

# KIP GARVEY



Over 60 years experience as a professional square dance caller.

Author of two books:

'CALL ME CRAZY' for new callers  
'NUTS AND BOLTS' for experienced callers

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# Zeros, Zeros.... My kingdom for a zero!

WHAT IF WE COULD CALL ANY CALL WE WANT AND KNOW  
THE DANCERS WILL END UP RIGHT BACK WHERE THEY  
STARTED

**WE CAN. WELL, ALMOST**

IF WE UNDERSTAND 'COMMON DANCERS', CAN KEEP THEM  
TOGETHER, AND UNDERSTAND HOW THEY WILL EITHER END  
UP IN A TRUE ZERO OR A TECHNICAL ZERO, WE CAN DO THIS

# Common Dancers

WHEN ALL BOYS AND GIRLS ARE PAIRED WITH THE SAME RELATIVE DANCER, ALL PAIRS ARE COMMON DANCERS.

WHEN ALL BOYS ARE PAIRED WITH ORIGINAL PARTNERS, COMMON DANCERS ARE PAIRED. WHEN ALL BOYS ARE PAIRED WITH ORIGINAL CORNERS, COMMON DANCERS ARE PAIRED, ETC.

ANY TIME ADJACENT PAIRINGS ARE 'SAME', ALL PAIRS ARE COMMON DANCERS.

THE ONLY OTHER SITUATION IS A 'MIXED' PAIRING STATE, WHERE COMMON DANCERS ARE ACROSS FROM EACH OTHER.

# Principle Pairing Rule

- Any time there are normally arranged couples, every man will be either:
  - Paired with the same relative lady, or
  - Be across from the same relative lady
- The relative ladies are original Partners, Corners, Opposites, or Right Hand Ladies

# ... And This Means...

At anytime couples are normally arranged, the  
RELATIVE pairing state is either

**SAME**

...as when all men have the SAME relative lady adjacent

OR...

**MIXED**

...as when all men are across from the same relative lady

## TABLE OF PAIRINGS

### 2 Relationship States with 8 Relationship Conditions

State	Conditions	
S A M E	<b>Common Dancers Paired</b>	a) All boys with original Partner
		b) All boys with original Opposite Lady
		c) All boys with original Corner
		d) All boys with original Right Hand Lady
	<b>General MIXED Conditions</b>	<b>Specific MIXED Conditions</b>
M I X E D	One couple paired with Partner, the other paired with Opposite Lady Or ' <b>One couple paired; one couple unpaired</b> '	e) Head boys with original Partner, Side boys with original Opposite Lady
	One couple paired with Corner, the other paired with Right Hand Lady <b>No one paired with Partner</b>	f) Head boys with original Opposite Lady, Side boys with original Partner
		g) Head boys with original Corner, Side boys with original Right Hand Lady
		h) Head boys with original Right Hand Lady, Side boys with original Corner

*Note that MIXED states 'e' and 'f' ('g' and 'h') differ only in Head/Side roles. Ignoring Head and Side roles, state 'e' is identical to state 'f' and may be generalized as, "one boy with Partner, and one with Opposite," or as or as "one couple paired and one couple unpaired." State 'g' is identical to state 'h' and may be generalized as, "one boy (or couple) with Corner, and one with Right Hand Lady."*

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# TWO METHODS USED IN TRACKING OR SPOTTING RELATIONSHIPS

## VISUAL

3 CASES

## GROUPS

ANOTHER STUDY

What these two methods have in common is the Principle Pairing Rule and the concept of Common Dancers



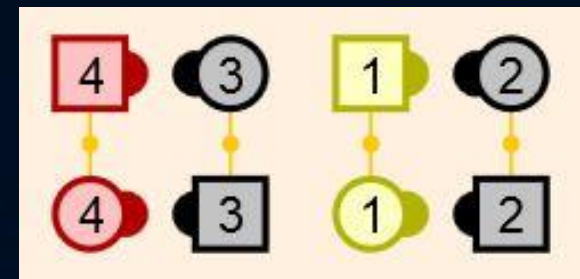
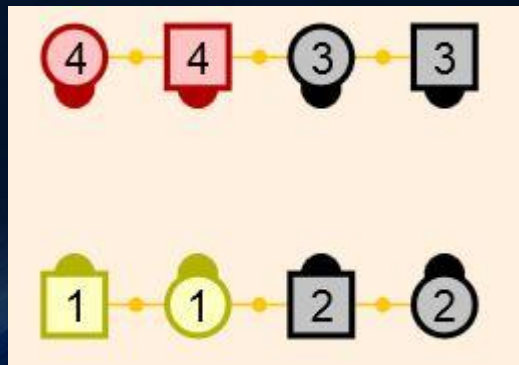
# VISUAL METHOD - 1<sup>st</sup> CASE

Paired means, boys with original Partners. Unpaired means boys with original Opposite Lady.

## The All Paired situation

When viewing two couples the SAME pairing state is all paired with Partners...

...the MIXED pairing state original Partners are across from one another. The pairing condition is Heads (or Sides) paired with Corners and the Sides (or Heads) paired with Right Hand Lady.



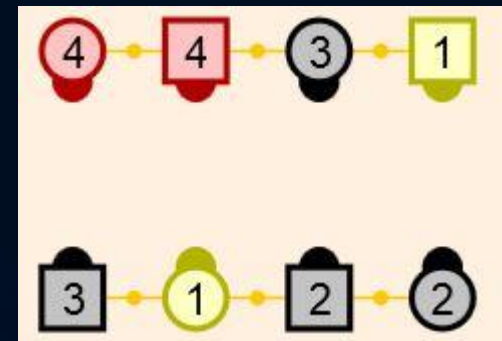
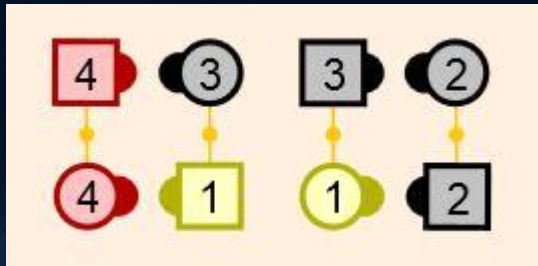
# VISUAL METHOD – 2<sup>nd</sup> CASE

Paired means, boys with original Partners. Unpaired means boys with original Opposite Lady.

## The ‘One Paired, One Unpaired’ situation

When the **SAME** pairing state is all paired with Corner, or all paired with Right Hand Lady, only one possible original Partner pairing is visible...

...the **MIXED** pairing state is Heads (or Sides) paired with Partners while the Sides (or Heads) paired with Opposite Lady. Only one Partner pairing is visible either in the facing four dancer box or in the Line.

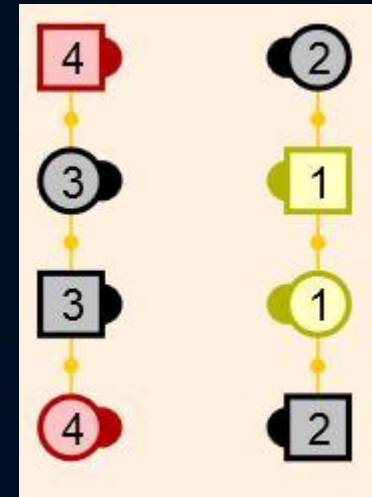
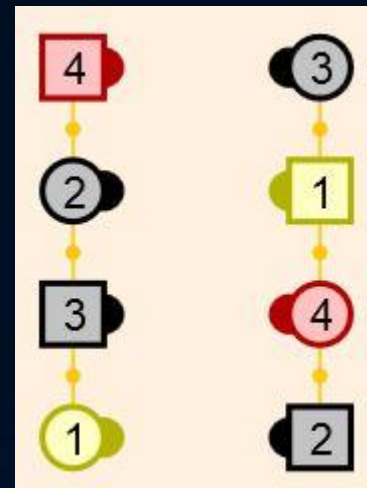
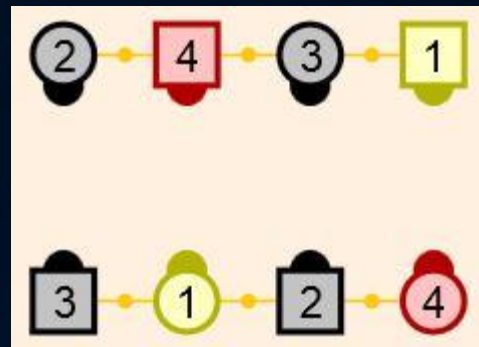
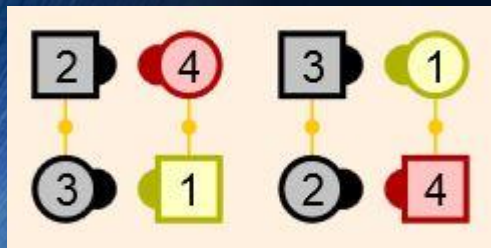


# VISUAL METHOD – 3<sup>rd</sup> CASE

## The None Paired situation

When original Partners are not contained in the two couples view, the **SAME** pairing state is boys paired with original Opposite Ladies...

...the **MIXED** pairing state is either Heads (or Sides) paired with Corners and the Sides (or Heads) paired with the Right Hand Lady. Original Partners will be in the same Line, but not in the facing four dancer box being viewed.



# THE GROUPS METHOD

- THERE ARE 4 GROUPS
- THEY ARE NAMED FOR THE LADY THE MEN HAVE WHEN ALL MEN HAVE, OR CAN HAVE, THE SAME RELATIVE LADY AS A TEMPORARY PARTNER
  - CORNER GROUP
  - RIGHT HAND LADY GROUP
  - PARTNER GROUP
  - OPPOSITE LADY GROUP

# GROUP MEMBERSHIP

- a) GROUPS ARE COLLECTIONS OF 4 DANCERS, 1 HEAD AND 1 SIDE BOY AND 1 HEAD AND 1 SIDE GIRL
- b) GROUPS ARE BASED ON DANCER MEMBERSHIP, NOT ON SPECIFIC PAIRINGS
- c) GROUPS CHANGE WHEN MEMBERSHIPS CHANGE
- d) MEMBERSHIP CHANGES IN ONLY TWO WAYS
  - 1) EITHER ONE DANCER LEAVES THE GROUP AND GOES TO ANOTHER
  - 2) OR TWO DANCERS LEAVE THE GROUP AND GO TO ANOTHER

# GROUP DYNAMICS

- CONVERSION – When only 1 dancer leaves the Group and goes to another Group – the Magic Module
- TRANSITION – When 2 dancers who are not Common Dancers leave the Group and go to another Group – the Chicken Plucker
- INVERSION – When 2 dancers who ARE Common Dancers leave the Group and go to another Group, the Group remains the same but an inversion in the both roles and dancer position occurs – Invert and Rotate

(Group Inversions are the core dynamic for Technical Zeros)

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# Invert And Rotate Module

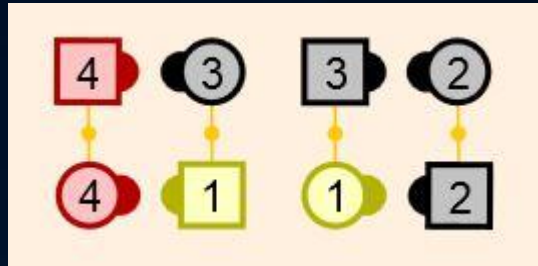
START FROM NORMAL 8 CHAIN THRU

ALL COMMON DANCERS FACING

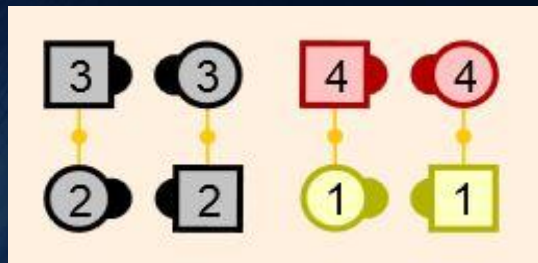
**'Star Thru, Pass Thru, Bend the Line, Slide Thru'**



# Invert And Rotate can start from

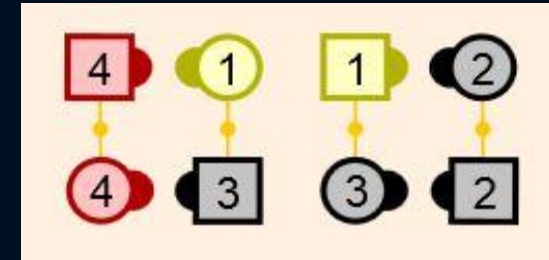


Corner Box  
CB or CBO

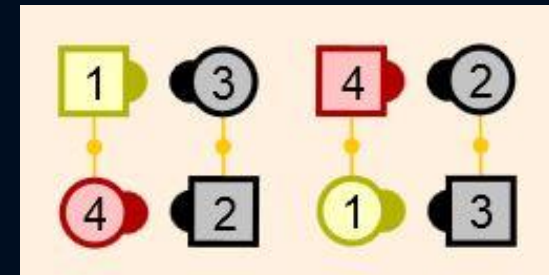


Partner Box  
PBO or PB

IN or OUT of  
Sequence.  
Sequence makes no  
difference.



Right Hand Lady Box  
RBO or RB



Opposite Lady Box  
OB or OBO

# GETOUTS BY GROUPS

Group	SETUP	VANILLA	SETUP	CHOCOLATE
Partner	PL	Slide Thru, Square Thru 3/4	PLO	Star Thru, Pass Thru
	PB	Pass Thru	PBO	Square Thru 3/4
Corner	CL	Square Thru 3/4	CLO	Slide Thru
	CB	Allemande	CBO	Pass to the Center, Square Thru 3/4
Right Hand Lady	RL	Square Thru, Trade By	RLO	Star Thru, Pass Thru, Trade By
	RB	Pass Thru, Trade By	RBO	Square Thru 3/4, Trade By
Opposite Lady	OL	Square Thru 2, Trade By, Square Thru 3/4	OLO	Slide Thru, Eight Chain 3
	OB	Eight Chain 3	OBO	Pass Thru, Trade By, Square Thru 3/4

INVERT AND ROTATE

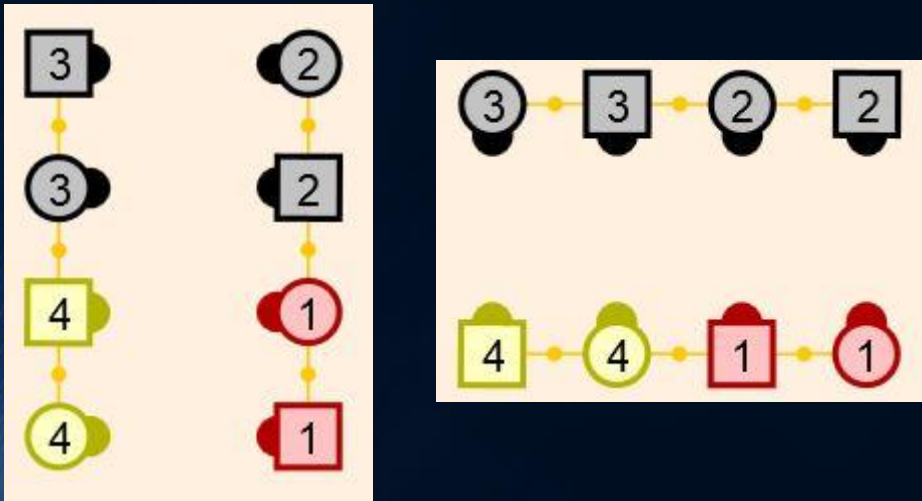
DEMO

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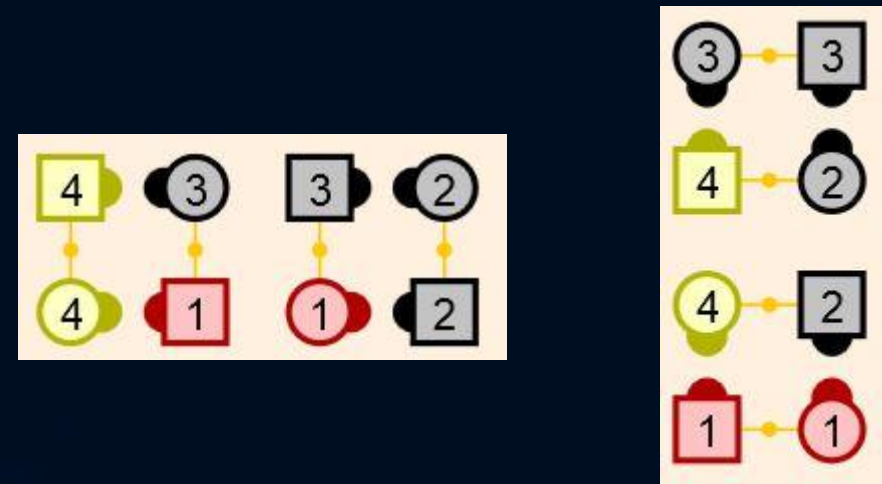
# TECHNICALLY EQUIVALENT FASRS

## PL SETUP – PARTNER LINE



“Normally arranged facing lines,  
all paired, corners adjacent”

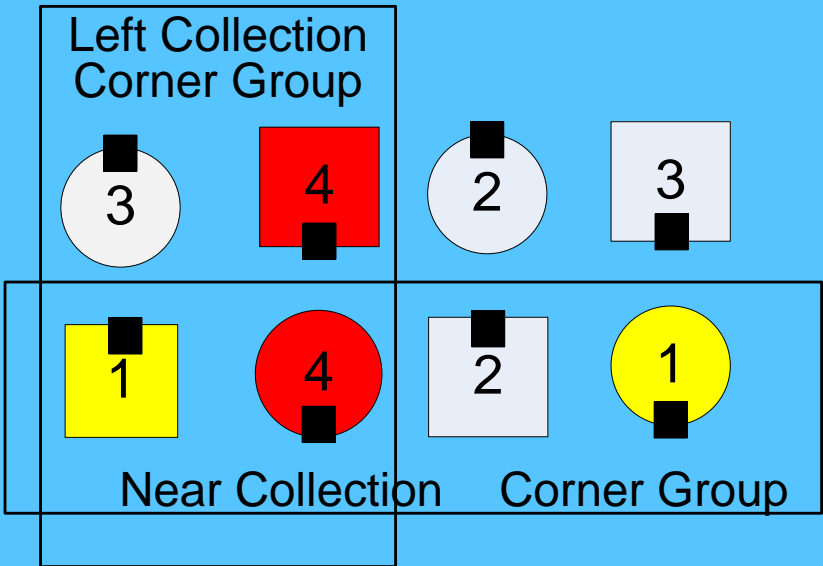
## CB SETUP – CORNER BOX



“Normally arranged 8-chain  
boxes, outsides paired, insides  
unpaired, all facing corners”

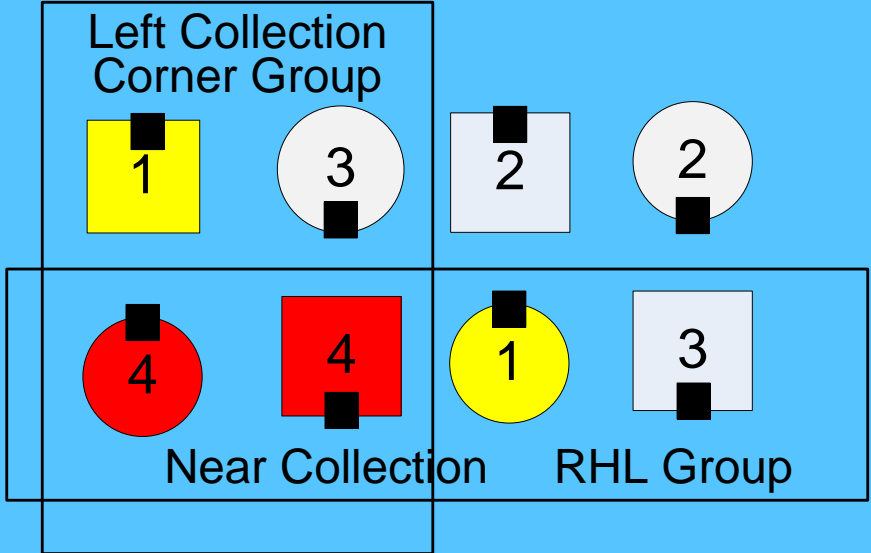
# CORNER GROUP

HEADS SQUARE THRU 4, TOUCH 1/4



SAME Pairings -- Corners

Split Circulate



MIXED Pairings – one paired, one unpaired

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