

Real Hexagon

An Easy Approach for Beginners

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Poll

- Have you seen Real Hexagon dancing?
- Did you already dance in a hexagonal setup?
- Did you already call for Real Hexagons?

Short History

A first: September 2007

My experience then:

- Calling Squares
- Have seen Real Hexagons dancing
- Have read papers by Bill Eyler and Clark Baker

My experience since then:

- 40 to 45 Real Hexagon dances per annum
- Teaching Real Hexagon to experienced square dancers and non-square dancers

Philosophy

- Hexagon dancers must be able to dance in a square also

Scope (for this Presentation)

Easy access to call Real Hexagon

- For callers with and without experience
- For dancers without hexagonal dancing experience

Especially callers learn to see definitions in a different light

Show some pitfalls that can and should be avoided

- (until you know what you are doing)

Does not show Sight Resolution for Hexagons

Truisms

1. You learn “chopping cucumbers” when you chop them with a sharp knife – and repeat that often.
2. Hexagon calling is as easy as strumming three chords on a guitar at a campfire.
3. Hexagon calling is as difficult as using the same guitar and playing Tommy Emmanuel’s version of Classical Gas – he has practiced his chops.

Colors

- General colors started with a square in alphabetical order:
 - blue (#1) – green (#2) – red (#3) – yellow (#4)
- With six couples I added two more, in alphabetical order:
 - orange (#5) – violet (#6)



Square vs. Hexagon Setup

Three forms of setups

- Square
- Six-couple rectangle
- Six-couple honeycomb shape = hexagon



Square vs. Hexagon Setup

- Square = 4 couples → 2 head couples, 2 side couples
- Rectangle = 6 couples → 4 head couples, 2 side couples
- Hexagon = 6 couples → 3 head couples, 3 side couples

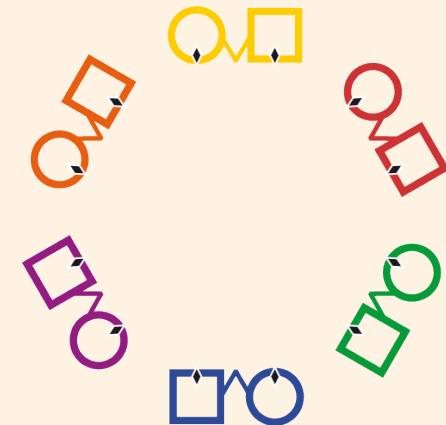
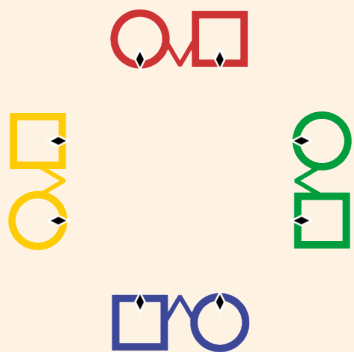


Square vs. Hexagon Setup

I know there are
4 quarters in a square,

in a Hexagon I see
6 quarters.

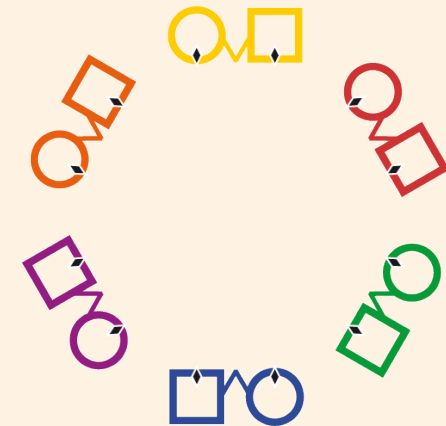
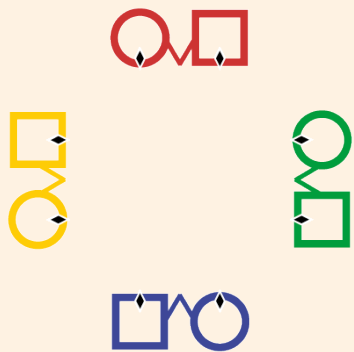
The math behind it:
 $2/4 = 1/2$



Square vs. Hexagon Setup

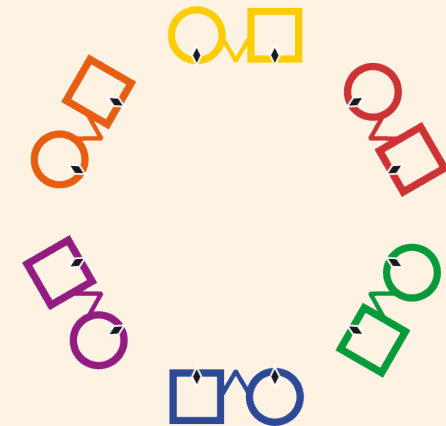
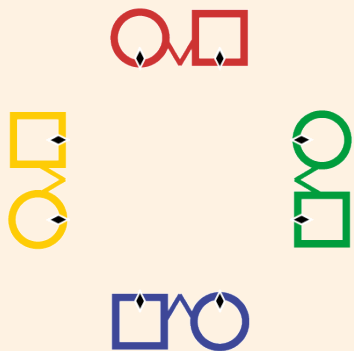
Circumference

- H/S Promenade 1/2 is the same distance as in a square (!)
- H/S Square Thru 4 is not!



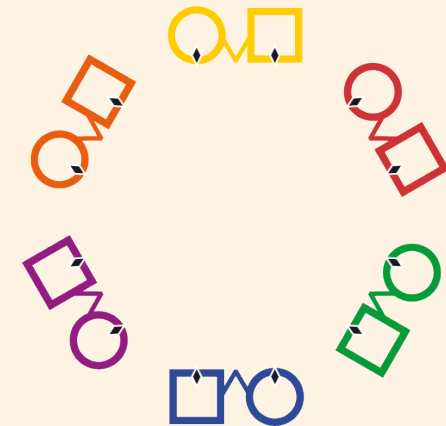
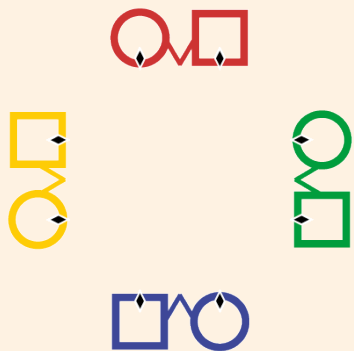
Square vs. Hexagon Who is Who?

- Original Partners and Corners
 - are the same people in a square and in a hexagon.
 - Are not always the same people when you call for a square and dancers are in a hexagon.

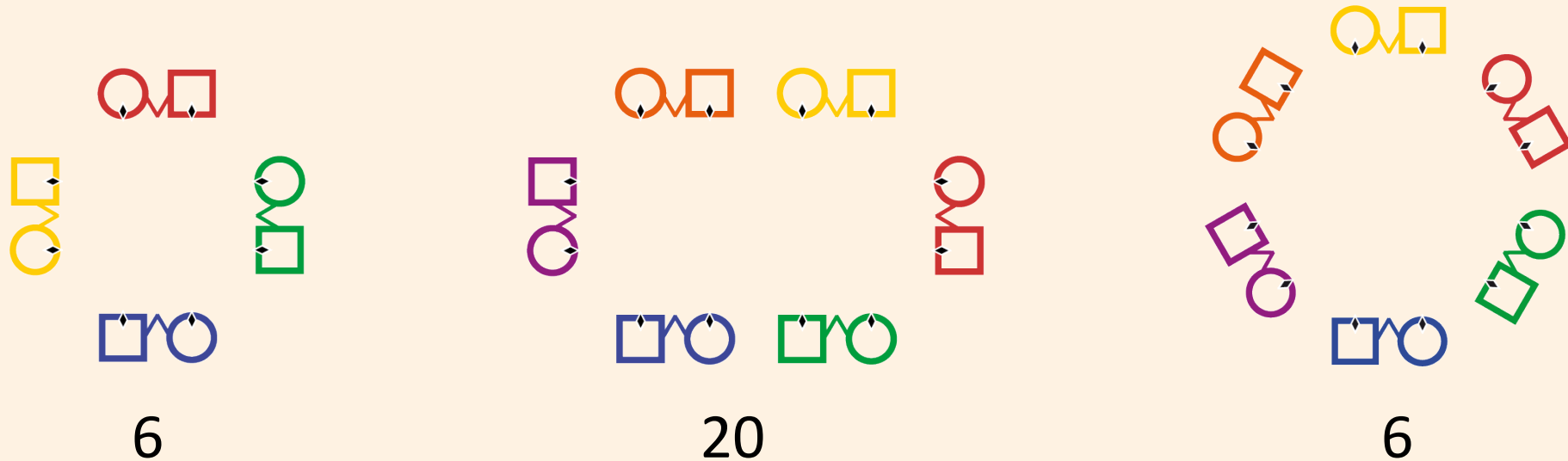


Square vs. Hexagon Who is Who?

- Original Opposites
 - are the schizophrenic elements in a hexagon.
 - And we don't talk about anybody else.



Square vs. Hexagon Arrangements

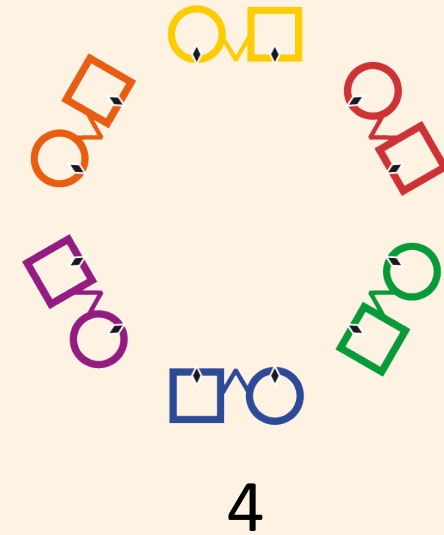
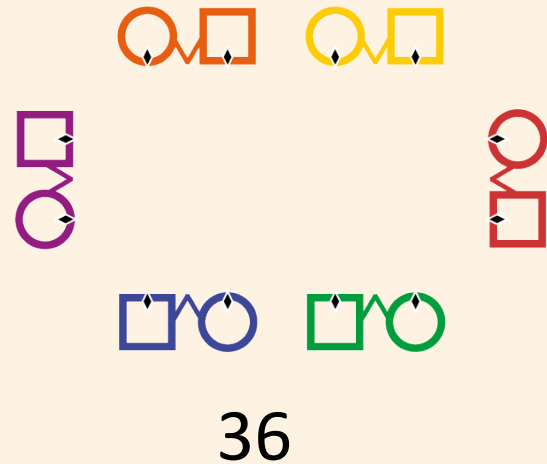
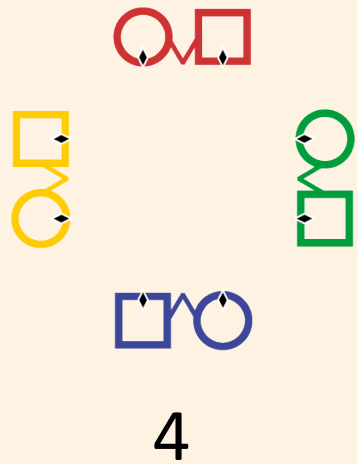


... and the math behind it:

$$4! = 1 \times 2 \times 3 \times 4 = 24 : 2! \text{ (Boys)} : 2! \text{ (Girls)} = 6$$

$$6! = 1 \times 2 \times 3 \times 4 \times 5 \times 6 = 720 : 3! \text{ (Boys)} : 3! \text{ (Girls)} = 20$$

Square vs. Hexagon Sequence States

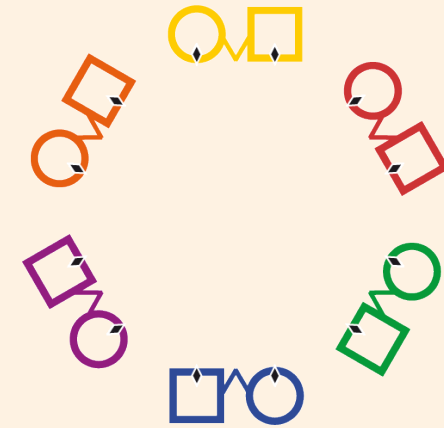
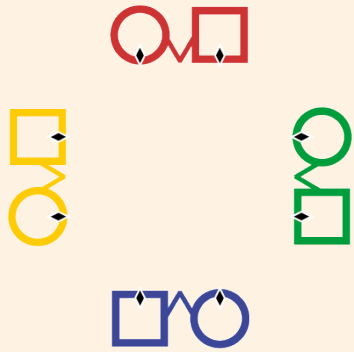


... and the math behind it:

$$2! \times 2! = (1 \times 2) \times 2 = 4$$

$$3! \times 3! = (1 \times 2 \times 3) \times 2 = 36$$

Square vs. Hexagon Sequence States



Hexagon vs Square:

Some choreography maintains the sequence

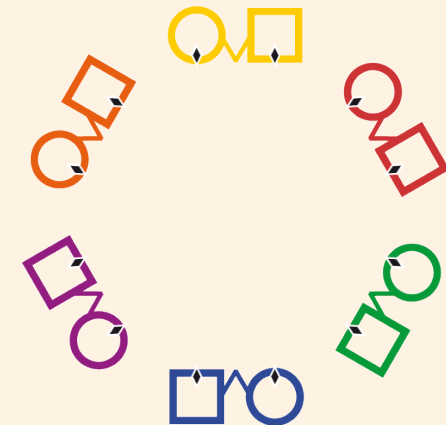
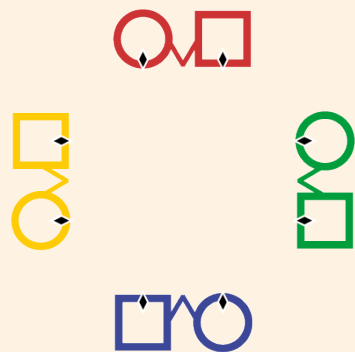
Most does not!

Square choreography disorders hexagons – in most cases.

Square vs. Hexagon

Technical FASRs

- Technical FASRs are common names
 - There are always two distinct different FASRs with the same common name.
 - FAS remain the same, R changes.
 - For the most part, they are the same in squares and in hexagons.
- In the following examples the Sides are activated.



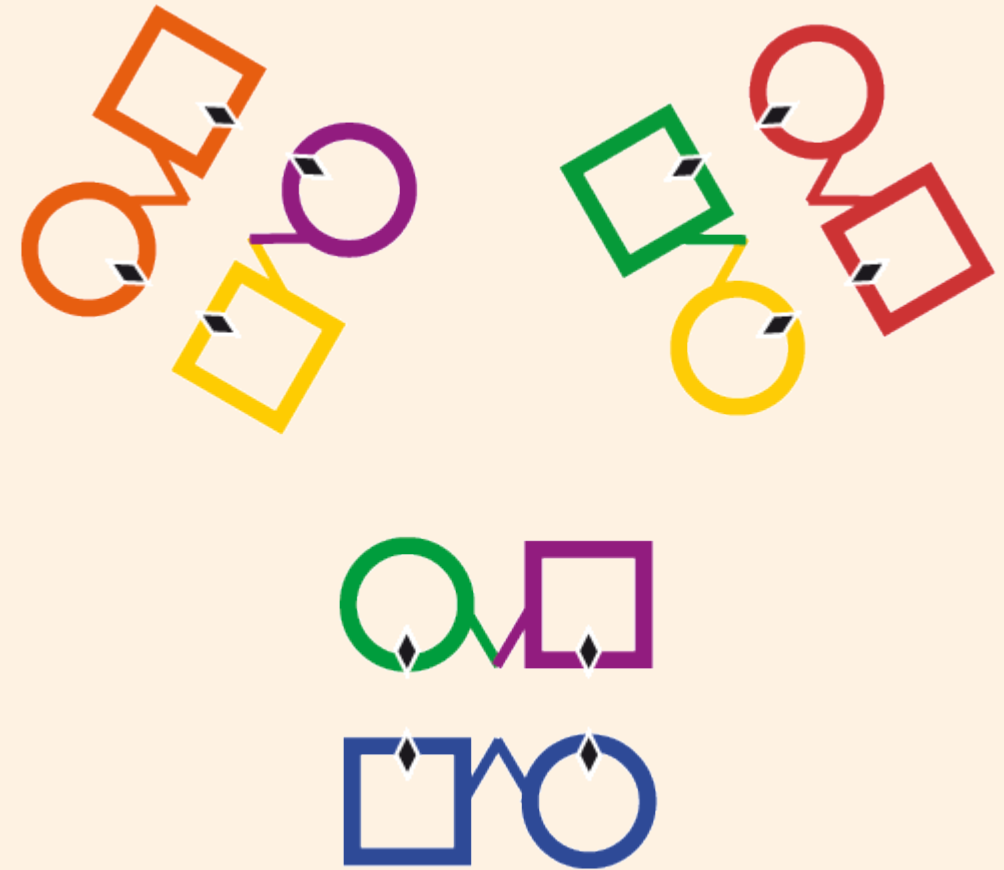
Square vs. Hexagon

Technical FASRs – Corner Box in Sequence



Square vs. Hexagon

Technical FASRs – RHL Box out of Sequence



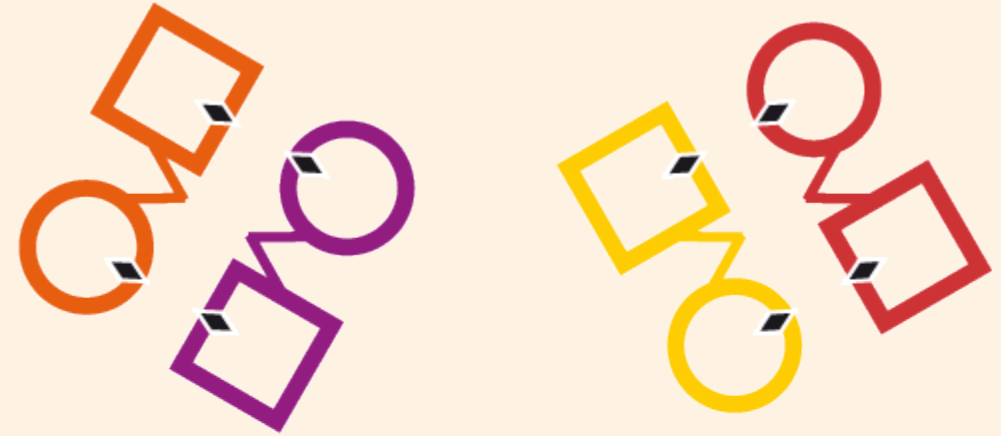
Square vs. Hexagon

Technical FASRs – (Sides) Lead Right Box



Square vs. Hexagon

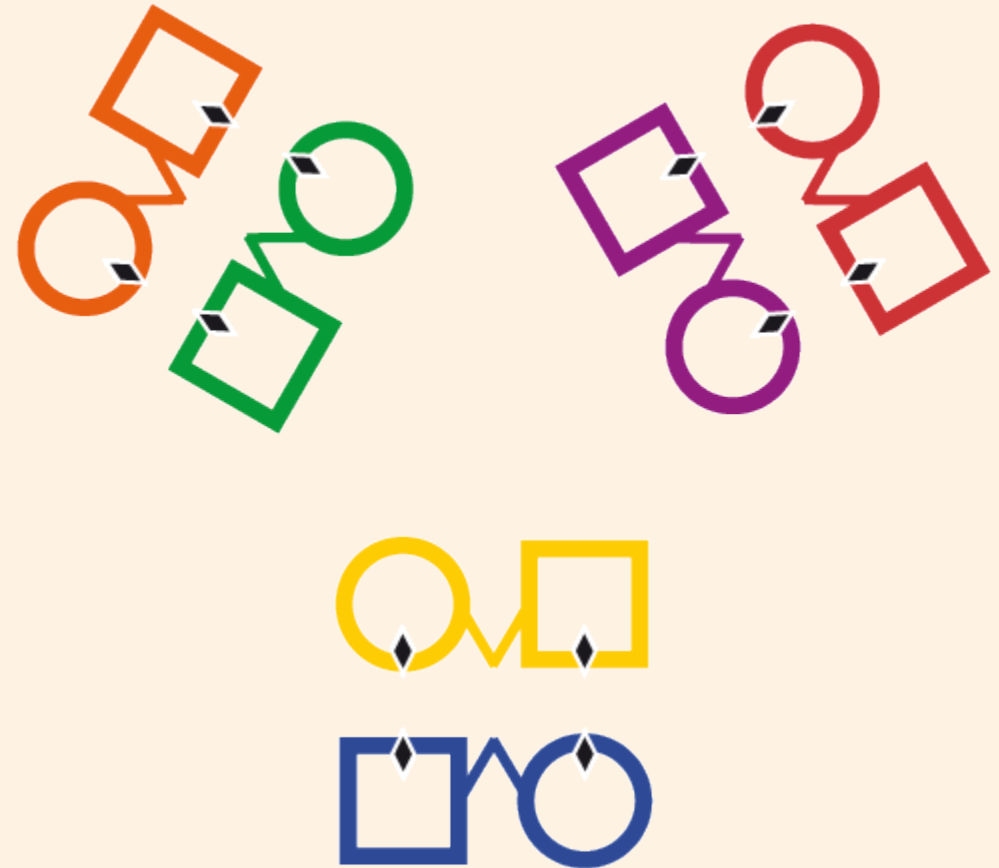
Technical FASRs – (Sides) Lead Left Box



Square vs. Hexagon

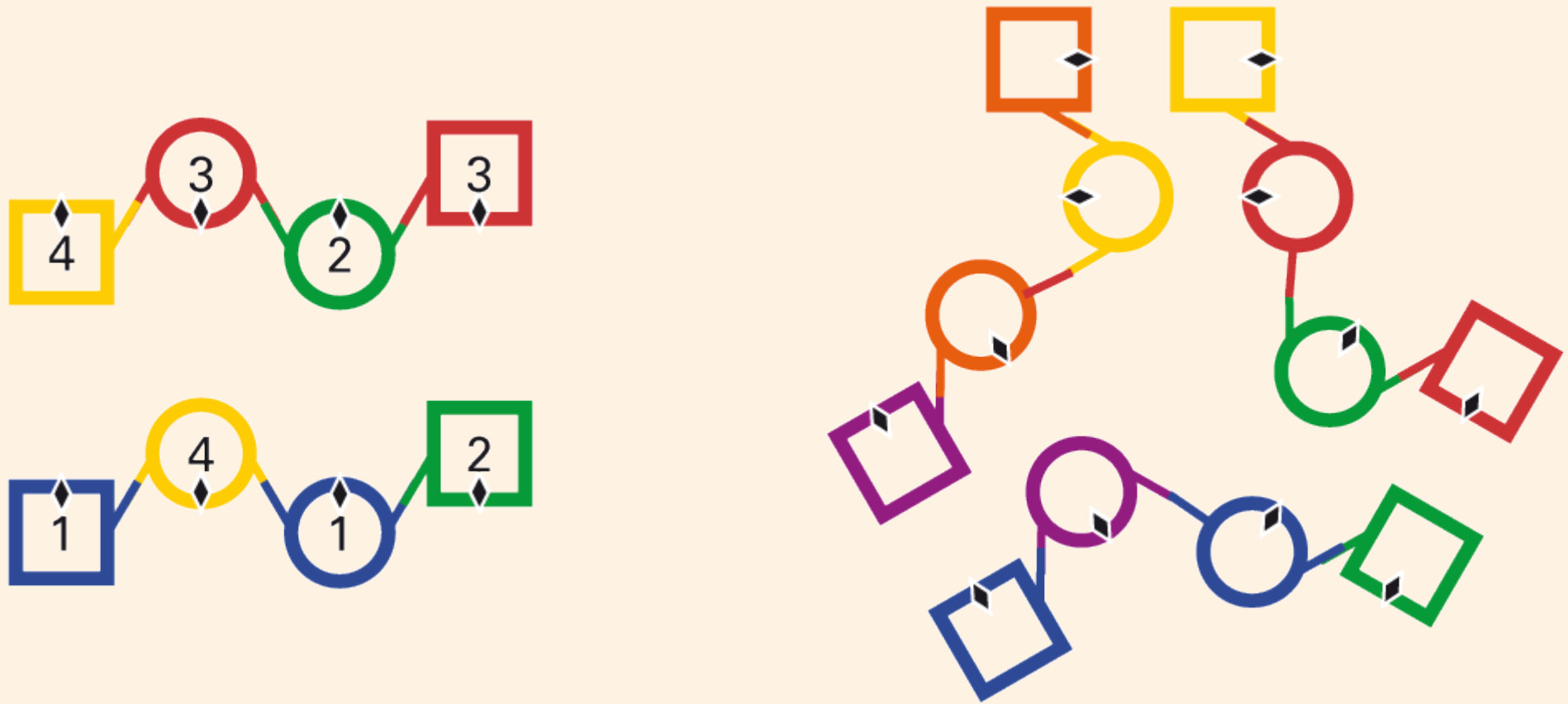
Technical FASRs – Lead Straight Ahead Box

- Not available in Squares
- Third form comparable to
 - Lead Right/Lead Left
 - Square Thru 6/Square Thru 4
- The only “single call” method to get there:
 - Square Thru 2



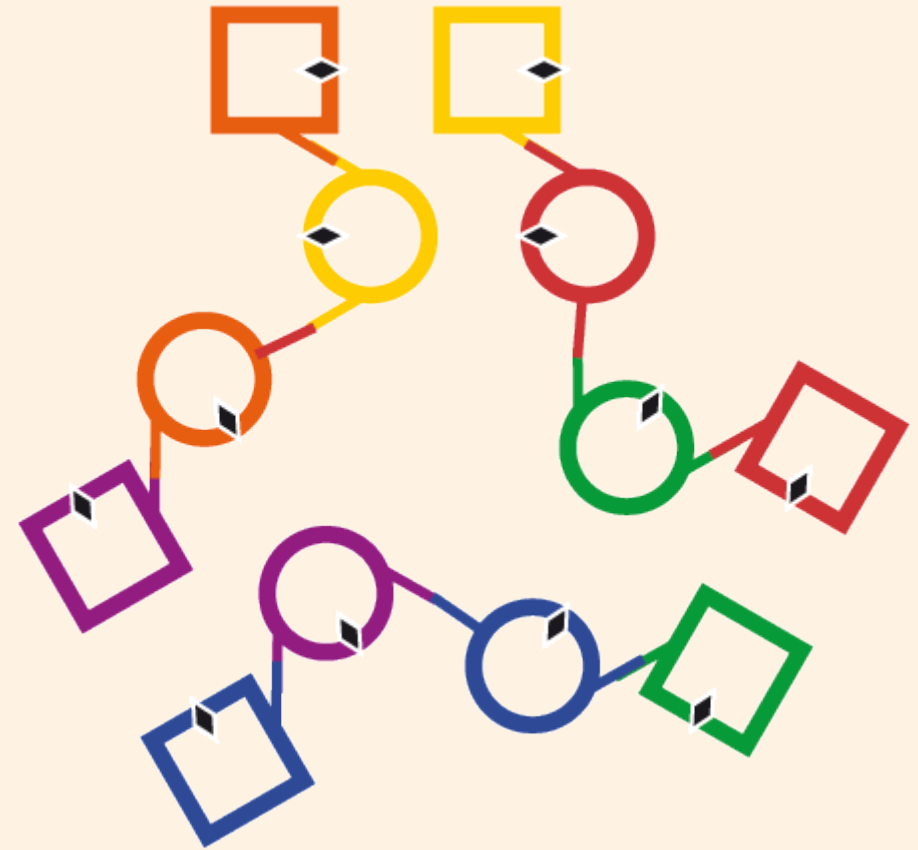
Square vs. Hexagon

Technical FASRs – Corner Box Ocean Wave



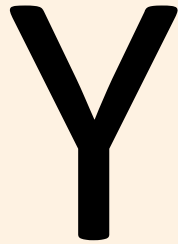
Square vs. Hexagon General Formations

- Formations look sometimes distorted.
- This distortion has a purpose.
- Most calls are easier to dance.
- Most – means that some calls are more difficult.



Square vs. Hexagon General Formations

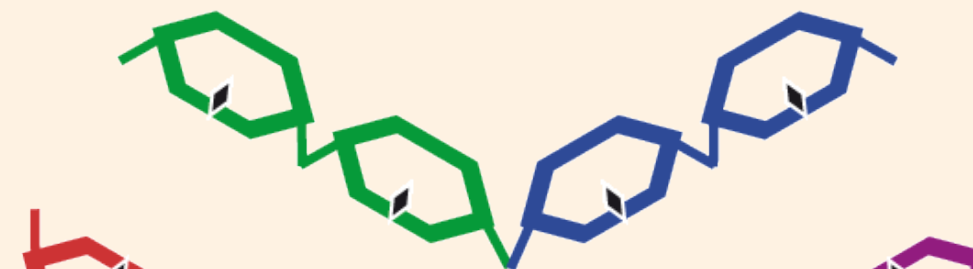
Still, formations should
– whenever possible –
have a



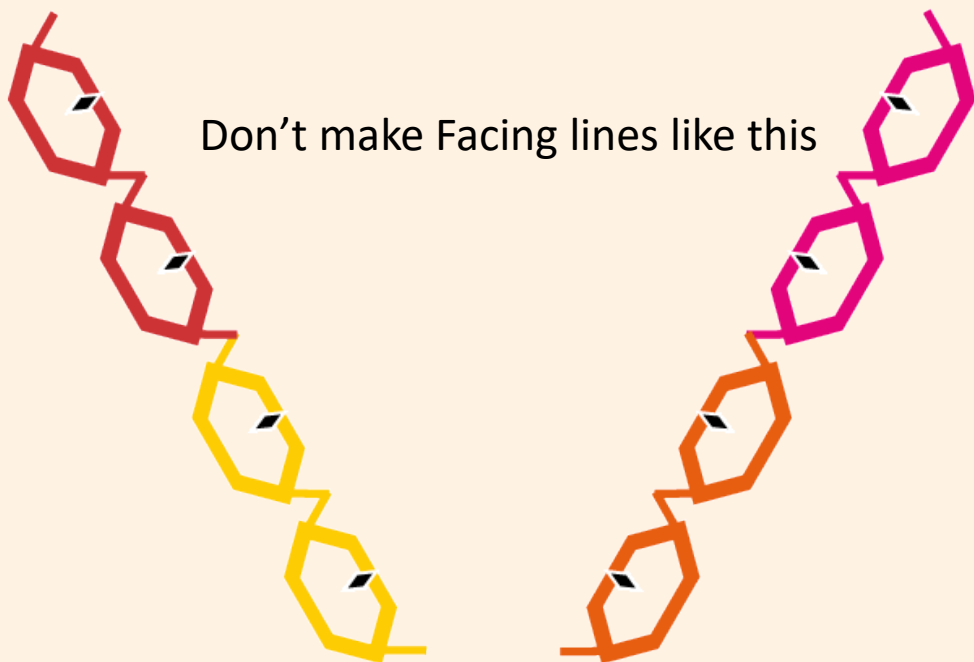
-shape.



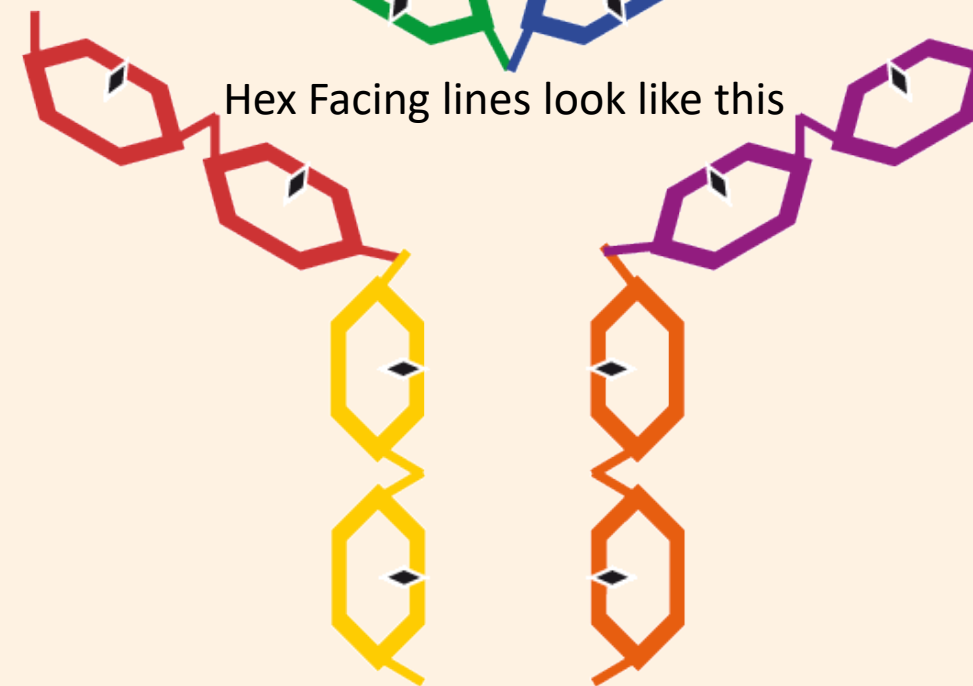
Square vs. Hexagon General Formations



Don't make Facing lines like this

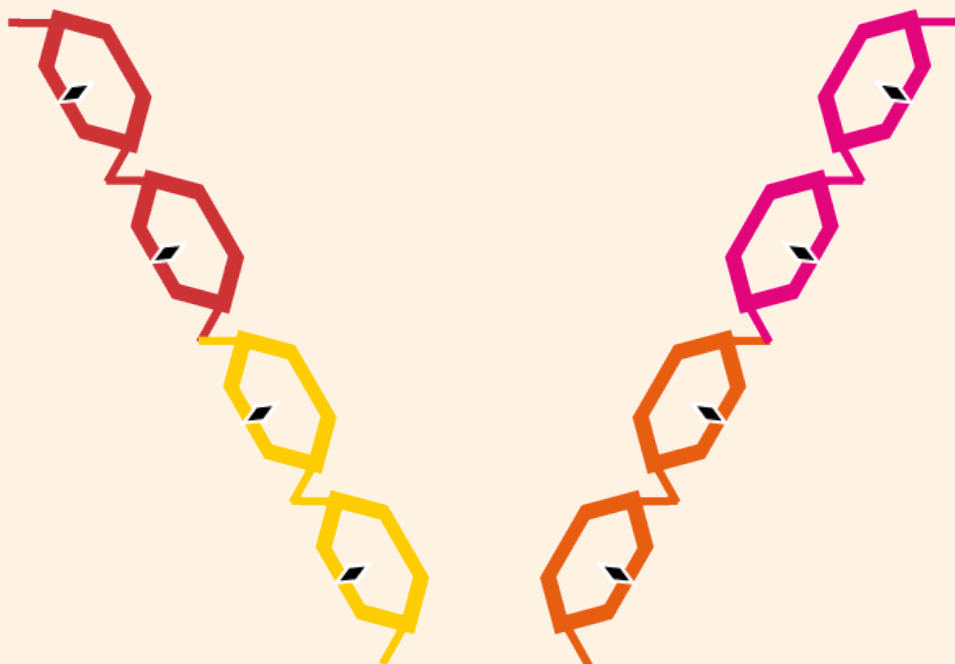


Hex Facing lines look like this

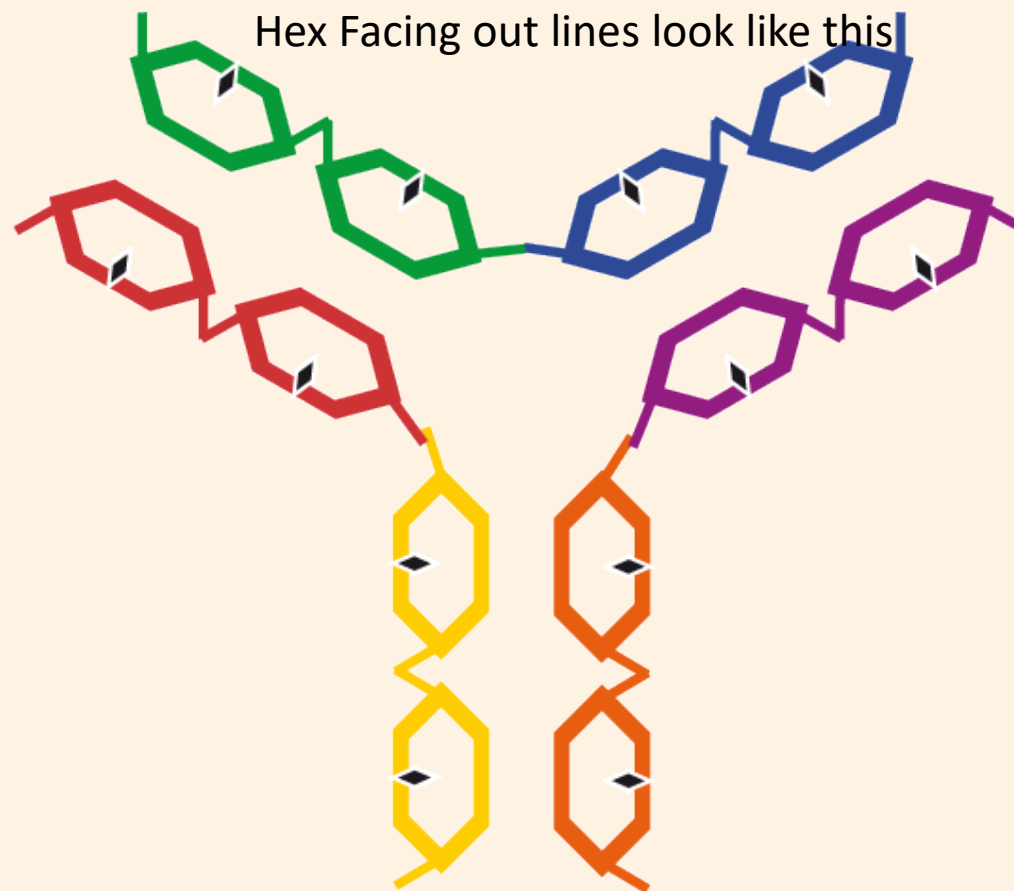


Square vs. Hexagon General Formations

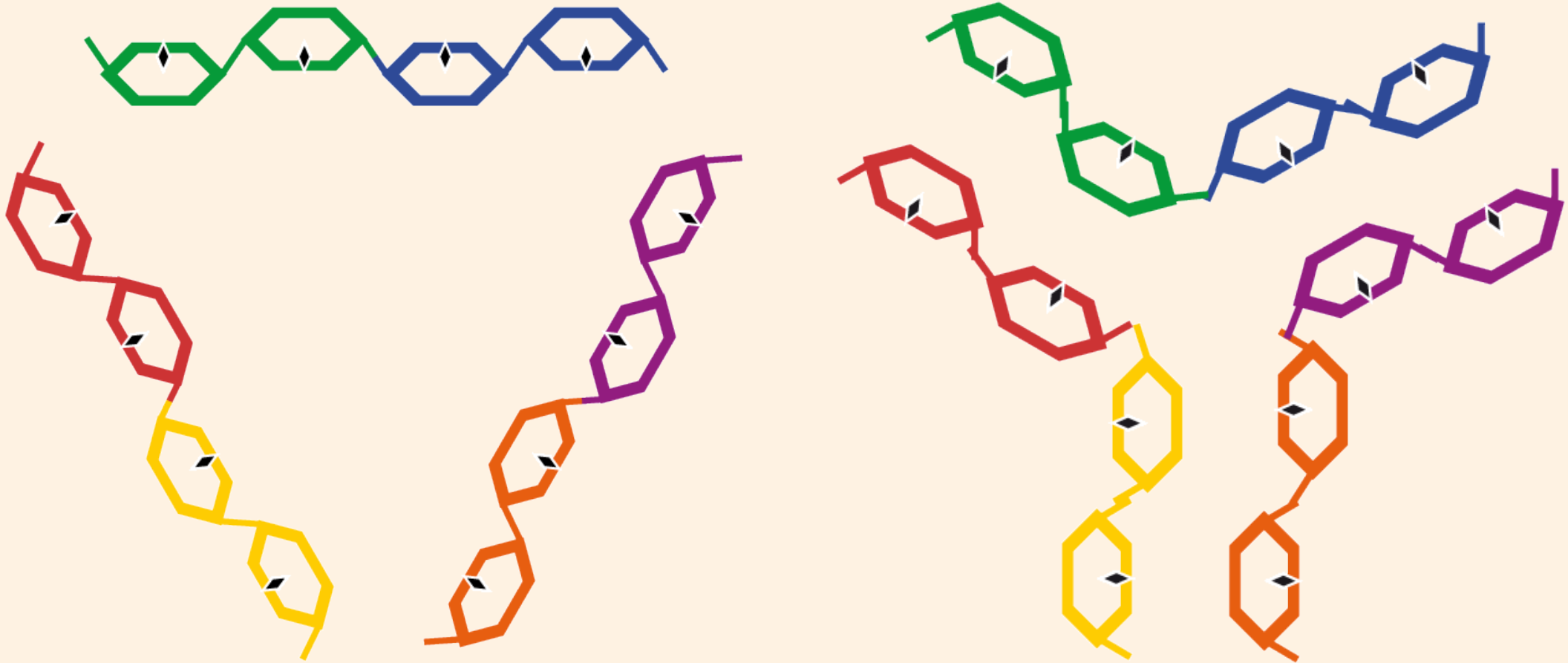
Don't make Facing out lines like this



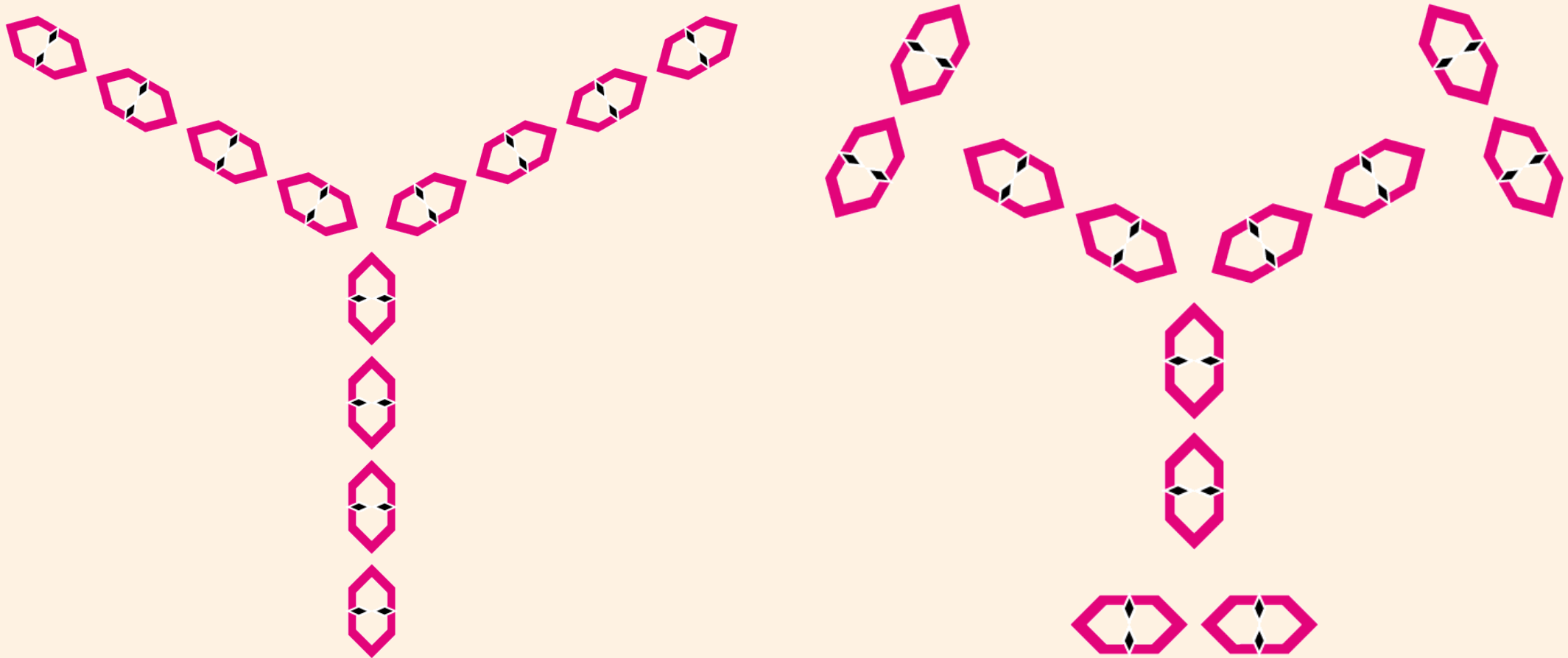
Hex Facing out lines look like this



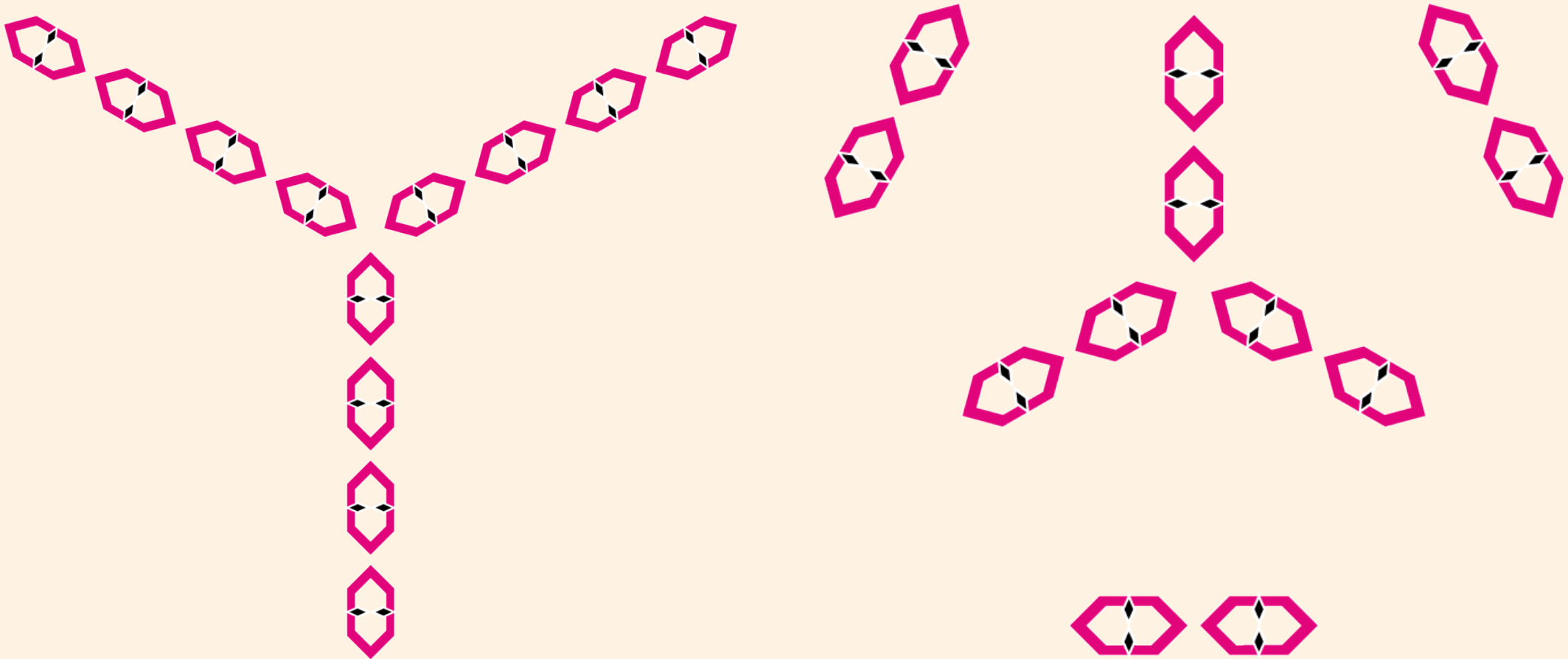
Square vs. Hexagon General Formations



Square vs. Hexagon General Formations



Square vs. Hexagon General Formations



Square vs. Hexagon

Definitions, general

- The definition of a call does not change – but the wording of that definition does change.
 - The definition now must describe the exact actions
- Select a call for your hexagon calling,
 - Observe what the dancers do in a square.
 - (You know, what they'd do if they danced correctly, not what they do after they transmogrified the definition into their own pudding of actions.)
 - Reword the definition to describe that action exactly.
 - Apply that reworded definition first to a square
 - And then to a Hexagon

Square vs. Hexagon

Definitions, Example, Part 1

H/S Flutterwheel; Square (current)

- The right-side dancers leave their current partner and Right Arm Turn with each other a full turn, each ending where they started.
- Halfway through this motion, they take a couple handhold with the other dancer (i.e., the one they were originally facing directly),
- and the second half of the Arm Turn is completed with each new couple working as a unit.

H/S Flutterwheel; Square (before)

- The right-hand dancers go into the center and turn by the right forearm.
- As they move adjacent to the opposite dancer, they reach out with the free (left) hand and, taking the right hand of the opposite dancer,
- each continues on around to the original right hand dancer's starting position, releasing arms in the center and turning as a couple to face the center.

Square vs. Hexagon

Definitions, Example, Part 2

H/S Flutterwheel; Square (before)

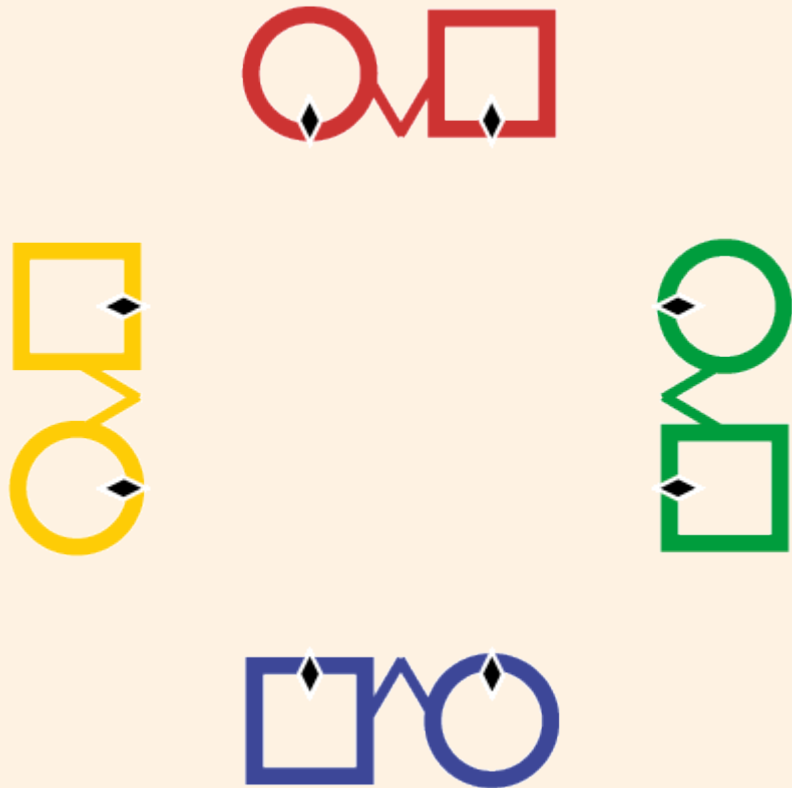
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H/S Flutterwheel; Hexagon

- The right-hand dancers go into the center and star by the right
- with each other two positions
- they reach out with the free (left) hand and (maintaining the star), taking the right hand of the dancer “waiting” there,
- each continues to move two more positions (to the next open space),
- releasing arms in the center and turning as a couple to face the center.

Square vs. Hexagon

Definitions, Example (Apply to Square)

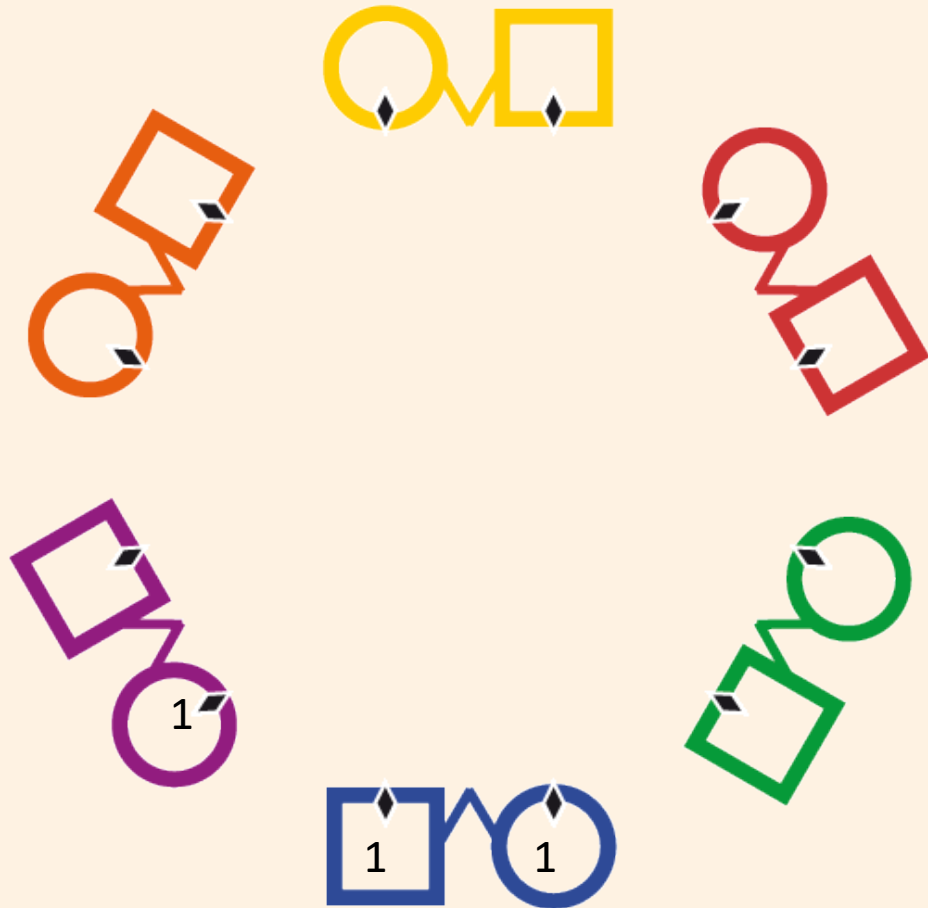


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Square vs. Hexagon

Definitions, Example (Apply to Hexagon)

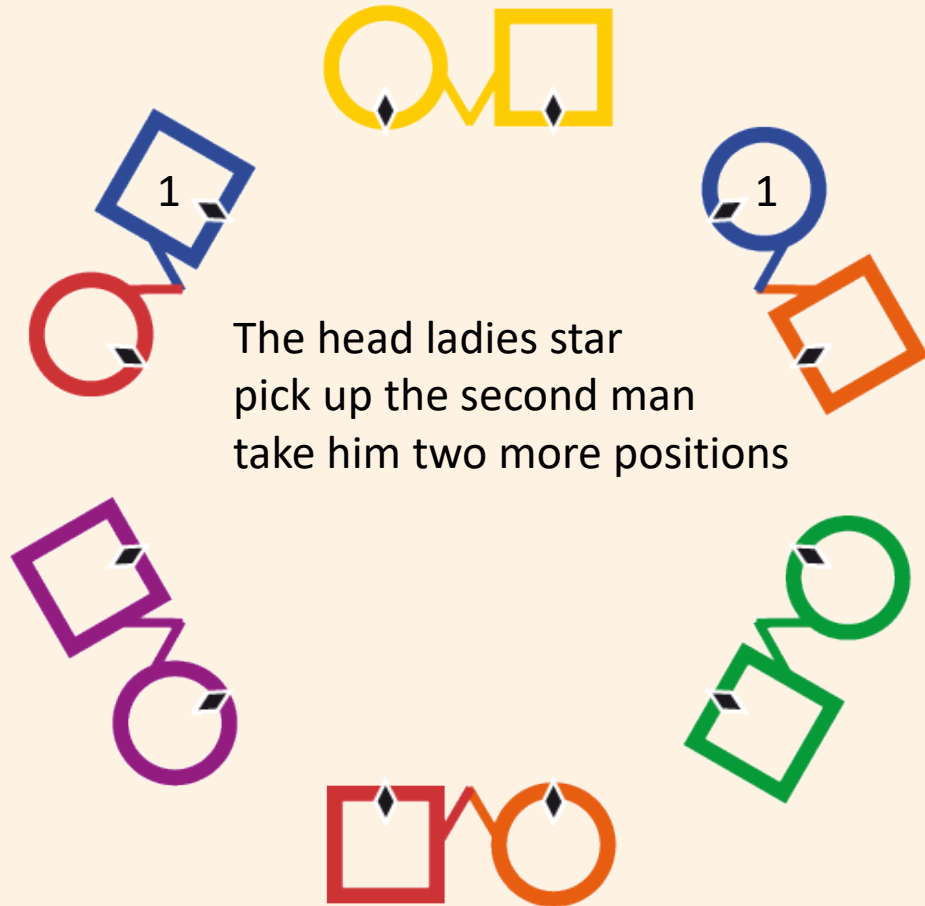


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Square vs. Hexagon

Definitions, Example (Apply to Hexagon)



H/S Flutterwheel; Hexagon

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Square vs. Hexagon Calls' Properties

- What type of call is it?
 - Does it work around the perimeter of the setup?
 - Is it “hugging the wall”?
 - Is it a “Y-shaped” call?
 - Does it go “through the center”?

Degree of Difficulty of Selected Calls

Square = Easy vs. Hexagon = Easy

- All calls on the perimeter and “eight dancer stars”
- All calls that have you “hugging the walls”
- All others are more on the difficult side, but that depends strongly on the situation.
- Some of the more difficult are on the next slide.

Degree of Difficulty of Selected Calls

Square = Easy vs. Hexagon = Difficult

- H/S Square Thru, Eight Chain Four, Swing Corner, Promenade Home
 - Anything beyond Eight Chain Three will be difficult.
- Any call with Arm Turns ($\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$) in the center (e. g. Heads Swing Thru, Spin the Top; Spin Chain Thru; Scoot Back...).
- H/S Pass the Ocean
- Ferris Wheel (this appears to be the easiest of the difficult calls).

Ready to Call – Ready to Impress HD-1

- Allemande Left in the Alamo Style,
 - (all Alamo choreography that ends with original Partner on the right hand and original corner on left hand)
 - LA!
- H/S go Forward and Back – H/S Square Thru 6!,
 - (all two-couple-choreography that starts and ends in a corner box)
 - LA!
- H/S go Forward and Back – H/S Star Thru, Pass Thru
 - (all two-couple-choreography that starts and ends in a “Lead Straight Ahead Box”),
 - Right and Left Thru, Dive Thru, Square Thru 3, LA!

Ready to Call – Ready to Impress HD-2

- H/S Lead Right
 - (all two-couple-choreography that starts and ends in a “Lead Right Box”)
 - Swing Thru, Right and Left Grand
 - (difficult for many in a square, very difficult for almost everybody in a hexagon!)
 - Or: instead of RLG at this point: Turn Thru, Allemande Left, RLG
- H/S go Forward and Back – H/S Dosado
- H/S Boys or Girls go Forward and Back – H/S B/G Dosado
 - (followed by Star Choreography to original Partner or Corner)
 - Resolve as if in a square

Ready to Call – Ready to Impress SC-1

- H/S Promenade $\frac{1}{2}$, Square Thru 4, Right and Left Thru, Veer Left, Ferris Wheel, **Pass Thru, Swing...** (instead of square thru 3, swing)
 - (works fine, when your dancers keep that hexagon small while promenading.)
- H/S Square Thru 6, **Eight Chain 6**, Swing and Promenade
 - (you must substitute Eight Chain 6 with /: **Pass Thru, Trade By - three times.** Eight Chain 6 is extremely difficult for dancers to correctly dance.)

Ready to Call – Ready to Impress SC-2

- **H/S Square Thru 4**, Swing Thru, Boys Trade, Boys Run, Half Tag, Scoot Back, Split Circulate, Swing (**changes from CNR to Right Hand Lady!**)...
 - (works fine, when your dancers keep that hexagon small while promenading.)
- All singing call choreography that starts with
 - Square Thru 4 and keeps you in that box is a Right-Hand Lady progression.
 - Make that a Square Thru 6 and it is a Corner Lady Progression
 - Be aware that all calls that cross one of the center lines might bring you in trouble (e. g. Dive Thru, Square Thru 3).
- Some equivalents like Touch $\frac{1}{4}$, Boys Run/Left Touch $\frac{1}{4}$, Girls Run create variety and provide more time to promenade.

Helpful Hints

You call for hexagons with no squares present:

- Adjust number of hands from 4 to 6
 - (Square Thru, Right and Left Grand, Eight Chain 4)

Many Modules – push your checkers first...

- Square: 2 times to make it a zero
- Hexagon: 3 times to make it a zero

You dance in a hexagon to choreography for squares:

- Boy #1 remains Boy #1 regardless wherever he may end a sequence
- Boy #1 is responsible to adjust promenades to the squares.
- All calls work the same way as they would in a square – it just feels different

Further Reading

- Baker, Clark; Hexagon Squares; September 2002; <https://fortytwo.ws/~cbaker/hexagon.html>
also has references to other sources
- Eyler, Bill; Hexagon Dancing, Something Different for the Sight Caller; <http://billeyler.com/main/docs/hexdancing.pdf>
- Legakis, Justin; Hexagon Squares Animation; 2003; http://legakis.net/justin/Squares/hex_anim.html
- Machalik, Tomas “Doug”; Sight Resolution of True Hexagons; 2006 – 2010; <https://etc.square.cz/etc1.pdf>