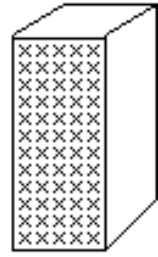


ANSSRDT NEWSLETTER



APRIL 2017

DATE OF OUR NEXT MEETING: April 22, 2017

LOCATION: E. H. Horne School in Enfield. Off Highway 102 take exit 7 going towards the Irving Big Stop on old Route 2. The school is a large brick building on the left opposite the cemetery.

SCHEDULE:

- 9:00 – 9:30 Meet, greet, and setup, Second-Hand Record Box time
- 9:45 – 10:00 Round Dancing Update – Lionel Crowe
- 10:00 – 11:00 Adjusting or Creating Singing Call Breaks and Figures
- 11:00 – 12:00 ANSSRDT Meeting
- 12:00 – 12:45 Bag Lunch
- 12:45 – 1:45 Plans for Festival 2017
- 1:45 – 3:00 Cornerstone of Choreo and Expanding on the Chicken Plucker

2017 CALLERLAB CONVENTION IN PHOENIX, ARIZONA

“Build the Base – Now!”

- “Constructing Basic; Constructing Mainstream; Constructing Plus”
 - “Cornerstone of Choreo” – Using Modules effectively
 - “Master Your Craft” – Elements of Good Dancing
 - “Architect of the Future” – Recruiting new callers
- “Shore Up Your Foundations” -- Techniques of teaching beginners
 - “Right Tool” – Using sound equipment properly
 - “Handling Structural Failures” – How to achieve dancer success
 - “Measure Twice – Cut Once” – Programming your choreography
- “Remodel Your Singers” – Create singing call figures using recently taught calls
- “Building For Tomorrow” – How do you keep them coming back?
- “Sanding Your Edges” – Creating a smooth presentation

Milestone Awards

*to Vic and Debbie Ceder
and to Deborah Carroll-Jones*

Gold Card *awarded to Jerry Reed*

Special Appreciation Awards

*to Brad Christie who is the creator of “Taminations”
and to Thomas Bernhed who is the creator of “SqView”*

CORNERSTONE OF CHOREOGRAPHY

From 2017 CALLERLAB Interest Session

Presented by Daryl Clendenin, Henry Grissett, and Darryl Lipscomb

Daryl Clendenin:

Every caller uses modules – a group of calls with a specific purpose in mind. The purpose might be a zero, a set up, a get-out, an equivalent, or some other possibility. They are put together with forethought and are intended to move dancers smoothly.

Different Idea:

-- Squared Set: Head Ladies Pass Thru, Heads Single Hinge, Boys Trade,

-- Facing Lines: Girls Pass Thru on the diagonal

Where can you go in a square? The only time you are in a square is when you are home.

In Mainstream, the rest of the time you are either in a Circle or in a Grid of 2 x 4 dancers.

When you are getting back to an Allemande Left, it will happen in the grid.

There are two Allemande Left spots: 1) Eight Chain Thru formation, 2) Trade By formation.

Henry Grissett:

Henry's sight diminished between 2005 and 2006. By the 2006 US National in San Antonio he could not read his material and he could no longer see more than the nearest squares.

Therefore he had to come up with a new method of calling. He began to put sequences together and commit them to memory. Think first of a get-in formation, then use the body of the sequence for moving the dancers around. When ready to get-out he "sees" the following:

A) (3)[1] (2)[2] Everyone is looking at their corner. Usual resolution would be "Pass Thru, Wheel and Deal, Centers Pass Thru, Allemande Left, 4 [3](1) Right and Left Grand". This ends with the dancers three-quarters of the way from home for their Promenade. One option is to omit the "Right and Left Grand" to make a short Promenade.

B) Start with "Pass Thru, Bend the Line" to change the quadrant.

[4] (1) Now the Get-Out is "Pass Thru, Wheel and Deal, Centers Square Thru 3,
(4) [3] Allemande Left, Grand Right and Left".
[1] (2) This ends with the dancers right at home.
(3) [2]

C) Singing Call figures are modules. They take you from a known setup (at home) to another known setup (appropriate place for a corner swing). He uses his "virtual checkers" in his mind, but sometimes moves his fingers as if he were pushing checkers. Write down the sequences you have created or learned, go back to them and review them on a regular basis.

Darryl Lipscomb:

"Any figure worth calling is worth writing down."

Darryl always considered himself a sight caller and a mental image caller. But, in fact he is using modules. The more we can vary the get-ins to a corner box or partner line the better. Sometimes we use modules to move the dancers. We also use modules to resolve the square. It takes time to think about the possibilities. Play games with yourself by doing something unusual and then looking for a good way to get out.

Modifying Singing Calls on the Fly: One place to take advantage of modules is to deal with dancers who cannot keep up with the singing call you had planned.

Heads Star Thru, Pass Thru, Right and Left Thru, Veer Left, Couples Circulate

Maybe: Chain Down the Line, Square Thru 3, Swing and Promenade

Maybe: Chain Down the Line, Pass the Ocean, Swing Thru Twice, Swing, Promenade

Maybe: Wheel and Deal, Square Thru 2, Swing and Promenade

Maybe: Wheel and Deal, Star Thru, Pass Thru, Swing and Promenade

Maybe: Ladies Chain into a Promenade

Maybe: Half Tag, Swing and Promenade

Maybe: Half Tag, Scoot Back (once or twice), Swing and Promenade

Maybe: Half Tag, Single Hinge, Boys Trade Twice, Swing and Promenade

Another place to take advantage of modules is to create interesting Get-Outs. Write in reverse to figure out how to get to a spot where a neat get-out can be used.

Comments on Remembering Corners:

Lee Kopman (age 83) writes down partners and corners in two or three squares. He tries to note dancers in spread out squares so he can scan the whole floor. "There are a lot of things you can do by just watching them." "Calling is not an easy activity to learn."

Darryl Lipscomb also writes them down. Usually he does not have to look at what he has written because the writing down makes it stick in his memory.

Vic Ceder – Lee caught Vic watching just one square and told him he should look at more of the floor. Now Vic calls a short sequence to one square, then another sequence to another square, and perhaps another sequence to a third square. Now he knows the corners in two or three squares.

Randy Dougherty remembers the dancers he thinks of as the better dancers. They are always his primary couples.

Mix and Match Modules:

Bill Peters' 3 Cubes:

- 1) Write a Get-In on each of the six sides of one cube.
- 2) Write a Zero on each of the six sides of one cube.
- 3) Write a Get-Out on each of the six sides of one cube.

Also this can be done using a notebook with sliced pages.

Think of calls as tools for creating a module with a specific purpose:

When working with the four dancers in a corner box use these three tools:

- Turn everyone 180 degrees – Right and Left Thru = Circle Four Halfway
- Turn everyone 90 degrees – Star Thru
- Do a partner change – Ladies Chain

Favourite Snapshot Get-Outs:

Randy Dougherty: Partner Line: Left Square Thru, Allemande Left
If Corner Line: Ladies Rollaway, Square Thru Four, Right and Left Grand

Jerry Junck: Out of Sequence Partner Lines:
Pass Thru, Wheel and Deal, Centers Dosado to a Wave, Ladies Trade, those two Boys Run, those Boys Trade, All Boys Shake Right Hands, Allemande Left

Vic Ceder: Corner Box: Spin Chain Thru, Girls Circ Two, Right and Left Grand

Right-Hand Lady Line: Touch 1/4, Girls Run, Pass Thru, Right and Left Grand but on the third hand Promenade home

EXPANDING THE CHICKEN PLUCKER

Get-In to Corner Box:	Heads Square Thru Four
Half Plucked:	Right and Left Thru, Centers Arch, Dive Thru, Centers Pass Thru,
Across the Street Box	(This is a good point for inserting a Zero)
Second Half Pluck:	Right and Left Thru, Centers Arch, Dive Thru, Centers Pass Thru,
Get-Out:	Allemande Left, Grand Right and Left, Promenade Home

It is possible to insert a Facing Couple Zero whenever there are Normal Facing Couples. This is usually done when you have a Corner Box or an Across the Street Box. Start by using a Get-In to a Corner Box, a facing couple Zero, and then a Get-Out. Then try inserting the Zero into the Chicken Plucker.

Basic Part 1 Zeros for Normal Facing Couples:

- Right and Left Thru and Rollaway, Pass Thru and U-Turn Back
- Circle Left Halfway, Veer Left, Chain Down the Line, Star Thru
- Right and Left Thru, Veer Left, Chain Down the Line, Star Thru
- Star Thru, Pass Thru, California Twirl, Star Thru

Basic Part 2 Zeros for Normal Facing Couples:

- Star Thru, Pass Thru, Wheel Around, Star Thru
- Dosado to a Wave, Girls Trade, Swing Thru, Boys Run, Bend the Line, Star Thru
- Swing Thru, Boys Run, Wheel and Deal
- Swing Thru, Boys Run, Bend the Line, Reverse the Flutterwheel, Star Thru
- Touch 1/4, Split Circulate, Boys Run, Each Four Circle Left 1/4

These must be done from an Eight Chain Thru formation:

- Square Thru Two, Bend the Line, Right and Left Thru, Pass Thru, Bend the Line, Star Thru
- Circle to a Line, Pass Thru, Wheel and Deal, Double Pass Thru, Leaders Partner Trade

The ANSSRDT NEWSLETTER is usually published twice a year by the Association of Nova Scotia Square & Round Dance Teachers. The opinions expressed are those of the authors and not necessarily those of the Association. Your comments and articles are encouraged. Please forward to editor: Dottie and Gary Welch, 415 Conrad Road, Lawrencetown, NS, B2Z 1S3, dwelch@eastlink.ca, 902-435-4544