

Introduction Slide

First a correction to the last presentation. As was pointed out I have, according to the CALLERLAB curriculum transposed the meaning of geographic and true zeroes. Geographic zero remains in the same spot/same FASR and true zero is a zero that keeps the same FASR state but may rotate or flip flop the square.

UNDERSTANDING THE MODULE CONCEPT

This is the second part of the training session on modules and using modules in calling. Modules are square dance choreographic building blocks, each different and each with a specific purpose. Callers put them together to build structures in the same way that children's building blocks or legos can be put together to make many different things.

Note that all callers use modules (admittedly or not) to achieve a specific purpose.

slide

Review:

Once again, I want to stress that all callers use modules (whether they want to admit it not) to achieve a specific purpose in whatever method of choreographic management calling they do. I have had many arguments on this statement but I have yet to find a caller that can prove to me that they do not do this.

Remember the definition. - A module is a choreographic sequence of 2 or more movements designed to achieve a specific purpose. I add to that definition for clarification the words "that is intentionally repeatable".

IN general terms they are designed to take you from one known FASR state into another known or the same known FASR state. Regardless of what system of calling you may chose to master as your own, the use and integration of modules in your calling will assist you in becoming a better caller.

Slide

Review:

Remember that an individual movement, and a module, are two different things but the principle is the same. Like movements you need to know the start and finish position, hand availability and body flow. But remember a module is a combination of movements put together to build something bigger collectively than each of its component parts.

Slide

Review Types of modules – there are 5 general types of modules. Although there are many subcategories, or variations, limited only by caller imagination, All modules that I have found so far fit into one of these 5 categories. They are.

1. GET-IN Module – takes you from a static square to a known FASR state

- (SS-PL) – heads lead right, circle to a line

2. ZERO Module Takes you from a known FASR to the Same FASR State – 5 types

• **Geographic Zeros (footprint zeros)**

- (CB-CB) – swing thru, spin the top, slide thru

• **True zeros – keeps the fame FaSR but may also rotate or flipflops the set**

- (CB-CB) Veer Left, Ferris Wheel, Zoom, Centers Pass Thru (flip flops the set)

- (PL-PL) Pass Thru, Bend The Line, Right & Left Thru and 1/4 More, Couples Circulate, Bend The Line (rotate ¼ CCW)

• **Inversion Module zeros (also known as technical zeros)– keeps the FASR but changes the order/position of dancers by inverting the heads and sides**

- (PL-PL) Star Thru, Swing Thru, All 8 Circulate, Ladies Trade, Men Run, Bend The Line. (If it starts in a 1P2P line, it moves from a 1P2P line to a 4P1P line)

- (CB-CB) Right and Left Thru, Outsides, ½ sashay, 8 Chain 2**, Swing Thru, Walk And Dodge, Cast Off ¾, Slide Thru (this changes from a sides on outside to heads on outside corner box (B1/4 to a B2/1))

- **Invert and Rotate Module zeros – keeps the FASR but changes order/position and rotates the set**
 - (CB-CB) Swing Thru, Spin the top, Pass Thru, Bend The Line, Slide Thru, Right & Left Thru (CB-CB inverted and rotated ¼ CCW)
 - (PL-PL) Veer Left, ½ Tag, Cast Off ¾, Right & Left Thru, Pass Thru, Bend the Line (This is a Technical Zero. If it starts in a 1P2P line, it moves from a 1P2P line to a 4P1P line and rotates)
- **Fractional Zeros – sequences repeated 2 or more times to get you back to the FASR state**
 - (CB-CB) **Right and Left Thru, Pass Thru, Trade By**, **<repeat>** Right and Left Thru, Pass Thru, Trade By (this is a ½ fractional zero)
- 3. CONVERSION Module– takes you from one Known FASR state to a different known FASR state**
 - (CB-PL) Swing Thru, Girls Circulate, Boys Trade, Boys Run, Bend the Line
 - (PL-CB) Touch ¼, All 8 Circulate, Boys Run
- 4. RESOLUTION Module or Resolution module – Takes you from a Known FASR state to a resolution – allemande left, right and left grand, promenade or home etc.**
 - (CB-AL) Make a Wave – Ladies Trade, Ladies Run, 1/2 Tag, Men Run, Pass Thru**, Allemande Left (Lines facing out)
 - (PL-RLG) Pass the Ocean, Swing Thru, Recycle, Right & Left Grand
- 5. FULL ROUTINE Module– takes you from a Static square to a resolution to home – 4 general types**
 - **Work shop drills** - Heads 1/2 Square Thru, Slide Thru, Right & Left Thru, Half Sashay, Centre 4 only Right & Left Thru, same 4 Half Sashay, Star Thru, Centres only Star Thru AND Back Away, You're Home
 - **Feature movement full** sequences - Heads Lead Right, Touch 1/4, Scoot Back, Scoot Back (again), Girls Run, Reverse Flutter Wheel (Girls in), Flutter Wheel (Boys in), Sweep 1/4, Right and Left Grand
 - **Extended application sequences** - Head Ladies Chain, Sides Square Thru 4, Swing Thru, Boys Run, Chain Down The Line,

Dixie Style To A Wave, Girls Circulate, Boys Trade, Recycle (L-H Wave, Boys in centre, girls cross fold), Allemande Left

- o **All Singing calls** (extended application) - 4 Ladies Chain, Heads Lead Left, Right and Left Thru, Touch 1/4, Centres Trade, Spin the Top (BB/GG), Spin the Top (BB/BB), All Step Thru, Swing and Promenade

Slide

How does it all go together.

At this point we are not writing any modules but rather we are only using what we already know.

That said however, there are 5 modules that are an absolute must to have in a caller tool box. These are generally the 5 base point modules that every caller should memorise. As with a toolbox there are basic tools which include, pencil, a hammer, 2 screwdrivers and , a wrench, the 5 basic tools in a caller toolbox are:

BASIC ZERO MODULES

PL-PL Pass Thru, Wheel And Deal, Double Pass Thru, First Couple Go Left, Next Couple Go Right,

CB-CB Swing Thru, Boys Run, Ferris Wheel, Centers Pass Thru

Magic Module Swing Thru, Girls Circulate, Boys Trade, Boys Run, Bend The Line. CB-PL but with Star thru front and back = PL-CB

PL-CB Touch ¼, All 8 Circulate, Boys Run

Chicken Plucker module fraction ½ + ½

These 5 simple zeros are a MUST for every new caller starting out learning how to call patter. They are a foundation skill.

Slide

The Module concept in practical terms of application.

I have stated before that all singing calls are essentially modules. To clarify:

- They are a module from a static square to a resolve (usually corner but may also be RHL)
- They are often a module from a static square to a known position (example a Corner Box (CB) or a Partner Line (PL)) or somewhere that you can swing your corner
- The get in, for example, heads square thru 4 takes you to a CB. The rest of the singing call is a module from a CB to a resolve.
- The rest of the singing call may also be a module from a CB-CB.
- The singing call broken down further can be zeroes, (CB-CB), conversions, (CB – PL) or (PL-CB)

Sometimes there are even more in there, and sometimes there is less.

The idea of analysing the singing call is to identify the “Fix Points” (the recognisable common FASRs that you are comfortable with in the singing call routines. As a beginner you should limit your fix points to corner box and partner line only. When you are comfortable you can add on others.

Slide

I reached into my trusty old record box and pulled out the song Rocky Top. The figure I have written for that one is as follows.

- **Heads Square Thru** 4 hands around old Rocky Top, find your corner girl - **Swing Thru**, **Girls Circulate**, **Boys will Trade** and then, **Boys Run**, **Bend Your Line** and go, **Touch** $\frac{1}{4}$ there, **All 8 Circulate**, **Boys Run**, **Swing** and **Promenade** and go...good old Rocky Top...Rocky Top Tennessee....

Slide

I recommend when identifying “Fix points” or recognisable FASR states that you start with only two. The Corner Box and the Partner Line. These are the two basic foundation formations. You can add others on

later as you become more comfortable but to start and to better understand how this works let's just keep it to those two.

This figure in its simplest module form using only Corner Boxes and Partner Lines is as follows:

- Heads Square thru 4.(CB) (Module (movement) get in - Static square to CB)
- Swing Thru, Girls Circulate, Boys Trade, Boys Run, Bend the Line (PL), (Module conversion - CB to a PL)
- Touch $\frac{1}{4}$, All 8 Circulate, Boys Run(CB) (Module conversion - PL to a CB)

QUESTION TO THE GROUP

What other modules has this sequence provided the caller with?

Slide

This simple singing call figure has given me:

1. A get in - static square to a Corner box
2. A static square to a resolve
3. A Corner Box to a resolve
4. A zero – the entire figure after the square thru (CB) to the last boys run is a CB to a CB
5. A conversion from a CB to a PL
6. A PL to a resolve
7. A conversion from a PL to a CB

8. A second CB to a resolve

That is one singing call figure and within it are 8 simple modules.

Please note that these are only limited to Corner Box and Partner Line. I specifically avoided the “out of sequence” formations, various wave formation names, column sequence formation names and such. In short, you do not need them yet, and only after you get the basics down should you start even trying to learn them. **Until then, ignore them – they will only confuse you.**

Slide

REMEMBER

Each singing call you know is at the very least 2 modules, a get in to a known position, and a known position to a resolve. By moving your dolls or checkers through the call you will see other formations like a Right Hand Lady Box (“cross the street box” (heads star thru pass thru)) or a lead right box.

Once you recognise those formations, you will find that your known singing calls are full of modules, equivalents, conversions and zeros. The secret is to analyse your singing call and make note of the specific F.A.S.R. positions and refer to them as **Fix Points** (a reference to the position the dancers are in).

As I said earlier, I am specifically sticking with Corner Box and Partner Line for this because there are literally hundreds of formations and arrangements but until you get the basics down, do not confuse yourself by trying to learn too much at once. **DO NOT RUSH YOUR LEARNING.**

William Shakespeare - Wisely and slow. They Stumble that run fast –
William Shakespeare (Romeo and Juliette_

The fastest way to achieve anything is to slow down and understand what you are doing, step by step. You can do anything fast – once. But you can do many things faster and better if you take your time

Slide

The fix points for the Rocky top Routine were are as follows.

- Heads Square Thru 4 (CB) Swing Thru, Girls Circulate, Boys Trade, Boys Run, Bend Your Line, (PL) Touch $\frac{1}{4}$, All 8 Circulate, Boys Run, (CB) Swing And Promenade

Consider the following singing call

- Heads lead Right, Circle To A Line, (PL) Up To The Middle And Back, Pass Thru, Wheel and Deal, Double Pass Thru, First Couple Left, Next Couple Right, (PL) Right and Left Thru, Star Thru, Pass Thru, Swing Corner and Promenade Home

Heads Lead Right

Circle to a Line

Forward and Back

Pass Thru

Wheel and Deal

Double Pass Thru

First Couple Go Left, Next Couple Go Right

Right and Left Thru

Star Thru

Pass Thru

There are really only two basic Fix Points in this sequence to worry about. **Do you see them?**

Slide

However as you progress you will begin to identify many more – **pick only the ones you are comfortable with and build from there.**

- Heads Lead Right (lead to the right box)
- Circle to a Line (**Partner Line**)
- Pass Thru, Wheel and Deal, (Partner - Double Pass thru Position (OS))
- Double Pass Thru, (Partner Completed DPT OS)
- First Couple Left, Next Couple Right (**Partner Line to Partner Line**)
- Right and Left Thru, (PL Out of Sequence)

- Star Thru, (Box 4/4 (in sequence box all facing partner))
- Pass Thru (Corner (or 1/4) Trade by Position)
- Allemande Left

Slide

There are at least 8 modules in that singing call – can you find them all? (Keep yourself to the simple box and line formations). **THE REALITY IS THAT AT THIS POINT IT IS BEST NOT TO EVEN TRY.** The **K.I.S.S FACTOR** comes into play here. Keep it simple – Stupid. If you try to learn too much too fast you overload and shut down. Trust me, we have all been there. It is better to progress by taking small steps and building a staircase of knowledge

slide

Consider this. IN the two singing calls that we have looked at we have identified, using only CB and PL fix point modules we have identified:

TWO GET INS

- SS-CB (heads square thru)
- a SS-PL MODULE (heads lead right, circle to a line)

4 SEQUENCE MODULES

- a CB-CB module,
- a CB-PL module,
- a CB-PL module,
- a PI-CB module,
- A PL-PL Module,

TWO RESOLUTION MODULES

- a PL-resolve Module
- every fix point -resolve module

If we only use one of the PL-PL modules and focus solely on 6modules, how many combinations of sequences can we make without repeating the sequence order?

With two simple singing call figures (rocky top and this one) there are a number of different modules to play with in your repertoire. Think of how many singing call figures you know and how many modules that makes.

- (SS-CB) Heads Square thru 4.(CB)
- (SS-PL) Heads lead Right, Circle To A Line (PL)
- (CB-CB) Swing Thru, Girls Circulate, Boys Trade, Boys Run, Bend Your Line, Touch $\frac{1}{4}$, All 8 Circulate, Boys Run, (CB)
- (CB-PL) Swing Thru, Girls Circulate, Boys Trade, Boys Run, Bend the Line (PL)
- (PL-CB) Touch $\frac{1}{4}$, All 8 Circulate, Boys Run(CB)
- (PL-PL) Pass Thru, Wheel and Deal, Double Pass Thru, First Couple Left, Next Couple Right,
- (PL-Resolve) Right and Left Thru, Star Thru, Pass Thru...Corner
- (CB/PL-Resolve) Every module ending in CB or PL is a resolve by calling allemande left or from Partner lines even circle left.

Slide

So many different modules already memorised if you take the time to look at them and that is only two figures. From there, when you are calling:

- CB-CB means any time you are in a “standard” (normal BG) 8-Chain-Thru position you can call that module
- PL-PL Means any time you are in a standard line you can call a PL-PL module.

And any time you are in a Partner Line or a Corner Box, you can change from one to the other. It also means that you know at least two resolutions for whenever you are in either a Corner Box or a Partner Line.

How many singing calls do you have memorised? Have you ever looked at them in this way?

If you break them down into little leggo groupings (modules) you can put them together in so many different ways and make so many different structures.

SLIDE

PRACTICE

Heads Touch a Quarter Centers Walk and Dodge Touch a Quarter Walk and Dodge Reverse Wheel Around Left Touch a Quarter Circulate Girls Run Slide Thru Right and Left Thru Dixie Style to a Wave Boys Cross Run Boys Run Promenade	Heads Touch a Quarter Centers Walk and Dodge Touch a Quarter Walk and Dodge Reverse Wheel Around (PL) Left Touch a Quarter Circulate Girls Run (CB) Slide Thru Right and Left Thru Dixie Style to a Wave Boys Cross Run (CB-OW) Boys Run Promenade
--	---

TAKE THE SINGING CALL,

IDENTIFY THE FIX POINTS

USE YOUR CONVERSION MODULES

USE YOUR ZERO MODULES

RESOLVE AT ANY FIX POINT

MAKE SEQUENCE CHAINS

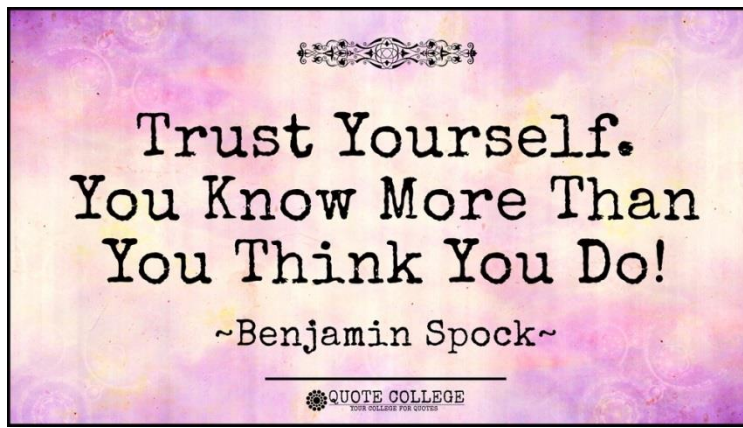
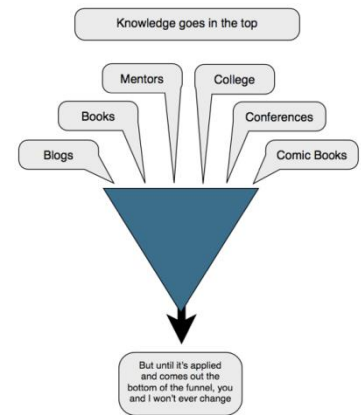
BUILD AN ENTIRE PICTURE TO COMPLIMENT THE SINGING CALL

A GOOD BUILDER CAN DO AN AWFUL LOT WITH A FEW BASIC TOOLS

SLIDE

you likely know a lot more than you think you do. It just hasn't been pointed out to you yet.

Everything you know you know, everything that you know you don't know, and everything you don't know you know even though you don't know you know it will be funnelled through you to the dancers and often when you least expect it. Trust yourself.



SLIDE – QUESTIONS

PRACTICE EXAMPLES FOR ANYONE THAT WANTS THEM.

TAMINATIONS

<p>SS-CB Only</p> <p>Head Ladies Chain, Sides Lead Right, Circle To A Line, Pass Thru, Wheel & Deal, Zoom, Double Pass Thru, Leaders Trade, Swing (Corner) & Promenade</p>	<p>SS-CB Only – full sequence</p> <p>Head Ladies Chain, Sides Lead Right, Circle To A Line, Pass Thru, Wheel & Deal, Zoom, Double Pass Thru, Leaders Trade (CB), Swing (Corner) & Promenade</p>
<p>HEADS SQUARE THRU SWING THRU, BOYS RUN, COUPLES CIRCULATE, FERRIS WHEEL, DOUBLE PASS THRU, LEADERS TRADE Swing corner promenade</p>	<p>SS-CB, CB-CB, CB-RESOLVE Heads Square Thru (cb), Swing Thru, Boys Run, Couples Circulate, Ferris Wheel, Double Pass Thru, Leaders Trade(CB) , Swing & Promenade</p>
<p>Heads Square Thru Slide Thru Right and Left Thru Flutterwheel and Sweep a Quarter Dive Thru Centers Square Thru 3 Swing corner and promenade</p>	<p>SS-CB, SS-CB, CB-CB, CB-Res, Heads Square Thru (CB) Slide Thru Right and Left Thru Flutterwheel and Sweep a Quarter Dive Thru Centers Square Thru 3 (CB) cnr</p>
<p>Heads Lead Right Veer Left Couples Circulate Bend the Line Pass Thru Courtesy Turn Slide Thru Square Thru 3 Courtesy Turn Slide Thru Star Thru Pass Thru Trade By Allemande Left promenade</p>	<p>Heads Lead Right Veer Left Couples Circulate Bend the Line Pass Thru Courtesy Turn (PL) Slide Thru Square Thru 3 Courtesy Turn Slide Thru Star Thru Pass Thru Trade By Allemande Left promenade</p>

<p> Heads Promenade 1/2 Heads Star Thru Centers Pass Thru Swing Thru Boys Run Girls Trade Bend the Line Right and Left Thru Flutterwheel and Sweep a Quarter Swing & Promenade </p>	<p> SS-Resolve, SS-CB, SS-CB, CB-CB, CB-Resolve, CB-Resolve Heads Promenade 1/2 Heads Star Thru Centers Pass Thru (CB) Swing Thru Boys Run Girls Trade Bend the Line Right and Left Thru Flutterwheel and Sweep 1/4 (CB) Swing & Promenade </p>
<p> Heads Promenade 1/2, Heads Lead Right, Circle To A Line, Right & Left Thru, Square Thru 4, Trade By, Left Allemande, Come Back & Promenade </p>	<p> Heads Promenade 1/2, Lead Right, Circle To A Line, Right & Left Thru (PL), Square Thru 4, Trade By, Left Allemande,***(opposite) Come Back & Promenade </p>
<p> Heads Promenade 1/2 Heads Pass the Ocean Extend Swing Thru Spin the Top Slide Thru Right and Left Thru Dive Thru Centers Square Thru 3 </p>	<p> Heads Promenade 1/2 Heads Pass the Ocean Extend (CB-ow) Swing Thru Spin the Top Slide Thru (CB) Right and Left Thru Dive Thru Centers Square Thru 3 (CB) </p>
<p> Heads Lead Right Circle to a Line Touch a Quarter Circulate Boys Run Swing Thru Boys Trade Swing Thru Girls Trade Girls Run Girls Fold cnr </p>	<p> Heads Lead Right Circle to a Line (PL) Touch a Quarter Circulate Boys Run (CB) Swing Thru Boys Trade Swing Thru Girls Trade Girls Run Girls Fold (CB?) offset </p>

<p> Heads Lead Right Right and Left Thru Veer Left Bend the Line Forward and Back Left Touch a Quarter Circulate 1/2 Zoom Boys Trade Swing Thru Box the Gnat Pass Thru Centers Turn Thru Ends Turn Back </p>	<p> Heads Lead Right Right and Left Thru Veer Left Bend the Line (PL) Forward and Back Left Touch a Quarter Circulate Girls are leaders 1/2 Zoom Boys Trade Swing Thru (CB-OW) Box the Gnat Pass Thru Centers Turn Thru Ends Turn Back (CB) </p>
<p> Heads Promenade 1/2 Come Down The Middle, Heads Pass the Ocean Extend Swing Thru Boys Run Couples Circulate Wheel and Deal Pass Thru Trade By </p>	<p> Heads Promenade 1/2, Come Down The Middle, Pass The Ocean, Extend, (CB-OW) Swing Thru, Boys Run Right, Couples Circulate, Wheel & Deal, Pass Thru, Trade By, (CB) Swing & Promenade </p>
<p> Heads Right and Left Thru Heads Lead Left Veer Right Bend the Line Pass Thru Wheel and Deal Centers Swing Thru Centers Turn Thru Slide Thru Pass Thru Bend the Line Slide Thru Swing and promenade </p>	<p> Heads Right and Left Thru Heads Lead Left Veer Right Bend the Line (PL) Pass Thru Wheel and Deal Centers Swing Thru Centers Turn Thru (CB) Slide Thru Pass Thru Bend the Line Slide Thru (CB) Swing and promenade </p>

<p> Heads Flutterwheel and Sweep a Quarter Centers Pass Thru Swing Thru Girls Circulate Boys Trade Step Thru and Face In Pass Thru Tag the Line Face In Slide Thru Square Thru 3 take your corner and promende </p>	<p> Heads Flutterwheel and Sweep a Quarter Centers Pass Thru (CB) Swing Thru Girls Circulate Boys Trade Step Thru and all Face In Pass Thru Tag the Line Face In Slide Thru Square Thru 3 </p>
<p> Heads Pass Thru Heads Separate Around One to a Line Left Touch a Quarter Centers Zoom Circulate Zoom Boys Run Pass Thru Trade By Box the Gnat Pass Thru Swing corner promenade </p>	<p> Heads Pass Thru Heads Separate Around One to a Line Left Touch a Quarter Just the Centers Zoom Circulate Girls are leaders - Zoom Boys Run Pass Thru Trade By Box the Gnat Pass Thru Swing the corner promenade </p>
<p> Heads Square Thru Touch a Quarter Split Circulate Hinge Boys Circulate Girls Trade Hinge Girls Fold Double Pass Thru Face Right Couples Circulate Bend the Line Swing your corner </p>	<p> Heads Square Thru (CB) Touch a Quarter Split Circulate Hinge Boys Circulate Girls Trade Hinge Girls Fold Double Pass Thru Face Right Couples Circulate Bend the Line (PL) to the corner Swing corner and promenade </p>

<p> Heads Lead Right Touch a Quarter Split Circulate Boys Run Square Thru 2 Trade By Step to a Wave Boys Circulate Right and Left Thru Veer Left Couples Circulate Veer Right Trade By Swing corner and promenade </p>	<p> Heads Lead Right Touch a Quarter Split Circulate Boys Run (PL) Square Thru 2 Trade By Step to a Wave Boys Circulate Right and Left Thru (CB) Veer Left Couples Circulate Veer Right Trade By (CB) Swing corner and promenade </p>
<p> Heads Promenade 1/2, Heads Star Thru, centers Pass Thru, Touch 1/4, Scoot Back, Centers Trade, Swing Thru, Boys Run, Forward & Back, Slide Thru, Pass thru, Allemande left Swing & Promenade </p>	<p> Heads Promenade 1/2 Heads Star Thru Centers Pass Thru (CB) Touch a Quarter Scoot Back Centers Trade Swing Thru Boys Run Forward and Back Slide Thru (CB) Pass thru Allemande left Swing & Promenade </p>
<p> Heads Touch a Quarter Head Boys Run Swing Thru Boys Run Couples Circulate Ferris Wheel Double Pass Thru Cloverleaf Centers Pass Thru Touch 1/4 Scoot back CNR </p>	<p> Heads Touch a Quarter Head Boys Run (CB) Swing Thru Boys Run Couples Circulate Ferris Wheel Double Pass Thru Cloverleaf Centers Pass Thru (CB) Touch ¼ Scoot back ...cnr </p>

Heads Square Thru, Dosado Star Thru Pass Thru Tag the Line Face In Touch a Quarter Boys Run Eight Chain Four Swing and promenade	Heads Square Thru 4,(CB) Dosado,(CB) Star Thru, Pass Thru, Tag The Line, Face In, Touch 1/4, Boys Run, (CB) Eight Chain 4,(CB) Swing & Promenade
Heads Touch a Quarter Centers Walk and Dodge Touch a Quarter Walk and Dodge Reverse Wheel Around Left Touch a Quarter Circulate Girls Run Slide Thru Right and Left Thru Dixie Style to a Wave Boys Cross Run Boys Run Promenade	Heads Touch a Quarter Centers Walk and Dodge Touch a Quarter Walk and Dodge Reverse Wheel Around (PL) Left Touch a Quarter Circulate Girls Run (CB) Slide Thru Right and Left Thru Dixie Style to a Wave Boys Cross Run (CB-OW) Boys Run Promenade

Exercise: 1

find the fix points

Name the modules: SS-CB, SS-PL, CB-CB, PL, CB-PL, PL-CB, SS-RESOLVE, CB-RESOLVE, PL-RESOLVE.