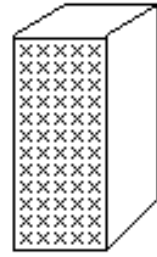# A N S S R D T
N E W S L E T T E R

SEPTEMBER 2010

DATE OF OUR NEXT MEETING: September 25, 2010
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
9:30 – 11:00	Work on Maritime Singing Call Figures List for five calls:
	Dive Thru, Square Thru, Wheel and Deal, Flutterwheel and Ferris Wheel
11:00 – 12:00	ANSSRDT Business Meeting, Alguire School 2011 plans
12:00 – 1:30	Lunch
1:30 – 2:30	Cueing Left Footers One Step, Preferred Names for Phase I & II moves
2:30 – 3:15	Sight Calling practice & help, Chicken Pluck Framework Recovery
3:15 – 4:00	Festival 2011 plans for 22-23 July 2011 at Old Orchard Inn

Halifax National Festival 2010

Many thanks go to all the leaders and dancers from Nova Scotia and the Maritimes who supported and participated in the very successful 17th Canadian National Square and Round Dance Convention. The final registration figure was 1166 dancers including 190 from Nova Scotia, 962 from Canada, and 158 from the USA. There are still a few outstanding expenses but we know that we generated a profit of about $15,000 that will be transferred to the Square and Round Dance Federation of Nova Scotia. We received numerous favourable comments about many aspects of the event and very few complaints. Once again we can take pride in a great team effort that resulted in a job well done.

Maritime Singing Call Figures List Project

At the June MCCA Workshop we agreed that the callers in the Maritimes would begin to compile a list of Singing Call Figures with the following aims:
- The figures will use Standard Applications of the Callerlab Programs in smooth flowing choreography with appropriate timing.
- These figures will include all the common Standard Applications that must be taught to new dancers to ensure success at Special Dances.
- All Maritime callers will be encouraged to use these figures with sufficient frequency to ensure that these figures form a "safe haven" for callers and dancers at Special Dances.

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STANDARD BASIC SINGING CALL FIGURES Ron & Dottie Sept 2010

Note: Moves inside [ ] may be omitted. Moves inside { } may be replaced by another listed option

SEPARATE -- Right Progression Heads Pass Thru & Separate @ 1 to line Go Up and Back Ends Pass Thru, Around one to new line Go Up & Back All Circle Left Allemande Left, return & Promenade	**SEPARATE AROUND 2, U-TURN BACK:** Sides Pass Thru & Separate around 2 Make a Line, Go Up and Back Pass Thru, U Turn Back Go Up and Back Pass Thru, (Beside you) Swing & Prom. {or Take partner and go left to Promenade}
LADIES CHAIN and ROLLAWAY: Heads Promenade Outside Halfway Same 2 Ladies Chain Across & Rollaway Sides Promenade Outside Halfway Same 2 Ladies Chain Across & Rollaway All Circle Left - -, - - - - Allemande Left, return & Promenade	**SPLIT TWO, CENTER STAR:** Head Ladies Chain Heads Circle Left 3/4 -, - - - - Centers Pass Thru and Split Two Separate around one Down the Middle Make a Right Hand Star to your corner Allemande Left and Roll Promenade
LEAD RIGHT, VEER LEFT, CIRCULATE Heads Promenade Halfway Sides Lead Right, Veer Left, Couples Circulate, Boys Circulate Ladies Chain Down the Line Ladies Chain across into a Promenade	**RIGHT AND LEFT THRU:** Heads Right and Left Thru and Rollaway - - - - , Heads Pass Thru Separate Around One to Line, - - - Go Up & Back, - { Ladies Chain across - - - -, - - Ladies Chain back } Into a Promenade { } or { R & L T, Pass T, Sw}
STAR THRU: Heads Promenade Half Heads Star Thru and Pass Thru All Star Thru, Go Up and Back Right and Left Thru Pass Thru, (and face your corner) Swing and Promenade	**CIRCLE TO A LINE:** **short** Heads Lead Right and Circle to a Line - - - -, - - Pass Thru Bend the Line, Go Up and Back Star Thru and Pass Thru Swing and Promenade
SQUARE THRU FOUR: **short** Heads Square Thru Four Dosado { All Square Thru Four } Swing and Promenade Or { Square Thru 5, Left Allemande, Swing}	**SQUARE THRU 4 and STARS:** Heads Square Thru Four Make a Right-Hand Star Heads Star Left one time to same two [{ Square Thru Four } or { Pass Thru, Left Alle}] Swing and Promenade
DIVE THRU: Heads Star Thru and Pass Thru Each four Circle Left Halfway Centres Arch, Outsides Dive Thru Centres Pass Thru [Dosado], [Square Thru Four] Swing Corner, Promenade	**WHEEL AROUND, HALF SASHAY:** All Promenade, Heads Wheel Around Right and Left Thru and Half Sashay Go Up and Back, Box the Gnat Square Thru Four Swing and Promenade
TRADES, couples, partner, boys: Heads Star Thru and Pass Thru Right and Left Thru and Veer Left Couples Circulate, Couples Trade Partner Trade, Boys Trade Couples Circulate into a Promenade	**SWING THRU:** Heads Star Thru and Pass Thru {or Promenade Halfway, Square Thru 4} Swing Thru - -, Girls Circulate, Swing Thru - -, Boys Circulate, Swing and Promenade

PASS THE OCEAN, SWING THRU, RUN:	WHEEL AND DEAL, DOUBLE PASS THRU:
Heads Promenade Half	Heads Star Thru and California Twirl
Pass the Ocean - -, Extend {= Star T, Pass T}	Circle to a Line, - - - -
Swing Thru, Boys Run	Go Up and Back, - - Pass Thru,
Bend the Line, Go Up and Back	Wheel and Deal - -, Double Pass Thru
Right and Left Thru	Leaders Partner Trade
Ladies Chain into a Promenade	Swing and Promenade
FIRST COUPLE LEFT, NEXT RIGHT:	**ZOOM:**
Heads Star Thru, All Double Pass Thru	Heads Star Thru and Pass Thru
First Couple Left, Next Couple Right	Circle to a Line,
Lines Go Up and Back you reel,	Pass Thru, Wheel and Deal - -
Pass Thru with a Wheel and Deal	Zoom - - , { Centres Pass Thru }
Centres Square Thru 3, - - - -	{ or Centers Square Thru Five }
Swing and Promenade	Swing and Promenade (half)
FLUTTERWHEEL AND SWEEP 1/4:	**FLUTTERWHEEL:**
Heads Pass Thru & Separate Around 2 to Line	Heads Flutterwheel and Sweep 1/4
Go Up and Back - -, Box the Gnat	- - - - , Centers Pass Thru
Right and Left Thru	Swing Thru - -, - - Boys Run
Flutterwheel and Sweep 1/4	Bend the Line, Reverse Flutterwheel
Swing and Promenade	- - - - , - - Pass Thru
	Swing and Promenade
TRADE BY, TOUCH 1/4:	**COLUMN CIRCULATE:**
Heads Touch 1/4, Those Boys Run	Heads Lead Right & Circle to a Line
- - - -, Swing Thru - -	- - - -, Go Up and Back
- - Boys Run, - - Couples Circulate	Touch 1/4 - -, Column Circulate
Ladies Chain Down the Line	Boys Run - -, [Square Thru Four]
Star Thru - -, Pass Thru, Trade By	- - - -, - - - -
Swing and Promenade	Swing and Promenade
SPLIT CIRCULATE:	**FERRIS WHEEL:**
Heads Square Thru Four, - - - -	Heads Square Thru Four
- - - -, Swing Thru Twice	- - - -, Dosado and Make a Wave
- - - -, - - - -	- - Swing Thru, - - Boys Run
Single Hinge, Split Circulate Twice	- - - -, Ferris Wheel
- - - -, - - Swing	- - Centers Pass Thru to your corner
Promenade	Swing and Promenade
FERRIS WHEEL:	**LEFT SWING THRU, WHEEL AROUND:**
Heads Promenade Half - - - -	Heads Star Thru and Pass Thru
Square Thru Four, - - - -	Left Swing Thru, Girls Run
- - Right and Left Thru, - - - -	Ferris Wheel and Centers Wheel Around
Veer Left, Ferris Wheel, - - - -	[Touch 1/4, Girls Run, Touch 1/4, Boys Run]
Centers Square Thru 3, - - - -	Swing and Promenade
Swing and Promenade	
LEFT SQUARE THRU:	**GIRLS CROSS RUN, LEFT SWING THRU:**
Heads Left Square Thru Four	Heads Pass the Ocean, - - Extend
Make a Left Hand Star	Girls Cross Run -, - - Men Trade
Heads Star Right	Left Swing Thru -, - - - -
Left Swing Thru -, - - Girls Trade,	Girls Run - -, Ferris Wheel
Girls Run, Promenade	Double Pass Thru, Leaders Partner Trade
	Swing and Promenade

A Simple Recovery System using the Chicken Plucker Framework

If something goes wrong when using the Chicken Plucker, it is useful to have some idea how to get back within the framework and then continue to a correct Allemande Left resolution. This system will also work for other preplanned choreography.

1) Note Key Dancers: Always note two adjacent partner pairs and the two corners within those pairs who must meet for the Allemande Left.

2) Move dancers into a Normal Eight Chain Thru formation: When Recovery is needed or when ready to resolve, return the dancers to a Normal Eight Chain Thru formation.

3) Return to the Chicken Plucker Framework

In the Chicken Plucker Framework there are always exactly two couples together as partners. When tracking two noted couples, one couple will be side-by-side as partners and the other dancers in the other couple will each have their opposite as their partner. The goal for this step is to have one noted couple paired and the other not paired. Observant use of Ladies Chain will return you to the Chicken Plucker Framework as follows. Work through the steps sequentially until you are in the framework and then omit the remaining steps and move on to step 3.

a) Look for your noted partners to see if one or both are together as partners. **If just one is together then you are in the Chicken Plucker framework** and can **go immediately to step 3**.

b) If neither of the noted couples is together as partners, **look to see if a Ladies Chain would bring a partner pair together. If so, call "Ladies Chain".** If you now have just one of your noted partners together then you are in the Chicken Plucker framework and can go to step 3. (Skip this step if both couples are paired.)

c) If neither or both of your noted partner pairs are together as partners, call **"Dive Thru, Center Ladies Chain, Centers Pass Thru"**. If that makes a pair together in the center, then you are in the Chicken Plucker framework and can go to step 3.

d) If you still do not have any partner pairs together **call "Ladies Chain"**. You should be in the Chicken Plucker framework.

3) Put the Paired Couple on the Outside

Once in the Chicken Plucker Framework use "Right and Left Thru" if needed to put the paired couple on the outside.
a) **If the noted corners are facing call Allemande Left.**
b) **If the noted corners are not facing, call half the Chicken Plucker, then Allemande Left.**

Using this process for general Sight Calling

The above process deals with all of the possible Normal Eight Chain Thru FASRs. It can be used for general sight calling although there are more efficient resolutions for the cases when all partners are paired or facing each other.

If all partners are paired call "Veer Left".
If they are **in sequence, call "California Twirl, Promenade".**
If they are **not in sequence, call "Couples Trade, Partner Trade, Promenade"**

If all partners are facing, look for the noted corners and call either **"Pass Thru" or "Square Thru 3" to bring the corners together**, then call "Allemande Left".