

THE EVER SO MIGHTY MODULE

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A Module is a fixed choreographic sequence that takes you from one **known FASR state** to another **known FASR State**. As stated, although there are only really 5 types, there are many sub-types of modules that fit into each category. However; the principle is still the same – you take the dancers from one known position to another known position which may or may not be the same as the start point.

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Note: there is a difference between a module and a movement but understanding the principle is the same.

Understanding movement mechanics is a must for callers. – for each individual movement that a caller will call he/she must know

What the movement does, where it starts, what hand is free at the start and finish, what the body flow is, where the movement takes me at the end, and what you can do from there.

A module has the same principle however it is so much more. – You must know the movement mechanics in order to make the module. It is more than one movement but rather a sequence of 2 or more movements that achieve a specific purpose

It has defined start and end points and is a complete sequence.

You still need to know the body flow of the module but you do that when you create the module. The middle bit is done for you already because you did it. You can repeat the module and use it to build structures

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Modular calling remains one of the more popular methods of choreographic control. There really are only 5 types.

1. A **GET-IN** Module
2. A **ZERO** Module
3. A **CONVERSION** module
4. A **GET OUT** module

5. A **FULL ROUTINE** module (e.g. singing call)

As noted, there are many subtypes that fit into these categories but they all fit into one or the other of the basic 5 – at least so far.

1. **Get-In module** – Generally takes you from a static square to a known or desired FASR state

- (SS-PL) Heads Lead Right, Veer Left, Wheel and Deal, Sweep $\frac{1}{4}$
SQ view

Heads Lead Right

Veer Left

Wheel and Deal and Sweep a Quarter

- (SS-PL) Heads Lead right, circle to a line
 - SQ VIEW

Heads Lead Right

Circle to a Line

- (SS-CB) Heads Dosido, Swing Thru, Ladies Trade, Men Run, $\frac{1}{2}$
Tag, Walk & Dodge

▪ SQ VIEW

Heads Dosado

Heads Step to a Wave

Heads Swing Thru

Head Girls Trade

Head Boys Run

Heads Half Tag

Heads Walk and Dodge

- (SS-CB) Heads Square Thru 4; or (H) Touch $\frac{1}{4}$, Boys Run

Get in modules can be simple sequences like above or can be a more complex sequence with a specific focus movement such as:

- (SS-CB) Heads squar thru 3, separate around 1 to a line, pass thru, tag the line, leaders trade (CB)

- SQ VIEW (SEPARATE AROUND 1 TO A LINE**)

Heads Square Thru 3
Heads Separate and Face In
Centers Spread
Pass Thru
Tag the Line
Leaders Trade

- Remember the difference between a movement and a module.
- The sequence is repeatable

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2. **Zero modules** – take you from one FASR to the same FASR

There are 5 general types of zero modules. they are:

1. True zeros
2. Geographic zeroes
3. Inversion zeros
4. Invert and rotate zeros
5. Fractional zeroes

Remember that a module is a sequence of movements done for a specific purpose. Zero modules move you around and may change where you are on the floor, but they purposely keep the FASR basic state.

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a. True Zeros – Footprint to footprint exactly (you will find all two couple zeros do this)

- (CB-CB) Swing Thru, Spin The Top, Slide Thru

Heads Pair Off
Swing Thru
Spin the Top
Slide Thru

- (CB-CB) Right and Left Thru, Veer Left, Ferris Wheel, Centres Pass Thru (this is an also interaction zero)

Heads Pair Off
 Right and Left Thru
 Veer Left
 Ferris Wheel
 Centers Pass Thru

- (PL-PL) Right & Left Thru, Girls Walk, Boys Dodge, Single Hinge, Boys Cross Run, Recycle, Sweep 1/4, Right and Left Thru

Heads lead right
 Circle to a line
 Right & Left Thru,
 Girls Walk, Boys Dodge,
 Single Hinge,
 Boys Cross Run,
 Recycle and sweep 1/4,
 Right and Left Thru

- (PL-PL) Pass thru, wheel and deal, double pass thru, first left, next right (This is also an interaction zero)

Heads Lead Right
 Circle to a Line
 Pass Thru
 Wheel and Deal
 Double Pass Thru
 First Couple Go Left, Next Couple Go Right

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- b. Geographic type zeroes – same FASR but rotated or flip flopped - (ex 8 Chain 4/Relay the Deucey)

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

SQUARE VIEW
 Heads pair off
 Veer left
 Ferris wheel
 Zoom
 Centers pass thru

- (CB-CB) Swing Thru, Cast Off $\frac{3}{4}$, Centres Trade, Split Circulate, Right & Left Thru (Rotates $\frac{1}{4}$ CCW)
 - Heads Pair Off
 - Swing Thru
 - Cast off $\frac{3}{4}$
 - Cast Off Three Quarters
 - Centers Trade
 - Split Circulate
 - Right and Left Thru
- (CB-CB) Right and Left Thru, Veer left, bend the line, pass thru, wheel and deal, centers pass thru (Rotates $\frac{1}{4}$ CW)
 - Heads Pair Off
 - Right and Left Thru
 - Veer Left
 - Bend the Line
 - Pass Thru
 - Wheel and Deal
 - Centers Pass Thru
- (PL-PL) Pass Thru, Bend The Line, Pass Thru, Bend The Line (flip flops the set)
 - Pass Thru
 - Bend the Line
 - Pass Thru
 - Bend the Line
- (PL-PL) Pass Thru, Bend The Line, Right & Left Thru and 1/4 More, Couples Circulate, Bend The Line (rotate $\frac{1}{4}$ CCW)
 - Pass Thru
 - Bend the Line
 - Right and Left Thru and a Quarter More
 - Couples Circulate
 - Bend the Line

- (PL-PL) Pass Thru, Wheel And Deal, Centres Pass Thru, Spin The Top, Men Run, Bend The Line, Slide Thru (rotates $\frac{1}{4}$ CW)

Pass Thru
 Wheel and Deal
 Centers Pass Thru
 Spin the Top
 Boys Run
 Bend the Line
 Slide Thru

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- c. Inversion modules – take you from a known formation to the same formation but inverted – Example:

- (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)

Star Thru
 Swing Thru
 Circulate
 Girls Trade
 Boys Run
 Bend the Line

- (CB-CB) Right and Left Thru, Outsides, $\frac{1}{2}$ sashay, 8 Chain 2**, Swing Thru, Walk And Dodge, Cast Off $\frac{3}{4}$, Slide Thru (this changes from a sides on outside to heads on outside corner box (B1/4 to a B2/1)) (** note that the outside couple is $\frac{1}{2}$ sashayed for the 8 chain 2)

Heads Pair Off
 Right and Left Thru
 Outsides Half Sashay
 Eight Chain Two
 Swing Thru
 Walk and Dodge
 Cast Off Three Quarters
 Slide Thru

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- d. Invert and rotate Modules - both invert the formation and rotate the set - Example:

- (CB-CB) Swing Thru, Spin the top, Pass Thru, Bend The Line, Slide Thru, Right & Left Thru (CB-CB inverted and rotated $\frac{1}{4}$ CCW)

Heads Pair Off
 Swing Thru
 Spin the Top
 Pass Thru
 Bend the Line
 Slide Thru
 Right and Left Thru

- (PL-PL) Veer Left, $\frac{1}{2}$ Tag, Cast Off $\frac{3}{4}$, Right & Left Thru, Pass Thru, Bend the Line (PL) (This is a Technical Zero. If it starts in a 1P2P line, it moves from a 1P2P line to a 4P1P line and rotates)

Veer Left
 Half Tag
 Cast Off Three Quarters
 Right and Left Thru
 Pass Thru Bend the Line

- (CB-CB) Split Two Separate Around 1 to a Line, Pass Thru, Tag the line, Face In, Slide Thru, Right & Left Thru (this takes you from a box $\frac{1}{4}$ to a box $\frac{2}{1}$ and is rotated $\frac{1}{4}$ CW)

Heads Pair Off
 Split the Outside Couple
 Heads Separate
 Pass Thru
 Tag the Line
 Face In
 Slide Thru
 Right and Left Thru

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- e. Fractional Zeros – routine has to be repeated a number of times to equal a return to the start FASR. The most common example of this idea is found in the chicken plucker routine.

- (CB-CB) **Right and Left Thru, Pass Thru, Trade By**, <repeat>
Right and Left Thru, Pass Thru, Trade By (this is a $\frac{1}{2}$ fractional zero)

Heads Pair Off
Right and Left Thru
Pass Thru
Trade By
Right and Left Thru
Pass Thru
Trade By

- (PL-PL) **Touch 1/4, Walk & Dodge, Outsides Cloverleaf, Centres Square Thru 2, Slide Thru**, <repeat>
Touch 1/4, Walk and Dodge, Outsides Cloverleaf, Centres Square Thru 2, Slide Thru. (This is a $\frac{1}{2}$ fractional zero)

Touch a Quarter
Walk and Dodge
Outsides Cloverleaf
Centers Square Thru 2
Slide Thru
Touch a Quarter
Walk and Dodge
Outsides Cloverleaf
Centers Square Thru 2
Slide Thru

- (PL-PL) **Touch 1/4, All 8 Circulate, Boys Run**. <Repeat 3 times>
Touch 1/4, All 8 Circulate, Boys Run,
Touch 1/4, All 8 Circulate, Boys Run,
Touch 1/4, All 8 Circulate, Boys Run (this is a $\frac{1}{4}$ fractional zero)

Touch a Quarter
Circulate
Boys Run
Touch a Quarter
Circulate
Boys Run
Touch a Quarter
Circulate
Boys Run
Touch a Quarter
Circulate

Boys Run

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2. **Conversion Modules** – these modules take you from one known FASR state to a different FASR State. Note: a;; get in and all get out modules are conversion modules but be keep them separate mainly because of the definition. – a series of movements with a specific purpose. Some examples of conversion modules would be:
 - (CB-PL) Touch $\frac{1}{4}$, Walk And Dodge, Partner Trade, Pass Thru, Wheel and Deal, Centres Star Thru **and** Back Away (SS), **The Others** - Lead Right And Circle To A Line
 - Heads Pair Off
 - Touch a Quarter
 - Walk and Dodge
 - Partner Trade
 - Pass Thru
 - Wheel and Deal
 - Centers Star Thru and Back Away
 - Heads Lead Right
 - Circle to a Line
 - (CB-PL) Swing Thru, Girls Circulate, Boys Trade, Boys Run, Bend the Line
 - Heads Pair Off
 - Swing Thru
 - Girls Circulate
 - Boys Trade
 - Boys Run
 - Bend the Line
 - (PL-CB) Pass Thru, Wheel and Deal, Centres – Boys Walk, Girl Dodge, Same Boy Run, Pass Thru
 - Pass Thru
 - Wheel and Deal
 - Centers Boys Walk, Girls Dodge
 - Side Boys Run
 - Centers Pass Thru

- (PL-CB) Touch $\frac{1}{4}$, All 8 Circulate, Boys Run
Touch a Quarter
Circulate
Boys Run
- (X-Box to CB) Swing Thru, All 8 Circulate, Boys Run,, Ferris Wheel, Centers Left Square Thru 3,
Heads Star Thru
Centers Pass Thru
Swing Thru
Circulate
Boys Run
Ferris Wheel
Centers Left Square Thru 3
- (PL(os) – PL) Pass thru, Bend the Line
Pass thru
Bend the line
- (PL (os) – PL) Pass the Ocean, Swing Thru, Boys Trade, Boys Run, Bend the Line
Right and Left Thru
Pass the Ocean
Swing Thru
Boys Trade
Boys Run
Bend the Line

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4. **Get-out module.** This takes us from a known FASR to a resolution. These are often called resolution modules. They can end with an Allemande Left, a Right and Left Grand, a Promenade, or even at home.

a. To an **Allemande Left** example:

- (CB-AL)- Star Thru, Dixie Style To An Ocean Wave, Girls Trade, Allemande Left
Heads Pair Off
Star Thru
Dixie Style to a Wave
Girls Trade
Allemande Left

- (CB-AL) Make a Wave – Girls Trade, Girls Run, 1/2 Tag, Boys Run, Pass Thru**, Allemande Left (**Lines facing out**) – quarter in for square view.....

Heads Pair Off
 Step to a Wave
 Girls Trade
 Girls Run
 Half Tag
 Boys Run
 Pass Thru
 Quarter In
 Allemande Left

- (PL-AL) Pass Thru, Wheel and Deal, Centres Half Sashay, Centres Swing Thru, Extend, Swing Thru, Spin The Top, Slide Thru, Allemande Left

Pass Thru
 Wheel and Deal
 Centers Half Sashay
 Centers Swing Thru
 Extend
 Swing Thru
 Spin the Top
 Slide Thru
 Allemande Left

- (PL-AL) Pass Thru, U-Turn Back, Slide Thru, Allemande Left

Pass Thru
 Turn Back
 Slide Thru
 Allemande Left

b. To a **Right and Left Grand** example

- (CB-RLG) Spin Chain Thru, Girls Circulate Twice, Right and Left Grand

Heads Pair Off
 Spin Chain Thru
 Girls Circulate Twice
 Right and Left Grand

- (CB-RLG) Swing Thru, Turn Thru, Trade By, Swing Thru, Extend, Right and Left Grand

Heads Pair Off
 Swing Thru
 Turn Thru
 Trade By
 Swing Thru
 Extend
 Right and Left Grand

- (PL-RLG) Square Thru 3, Ends Fold, Star Thru, Ends Fold, Right and Left Grand

Square Thru 3
 Ends Fold
 Star Thru
 Ends Fold

- (PL-RLG) Pass the Ocean, Swing Thru, Recycle, Right & Left Grand

Pass the Ocean
 Swing Thru
 Recycle
 Right and Left Grand

**** Note:** Some Get out Modules will take you to a Partner Line or a Corner Box, while others will not. Ensure you note the ending formation on your modules if you plan to use them as zeros. For example:

(CB-AL) Step to a Wave, All 8 Circulate, Single Hinge, All Eight Circulate, Men Run, Pass Thru, Allemande Left (**this ends with lines facing out for the allemande left**)

Heads Pair Off
 Step to a Wave
 Circulate
 Hinge
 Circulate
 Boys Run
 Pass Thru
 Quarter In
 Allemande Left

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5. Fixed Routine Module – These modules are often full routine sequences from static square to home, to a right and left grand/allemande left or promenade, or most commonly, singing call routines that are developed by the caller to feature a specific movement (or movement variation). Some examples would be:

Full sequence Module routine – SS-Home

At Basic Level a routine for a new dancer class featuring Right And Left Thru.

Heads Square Thru 2
Slide Thru
Right and Left Thru
Half Sashay
Centers Right and Left Thru and Half Sashay
Star Thru
Outsides Trade
Dive Thru
Centers Star Thru and Back Away You're Home

A variation with an unusual Cloverleaf

- (H) Square Thru 4, Right and Left Thru, Square Thru 3, Centres Square Thru 4, Everybody Cloverleaf, "Home"

Heads Square Thru
Right and Left Thru
Square Thru 3
Centers Square Thru 4
Everybody cloverleaf -- home

Full sequence routine – SS - Right and Left Grand or allemande left.

A routine for using Flutterwheel / Reverse Flutterwheel with the opposite gender variation as the leader

- 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

Heads Square Thru
Swing Thru
Swing Thru
Girls Run
Couples Circulate
Ferris Wheel and Centers and Sweep a Quarter

Centers Reverse Flutterwheel
Centers Flutterwheel and Sweep a Quarter
Centers Pass Thru
Right and Left Grand

A full sequence routine to a Right and Left Grand using ½ sashayed positions of Ferris Wheel and Square Thru

- Heads Square Thru 4, Swing Thru twice, Girls Run, Couples Circulate, Ferris Wheel, Centres Sweep 1/4, Centres Square Thru 4, Right and Left Grand

Heads Square Thru 4
Swing Thru
Swing Thru
Girls Run
Couples Circulate
Ferris Wheel and Centers and Sweep a Quarter
Centers Square Thru 4
Right and Left Grand

A full sequence routine to an allemande left

- Heads Star Thru, Double Pass Thru, Put Centres In, Cast Off 3/4, Star Thru, Double Pass Thru, Leaders Partner Trade, Allemande left

Heads Star Thru
Double Pass Thru
Centers In
Cast Off Three Quarters
Star Thru
Double Pass Thru
Leaders Trade
Allemande Left

A full routine using BBGG Pass the ocean – basic teaching from other than a normal boy on left girl on right couple

- Heads Pass Thru, Separate Around 1 To A Line (BB/GG), Forward And Back, Pass The Ocean, Swing Thru, Girls U Turn Back, End Ladies Chain (**on the Diagonal**), Star Thru, Pass Thru, Left Allemande

Heads Pass Thru
Heads Separate Around One to a Line
Forward and Back

Pass the Ocean
Centers Trade
Circulate Twice
Boys Run
Reverse Wheel Around
Pass the Ocean
Recycle
Allemande Left

A full routine using a variant recycle of a left hand wave recycle boys in centre

- 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 (**Left hand Wave, Boys in centre, girls cross folding**), Allemande Left

Head Ladies Chain
Sides Square Thru
Swing Thru
Boys Run
Chain Down the Line
Dixie Style to a Wave
Girls Circulate
Boys Trade
Recycle
Allemande Left

The SINGING CALL – All singing call routines are fixed routine modules from start to resolution – with a lady rotation.

Singing call modules are important for callers to develop as they give performance flexibility and support and compliment the theme or focus of each tip or sometimes each evening performance. They are the icing on the “Patter Cake” that brings it all together. **Remember** – A good singing call performance that ties the choreography together gives the dancers a feeling of success and accomplishment and it can make or break a caller. Some examples of focus module singing calls:

- **Spin the Top** workshop tip singing call module:
 - 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

Four Ladies Chain
Heads Lead Left
Right and Left Thru
Touch a Quarter
Centers Trade
Spin the Top
Spin the Top
Step Thru

- o Heads Right Hand Star (** find Corner left hand wave), “Left” Spin the Top, Left Cast Off 3/4, circulate, Zoom, (left column)), Girls Run, centers Swing Thru and turn thru, outsides trade, Swing and Promenade – Note this is only for showing choreography only – zoom from a column without a circulate is never fun

Heads Left Square Thru
Left Spin the Top
Cast Off Three Quarters
Circulate
Zoom
Girls Run
Centers Swing Thru and Turn Thru
Outsides Trade

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Using Full Sequence Routines.

My personal opinion is that I do not like full sequence routines other than:

- Short Teaching routines for introduction of new movement or variants
- Singing calls

Any other use, such as long memorised or written chorographic strings are inherently dangerous (reading, loss of place, or memory hiccup, missing a movement and ultimately busting the floor). They are also generally more difficult for dancers – mainly because they work on the Caller’s computer or with his / her dolls but not usually with the dancers.

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As a practical example – consider the following full sequence routine

(SS) Heads Square Thru 4, Sides Half Sashay, Dosado, Swing Thru, Spin Chain Thru, Swing Thru, Scoot Back, Boys Run, Star Thru, Flutter Wheel, Pass To The Centre, Centres Pass Thru, Star Thru, Flutter Wheel, Right and Left Thru, Touch 1/4, Walk and Dodge, Outsides Cloverleaf, Centres 1/2 Square Thru, Slide Thru, Touch 1/4, Walk and Dodge, Outsides Cloverleaf, Centres 1/2 Square Thru, Slide Thru, Pass The Ocean, Swing Thru, Girls Circulate, Boys Trade, Boys Run, Tag The Line, Face In, Pass Thru, Wheel and Deal, Double Pass Thru, Centres In, Cast Off 3/4, Pass The Ocean, Recycle, Star Thru, Dixie Style To An Ocean Wave, All 8 Circulate, All 8 Circulate, Men Cross Run, Right and Left Thru, Touch 1/4, Swing Thru, Centres Run, Tag The Line In, Centres Only - Box The Gnat, All Square Thru, Trade By, Right and Left Thru, Swing Thru, Boys Run, Tag The Line, Face In, Pass Thru, Wheel and Deal, Double Pass Thru, Centres In, Cast Off 3/4, Star Thru, Ladies Chain, Dixie Style To An Ocean Wave, Step Thru, Allemande Left

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Now consider the exact same routine broken down into several modules. They can be inserted anywhere from the known FASR states of only **CB** and **PL** – and used in a mix and match method and can also be stopped at the end of any sequence if a problem arises on the floor.

- (SS-PL) Heads Square Thru 4, Sides Half Sashay, Dosado, Swing Thru, Spin Chain Thru, Swing Thru, Scoot Back, Boys Run
- (PL-PL) Star Thru, Flutter Wheel, Pass To The Centre, Centres Pass Thru, Star Thru, Flutter Wheel, Right and Left Thru
- (PL-PL) Touch 1/4, Walk and Dodge, Outsides Cloverleaf, Centres 1/2 Square Thru, Slide Thru, Touch 1/4, Walk and Dodge, Outsides Cloverleaf, Centres 1/2 Square Thru, Slide Thru
- (PL-CB) Pass The Ocean, Swing Thru, Girls Circulate, Boys Trade, Boys Run, Tag The Line, Face In, Pass Thru, Wheel and Deal, Double Pass Thru, Centres In, Cast Off 3/4, Pass The Ocean, Recycle
- (CB-CB) Star Thru, Dixie Style To An Ocean Wave, All 8 Circulate, All 8 Circulate, Men Cross Run, Right and Left Thru
- (CB-CB) Touch 1/4, Swing Thru, Centres Run, Tag The Line In, Centres Only Box The Gnat, All Square Thru, Trade By

- (CB-CB) Right and Left Thru, Swing Thru, Boys Run, Tag The Line, Face In, Pass Thru, Wheel and Deal, Double Pass Thru, Centres In, Cast Off 3/4, Star Thru
- (CB-resolve) Ladies Chain, Dixie Style To An Ocean Wave, Step Thru, Allemande Left,

By breaking it down into short modules I can mix and match the sequences, use short combinations and resolve quickly to an allemande left within a few movements – More on that later and in other sessions to come.

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All Callers / All Systems use Modules, whether they admit it or not.

Modules are the basis for all callers regardless of what method or system of calling they may use. All systems require the production of “modules” or short sequences which can be memorised or written that take a caller from one known position back to the same position, or to a different known position. This method of calling requires the caller to memorise and remember numerous small sequences of calls (modules).

The flexibility in modules is that you can specifically design each component part to work a specific call or “focus” that you want to capitalise on. In addition, because they are all designed to do specific things such as:

- Open (a short sequence to take me from a static square to a known FASR State)
- Create a Zero (or series of movements that does nothing), an Equivalent effect (a call or series of call that does the same thing as another call),
- Create a Conversion (series of calls that takes me from a known FASR state to another known FASR (e.g. Corner Box to Partner line),
- Close (a sequence to take me from a known FASR State to a resolution) these modules are particularly adaptable and interchangeable and can usually be plugged in at random to give variety to the dance.

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A modular caller constructs a patter (hoedown) by combining these various short series of commands that take the dancers from one known position in the square to another known position. Often the singing call

figure (a module in itself) becomes the basis for the patten modules that make up the tip (bracket of patten and singing call)

A good modular caller knows how to string these different short sequences together to move the dancers to known places in the square. Unlike written or memorised material which is inflexible, a good modular caller can also change the material and difficulty of the modules to meet the dancer ability and achieve the highest possible dancer success rate.

For pure module calling there are a series of short sequences (usually about 5 or so short module routines) that you mix and match and string together. They generally look something like the table (next slide) below. A focus movement is chosen and the modular sequences use that movement.

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Focus movement – **Spin the Top**

Module	What it does	Example
1	a get in which takes me from a static square to a known position	Heads Lead Right, Dosado To A Wave, Spin Chain Thru, Girls Circulate twice, Spin the Top, Slide Thru, (CB)
2	short sequence that takes me from a known position to the same position	(CB) Swing Thru, Spin the top, Right And Left Thru, Flutter Wheel, Sweep ¼ (CB)
3	short sequence that alters the position (converts) from for example a zero line to a Corner Box or vice versa	(CB) Swing Thru, Girls Circulate, Spin the top, Recycle, Reverse Flutter Wheel (PL)
4	short sequence to move them around and back to the same position	(PL) Pass Thru, Boys Run, Scoot Back, Centres Trade, Split Circulate, Centres Trade, Spin the Top, Recycle (PL)
5	short sequence to resolve the square from my known position	(PL - Resolve) Pass Thru, Bend The Line, Right And Left Thru, Two Ladies Chain Across, Square Thru, But On The Third Hand - - Spin the Top, Right and Left Grand

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From those 5 simple spin the top modules you can assemble a long string 1-5, or a series of short strings with quick openers like Heads square thru 4 (CB), or Sides Lead Right and Circle to a line (PL) and insert the modules appropriately. In addition, each module is a get out to an Allemande left / Circle Left or another appropriate get out module in case of trouble. Mix and match and play. Because of the flexibility of a mix and match and conversions, each sequence, although the same movements are used, get there slightly differently and thus feel different over the course of 4 minutes. (One patter call)

With just the modules presented you can make 11 combination sequences or 6 minutes of continuous patter with no filler break pieces.

With a square thru + a lead right circle to a line get in you can make 20 different combinations

With a simple PL-CB conversion you can make over 43 combination without repeating your sequences.

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Summary

Modules, the use of modules and modular calling is only one method of choreographic management. Creating and learning modules is an essential fundamental of being a successful caller. Remember, all callers use modules (a combinations of movments put together to achieve a specific purpose – to go from point A to Point B. (whether they admit it or not)

Modules are only one part of learning to call and the only limitation on the number of modules is the limitations you put on them

Modules are easy to write – Keep the dancers in mind. Choreography with checkers or a computer is often easier to write than it is do dance.

It is a starting point. START SMALL AND BUILD. DO NOT DO IT ALL AT ONCE.

Mix and match – watch hand availability at end of modules for mixing

Questions?

