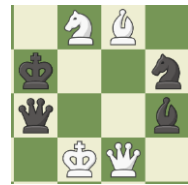


Checkmate in 2



Get to the Corner In 2 Calls or Less

By Michael Haworth

The Corner is Never More Than 2 Calls Away

From any *symmetrical setup*, you, *the caller*, may gather both Head and Side Corners into the same Group (foursome) within 2 calls or less. This really means that you can always create a Corner Group within 2 calls or less.



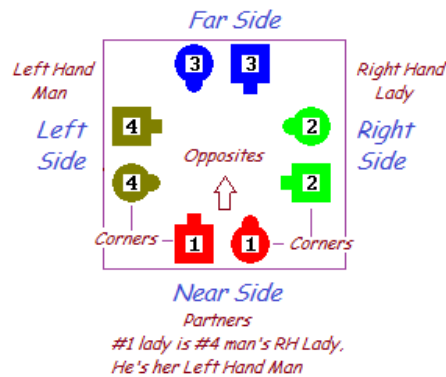
In this example, you start *without* Corners. After two calls, Corners magically appear! This is not rocket science, right?

A Challenge (but let's keep this Mainstream)

Use your *checkers* to create any symmetrical setup for later study. Set it aside, and by the end of this discussion, you should be able to get to that Corner in 2 calls or less.

(Time permitting, we will work through them together.)

A Little Orientation Terminology



Key Couples: Two Adjacent Couples You can Recognize – a Left Hand Couple and a Right Hand Couple.

- Example:
 - Couple #1 – right-hand couple (primary) and Couple #4 – left-hand (*secondary*) couple.
 - Couple #1 – left-hand couple (primary) and Couple #2 – right-hand (*secondary*) couple.

Pivot: Key dancer between the left and right-hand couples, and the first dancer you recognize.

- Example:
 - #1 Man when using #1 and #4 key couples
 - #1 Lady when using #1 and #2 key couples

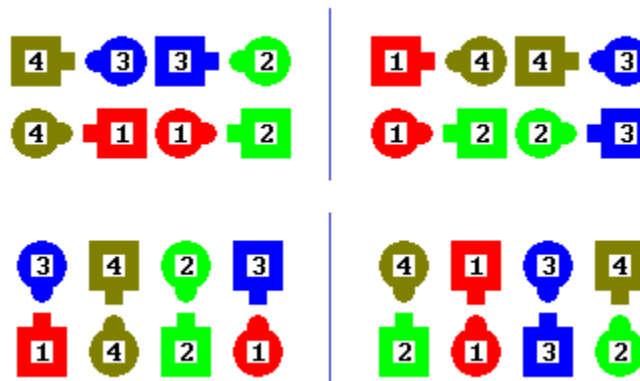
Focus Group: Any Group of four along a side of the square upon which you focus (observe). Your choice.

Creating the Corner Group

As mentioned in the beginning, we are really talking about creating a Corner Group from anywhere within 2 calls. So, what is a Corner Group?

A Corner Group is a collection of four dancers with whom you can create a Corner Box or Line.

- Groups always consist of 4 dancers located on a side of the square. They always contain a Head Boy, Head Girl, Side Boy and a Side Girl.
- The Corner Group contains *only one* set of Original Partners and one set of Original Opposites (whether or not dancers are next to one another), and of course, both of the boys' Corners.



3

- Orientation of any setup doesn't matter. Spin FASRs around like a board game spinner and FASR remains the same.

Practical Corner Group Identity Check

- Does the Group Contain *only one* set of Original Partners? [Oui]
- Does the Group Contain the Pivot's Corner? [Oui]



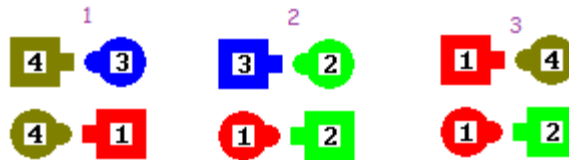
- *Oui Oui, It's a Corner Group*
- If the Corner's not there, *Oui Non* it's *not* a Corner Group

Importance of the Corner Group

- One Couple resolution is easy.
- When you KNOW you have a Corner Group
 - Create Normal Couples (*normalize*)
 - Pair up the Original Partners
 - Maneuver the Paired Couple to the Outside of a normal 8-Chain Thru – Corner Box.
- Launch Get-Outs from Corner Group FASRs you know.
- Change to other FASRs you know using *modules* or mechanical rules.

Objective

- Create a Corner Group using no more than 2 calls. Any of the following sets of dancers is a Corner Group containing a likely *Pivot*:



- When choosing a focus group, select one containing your *Pivot*.

Let's Try It

1.

	<p>All 8 Circulate</p> <p>In this case, any Group you can observe is a Corner Group.</p>	
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2.

	<p>Extend Girls (or Boys) Circulate</p>	<p>Girls Circulate</p>	<p>Boys Circulate</p>
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Alternative:

	<p>Very Centers Trade</p> <p>Near and Far Groups are Corner Groups.</p>	
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Center Wave Recycle works too!

3.

	<p>Cast off $\frac{3}{4}$ Centers Flutterwheel</p> <p>(Ends Run <i>normalizes to Corner Lines</i>)</p> <p>Alternatives: 1. Girls Circulate (in your setup i.e. Cross-Over Circulate) 2. Boys/Girls Run, Ends Circulate</p>	
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4.

	<p>Girls Circulate</p> <p>Alternatives: 1. Boys Circulate, Girls Trade (Acey Deucey)</p>	
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5.

	<p>Boys Circulate – Girls Trade (Acey Deucey)</p> <p>Alternatives: 1. Girls Run, Girls Circulate – Boys Trade (+ Recycle -> CB)</p>	
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What's Going On Here?

- Use *Mechanical Rules* to determine what to look for.
- Four Group Types named for the Common Relationship within the Group: Opposite Lady, Right Hand Lady, Partner, and of course, Corner.
- **Pay Attention.**
 - *Notice your starting Group, and respond accordingly.*

Don't be Fooled by the RH Lady Group

A Right Hand Lady Group is a collection of four dancers with whom you can create a Right Hand Lady Box or Line.

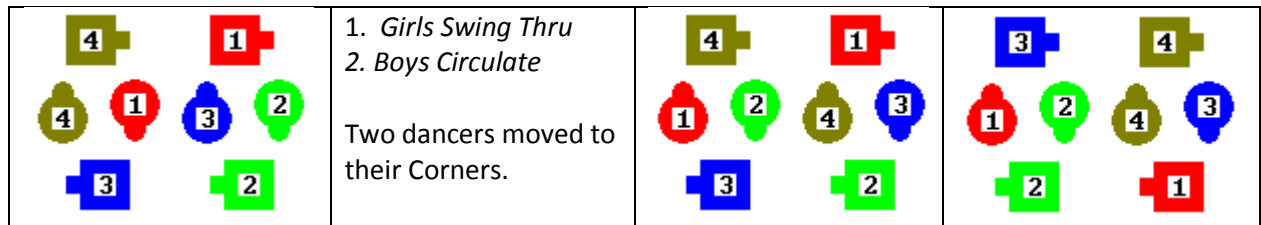
- The Right Hand Lady Group contains *only one* set of original Partners, and one set of original Opposites, and of course, both of the boys' *Right Hand Ladies*. **Corners are absent.**



- **Does the Group Contain *only one* set of Original Partners?** [Oui]
- **Does the Group Contain the Pivot's Corner?** [Non]
- Aha! Oui Non it is a Right Hand Lady Group!
- **No Corners.** Expect to move 2 dancers to their Corners and leave the RH Ladies behind!

6

6.



Alternative: Girls Hinge, Couples Circulate

A Partner Group Can't Hide

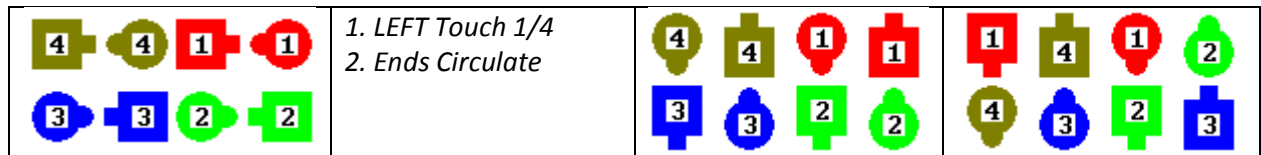
A Partner Group is a collection of four dancers with whom you can create a Partner Line or Box.

- The Partner Group contains *two* sets of original Partners.
- No Opposite is present.



- Does the Group Contain *only one* set of Original Partners? [Non]
- Are there **TWO** sets of Original Partners? [Oui]
- Two sets of Original Partners Constitutes a Partner Group.
- One set of Corners is already here. Expect to move 1 of the other dancers to his or her Corner.

7.



Get-Out: Split Circulate, Chain Down the Line, Flutterwheel, Pass Thru (or Slide Thru) LA!

An Opposite Lady Group Can Throw You for a Loop

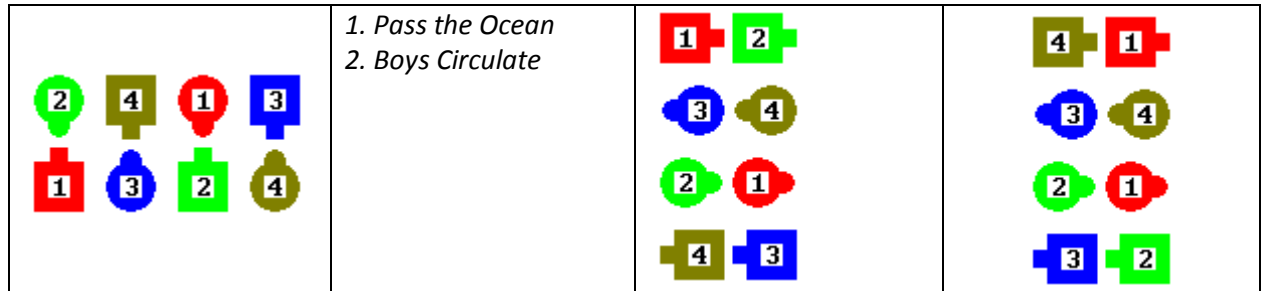
An Opposite Lady Group is a collection of four dancers with whom you can create an Opposite Lady Line or Box.

- The Opposite Lady Group contains *two* sets of original (mixed-sex) Opposites.
- Partners are *absent*.



- Does the Group Contain *only one* set of Original Partners? [Non]
- Are there **TWO** sets of Original Partners? [Non]
- *Non Non* – Opposite Ladies.
- One Corner set is already here. Expect to move 1 of the other dancers to his or her Corner.

8.



8

Review: Transforming a Group to a Corner Group in a Nutshell

- **Right Hand Lady Group:** No Corners are present. **Move 2** dancers to their Corners.
 - Leave the RH Lady (LH Man) behind.
- **Partner Group and Opposite Lady Group:** One Corner is present. **Move 1** dancer to his or her Corner.
 - Keep the couple of Corners in the original Group.

Secret Weapon *(Intermediate - Advanced Skill)*

9.

	<p>How Many Moves to the Corner Group?</p> <p>None! The General Column IS a Corner Group.</p>	
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10.

	<p>How Many Moves to the Corner Group?</p> <p>One! <i>RH Lady Group, Ensure RH Couples do not occupy the same quadrant.</i></p>	
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9

Take Advantage of Overlapping Groups

	<ul style="list-style-type: none"> In 2x4 formations (general lines or columns etc.), the caller has a choice of four possible <i>Focus Groups</i>. Two Groups intersect at each square Corner. Both FAR and RIGHT Groups are RH Lady Groups <ul style="list-style-type: none"> Because RH Lady Couples Occupy the SAME Quadrant
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<ul style="list-style-type: none"> Separate RH Lady Couples between Quadrants, and the Group, whose membership changes, becomes a <i>Corner Group</i>. Different Overlapping Group Types <i>always</i> exhibit <i>Transition</i>, which translates to a <i>Half Chicken Plucker Effect</i>. <p><i>This is a quick & slick, way to create a Corner Group.</i></p>	
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Using your New Secret Knowledge

It is best to pay attention and just *know* what Group you have, but a quick look will always tell you.

11.

	<p>Partner Group How many dancers must move to convert to Corners?</p> <p>One. (Ends Circulate, for example)</p> <p><i>Single Hinge, Boys (or Girls) Circulate</i></p>	
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12.

	<p>Opposite Lady Group How many dancers must move to convert to Corners?</p> <p>One. (Ends Circulate, for example)</p> <p><i>Single Hinge, Boys (or Girls) Circulate</i></p>	
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Get-Out: Extend, RL Grand!

13.

	<p>Right Hand Lady Group How many dancers must move to convert to Corners?</p> <p>Two.</p> <p><i>All 8 Circulate</i></p>	
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Get-Out: Boys Run (CLO), Slide Thru, LA!

➤ Consider "Girls Trade" as well.

Nasty Situations

Sometimes you call something, you realize, you really shouldn't have called, or you leave a call out of a module and find yourself in a nasty situation. Avoid nasty situations in the first place, but they do happen now and then. Should you panic? Heck *non*! The Corner is only 2 calls away.

14.

	<p>It's best to <i>normalize first</i> in bad situations like this. Then worry about converting.</p> <p>Out-facers Run, Those facing Side Walls, FACE RIGHT (or In) ... to form a Line</p>	
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14a.

	<p>Now create the Corner Group. One dancer must move.</p> <p>Touch 1/4, Single File Circulate</p>	
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I know what you're thinking. We used more than two calls! Just to show that we can still get there in 2 calls, here's a two call solution.

11

14b.

	<p>Partner/Opposite Groups. One dancer must move.</p> <p>Those Facing Side Walls FACE RIGHT, Girls Circulate</p>	
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14c.

	<p>Now, Normalize your Corner Group for a Get-Out</p> <p>Out-Facers (Leaders) Run Right, Pass Thru, Tag the Line – IN, Reverse Flutterwheel</p>	
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CLO

Moral: Just because you CAN doesn't mean you should.

Getting dancers out of an uncomfortable and unfamiliar setup should be high on your priority list. The fact that you CAN get to a Corner in two moves should help keep you relaxed. Do so when you need to, but remember, the *dancers come first!*

Create Any Group in 2 Calls or Less from Anywhere

Similar logic applied to Corner Groups in 2 calls or less apply to Any Group in 2 calls or less.

- **Partner Group** From Corner or RH Lady: One Partner set resides within the originating Group. *Conversion:* Move One of the other dancers away.
- **Opposite Lady Group** From Corner or RH Lady: One Opposite set resides within the originating Group. *Conversion:* Move One dancer away to split up the Partners.
- **Partner** From Opposite: *Transition:* Move Two dancers away leaving Opposites behind.
- **Opposite** From Partner: *Transition:* Move Two dancers away, leaving Partners behind.
- **RH Lady** from Corner: *Transition:* Move Two dancers away, leaving Corner behind.
- **RH Lady** From Opposite or Partner: *Conversion.* Move One

Bonus: Useful Corner Group FASRs

Corner Line (CL)	CL Out-of-Sequence (CLO)	Corner Box (CB)	CB Out-of-Sequence (CBO)

Get-Outs:

- CL SQ Thru but on the 4th Hand, LA!
- CLO Slide Thru, LA!
- CB LA!
- CBO Dive Thru, Centers SQ Thru 3, LA!
- CL Flutterwheel, Pass Thru – Wheel & Deal, Centers Pass Thru, LA!
- CLO Flutterwheel, Pass Thru – Wheel & Deal, Centers Pass Thru, Dive Thru, Centers SQ Thru 3, LA!

¹ Staring Pictogram Get-Ins:

1. HDS Pass the Ocean, Extend
2. SDS Lead Right, Circle to a Line, Slide Thru, T1/4, Scoot Back, Single Hinge, Extend, Ends Partner Trade
3. HDS Lead Right, Centers IN
4. HDS Lead Right, Veer Left
5. HDS Lead Right, Veer Left, Girls Trade, Couples Circulate, Bend the Line, Pass the Ocean, Swing Thru, Boys Run, Couples Circulate
6. HDS Pass the Ocean, Extend & Swing Thru, Single Hinge, Scoot Back, Split Circulate 1 1/2
7. HDS Lead Right, Reverse Flutter wheel
8. HDS Star Thru – California Twirl, Slide Thru, T1/4, Single File Circulate, Boys Run, Slide Thru
9. SDS Pass Thru & Cloverleaf, Centers Pass Thru, Pass the Ocean, Single Hinge & Centers Trade
10. SDS Pass Thru & Cloverleaf, Centers Pass Thru, Pass the Ocean, Single Hinge
11. HDS Lead Right, T1/4, Split Circulate
12. HDS Lead Right, T1/4, Split Circulate, All 8 Circulate, Centers Trade, Swing Thru
13. HDS Pass the Ocean, Extend & Girls Trade, Single Hinge, Split Circulate, Scoot Back
14. SDS Slide Thru, Double Pass Thru, Cloverleaf, Centers Pass Thru, Dive Thru, Centers Boys Walk Girls Dodge, *Those Facing:* T1/4