

From Mike Sikorksy's presentation – the run through of the activator system with the attached handout in Taminations with notes so that you can see the flow.

(Set up FASR CB)

Heads Square Thru

(activator sequence)

Swing Thru

Boys Run

Ferris Wheel

Centers Pass Thru

(activator - replace first trade(swing thru) with touch 1/4)

Touch a Quarter

Centers Trade

Centers Run

Ferris Wheel

Centers Pass Thru

(all are still facing corner for swing)

(replace with left hand and initial trade of swing thru with a 3/4 turn)

Left Touch

Cast Off Three Quarters

Centers Trade

Centers Run

Ferris Wheel

Centers Pass Thru

(can still swing corner girl all in sequence)

Left Touch

Left Hinge

Centers Trade

Centers Run

Ferris Wheel

Centers Pass Thru

(can still call corner swing and promenade)

(set up another box with box the gnat)

Box the Gnat

(5/4 turn disguised with more variety - Adding scootbacks)

Touch a Quarter

Scoot Back

Scoot Back

(the initial trade has been replaced with touch 1/4 , scoot back twice or a 5/4 turn)

(finish the sequence)

Centers Trade

Centers Run

Ferris Wheel

Centers Pass Thru

(back to CB and allemande left)

(lets look at another activator box but not a CB)

Box the Gnat

(this is an activator box as well - formation is 8-chain 4, sequence is in sequence, relationship is all looking at corner. - the actual arrangement doesn't really matter if FSR are in place)

Left Touch a Quarter

Centers Trade

Centers Run Left

Ferris Wheel

Centers Pass Thru

(They are still in an activator box but not a corner box)

(They are in a non standard (but still easy) arrangement but it is not plain vanilla zero arrangements any more)

(lets get back to the original activator box which was not a CB)

Pass Thru

U-turn Back

(still an activator box but not a corner box)

(You can use your zero modules here)

(1/2 chicken plucker + Module + 1/2 chicken plucker)

Box the Gnat

Pass Thru

Trade By

(1/2 chicken plucker complete - note I have not worried about the arrangement still))

(I will now use a zero module here modifying right and left thru with pass thru wheel around)

Swing Thru

Spin the Top

Pass Thru

Wheel Around

Flutterwheel and Sweep a Quarter

(I now have to do my second half of chicken plucker to get back to my activator set up)

Box the Gnat

Pass Thru

Trade By

(I am back in my activator set up - I am in an activator box but not a corner box)

(To convert this activator box into a corner box for the allemande left, you need the "ALWAYS GET OUT" which is: star thru - outfacers or leaders trade)

Star Thru

Leaders Trade

(this is now a Corner Line (CL) and you can use any Cloverleaf get out or finish the "always get out to a corner box" with right and left thru, slide thru)

Right and Left Thru

Slide Thru

(if you wanted to use a module from that corner line you could - lets get back to the corner line using slide thru)

Slide Thru

(corner line)

(module – CL-CL or P-Line to P-Line)

Right and Left Thru

Dixie Style to a Wave

Tag the Line

Face Right

Chain Down the Line

(we are back in the corner line)

(and we can finish this with of course the right and left thru, slide thru to get back to that corner box for the allemande left, right and left grand etc)

Right and Left Thru

Slide Thru

Allemande Left

Right and Left Grand

Square the Set

That is the initial part of the single activator from the Corner box type arrangement.

All this variety from one Activator. This is the powerful beauty of the Activator Stream system. If you want to know more Activators or more about them, books 1 and 2 are available for purchase for \$25 each plus Shipping and Handling from me,

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