing out Run right (3L)
 All Touch 1/4
 Remake the Column
 Girls only Zoom
 Centers Square Thru 3/4 AL!
- 1-3 Pass the Sea
 Mix
 Chain Reaction
 Boys Run
 Crossover Circulate
 4 boys Walk & Dodge (3x1)
 All Mix (3x1)
 Girls facing out Run right (3L)
 1/2 Breed Thru EOL
 Curli Cross
 Right & Left Grand!
- 1-3 Touch 1/4
 Walk & Dodge OPB-os
 Touch 1/4
 Scoot Chain Thru
 Slip

Centers Run (1F)
 Inside boys Run Right (3x1)
 Center 4 only Right & Left Thru
 Same 4 Rollaway (3x1)
 4 girls do your part of a Trade
 Circulate

Boys Swing
 All Mix
 End boys Run Left
 All Star Thru
 Pass Thru AL!

- 1-3 Lead right
 Circle to a line of 4
 Pass the Ocean
 Motivate
 Center girls Run Right ... (3x1)
 Explode the Line
 Boys Trade
 Beau girls Run
 Boys Arky Star Thru
 Girls Box Counter Rotate
 Same girls Walk & Dodge
 Beaus Walk-Belles Dodge.. (1C)
 Transfer the Column
 Extend and Spin a Windmill-Right
 Crossover Circulate
 Turn & Deal
 Pass Thru AL!
- 1-3 Square Thru 3/4, Separate
 'Round 1, line up 4, Pass Thru
 Tag the Line-Right, centers Wk & Dodge
 Same centers Partner Trade (3x1)
 Same sexes Single Wheel
 Those who can Arky Star Thru
 Other 4 face in, all Pass Thru
 Ends Bend Split Square Thru
 Trade By, Swing Thru
 Switch the Wave, Bend the Line
 RL Thru, Rollaway
 Arky Star Thru, Right & Left Grand!

● SIGHT CALLER'S NOTEBOOK

A COMPARISON OF CALLING METHODS (by Don Beck)

Ask any of the more successful callers whether they recommend sight calling, mental image calling, or zeros and equivalents, and they will probably tell you that they use a little of each! Although probably true, this answer is not much help to the caller looking for a little guidance. Let's look at some of the advantages and disadvantages of each system.

There seems to be pressure on callers these days to become sight callers. If a caller is not already one, he is likely to apologize for that fact! Why does sight calling have this stature? Well, there are definite advantages to sight calling. No other system allows you, the caller, as complete a freedom to totally allow your spur of the moment creativity to come out. No other system allows you to add new calls to your repertoire with so little additional effort. No other system allows such complete variety with so little memorizing.

There are, however, some definite disadvantages. You must be able to accurately memorize who started with whom in your key square(s), each tip. You must be able to execute your resolve techniques on the fly, without disrupting the flow or timing of your dance. You are at the mercy of the dancers in your key square. If they make a mistake, you may not be able to resolve their square, or the rest of the floor, successfully.

Mental image choreography relieves you of the dependence on your dancers. It allows you to resolve more quickly and easily. It allows you to ad lib singing call figures without having to memorize a new corner each sequence. It allows practice without dancers.

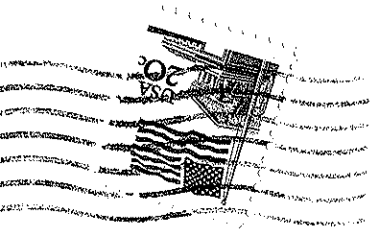
There are of course disadvantages to mental image calling also. Your ability to free wheel is not nearly as great as it is with sight calling. There are more rules to learn when learning the system. (Fortunately, however, a few of the rules will get you started and, as you learn more, you just add to your versatility. Some calls don't lend themselves to being followed. Although resolving takes less mental effort than when sight calling, you are required to keep track of more in your mind, before you get to the resolve phase of each sequence.

Memorizing zeros and equivalents is a good way to get started. It is a system that is easy to understand, and your effort in memorizing will not have gone to waste if you eventually graduate to sight or mental image. There always seem to be appropriate times to insert memorized modules. The greatest disadvantage, however, is that you are very limited. To stay fresh and ahead of your dancers, you must constantly memorize new material. There are other disadvantages too. Once you have started calling a memorized module, you are committed to it, and if the majority of your floor breaks down at the beginning of it, you can't escape quickly. If a call that you were not intending to use accidentally slips out, you do not have the ability to continue on from where you are.

My advise is to work towards sight, but if you are willing to work, mental image is the best route to follow on your way there. The versatility of sight calling cannot be matched. The basic knowledge of the workings of choreography that mental image choreography gives you is an invaluable tool. The caller who can do both can use mental image to assist himself in his sight resolutions.

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Sight Caller's Notebook (continued)

and free himself from memorized get-outs. It also gives him something to fall back on when everyone in a strange group is wearing green! Any one system will work, but a combination will make you feel that much more able to handle all situations as well.

Publisher's Postscript: (by Bill Peters)

The above material marks the first time that Choreo Breakdown has published an article that was written by someone other than myself. I did it for two reasons:

1. I consider the subject (the comparison of calling methods) to be both interesting and important and it is one that, for some reason, is seldom discussed in print -- although it is often a primary topic of conversation whenever callers get together; and
2. I consider Don to be singularly qualified to write such an article and I value his opinions and his insight. Don is an accomplished sight caller and regularly uses both sight calling and mental image calling in his own patter presentations. As many of you no doubt know, Don is also the author of "Out of Sight" -- a book that I regard as the best how-to-do-it book in the field of mental image calling that is currently available.

choreo



BREAKDOWN

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

NOVEMBER 1984

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WHAT'S HAPPENING?

Sorry to be a bit late this month. We've just returned from a ten-day East Coast calling tour that took us from Maine to South Carolina and while we had a great experience, we also got a bit behind in our work. We'll be back on schedule next month.

Things are starting to gear up for the upcoming Callerlab convention in Phoenix next year and one of the hot-potato issues that will (hopefully) be decided at that meeting is the thorny question of partners in an ocean wave. There is a very loud and vocal group who insists that partners in an ocean wave should be identified as the dancers who are facing the same way. Another group --

equally loud and equally vocal -- is just as insistent that wave partners be identified as each end and the adjacent center. And unless you've been away at the South Pole for the past six months you've undoubtedly heard all the arguments from both sides. We personally favor some form of compromise solution. We see nothing wrong, for example, in considering that ocean wave partners are the same facing dancer in all cases -- except where the requirements of a particular call or choreographic situation might dictate differently. That would, to be sure, establish an inconsistent definition, but that would be preferable to a prolonged controversy. The vast majority of exceptions would occur in the Advanced and Challenge programs and it seems to us that those dancers (and their callers) have already learned how to cope with this kind of inconsistency (2 definitions for Recycle depending on the starting formation -- and the same with Trade Circulate, etc.) In any event, the issue will soon be debated and decided and we're prepared to go along with whatever the outcome is. We hope that you are too!

Here's this month crop of new calls:

BREAKAWAY From any wave or line between outside pairs (as in 1/4 Tag), the very centers Trade as the ends of the center four Flip Out (leaving a "double hole"). Simultaneously, the outside pairs Divide and, moving into the "double hole", they Touch. Left Break-away is the same except Dividers Left Touch.

What's Happening? (continued)CIRCULATE THE TOP (Jerry Biggerstaff)

From parallel waves or lines, all Circulate 1-1/2 + centers Spin the Top as outsides Trade twice and without stopping, all now Fan the Top (name used before).

CROSS & SLITHER (Paul McNutt) From parallel ocean waves, ends Cross Fold as centers slide nose-to-nose (Slither) and Extend forward. RH waves produce RH columns; LH waves produce LH columns.

CROSS SHADOW THE DIAMOND (Wayne McDonald) From center-to-center diamonds, points do the ends part of a Cast the Shadow as the centers Hinge. Outfacing center now does a Cross Cloverleaf to become a center of the final 2-faced lines formation as the infacing center Extends to do a Left Touch 1/4 and Extends again to occupy the remaining center position of the final 2-faced lines.

DISPERSE (The Anything) Lee Kopman

An expansion of the original call which began from columns only, this call may begin from parallel lines, waves or columns. Centers do a Box Counter Rotate + Trade & Spread, as the others 1/2 Zoom, Hinge and (phantom) column Circulate 2 places. (name used before)

FLIP THE DIXIE (Phil Handel) From a LH OW centers Hinge 1/4 as the ends turn back to form a momentary diamond. All then Flip the Diamond.

GRAND SQUARE CHAIN THRU (Richard Dinkel)

From an 8-Chain Thru formation all give a right and pull by, then 1/4 in & Left Touch (LH Tidal Wave). Without stopping, all now do a Grand Left Swing Thru plus Left Turn Thru to end the action in back-to-back lines of four.

HIT & RUN (Bill P endlebury & Barry Wonson)

Facing dancers Touch 1/4 and, without stopping, outfacers Run. If the call is Hit & Miss, the action is the same except that the infacers Run.

INDIAN STYLE TO AN OCEAN WAVE (Burl Lally)

From a Double Pass Thru formation, all Extend the Tag twice (momentary parallel ocean waves) then Hinge. From a line or wave, all 1/2 Tag + Hinge.

POP THE CYCLE (Bob McGowan) From a 1/4 or 3/4 Tag or DPT formation, centers Spin the Top as the outsides do a (partner) Hinge. Without stopping the inside Hinger now Folds behind the other Hinger and, in single file, these dancers now Promenade 1/4 around the outside and face in. The Spin the Top dancers then Extend to end the action in parallel ocean waves.

POWERHOUSE RELAY From parallel ocean waves, ends Circulate 1-1/2 as centers Trade 1-1/2. Now the very centers Trade as the lonesome dancers 1/2 Circulate. The wave of 6 does a 2/3 Tag the Line Zig-Zag; the outside 4 1/2 Circulate; the very centers Cast Off 3/4 as the mini-wave dancers Trade and lonesome dancers 1/2 Circulate. Outside 4 now 1/2 Circulate as center 4 Cast Off 3/4 to end in parallel waves (equal to a Split Circulate Double).

SWING & STROLL (Nonie Moglia) From a Double Pass Thru or 1/4 Tag formation, centers Swing Thru as the outside LH dancer (beau) to pair up (on the outside) with the new center wave end and, without stopping, these pairs Promenade forward (Extend) and Wheel In as in Wheel & Deal. The other outside dancers (belle) step forward to stand shoulder to shoulder and the dancer coming from the center Runs around the original outsider. Ends in a DPT formation.

• NEW MOVEMENT (Experimental)

PADDLE THRU (Bob Elling)How To Do It:

From facing lines of four, the center four Pass the Ocean as the ends Slide Thru. The action may end in a variety of formations and arrangements depending upon the starting arrangement of the initial lines. When called from a normal/zero lines arrangement, Paddle Thru produces a No. 3 1/4 Tag arrangement, i.e., outsides are normal while the wave dancers are 1/2 Sashayed.

Impressions:

This is another one of those interesting calls that features a simple and easy-to-learn definition but which the caller can also make as easy -- or as difficult -- as his program requirements may dictate, simply by altering the arrangement of the starting lines. We found that it teaches easiest out of No. 1 lines (BBGG) since, from there, the actions of both ends (Slide Thru) and the centers (Pass the Ocean) are "normal". We also urge every caller to exercise a bit of judgment before calling this move from some of it's more difficult arrangements.

Choreography:

<u>From a Zero Box (ZB/Box 1-4)</u> Right & Left Thru, Slide Thru Centers Box the Gnat <u>Paddle Thru</u> Center girls Trade Recycle, Pass Thru (AL!)	<u>BOX ZERO</u> (True)
<u>From a Zero Box (ZB/Box 1-4)</u> RL Thru, Dive Thru Pass Thru, Swing Thru Boys Run, Ferris Wheel & Spread <u>Paddle Thru</u> Recycle, Pass Thru Swing Thru, boys Run Bend the Line	<u>CONVERSION</u> (ZB to ZL)
<u>From a Zero Line (ZL/1P2P)</u> Pass Thru Wheel & Deal & Spread <u>Paddle Thru</u> Centers Recycle Zoom Centers Pass Thru (AL!)	<u>CONVERSION</u> (ZL to ZB)

Paddle Thru (continued)Easy Routines:

- 1-3 Pass Thru, Separate
Go 'round 1, line up 4 (1L)
Paddle Thru (ØQ)
Ping Pong Circulate
Center girls Trade
Recycle, Pass Thru (AL!) ZB
Star Thru, Pass Thru
Wheel & Deal & Spread (1L)
Paddle Thru (ØQ)
Center girls Trade
Recycle
Pass Thru, Star Thru EOL-os
Pass Thru
Wheel & Deal
Dixie Grand AL!
- 1-3 Square Thru ZB
Sides Rollaway (4B)
Swing Thru
Centers Trade, centers Run
Bend the Line (1L)
Paddle Thru (ØQ)
Centers Recycle
Zoom
Centers Pass Thru (AL!) ZB
Touch 1/4
Centers Trade, centers Run
Couples Circulate
Bend the Line (1L)
Paddle Thru (ØQ)
Centers Recycle
Girls only Zoom
All the centers Pass Thru OPB-os
Swing Thru, Turn Thru AL!

A Bit Harder....

- 1-3 Square Thru ZB
Swing Thru, boys Trade
Boys Run
Bend the Line CL
Paddle Thru (3Q)
Center boys Trade & Swing Thru (ØQ)
Recycle

Double Pass Thru
Peel Off (2L)
Pass Thru, U-Turn Back ... (1L)
Paddle Thru (ØQ)
Center girls Trade & Recycle
Sweep 1/4 more, Cross Trail Thru
Allemande Left!

- 1-3 Star Thru, Double Pass Thru
Peel Off (2L)
Center boys Trade & Spin the Top
The other boys Run
Center 4 Single Hinge ... (1C)
8 Circulate Double, boys Run
Centers Pass Thru (AL!) ... ZB
Star Thru, Right & Left Thru
Paddle Thru, ends only Roll
Right & Left Grand!

And Harder Still....

- 1-3 Square Thru ZB
RL Thru, Swing Thru
Boys Run, Tag the Line-In..(4L)
Paddle Thru
4 boys Spin the Top
4 boys Single Hinge
Those who can Slide Thru
The other 4 face in ECL
Pass The Ocean, girls Trade
Girls Run, Tag the Line-In (3L)
Paddle Thru
Center girls Trade & Recycle
Girls Pass Thru
Outfacing boys Run (1B)
All Swing Thru, centers Trade
Boys Run (ZL) AL!

SINGING CALL (Corner Progression)

Head 2 Square Thru, 4 hands & go
Meet those 2, RL Thru, turn 'em you know
Star Thru & center 2 Box the Gnat for me
Paddle Thru, 2 center girls Trade
Recycle, you got it made
Pass Thru, Corner Swing, Swing lady fair
Allemande Left come back Promenade
....add 16-beat tag

• MOVIN' DOWN THE MAINSTREAM

While we have heard some grumbling this past month about the fact that both Grand Spin and Grand Parade are now on the Caller-lab QS lists, most callers have nevertheless made it a point to workshop the more recent Grand Parade and most dancers have by this time had a reasonable opportunity to learn the action. We have also heard some comments to the effect that Grand Parade has very little use in a patter presentation and that its primary application is that it allows a caller to sing a full chorus of original lyrics in a singing call. That, of course, is not totally true since it is possible to add some patter call interest by simply fractionalizing the 4-part Grand Parade action as shown below:

- Heads start, Grand Parade 1/4
Those at the Heads Square Thru .CB-os
Touch 1/4
Scoot Back
Boys Run EPL-os
Pass Thru
Wheel & Deal
Centers Pass Thru (ZB) AL!
- Heads start, Grand Parade 1/2
Those at the Heads Lead right
Veer Left
Bend the Line OL-os
Slide Thru
8-Chain Three AL!
- Heads start, Grand Parade 3/4
Those at the Heads touch 1/4
Same four Walk & Dodge
All Slide Thru ZL
Right & Left Thru
Pass Thru
Partner Trade & face that girl
Right & Left Grand!

The routines that follow offer some interesting Mainstream action with just a touch of something different.....

- 1-3 lead right, Veer Left
Right & Left Thru ZL
Pass Thru
Wheel & Deal
Center 4 Slide Thru
Same 4 Touch 1/4
Other boys Run (OC)
Column Circulate 2 places
Boys Run OOB-os
Swing Thru
Boys Run again
Tag the Line - In
Pass Thru
Wheel & Deal
Centers Slide Thru
Touch 1/4
Other girls Run
8 Circulate 2 places
Boys Run
Zoom
Centers Pass Thru OPB-os
Swing Thru, Turn Thru AL!
- 1-3 Slide Thru
Pass Thru ZB-os
Touch 1/4
Scoot Back
Boys Run
Reverse Flutter E OL-os
Lady leads, Dixie Style to OW
Boys Cross Run
Girls Trade
Recycle, Veer Left
Couples Circulate
Ferris Wheel
Centers Slide Thru
Touch 1/4
4 girls Pass Thru
Centers RL Thru & Pass Thru
Those who can Slide Thru
Others face in (4L)
Girls Trade, boys Turn Back
All Touch 1/4, 8 Circulate
Boys Run, center 4 Star Thru
Pass the Ocean, Recycle
Pass Thru (ZB) AL!

• THE PLUS PROGRAM

EXPLODE THE WAVE

Explode the Wave has been, for some time now, a staple of the Plus List. We nevertheless sometimes get the feeling that some Plus Program callers tend to shy away from using Explode the Wave because it leaves the dancers in outfacing lines and they (the callers) seem -- for some reason -- to be a bit uncomfortable in that formation. This need not, of course, be the case since many eminently usable follow-up calls exist that will quickly -- and smoothly -- convert outfacing lines into something a bit more manageable.

Here are some ideas:

- 1-3 lead right
Circle to a line of four ZL
Pass the Ocean
Explode the Wave
Partner Trade (AL) ZL
Right & Left Thru
Pass Thru
Bend the Line ZL
Pass the Ocean
Explode the Line
Boys Run
All Walk & Dodge
Boys Fold
Star Thru
Boys Trade
Couples Circulate
Bend the Line ZL
Star Thru
Square Thru 3/4 AL!
- 1-3 Square Thru ZB
Right & Left Thru
Swing Thru
Scoot Back
Explode the Wave
Chase Right
Boys Run EOL

Touch 1/4
Coordinate
Ferris Wheel
Double Pass Thru
Track 2
Explode the Wave
Partner Trade & Roll
Right & Left Grand!

- 1-3 Touch 1/4, Walk & Dodge
RL Thru, Pass Thru
Trade By
Touch 1/4
Follow Your Neighbor & Spread
Girls Trade, Swing Thru
Explode the Wave
Boys Trade, Scoot Back
Boys Run OL-os
Square Thru 3/4
Courtesy Turn & Dixie Style to OW
Explode the Wave
Girls Trade, boys Run AL!
- 1-3 Square Thru ZB
Swing Thru
Boys Run
Girls Hinge
Diamond Circulate
Flip the Diamond
Girls Trade
Explode the Wave
Ends Cross Fold
All Swing Thru
Explode the Wave
Girls Cross Fold
All Star Thru
Ferris Wheel
Zoom, centers RL Thru
Same 4 Pass the Ocean
Explode the Wave AL!

● FROM THE GET-OUT COLLECTION

Every working caller these days is an avid collector of programmable get-outs -- and we're no exception. Here's a page-ful of get-out material we've skimmed from our files' (the applicable program is noted in parenthesis).

● From a Zero Box (MS)

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

● From a Zero Box (MS)

Touch 1/4
Scoot Back
Boys Run
Reverse Flutter Wheel
Send her back Dixie Style
...to an Allemande Left!

● From a Zero Box (Plus)

Swing Thru
Boys Run
Ferris Wheel
Double Pass Thru
Cloverleaf
Dixie Grand (AL!)

● From a Zero Line (MS)

Pass Thru
Tag the Line - In
Pass Thru
Tag the Line
Leads turn back
Right & Left Grand!

● From a Zero Line (Plus)

Pass Thru
Partner Trade
Slide Thru
Single Circle to a Right & Left Grand!

● From a Zero Line (MS)

Touch 1/4
In your own 4 Walk & Dodge
Center 4 Touch 1/4
Same 4 Walk & Dodge
All face partner & Pass Thru (AL!)

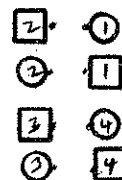
● From a Zero Line (MS)

Pass Thru
Tag the Line
Leads turn back Touch 1/4
All Scoot Back
Boys Run (AL!)

● From a Zero Line (MS)

Pass Thru
Partner Trade
Reverse Flutter
Touch 1/4
In your own 4 Walk & Dodge (AL!)

And finally, here's a real surprise return-to-home get-out that is very effective as a tip ender. It needs to begin with a Zero Line that is perpendicular to the stage in which the No. 1 couple is standing in the upper right-hand quadrant (check the diagram)



● Pass the Ocean

Swing Thru
Girls Circulate
Boys Trade
Boys Run
Bend the Line
Pass the Ocean
All 8 Circulate 1-1/2
Slide Thru
(You're Home!)

• FOR THE A1/A2 CALLER

A NEW ADVANCED QUARTERLY SELECTION : HARMONIZE

Callerlab's Advanced Quarterly Selection Committee has published the results of it's recent Keep/Drop ballot. All of the current moves on the Advanced QS list will remain on the list for the next six months.

The committee also announced a new selection for the quarter beginning December 1st -- "Harmonize" by George Amos -- a move we featured last July (see page 1582). The Advanced QS List now consists of the following calls:

Change Lanes
Mini Busy

Linear Action
Zing

Harmonize

The Callerlab release also contained a definition for Harmonize which is worded a bit differently than the one we used in July. It describes an identical dance action but while we related the move to the action of a Coordinate, the Callerlab release compares a part of the action to an Hourglass Circulate. Here's the Callerlab definition plus some new routines (the first two routines are from the Callerlab release, as is the singing call figure):

HARMONIZE: From parallel lines or waves with centers in a mini wave - centers 1/2 Circulate as the ends Flip to the nearest center, Triple Trade, very centers and lonesome ends move up as in an Hourglass Circulate. Timing ten beats.

- 1-3 Lead Right, Veer Left
Couples Circulate
Harmonize
Right & Left Grand

Trade Circulate
Harmonize
Turn & Deal
Right & Left Grand

- 1-3 Square Thru
Dosado to an Ocean Wave
Swing Thru
Harmonize
Ferris Wheel
Zoom
Centers Pass Thru
Box the Gnat (A!))

SINGING CALL (Corner Progression)

Head couples Square Thru
Dosado
Swing Thru
Boys Run
Harmonize
Boys Run
Ferris Wheel
Zoom
Pass Thru
Swing, Promenade Home
(add tag)

- 1-3 Square Chain Thru
Sides Rollaway
1/2 Breed Thru
Swing Thru, Slip
Boys Run
Bend the Line
Pass the Ocean

● SIGHT CALLER'S NOTEBOOK

THERE'S MORE TO SIGHT CALLING THAN SIGHT RESOLUTION

In recent months we've conducted caller clinics and seminars in both East Coast and West Coast locations and we have, as a result, become aware of what can only be described as a rather curious phenomenon, to wit: that while more and more callers are now able to accurately resolve the set -- which is to say that they have studied and practiced the skills necessary to allow them to visually bring the dancers back to their original home positions from just about any normal or standard dancer set-up -- they are, nevertheless, in many cases strangely reluctant to do so on any kind of regular basis. We have lately observed that a good many callers who know how to resolve still seem to prefer using zeros, equivalents and other modular constructions as their primary calling method, and that they use sight calling techniques only when they are more or less forced into it such as when they suffer a memory lapse or when engaged in a student calling exercise -- and always providing, of course, that they have remembered to check out the requisite key dancers in a pilot square!

In some ways this is understandable. Many callers, we suspect, are a bit uncomfortable when "free-wheeling" and they simply do not trust themselves to be able to improvise or extemporize square dance choreography that is interesting and fun to dance and that the dancers will not find repetitive and eventually predictable. The truth, however, is that the dancers will be even more bored if their caller requires them to dance the same old zeros over and over again, and that while learning how to improvise effectively is oftentimes a lot easier said than done, there is simply no substitute for it and the caller who continues to avoid it is simply defeating his own purposes.

The fact is that extemporaneous choreography does not have to be tough to do -- once a caller has mastered the techniques of smoothly manipulating the dancers from one formation/arrangement to another. This is the skill we now identify as Formation Management and it has become increasingly important to the modern square dance caller. Once a caller has learned how to resolve the set, his next goal is to study formations and dancer arrangements so that he will always know -- beforehand -- the precise formation and arrangement that a given call will produce in a given situation, as well as a reasonable number of command options when the dancers are in that particular set-up. And while this is often a lot harder to learn than set resolution, it is really not all that difficult.

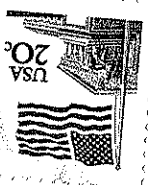
We usually suggest that callers learn the techniques of Formation Management by learning how to establish (and then "normalize") the six different facing lines arrangements that it is possible to achieve with symmetric choreography. This may take a bit of work with the dolly-board or by pushing checkers around on the kitchen table, but once this is learned the rest is easy. Once a caller "owns" the 6 facing lines arrangements, he is then only a Touch 1/4 away from similarly "owning" all 6 right-facing column arrangements, or a Pass Thru/Wheel and Deal away from all 6 Double Pass Thru arrangements, and so on.

Student callers are urged to first study the 6 line arrangements using checkers or square dance dolls and then they should practice actually setting them up with real dancers. They will obviously also need to study how to bring each of the line arrangements back to some normal

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Sight Caller's Notebook (continued)

arrangement.

Here are some easy-to-remember arrangement conversions:

1. Any Facing Lines arrangement plus Touch $1/4$ will produce a corresponding Columns arrangement (right-facing columns)
2. Any facing lines arrangement plus Pass Thru/Wheel & Deal will produce a corresponding DoublePass Thru arrangement
3. Any Facing Lines arrangement plus Pass Thru/Wheel & Deal/Centers Pass Thru will produce a corresponding 8-Chain Thru arrangement
4. Any facing Lines arrangement plus Pass Thru/Wheel & Deal/centers Pass Thru/Swing Thru Centers Run will produce a corresponding 2-Faced Line arrangement (right-facing)
5. From a Zero/Normal ocean wave, a Swing Thru produces a $1/2$ Wave (and vice versa)
6. From any wave that is NOT zero or $1/2$ Sashayed, a Swing Thru (called once, twice, three times or four times as necessary) will produce any of the other four symmetric wave arrangements.

choreo



BREAKDOWN

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

DECEMBER 1984

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WHAT'S HAPPENING?

There are two bits of information this month from Callerlab's QS Committees: First, the Advanced QS Committee has chosen "Harmonize" (see page 1636 in this issue and page 1582 in the issue of last July) as the QS move for the Advanced Program for the quarter beginning Dec. 1, 1984. The Mainstream QS Committee has announced that it's

members have voted for no new movements to be featured for the quarter beginning Jan. 1st, 1985.

We also received some mail this month in response to our comments in last month's issue about the who's-your-partner-in-an-ocean-wave question. There wasn't very much mail on the subject -- which makes me wonder whether the subject may really be a great big non-issue -- and what there was either agreed with our compromise suggestion or recommended that the subject be dropped altogether since it didn't seem to pose any real problems for the average caller or dancer. Interesting!

Here's the new material we looked at this month:

BREW UP (Johnny Hayes, England) From a 1/4 Line formation (2-faced line between facing pairs, as in 1-3 Star Thru, Veer Left) all walk ahead and, Veering left form momentary parallel 2-faced lines. Without stopping centers Trade and all then Cast 3/4. Johnny touts this call as "England's answer to Percolate" and says it can also be fractionalized, i.e., 1/3, 2/3, etc.

What's Happening? (continued)IN/OUT ROLL TO A WAVE (Norm Poisson)

From diamonds, designated point (infacing point for "Inroll to a Wave" and outfacing point for "Outroll to a Wave" Circulates as the other point does a turn-step-turn toward the Circulating point -- which is to say that both point move as in In or Out Roll Circulate. Simultaneously, the center dancer who is facing the Circulating (designated) point will step ahead taking the other center along to Hinge in the spot vacated by the Circulator. The action ends in parallel ocean waves.

ROLL THRU TO A DIAMOND (Jack Berg)

From a Trade By or 3/4 Tag formation, centers Turn Thru as outsides do a (right face) turn back plus Pass Thru. Without stopping, centers now Touch as outsides 1/4 right to end the action in twin diamonds.

ROMANCE THE STONE (Jack Berg) From a diamond, all (Box) Counter Rotate the Diamond (like a diamond Circulate except that the centers remain centers and the points remain points). All now Cut the Diamond and the new centers turn back and all do an Ah So.

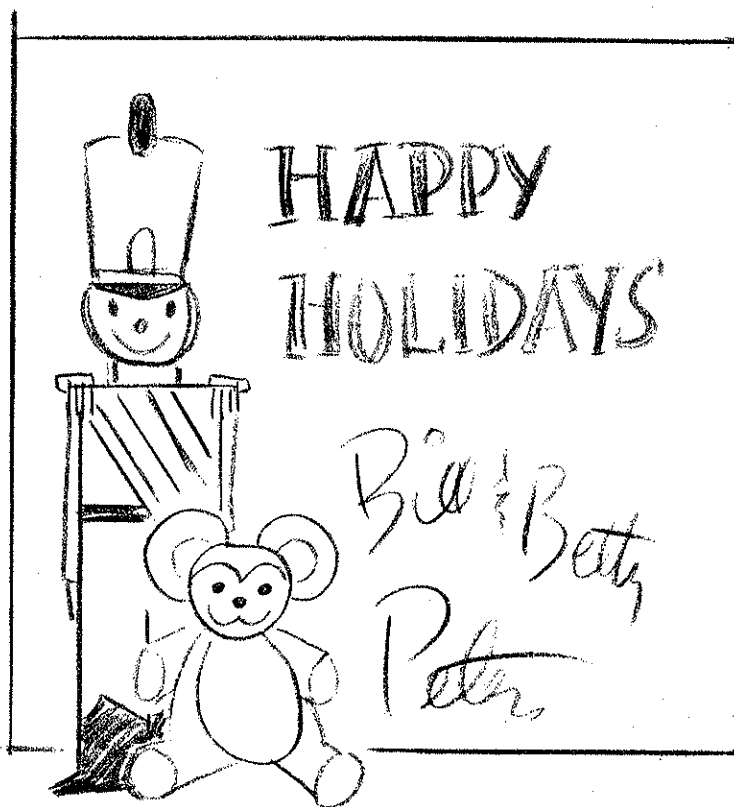
SPIN RIGHT/LEFT TO A DIAMOND (Bob

Elling) From any formation having facing centers and identifiable outsides (such as 1/4 or 3/4 Tag), centers Spin the Top as the outsides take the facing direction and do a single file Promenade around the outside 1/4 (Counter Rotate). The name has been used before (Burleson 2700).

SPLIT THE OCEAN/SEA (Right/Left, etc.)

From facing lines, the centers Pass the Ocean or Pass the Sea (as designated) as the ends do a Pass Thru and take the facing command (in out, right, left, etc.). The name has been used before (see Burleson 2092)

TEAPARTY PROMENADE A novelty routine recommended for use with newer/beginning dancers. The action starts with Head couples doing a Promenade 1/2 way around the outside and then all 4 girls step into the center to stand back-to-back and facing out. The 4 boys then Promenade counter-clockwise full around the set to the same girl and turn her left into a Roll Promenade and all 4 couples then Promenade 1/2 way around the set. This action is then repeated three more times. Heads lead the action the first two times and the Sides initiate the action the second two times.



• NEW MOVEMENT

SPIN THE NET (Don Beck)How To Do It:

From parallel ocean waves, all Spin the Top to form a momentary Tidal Wave and, without stopping the center four dancers Spin the Top again. Simultaneously, the other four dancers Cast Off 3/4 and then those facing out will Run to end the action in a 1/4 Tag formation. When called from 1/2 Sashayed ocean waves, the action ends in a normal (zero) 1/4 Tag Formation, and vice versa.

Impressions:

Don may have come up with another winner with this one. It is a real smoothie and our dancers responded with unanimous enthusiasm. While it might appear that the dancers who must do the final Cast Off + Run are going to be subjected a degree of overflow, it didn't seem to pose any problems for our dancers -- we asked 'em about it and it hadn't occurred to them that there was more flow than they could comfortably handle. Don tells me he asked the same wuestion -- and got the same answers.

Choreography:

<u>From a Zero Box (ZB/Box 1-4)</u> Swing Thru <u>Spin the Net</u> Centers Recycle Pass Thru	<u>BOX ZERO</u> (True)
<u>From a Zero Line (ZL/1P2P)</u> Right & Left Thru Pass the Ocean Swing Thru <u>Spin the Net</u> Centers Recycle, Pass Thru	<u>LINE ZERO</u> (True)
<u>From a Zero Box (ZB/Box 1-4)</u> Swing Thru <u>Spin the Net</u> Extend the Tag Swing Thru Boys Run Bend the Line	<u>CONVERSION</u> (ZB to ZL)

Spin the Net (continued)From 1/2 Sashayed Ocean Waves

- 1-3 Star Thru
 - Pass Thru ZB-os
 - Swing Thru (1/2W)
 - Spin the Net (ØQ)
 - Ping Pong Circulate
 - Centers Recycle
 - Pass Thru
 - Star Thru
 - Pass the Ocean
 - Swing Thru (1/2W)
 - Spin the Net (ØQ)
 - Centers Recycle
 - Sweep 1/4
 - Cross Trail Thru, Separate
 - Go 'round 1, line up 4 ERL-os
 - Right & Left Thru
 - Pass the Ocean OPB-os(ow)
 - Swing Thru
 - Turn Thru AL!
- 1-3 Square Thru ZB
 - Swing Thru (1/2W)
 - Spin the Net (ØQ)
 - Center girls Run
 - Same 4 1/2 Tag the Line
 - Boys Run (AL!)
 - Same 4 Square Thru ZB
 - Swing Thru (1/2W)
 - Spin the Net (ØQ)
 - Center girls Run
 - Same 4 1/2 Tag the Line
 - Same 4 Scoot Back AL!

DBD Variations:

- 1-3 Lead right
 - Circle to a line of 4 ZL
 - Pass the Ocean (ØW)
 - Spin the Net (1/2Q)
 - Extend the Tag (1/2W)
 - Boys Trade
 - Boys Run

Couples Circulate

Ferris Wheel

Centers Square Thru 3/4 (AL!)

Split those 2, Separate

Go 'round 1, line up 4

Pass Thru

Wheel & Deal

Centers Pass Thru

Swing Thru (ØW)

Spin the Net (1/2Q)

Extend the Tag

Right & Left Grand!

- 1-3 Square Thru, Sides Rollaway
 - All Swing Thru (2W)
 - Spin the Net (4Q)
 - Centers Recycle, Pass Thru (4B)
 - Swing Thru, centers Trade (4W)
 - Spin the Net (1Q)
 - Girls Turn Thru
 - Boys Courtesy Turn this girl ECL-os
 - Touch 1/4, Coordinate
 - Ferris Wheel, Zoom
 - Centers Square Thru 3/4 AL!
- 1-3 Star Thru, Pass Thru ZB-os
 - Touch 1/4, centers Trade (3W)
 - Spin the Net (2Q)
 - Center Boys Run
 - 4 Boys Wheel & Deal
 - 4 Boys Pass Thru
 - Touch 1/4
 - Girls Trade (ØW)
 - Spin the Net (1/2Q)
 - Extend the Tag
 - Right & Left Grand!

SINGING CALL (Corner Progression)

Head 2 Square Thru 4 hands you go

Swing Thru 2 by 2, Spin the Net you know

Keep on movin' down the line, walkin'

round the ring

In the center Recycle, Pass Thru my friend

Touch 1/4, Scoot Back, Scoot Back again

Swing Corner lady, Promenade

...add 16-beat Tag

• MOVIN ' DOWN THE MAINSTREAM

Current Callerlab Emphasis calls for the Mainstream Program are Peel Off and Fan the Top and you might be interested in providing some review tips for your MS dancers. Note the following: (you may want to do a bit of a re-teach on the Peel Off from a "Z" formation:)

- 1-3 Lead right
 Circle to a line of 4 ZL
 Pass Thru
 Wheel & Deal
 Double Pass Thru
 Peel Off (2L)
 Touch 1/4, 8 Circulate
 4 girls Trade, 8 Circulate
 Boys Run
 Peel Off (2L)
 Pass Thru, Wheel & Deal
 Zoom
 Girls Swing Thru, Turn Thru
 Boys Courtesy Turn this girl .. CL-os
 Slide Thru (ZB) AL!
- 4 ladies Chain 3/4, Promenade
 1-3 Wheel Around
 Right & Left Thru OL-os
 Pass the Ocean
 Swing Thru, girls Fold ("Z")
 Peel Off (ØF)
 Ferris Wheel
 Centers Pass Thru
 Touch 1/4
 Centers Trade
 Centers Run
 Ferris Wheel
 Double Pass Thru
 Peel Off
 Pass Thru, Tag the Line-Right
 Ferris Wheel
 Centers Pass Thru
 Right & Left Grand!

- 1-3 Lead Right, Circle to a Line
 Pass the Ocean
 Swing Thru & Box the Gnat
 Fan the Top
 Right & Left Thru
 Pass the Ocean
 Swing Thru, girls Fold ("Z")
 Peel Off (ØF)
 Couples Circulate
 Girls Trade, Bend the Line .. OL-os
 Slide Thru, Curlique
 Cast Off 3/4, Fan the Top
 Right & Left Thru
 Pass the Ocean
 Swing Thru, boys Run
 1/2 Tag and Scoot Back
 Fan the Top & Slide Thru
 Girls only Zoom
 Centers Pass Thru OPB-os
 Swing Thru, Turn Thru AL!
- 1-3 Pass the Ocean Swing Thru
 Those girls Fold, same 4 Peel Off
 Same 4 Wheel & Deal
 Double Pass Thru
 Girls only Peel Off, boys face right
 Couples Circulate
 Girls only Bend the Line
 All Ferris Wheel
 Girls Square Thru 3/4
 Star Thru (ØLF)
 Couples Circulate
 Bend the Line RL-os
 1/2 Square Thru, Trade By.. AL!
- 1-3 Square Thru, Curlique
 Centers Trade, same sexes Cast Off 3/4
 Fan the Top, 4 girls only Fan the Top
 Inside boys Run, 4 boys Bend In (IQ)
 Extend the Tag, Walk & Dodge
 Partner Trade (AL!)..... ZL
 Swing Thru
 Fan the Top
 Right & Left Grand!

• THE PLUS PROGRAM

With the possible exception of an Explode the Wave out of a 1/2 Sashayed ocean wave in the fourth routine, the dances below are what we define as "bread-and-butter" -- which is to say that your dancers should be able to easily dance their way through them with a minimum of stop-and-go puzzle-solving.

- 1-3 Pass the Ocean
Ping Pong Circulate
Extend the Tag, Recycle
Star Thru EOL
Touch 1/4
Coordinate
Couples Circulate
Chain Down the Line OL
Square Thru
Trade By, Star Thru ZL
Touch 1/4
8 Circulate
Boys Run (AL) ZB
Swing Thru, boys Run
Tag the Line - In (4L)
Pass Thru, Wheel & Deal
Double Pass Thru
Peel Off & centers only Roll
Right & Left Grand!
- 1-3 Square Thru ZB
Swing Thru, boys Run
Bend the Line EPL-os
Pass the Ocean
Swing Thru, boys Run
Couples Circulate
Girls Hinge
Diamond Circulate
2 very center boys Trade
Diamond Circulate
Flip the Diamond (1/2W)
Boys Trade, Swing Thru
Relay the Deucey
Boys Run, Promenade Home!
- 1-3 Right & Left Thru
Pass the Ocean Explode the Wave
Cloverleaf, Double Pass Thru

Leaders Trade
Swing Thru Double
Explode the Wave
Partner Trade, Load the Boat
Pass Thru, Trade By ZB-os
Pass the Ocean
Explode the Wave
Trade By (ZB) AL!

- 4 ladies Chain, Promenade
1-3 Wheel Around, Pass the Ocean
Swing Thru, boys Run
Bend the Line ERL
Pass the Ocean
Explode and Right & Left Thru ..ERL
Pass the Ocean, Swing Thru
Explode & Touch 1/4 (1/2C)
Triple Scoot (ØC)
Coordinate
Ferris Wheel
Centers Pass Thru
Spin the Top
Explode & Pass Thru
Right & Left Grand!
- 1-3 Flutterwheel
Same 4 Touch 1/4
Boys only Zoom, girls Pass Thru
Center 4 Pass Thru
Those who can Star Thru
Other 4 face in (4L)
Girls only Load the Boat
Boys Touch 1/4
Same boys Walk & Dodge
All Star Thru (ØF)
Couples Circulate
Ferris Wheel
Center 4 Right & Left Thru
Same 4 Touch 1/4
Scoot BackTwice..... AL!

NEW ADVANCED QS MOVEMENT

HARMONIZE

The new Callerlab QS move for the Advanced Program is George Amos' "Harmonize". We introduced the move back in our July 1984 issue (see page 1582), so you might want to review it again. It is interesting to note that while the author's definition compared the final move-up action to a n identical action in Coordinate (a Plus Program call), the definition in the Callerlab press release compares the same action to an Hourglass Circulate.

Here is the Callerlab definition plus some additional routines using Advanced Program material:

Harmonize: From parallel lines or waves with centers in a mini-wave: Centers 1/2 Circulate as ends Flip to the nearest center, do a Triple Trade, very centers and lonesome ends move up as in Hourglass Circulate. Right-hand 2-faced lines end in right-hand ocean waves and vice versa; left-hand 2-faced lines end in left-hand ocean waves and vice versa.

From Right-Facing 2-faced lines:

- 1-3 Wheel Thru OPB-os
Swing Thru
Boys Run (ØF)
Harmonize (1/2W)
Boys Run / (ØF)
Harmonize again (1/2W)
Right & Left Grand !
- 1-3 Right & Left Thru
Pass the Ocean
Chain Reaction
Switch the Wave
Couples Circulate (ØF)
Harmonize (1/2W)
Switch to a Diamond
Diamond Circulate
Cut the Diamond (ØF)

Harmonize (1/2W)

Boys Run

Crossover Circulate

Turn & Deal AL!

- 1-3 Right & Left Thru
Square Chain Thru, Sides Rollaway
Swing Thru
Centers Run
Harmonize (1W)
Swing Thru
Centers Run (1F)
Harmonize (3W)
Slip
Scoot & Weave OPB-os(ow)
Swing Thru
Turn Thru AL!

From left-facing 2-Faced Lines:

- 1-3 Square Chain Thru OPB-os
Swing Thru
Switch the Wave
Crossover Circulate
Trade Circulate / (ØLF)
Harmonize (ØLW)
Trade Circulate OPB(ow)
Boys Run
Couples Circulate
Harmonize (1/2LW)
Boys Run
Crossover Circulate
Turn & Deal
Swing Thru
Recycle
Pass Thru AL!

(more on next page)

Harmonize (continued)

- 1-3 Wheel Thru OPB-os
Swing Thru
Switch the Wave
Crossover Circulate (1/2F)
Harmonize ZB(ow)
Girls Run (1/2F)
Harmonize (ØW)
Motivate
Boys Run RL-os
Slide Thru, Pass Thru
Trade By (ZB) AL!

From Right-Hand Ocean Waves:

- 1-3 Right & Left Thru
Pair Off
Star Thru CL
Pass the Ocean
Swing Thru (1/2W)
Harmonize (1/2LF)
Crossover Circulate
Cast a Shadow (RL Grand!) (1/2W)
Swing Thru (ØW)
Harmonize (ØLF)
Trade Circulate
Crossover Circulate
Turn & Deal
Pass Thru AL!

From Left-Hand Ocean Waves:

- All 4 Couples Star Thru
1-3 Touch 1/4
4 girls Pass Thru
Center 4 Touch 1/4
Same 4 Box Counter Rotate ... (1C)
Transfer the Column
Boys Run, Right & Left Thru ... OL-os
Pass the Ocean
Trade Circulate (ØLW)
Harmonize (ØF)
Harmonize again
Right & Left Grand!

• SHARE THE WEALTH

We have recently received copies of another fine Australian note service. This one is called "Callerlink" and it is published by the Australian Caller's Federation.

The current issue of Callerlink describes a gimmick or novelty idea called "Guillotine" which we suspect might be amusing if it used no more than once or twice. The idea comes from Keith Lethbridge -- a fine caller and choreographer from Western Australia -- and Keith capitalizes on an old square dance joke by defining the term "Guillotine" to mean "Heads Rollaway!". When you have described that definition to your dancers (and it might also be a good idea to caution them to remember who are Heads and who are Sides), then you could call the following routines:

- 2-4 Square Thru
Right & Left Thru
Dive Thru
Centers Right & Left Thru
Same four Rollaway
Pass Thru
Split 2, Separate
Go 'round 1, line up 4
Pass Thru
Guillotine AL!
- 2-4 Square Thru
Swing Thru
Boys Run
Ferris Wheel
Zoom
Centers Star Thru
Pass Thru, Separate
Go 'round 1, line up 4
Pass Thru
Guillotine AL!
- 1-3 Square Thru, RL Thru
Dive Thru, Star Thru
Pass Thru, Guillotine AL!

● SIGHT CALLER'S NOTE BOOK

A SIGHT CALLER'S RESPONSIBILITY

While a student sight caller is generally able to find a lot of printed training material that deals with the mechanics of sight calling and with its various "how-to-do-it" aspects, he or she will also have a hard time finding any material at all that deals with what we have come to recognize as the responsibility of a sight caller. This monthly feature of CHOREO BREAK-DOWN is a good case in point. We have, for years now, devoted a considerable amount of space to a wide range of step-by-step sight calling instructions (the "science" of sight calling) but we have also written next to nothing at all on its programming aspects (the "art" of sight calling).

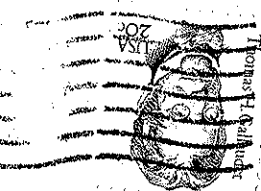
It is no secret that we have, for some time now, regularly urged our readers to learn and use not only the skills we associate with sight resolution, but with the equally important skills of Formation Awareness and Formation Management as well. We have consistently portrayed both techniques as the required elements of every sight caller's essential craft and a modern caller simply cannot claim to be a sight caller unless he is the master of them both. We have, in addition, also noted that while the ability to resolve the square accurately is, as a rule, fairly easy to achieve, the skills of Formation Awareness and Formation Management usually require a bit more practice and they certainly take a lot more time to acquire. They're not all that difficult to learn -- they simply take an awful lot of on-mike experience before a caller is able to successfully improvise his way -- glibly and easily -- through all of the formations and arrangements that his new-found ability to "freewheel" may take him.

It is nevertheless also true that most student sight callers do eventually learn these skills and they are then able to enjoy the obvious benefits that accrue to any caller who regularly uses sight calling as his primary calling method. That, however, is also the time -- when a sight caller is finally able to manipulate his dancers through all of the formations and arrangements that his programs may now require -- when a sight caller must contend with what may well be an even more critical question, i.e., how much of his hard-earned skills should he actually use during a given dance? Just because he is able to easily establish six different facing line arrangements, should he therefore call a Load the Boat from all of them? And just because he now has no problems in setting up six different ocean wave arrangements, does that make it desirable to call a Recycle from each one? We obviously do not think so -- and this is what we mean by the "Responsibility" of a sight caller.

While it is absolutely essential for every sight caller to possess the ability to move his dancers through all of the formations and arrangements that are, in effect, built into his personal repertoire, it is equally important for him to also know when a given move in a given formation/arrangement will cause a floor to break down. This is not to say that a sight caller should not eventually train his dancers to comfortably handle six different Load the Boats or six different Recycles, for that would obviously be a plus for both caller and dancer -- but rather that it is the responsibility of every sight caller to know -- before he calls a move from a particular formation/arrangement -- whether a given group of dancers actually has the training and experience to dance the action of a call from all of its allowable arrangements and, if not, which arrangements will they find easy

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Sight Caller's Notebook (continued)

and which will they regard as being difficult. This, of course, represents the perennial programming question that confronts every caller, sight caller or otherwise. No caller can effectively avoid it and we are, in fact, certain that each of you already deal with the question -- in one way or another -- every time you raise your microphone. We're sure that you all know, for example, that a Load the Boat called from any arrangement other than normal (zero) facing lines of four will, for most groups, cause a considerable and predictable degree of dancer breakdown, and that a Recycle called from anything other than normal ocean waves will similarly cause measurable dancer fallout -- and what's even most important, we're just as sure that most of you will therefore decide to teach or workshop the actions of such calls -- before you actually call them from arrangements that you know will cause problems -- if it is your considered judgment that your dancers will enjoy and/or benefit from such APD or DBD programming. You are, in other words, aware of your responsibility as a sight caller and you are acting accordingly.

A sight caller should, to be sure, be able to put the dancers through whatever APD programming he feels they will enjoy. But each group he calls for is different -- and even the same group will be different from one night to the next, and the degree of APD that appeals to one group will be different from the degree that appeals to another. This means that a sight caller needs to be able to (1), find the precise degree of APD that does appeal to them (art), and (2), be able to provide it while calling extemporaneously (the science).