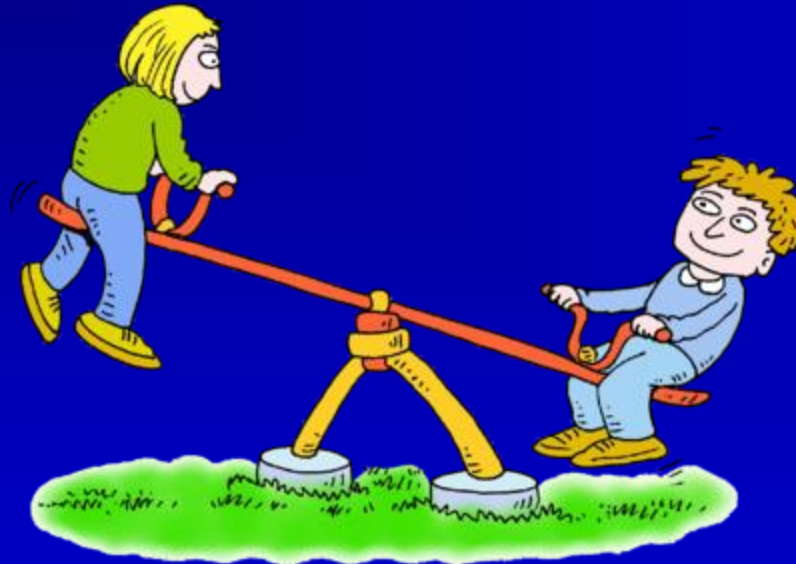


# INVERT AND ROTATE – THE NEXT STEP

It's all about  
**BALANCE**



We are all different but also complimentary

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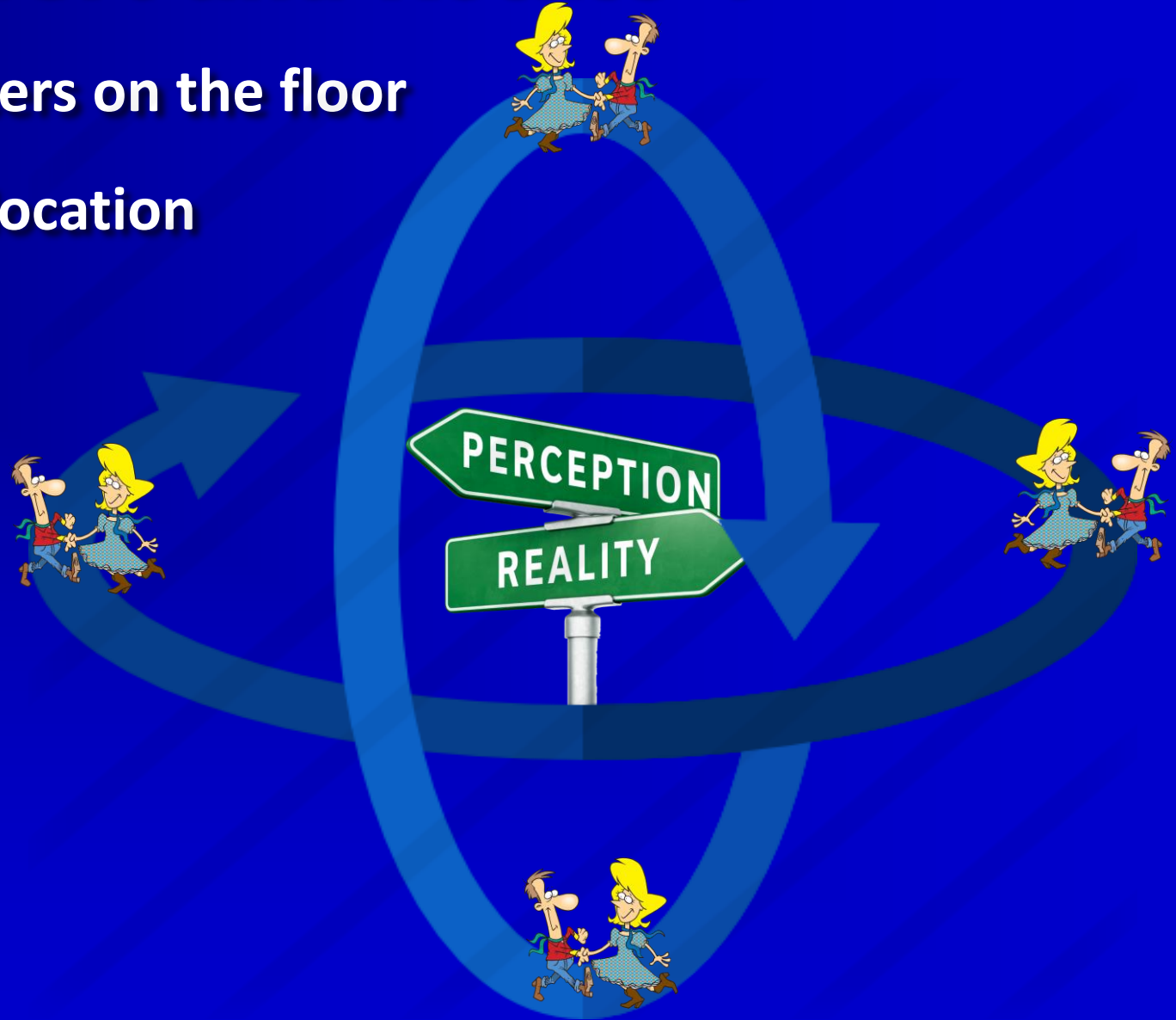
# What is “Invert and Rotate”?

1. Change the “aspect” of dancers on the floor
2. Perception of inclusion and location
3. Flipping Active and Inactive

**Consider:  
Heads (Sequence)**

**VS**

**Sides (same Sequence)**



# Heads Vs Sides - Limitation

1. Sequential repeat not effective in patter – Long term
2. “Prepared Modules” Give Variety around a theme
3. “Zero” FASR modules are your friend
4. Keep the FASR – Change the perception
5. Caller Tools Needed:
  - Change the orientation
  - Choreographic control
  - Dancer interaction
  - Use of floor space
  - Enhanced dance experience



**VARIETY, FAMILIARITY, “DIFFERENT NOT DIFFICULT” – NO STRESS**

# “5 Fountain Module” Review

- **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, Centres Pass Thru
- **CB-PL** (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  $\frac{1}{4}$ , All 8 Circulate, Boys Run
- **Chicken Plucker (and equivalents)** module fraction  $\frac{1}{2} + \frac{1}{2} -$  Right & Left Thru, Dive Thru, Centres Pass Thru + (Square Thru 3, Trade By)

**GOOD VARIETY BUT LITTLE “ASPECT CHANGE”**

# “the 6th Fountain Module”

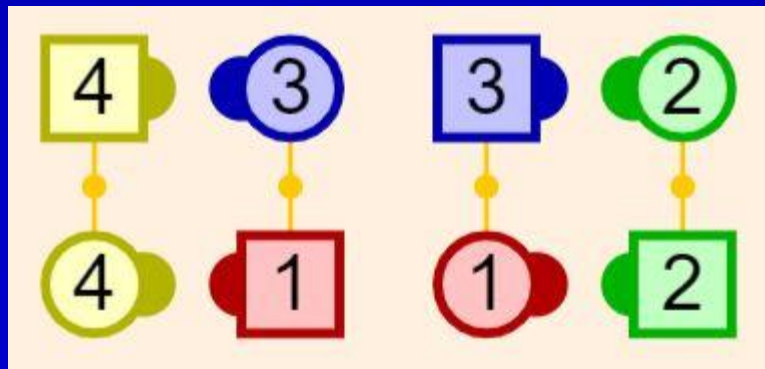
Control and change dancers without changing choreography

Familiar but different from the dancer perspective

Two new caller Tools

- Invert
- Rotate

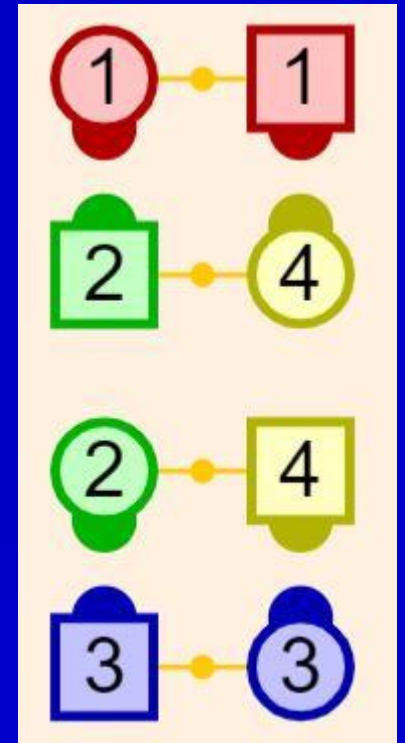
most common “Technical Zero” is the **INVERT AND ROTATE** module:



+

**CB – CB:**  
STAR THRU,  
PASS THRU,  
BEND THE LINE,  
STAR THRU

=



# WARNING – DO NOT RUSH THIS

1. Start with Foundation module 6
2. There are lots of Technical Zeros – Pick one at a time
3. Always check your own work and that of “researched” choreography
4. Build your repertoire slowly with confidence

**Slow, Solid and Stable  
Foundations  
make good buildings**



**Rushed, Fancy, but  
No Foundations  
Make poor buildings**

# 3 TECHNICAL ZEROS

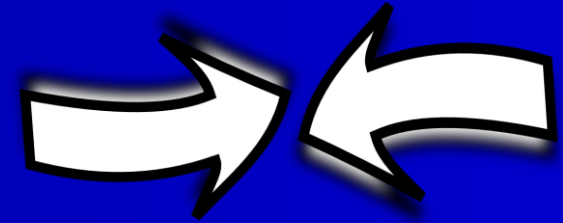
## 1. ROTATE

- Change the orientation
- keep the FASR and Active Dancers the same



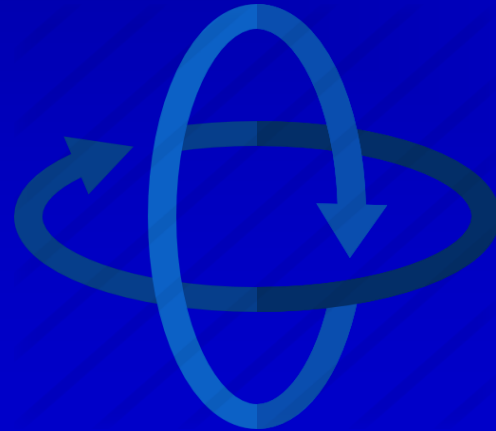
## 2. INVERT

- Change the Active Dancers
- keep the basic FASR and Aspect the same



## 3. INVERT AND ROTATE

- Change the Active Dancers.
- Change The Aspect .
- Keep the basic FASR



**CAN DO ONE OR BOTH – KNOW WHAT YOU USE.**

# ROTATE ONLY MODULES

KEEP ACTIVE DANCERS. KEEP EXACT FASR. CHANGE ORIENTATION

## CLOCKWISE 90 DEGREES

- **CB** – Pass the Ocean, Recycle, Pass thru, Wheel & Deal, Centers Pass Thru

## COUNTER CLOCKWISE 90 DEGREES

- **CB** – Slide Thru, Reverse Flutterwheel, Pass thru, Wheel and Deal, Zoom, Centres Pass thru

## FLIP FLOP – 180 DEGREES

- **CB** - 8-chain-4
- **CB** – Square Thru 2, Tag the Line, Leaders Turn Back

**Good to know to set up “at home Get outs”.**



# **INVERT ONLY MODULES**

**CHANGE ACTIVE DANCER. KEEP BASIC FASR. NEW PARTNERS. KEEP ORIENTATION**

- **CB** – Make A Wave, Girls Trade, Circulate, Boys Run, Ferris Wheel, Centres Pass Thru
- **CB** – Touch A Quarter, All 8 Circulate, Boys Run, Slide Thru, Pass Thru, Trade By
- **CB** – Star Thru, Pass Thru, Wheel And Deal, Double Pass Thru, Leaders Trade, Star Thru, Pass Thru, Wheel And Deal, Leaders Pass Thru

**Great to give dancers “different feel” of flow and space without change for the caller to keep control**

# **INVERT AND ROTATE MODULES**

**CHANGE ACTIVE DANCER AND ORIENTATION. KEEP BASIC FASR**

## **Foot print invert and rotate**

- **CB** - Split The Outsides, Separate, Around 1 To A Line, Star Thru, California Twirl.
- **CB** - Pass Thru, Outsides Cloverleaf, Centres Square Thru

## **Full Quadrant invert and rotate (Flip Flop) – (e.g. Foundation module 6)**

- **CB**- Touch 1/4, All 8 Circulate, Boys Run, Square Thru 2, Trade By
- **CB** - Pass To The Centre, Double Pass Thru, Cloverleaf, Centres Pass Thru
- **CB** - Touch ¼, Scoot Back, Boys Run, Pass Thru, Bend The Line, Slide Thru
- **CB** - Centres In, Cast Off 3/4, Ends Fold, Double Pass Thru, Centres In, Cast Off 3/4, Slide Thru

**Doing the same type twice can surprise you  
IT MAKES A DIFFERENCE**

# I&R with Lines - “BEADS ON A STRING”

**SAME PRINCIPLES APPLY – difference is only location and orientation**

## **Rotate: (1p2p) – Changes orientation – FASR**

- Pass the Ocean, Circulate Twice, Recycle and Sweep a Quarter – (1/4 CW)
- Left Touch  $\frac{1}{4}$ , Split Circulate, Girls Run, Pass Thru, Trade By, Circle To A Line (1/4 CCW)

## **Invert: (4p1p) Keeps orientation changes basic FASR**

- Slide thru, swing thru, all 8 circulate, swing thru, slide thru
- Touch  $\frac{1}{4}$ , Circulate Twice, Boys Run, Trade By, 8 Chain 2, Slide thru

## **Invert and rotate – Invert and rotate– both orientation and Basic FASR change**

- Pass Thru, Bend The Line, Right And Left Thru
- Pass Thru, Wheel and Deal, Double Pass Thru, Leads Trade, Circle Four Left  $\frac{3}{4}$

**Understanding these gives you a lot of flexibility**

# How do we use this information?

Start small and build from there.

Do it with a purpose – it is not just filler material

Example: one singing call Figure

- HEADS SQUARE THRU, **(CB)** SWING THRU, BOYS RUN, BEND THE LINE, RIGHT AND LEFT THRU, FLUTTERWHEEL, SLIDE THRU, **(CB)** SWING CORNER AND PROMENADE  
*(or Allemande Left for use in patter call)*
- *We have “6” known foundation modules and a figure*
- *Add “invert and rotate” **(CB and PL)***

**We are only using SC Figure and Foundation**

# How many patten sequences without repeat?

## Get in to CB (so many to choose from)

- Singing call (CB - CB), Invert & Rotate(CB), allemande left
- Invert & rotate (CB) – Singing call to CB – Allemande left
- CB-CB foundation module – CB-PL conversion – PL-PL zero Module) circle figure.

## Get in to PL (So many to choose from)

- PL inversion module – convert to CB – allemande left
- PL symmetry conversion (CB) – singing call CB-CB – Invert & rotate (CB) - allemande left

## Get in to RBO (X-Box) (so many to choose from)

- (CB) invert and rotate module – 1/2 chicken plucker – Singing call module CB-CB – allemande left

**OVER 220 NON REPEATABLE 3 MODULE SEQUENCES AVAILABLE**

**Only 1 limiting factor to Choreo variety – THE CALLER**

# Invert & Rotate modular reference table

## Singing call:

- HEADS SQUARE THRU, (CB) SWING THRU, BOYS RUN, BEND THE LINE, RIGHT AND LEFT THRU, FLUTTERWHEEL, SLIDE THRU, (CB) ALLEMANDE LEFT (OR SWING YOUR CORNER for a singing call) AND PROMENADE.

### CB-CB (KNOWN)

SWING THRU  
BOYS RUN  
FERRIS WHEEL  
centres PASS THRU

### PL-PL (KNOWN)

PASS THRU  
WHEEL & DEAL  
DOUBLE PASS THRU  
1<sup>ST</sup> COUPLE LEFT  
NEXT COUPLE RIGHT

### CB-PL (Magic Module) (KNOWN)

SWING THRU  
GIRLS CIRCULATE  
BOYS TRADE  
BOYS RUN  
BEND THE LINE.

PL-CB with Star thru front and back

### PL-CB (KNOWN)

TOUCH  $\frac{1}{4}$   
ALL 8 CIRCULATE  
BOYS RUN

### PL-CB 2 (KNOWN)

LEFT TOUCH  $\frac{1}{4}$   
ALL 8 CIRCULATE  
GIRLS RUN

### Chicken Plucker 1 (KNOWN)

RIGHT & LEFT THRU  
DIVE THRU  
centres PASS THRU

### Chicken Plucker 2 (KNOWN)

SQUARE THRU 3  
TRADE BY

### Invert and rotate (KNOWN) foundation Module - New

STAR THRU  
PASS THRU  
BEND THE LINE  
STAR THRU

### CB invert and Rotate (flip flop) -NEW

PASS TO THE CENTER  
DOUBLE PASS THRU  
CLOVERLEAF  
centres PASS THRU

### (PL invert and rotate CCW) -NEW

SLIDE THRU  
TOUCH  $\frac{1}{4}$   
SCOOT BACK  
CENTERS TRADE  
PASS TO THE CENTER  
CENTERS TURN THRU  
SLIDE THRU  
REVERSE FLUTTER

# IT IS ALL ABOUT THE DANCER EXPERIENCE

PRACTICE - PRACTICE - PRACTICE

Simple and effective makes for better dancer experience

Caller variety is very different than dancer perception

Helps build new caller experience and confidence

Caller confidence builds dancer trust.



Only 1 limiting factor to Choreo variety – THE CALLER

# Invert and Rotate line modules

**Non “PL Fix Point” –Look at PARTNER PAIRING in the line**

- **PARTNER PAIRINGS** – no problem **insert I&R** at line point of sequence
- **CL OR RHL LINE** – No problem **insert I&R** at line point of sequence

**Then finish the rest of the module as was originally written.**

**HOWEVER !!!!!**

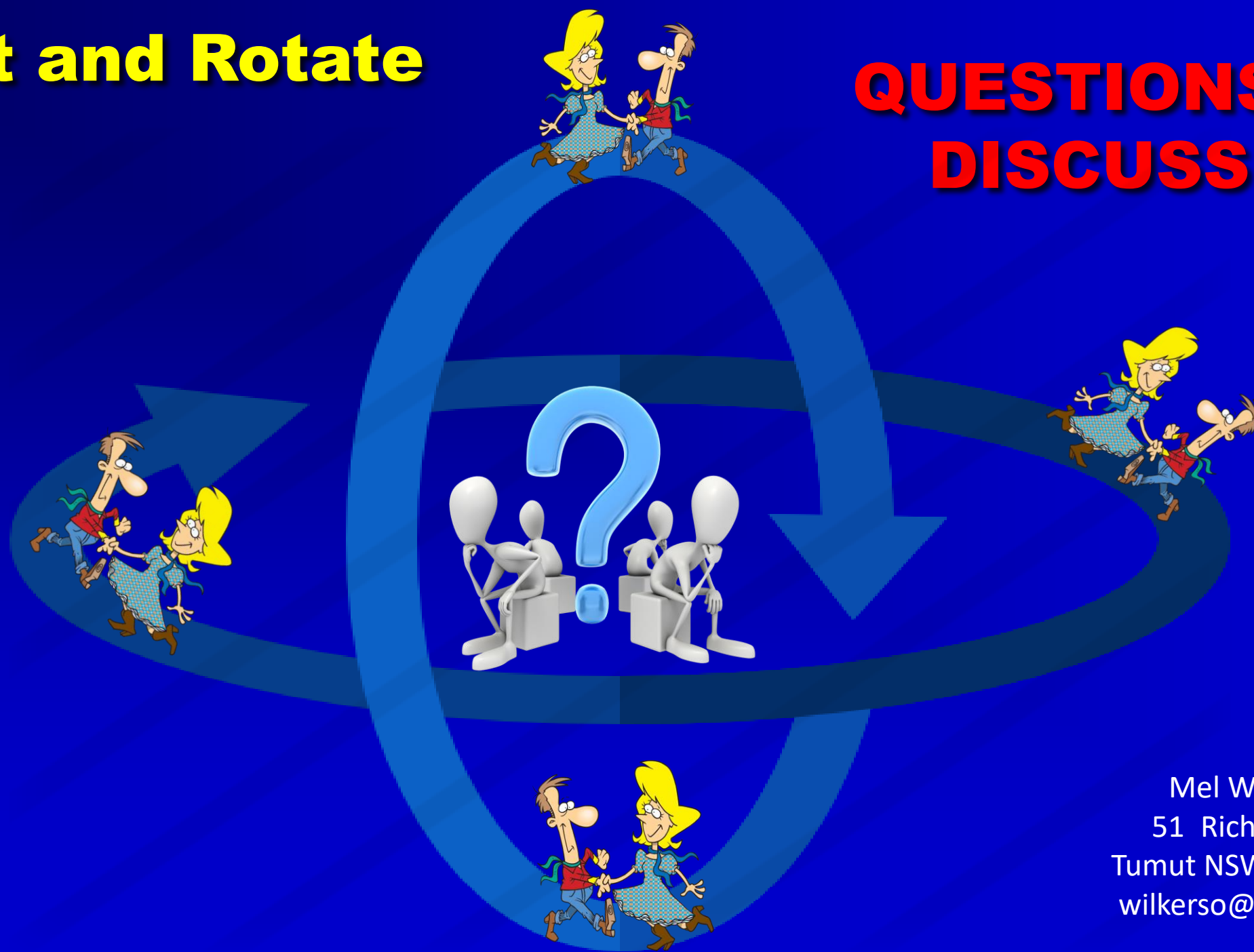
- If line point has mixed pairings (one couple paired and one not) **insert I&R + Pass Thru, Trade By** (*or equivalent*) or it changes progression.

**THIS TAKES TIME TO MASTER – START SMALL AND BUILD**



# Invert and Rotate

# QUESTIONS AND DISCUSSION



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