

DEGREE

OF

DIFFICULTY

A TOPIC THAT

MANY AVOID

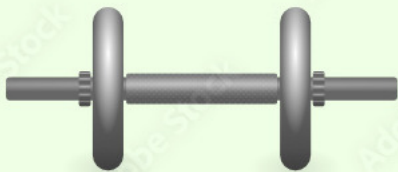
TALKING ABOUT

WHY??

Because It's A
“Personal” Thing

However, I Could
Spend Hours On This
Topic. There Are So
Many Components.
Today We Are Going
To Talk About Some
Basic Components!

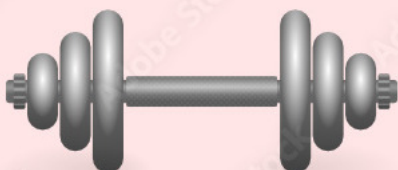
What Terms Should We use to Measure Difficulty?



EASY



MEDIUM



HARD

OUTRAGEOUS

Should we Call with
any component of
Difficulty at all?

I am going to suggest
that, in my opinion,
every caller introduces
an element of difficulty
almost every time they
call a dance!

Does it effect every Dancer?
Maybe – Maybe Not

Does it happen on purpose?
Maybe – Maybe Not

Does it cause damage?
Maybe – Maybe Not

Can it be taken back?
No!

Once called you can't retract it

Can it be repaired or softened?
Possibly!

Our Topic tonight is ...

DEGREE

OF

DIFFICULTY

Fun



Vs



Frustration

So ...

***CAN WE HAVE
A PERFECT
BALANCE?***



I BELIEVE WE CAN!

BUT IT TAKES WORK!

LET'S
LOOK AT
SOME THINGS
THAT CAN
CAUSE
DIFFICULTIES

Things to Consider

1. Lack Of Knowledge
2. Unfamiliar setup (Left/DBD)
3. Consecutive Program Calls
4. Flow
5. Speed (Tempo)
6. Tip Length
7. Call Delivery (Lead Time)
 - Cadence, Stacking, Clipping
8. Acoustics
9. Age, Ability
10. Interest
11. Atmosphere
12. Gimmicks

But, In My Opinion,
One Of the Biggest Difficulties
The Dancers Experience

**Is
Caller
Creativity**



What I want to talk about is how to soften the blow and reduce the Frustration level when you want to introduce something that “MIGHT” be difficult.

However, before we can discuss how to soften the blow, YOU need to know what is difficult and why!

So for the next part, you need to participate. I am going to show you some figures and I want you to tell me why they MIGHT or MIGHT NOT be difficult.

You See, To Truly Control Your Degree Of Difficulty, You Need To Know Your Audience!

AND Within Any Audience, You Need To Recognize That There Are At Least Three Skill Levels Of Dancers!

1. Those That Have Attended Regularly
2. Those That Have attended when They Could
3. Those That Dance With Other Callers or In Other Programs

Based on my experience my opinion is: you need to temper your Degree Of Difficulty to the first group listed

1. Those That Have Attended Regularly
2. These are the supporters
3. These are the mainstay of the group.
4. You can't base your calling on the hotshots or those that only come when it suits them.

Okay so on the next few slides I am going to show you some sequences that I have seen called, by callers, in a live environment. They either didn't realize the impact or really wanted to see if the dancers could dance what they called.

These sequences don't go beyond Mainstream so hopefully everyone will be able to participate.

Understand everything in these sequences is completely legal!

Here we are calling for dancers that have just graduated from the basic program.

Heads Lead Right,
Veer Right,
Couples Circulate,
Bend The Line,
Reverse Flutter Wheel,
Pass The Ocean,
Ladies Trade,
Boys Run,
Bend The Line,
Pass Thru,
Bend The Line,
Circle Left To Home

Lead Right and Veer Right
Doesn't Flow at all

Bend the line (CCW) and
Reverse Flutterwheel also
present reversal of body
flow. Flutterwheel would be
better.

Having the Boys Run when
on the ends is fine but the
next call should be a
forward action - circulate or
trade not bend the line.

Same Group!

Heads Star Thru,
Centers Pass Thru,
Veer Right,
Wheel & Deal,
Pass Thru,
Trade By,
Veer Left,
Ferris Wheel,
Zoom,
Centers Pass Thru,
AI,

Veer right from a forward motion will in most cases cause issues

Wheel and Deal from CCW lines is usually a surprise to some.

Veer left, again from a forward motion is tough

For the next sequence we have a Mainstream group that is celebrating their club anniversary

Heads Left Sq. Thru,
Swing Thru,
Boys Trade,
Boys Cross Run,
Girls Run,
Wheel & Deal,
Sweep 1/4 Twice,
Veer Left,
Bend The Line,
Flutterwheel,
Pass Thru,
Allemande Left

It's a Party Night – lots of thinking doesn't fit.

Swing thru in this situation has all the center people with their right hand down toward their back.

Ladies are running LEFT
Wheel and Deal is CCW
The Veer Left is total
Reversal of Body Flow

Flutterwheel after this bend the line is very poor flow.
Should be a Reverse
Flutterwheel or FAB first

Same Group!

Heads Right & Left Thru,

Heads Lead Right,

Veer Right,

Partner Trade,

Bend The Line,

Star Thru,

Veer Left,

Ladies Run,

Boys Cross Run,

Recycle,

Veer Right,

Bend The Line,

Square Thru Two,

Al

Still a Party Night!

After the Right and Left Thru
the body flow is LEFT.

Lead Right ... Veer Right??

Partner Trade and Bend The
Line – total body reversal for
the new center.

Star Thru and Veer Left - the
dancers do it but the flow is
horrible for Ladies.

Recycle and Veer Right

Wow...

This one is for a mainstream teen club graduation dance!

Heads Pass The Ocean,

Extend,

Left Swing Thru,

Boys Run,

Bend The Line,

Flutter Wheel,

Pass Thru,

Bend The Line,

Star Thru,

Pass Thru,

Trade By,

Allemande Left,

Promenade Home

Left Swing Thru from a right hand wave is nice has good flow but is a surprise for most dancers.

The Boys Run here is a bit of overflow but not horrible.

However the Flutterwheel Should be a Reverse Flutterwheel or something to break the flow, FAB

Same Group!

Heads Square Thru 4,
Swing Thru,
Boys Run,
Bend The Line,
Right & Left Thru,
Dixie Style To A Wave
Boys Trade,
Boys Run,
Bend The Line,
(B) Dixie Style To A Wave
Boys Fold,
Girls U-Turn Back,

Al

The second Boys Run
Is To The Left.

Dixie Style to a Wave
with the boys in the
right hand position
would drop most
Mainstream Floors.

This is for a new caller night. You are calling the patten for a student caller who will be doing the singing call.

Heads Forward & Back

Star Thru

Centers U-Turn Back

Everybody Dosado

Everybody Pass Thru

Everybody U-Turn Back

Pass Thru

Centers Right & Left Thru

Outsides U-Turn Back

Centers Pass Thru

AL

This is too involved as a warm up tip for a new caller
Same Sex Dosado

You should call simple basics that are standard & relaxed.

Best to use the singing call figure the new caller is going to use to ensure THEIR success!

What about Gimmicks or Trickery

Allemande Left to an Alamo Ring
Everybody Circle, Boys Right, Girls
Left

Circle left Walk All Around the
Great Big Ring....

Square Thru 4 Heads!

Right and Left Thru ... Right After
You Bend The Line

Ladies Lead ... Flutterwheel

Ladies Lead ...

Dixie Style to A Wave

Heads Star Thru

Side Face Grand Square

Heads Sq. Thru 3 ... Al

So, I have given you some of my observations of what “can” cause difficulties. So if you feel that you must use any of these things we have pointed out so far, let’s see how to “Soften The Blow”

There are callers who thrive on breaking a floor down. They want to prove they know more than the dancers.

Personally, I don’t believe in that! I believe the dancers want to be entertained with how much “THEY” know, not with how much “I” know.

So...

How to soften the blow ...

I am a big believer in CLUE words not CUE words. Help with Direction or Motions or Flow Hints. If it's different, don't just give the definition and expect them to figure it out.

Referring to some of our examples:

Heads lead Right and Veer Right. IF

you really feel the need to use that...

Break up the calls. Lead Right,

“Smile” now veer Right, “Oops not smooth but we got there”

Bend the line and Reverse Flutterwheel

(CCW) Again if that is what you really

want to call, break the flow between the

two. Bend the line, “*Forward Come ALL*

The Way Back”, Reverse Flutterwheel,

Boys go...

Veer Left or Right from a forward motion.

If you must call this action, precede it with - CAREFUL... or Listen UP and follow it with OUCH... They will groan or laugh!

Partner Trade and Bend The Line

Is total body reversal for either the end or center dancer. Again, you need to break up the calls with something - **Forward & Back** or **Balance** works from any type of line. From a two faced line, you will get a smile or even a laugh.

Swing Thru from L/H Wave

This has nice flow if set up correctly, but the dancers will fail in many cases. I usually say "RIGHT"

Wheel and Deal from CCW Lines

I often say "Go LEFT" or Boy Pivot

In my Opinion, the difference between
FUN and FRUSTRATION
is the success rate!

If dancers are successful, they are usually happy which makes it FUN.

Anything you can do to make them successful makes YOU successful. CLUE words are very beneficial to their success! Don't be afraid to use these types of hints.

Give them the direction Left or Right if it is unusual. Use "Balance" or "Forward & Back" – say WooHoo if it is unusual.

Use Dosado as a direction neutralizer. Use "Smile" as a pause to neutralize direction.

I have a few things that I say to warn them if I am going to call something that MIGHT be difficult

I will say things like:
Do what I call and not what you thought I called.

Or Expect The Unexpected.

Or Listen Up....

These phrases will alert them to pay a bit more attention.

Or afterwards I might say: ouch, I will try not to call that again.

After they groan I will say “Be Nice or I’ll Mumble”

**Let's open the
session now to
questions,
comments or
general discussion
of experiences!**

**Let us know
something you
called that didn't
go quite as you
planned!**