

# ISOLATED SIGHT MAXIMISING USE FOR SUCCESS

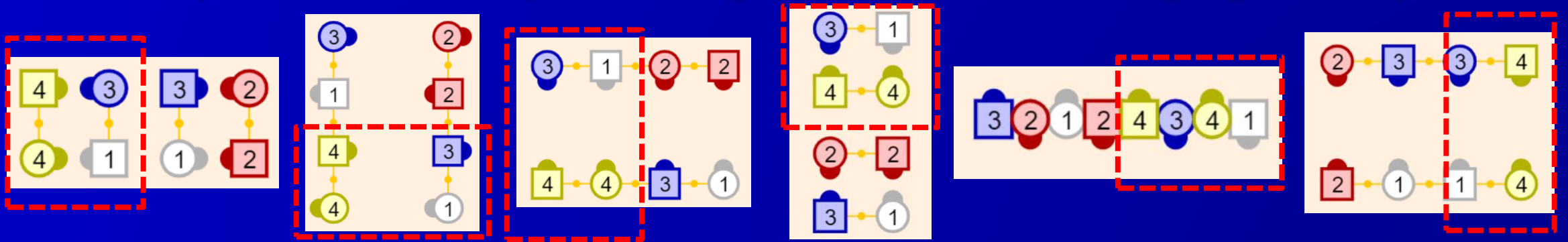


Mel Wilkerson  
Tumut NSW, Australia  
wilkerso@bigpond.net.au

# Isolated Sight Calling (not just 2 couple calling)

Isolate and separate two couples in your square

- Move the dancers through a series of choreographic sequences
- Keep them separate from the other dancers
- Basically it is two couple calling – and mirror imaging the square



The two couples stay separate but interact with the rest of the square on your terms.

# Advantages of Isolated Sight

- Caller can concentrate on specific “couples choreography”
  - The mirror image takes care of the rest of the square
- The snapshot (burnt image) means quick square resolution
  - It is always only a few steps away to a “fix Point”
- Makes teaching, review, and full square interaction easy
  - Most calls are 2-couples – you get to choose which 2
- Caller concentrates on, and moves, 2 couples at a time
  - Filler and fluff and modules do not change this
- Interactions with rest of the square is on the caller’s terms.
  - Whole square dancing “feeling” is the dancer perception

# Disadvantages of Isolated sight

- Can lean to overflow and redundant choreography.
  - Caller must be able to use the limited material with variety
  - Caller must be able to adapt to dancer capability restrictions
- It is very easy to become a “caller crutch”
  - Working two couples only - no visitation is noticeable
  - It is very easy to “hyper focus” on a movement rather than to focus on a dance – especially with new material
- Easy to lose “time perspective” due to success
  - Losing track of time leads to over long sequences



# Isolated Sight – What we know so far

## SET UP – ACTION – RESOLUTION

**Step 1** – Select key couples – Normally 1 and 4

**Step 2** – Use a get in to a known FASR (CB) and “snapshot”

**Step 3** – Call your choreography highlighting your focus call

- Interact with square with “interactives” and “flip flops”
- Change your snapshot with a ½ Chicken Plucker
- Change it back with another ½ Chicken Plucker

**Step 4** – When ready to resolve – return to the snapshot

- Corner box – key couple on outside, or
- Partner line – Key couple on left



# Isolated Sight – What we know so far

## Example

**Set up** – Get in to a Corner Box = Heads Square thru “snapshot CB”

**Action** – Isolated sight (two couple calling unplanned but focused)

- Interactive – Swing Thru, Boys Run, Ferris Wheel, Pass Thru “snapshot CB”
- Module: (CB-CB) Touch  $\frac{1}{4}$ , Centres Cross Run, Split Circulate, Men Cross Run, Right & Left Thru “snapshot CB”

**Resolution** – Swing Thru, Boys Trade, Extend, Right & Left Grand

**WE COULD DO  $\frac{1}{2}$  CHICKEN PLUCKER AT SNAPSHOT CB**

# Isolated Sight – Expanding the Idea

## THE NEXT STEP IN DEVELOPMENT

The idea is to follow a repeatable three step process:

1. Set up – Establish a starting position for isolated sight.

**2. The Action: Calling to the two couples but keeping them together as they move around the square**

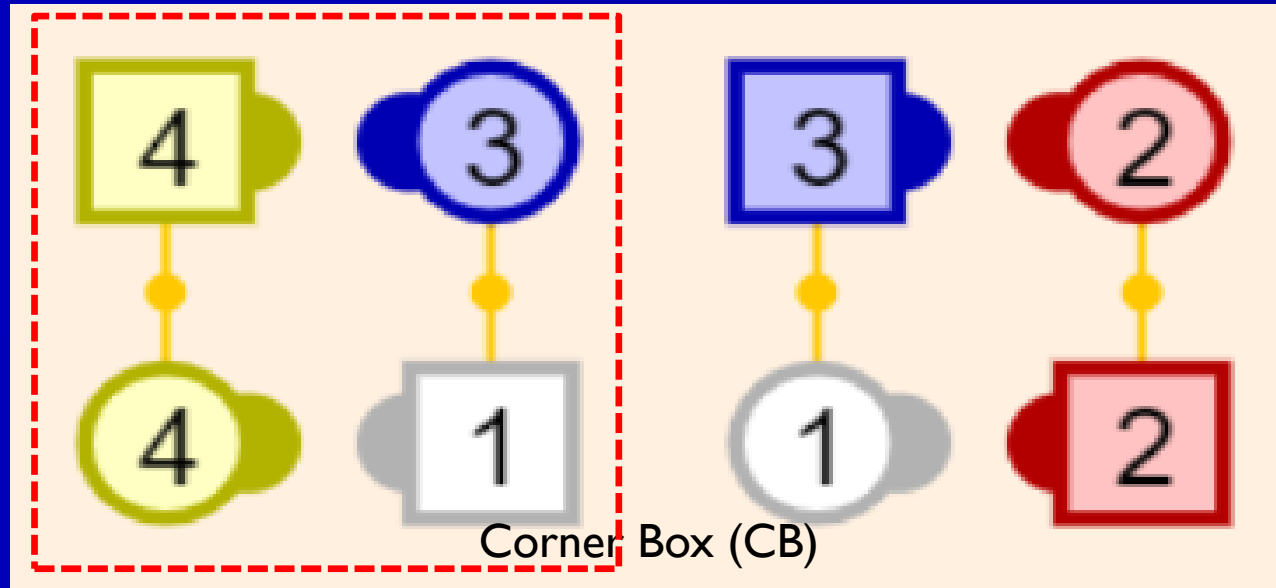
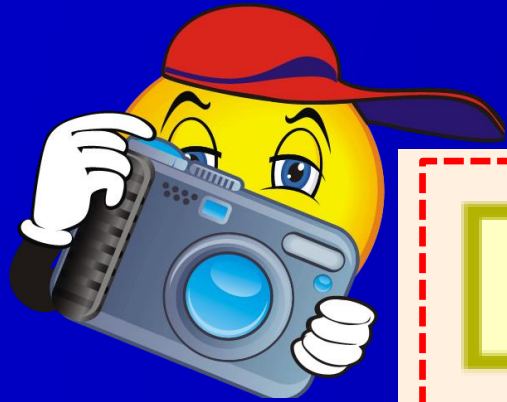
3. The Resolution: Using calls to bring them back to the starting position.



# Isolated Sight – The Set Up

The normal starting formation (FASR State) is that of the Allemande left position in the Corner Box

- Two Couples in the square to focus on
- Set them up to a CORNER BOX – “Snapshot position”

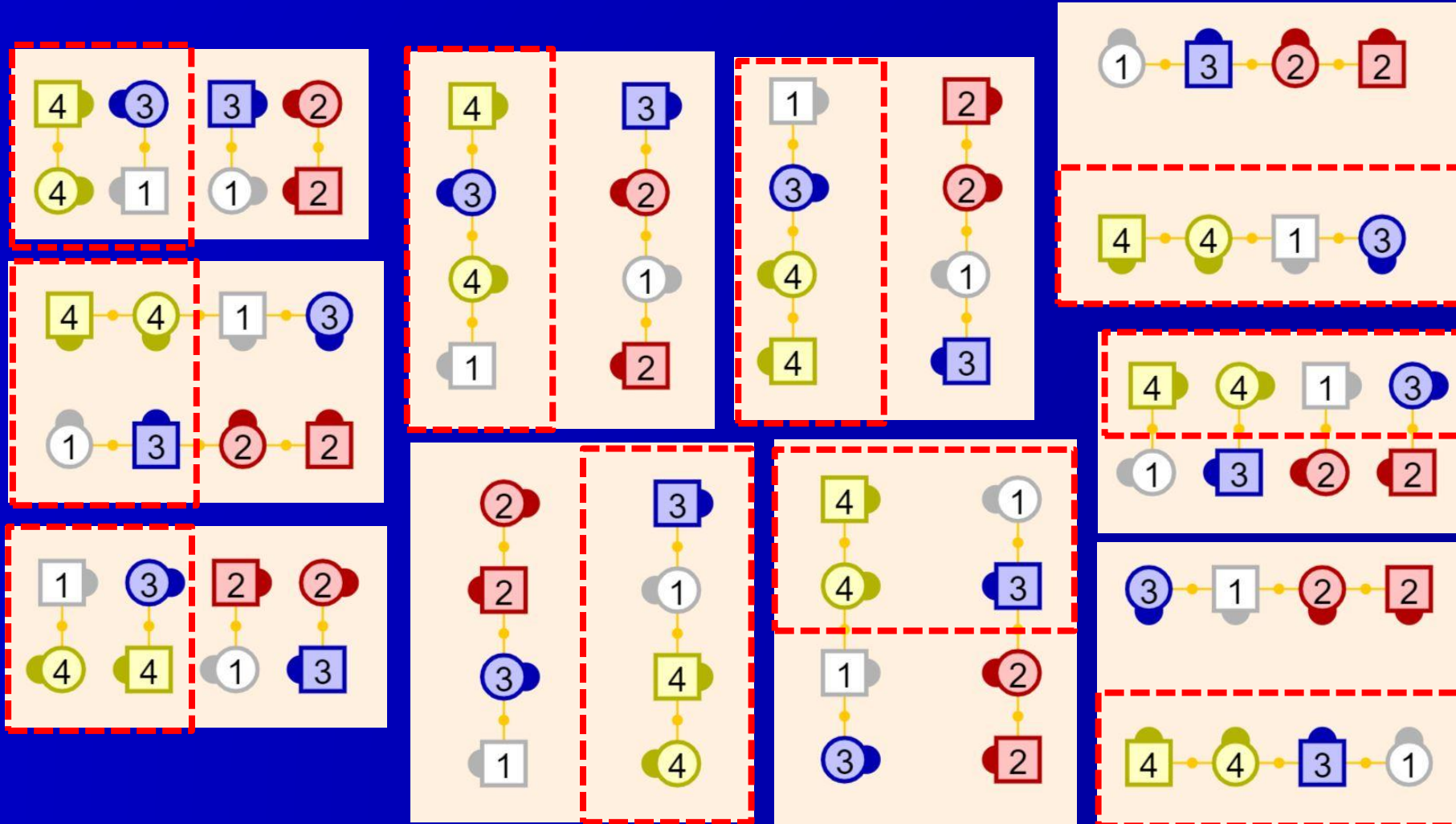


Lots of ways to “Set up” a Corner Box – good two couple practice



# Isolated Sight – The Action

Pretty much call what you want as long as you keep those four “isolated dancers together – “Rubber Banding”



- Box
- Lines in/out
- Columns
- Waves same
- Parallel Waves
- Lines out
- Two-Face Line (same or tandem)

# Isolated Sight – **THE ACTION**

## Keep The Team Together

- Keep the four dancers (the team) together as they move around
- Don't worry about the others - **Mirror image takes care of that**
- The rubber band “Stretches and moves” with the Team

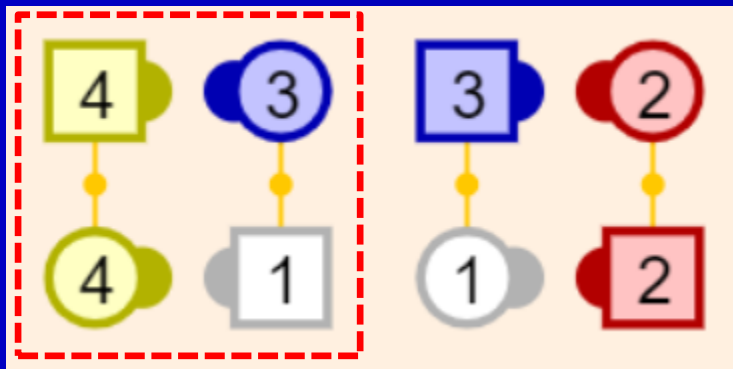


# Isolated Sight – **THE RESOLUTION**

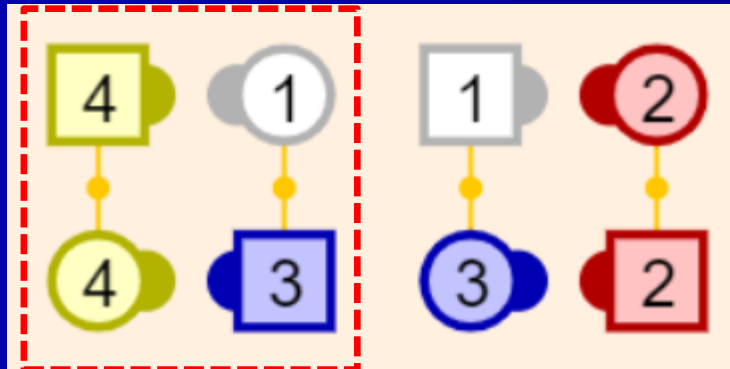
## Keep The Team Together

- This only means getting back to the “snapshot formation”.
- Once you have your “set up” the two couple grouping is up to you. – just do not use the centre four dancers
- Remember their formation footprint start and **put them back**

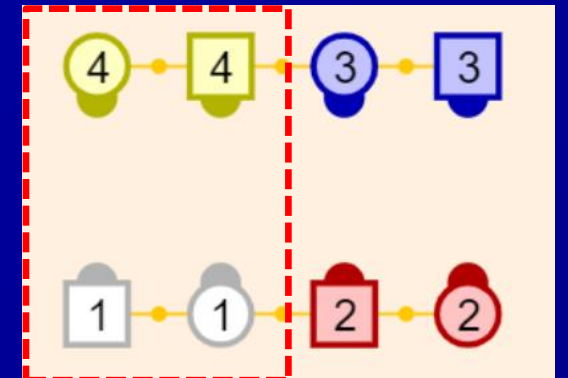
### 3 RECOMMENDED STARTING POINT FASRS



Corner Box (CB)

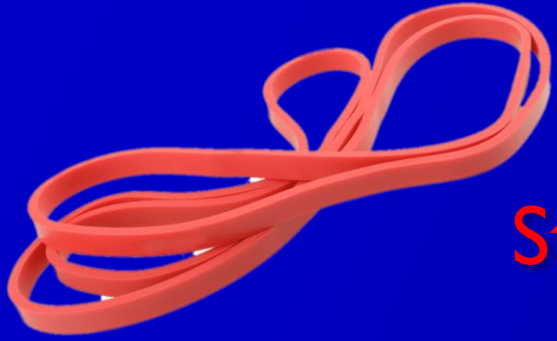


Right Hand Lady Box (RBO)



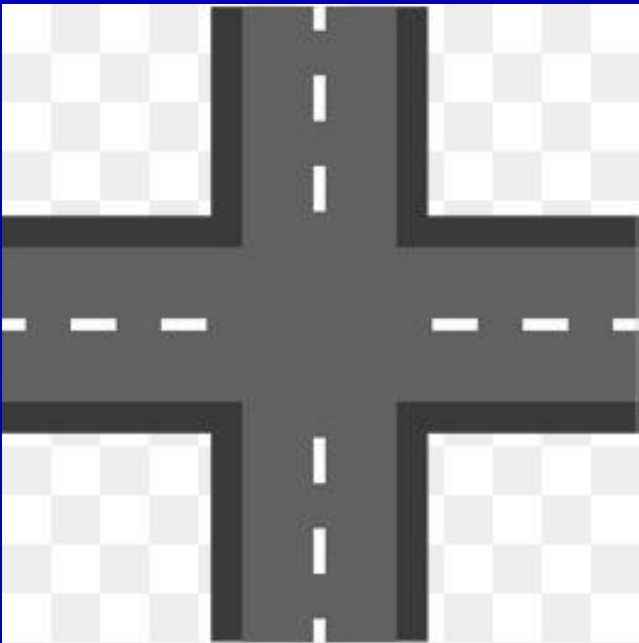
Partner Lines (PL)

# Isolated Sight – Rubber Banding



Rubber bands stretch and move with the dancers  
Stretch too far or twist too tight and they will break

# Isolated Sight – ACROSS THE STREET Variations

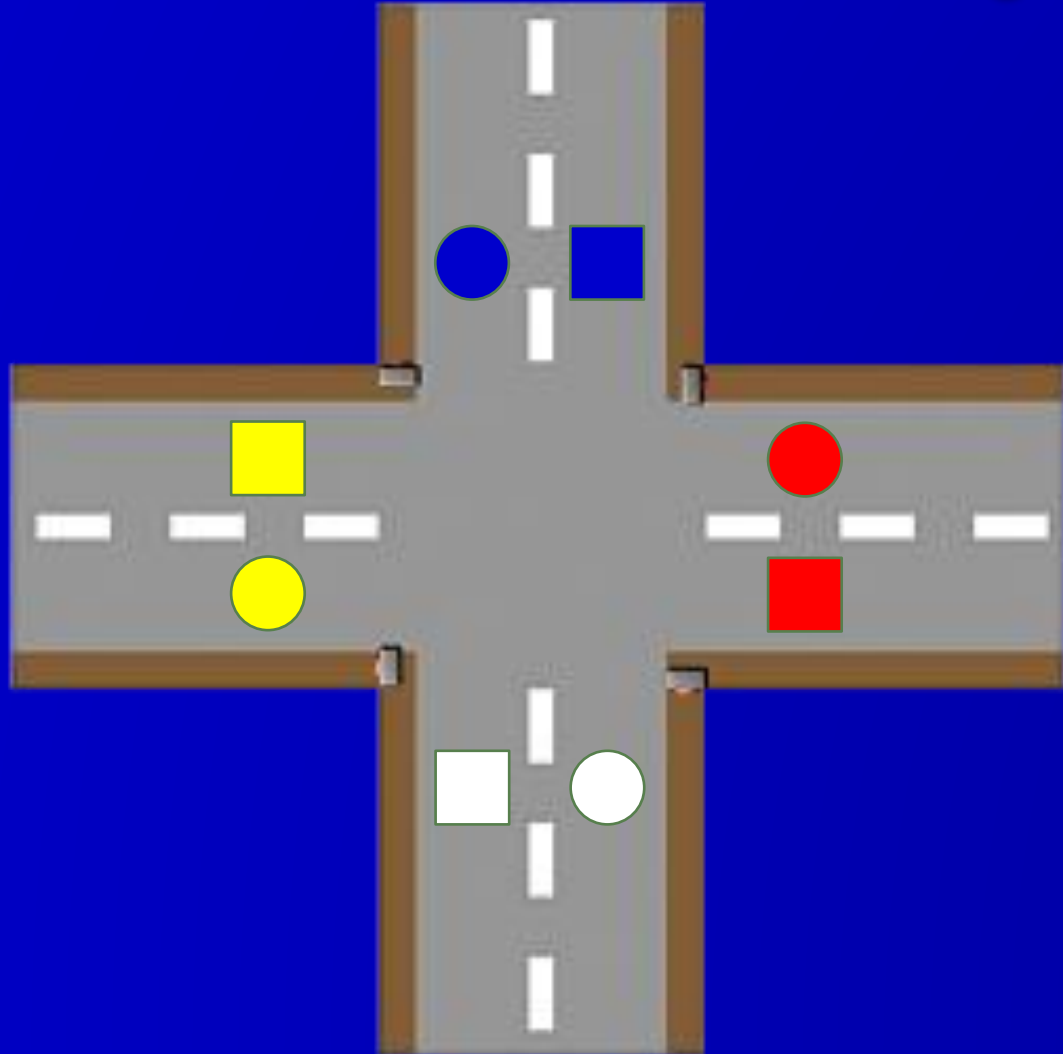


There is one guideline before  
moving isolated sight  
“Across The Street”



# Isolated Sight – ACROSS THE STREET Variations

**Guideline:** Use only after you are comfortable with the process of Basic Isolated sight from a Corner Box

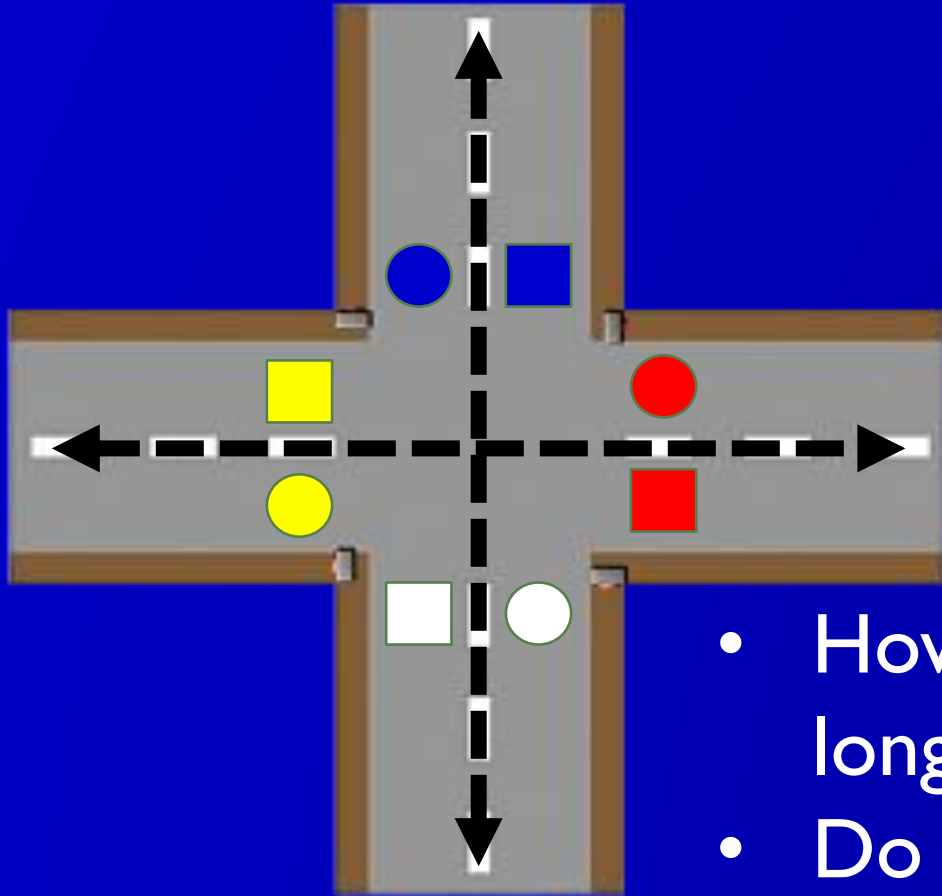


The secret to a happy  
neighbourhood  
Visit with the neighbours for  
a while, with or without your  
partner

To do that, someone has to  
cross the street

# DEFINING THE STREET

Drawing a line splitting the H/S couples creates the mirror image



- To visit someone must Cross the Street
- Chicken plucker method
- Start with an RBO Set-Up
- **“NEW SNAPSHOT”**
- Visit a while with the neighbours
- How you got there is not as important as how long you stay
- Do Not Overstay Your Welcome

**GO HOME**

# Isolated Sight – Across the Street Principles

## THE NEXT STEP IN DEVELOPMENT

The idea is to follow the same repeatable three step process:

1. SET UP - Establish The RBO (FASR)

- Start by a Get in to an RBO, or
- Use a Chicken Plucker from a Corner Box.

2. ACTION – All the same “Rubber Band techniques and rules apply.

- Your Snapshot is the RBO with the sides paired on the outside.
- Example Heads Star thru, Pass thru = RBO Snapshot

3. RESOLUTION – when you are ready move the dancers back to the Snapshot RBO

- normalise, pair, matched pair on outside

## THE EXTRA STEP:

**Call a chicken plucker / equivalent to get back “across the street”**

# One Rule For “Across The Street” variations

## “THE STREET MUST BE CROSSED TWICE”

The caller can choose who is going to cross, as long as it is done twice.

Geography of the crossing is not important – the “FASR position” is what matters

- The FASR Position has one paired, and one mismatched couple.

### The Caller’s Choice:

- The Same Couple Crosses the street twice
- Each Couple Crosses the street once.



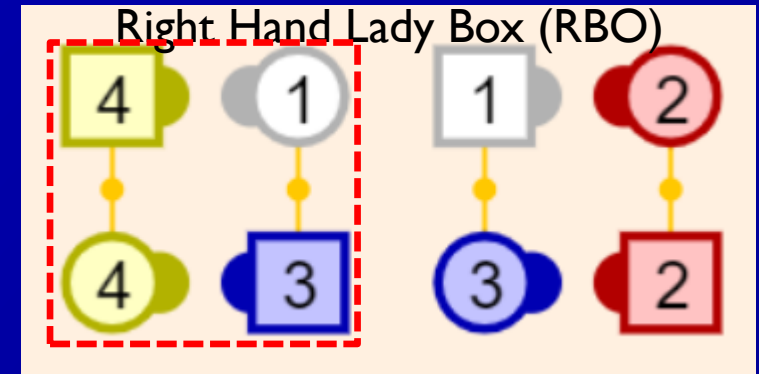
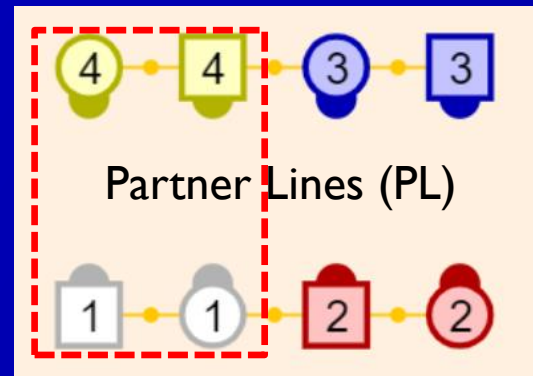
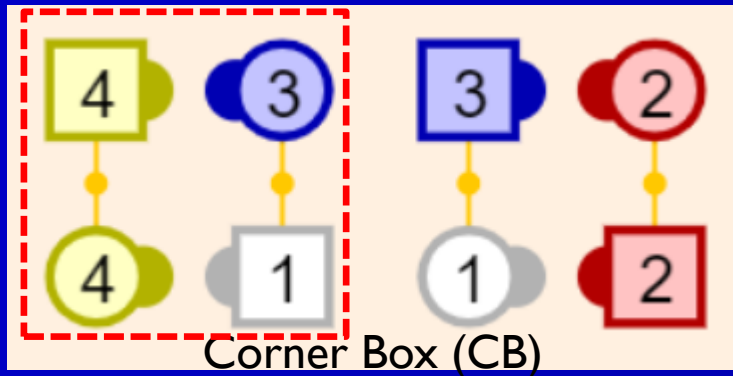
It doesn't matter which couple

The street must be crossed twice



# Preparing for success with Isolated Sight

- Start with the known FASR positions



- Take your time and practice
- Fixing the disadvantage of modules too long. - - **HOW???**

To be real successful

**PREPARE MODULES FOR SIGHT CALLING.**

# How To Shorten Your Sequences

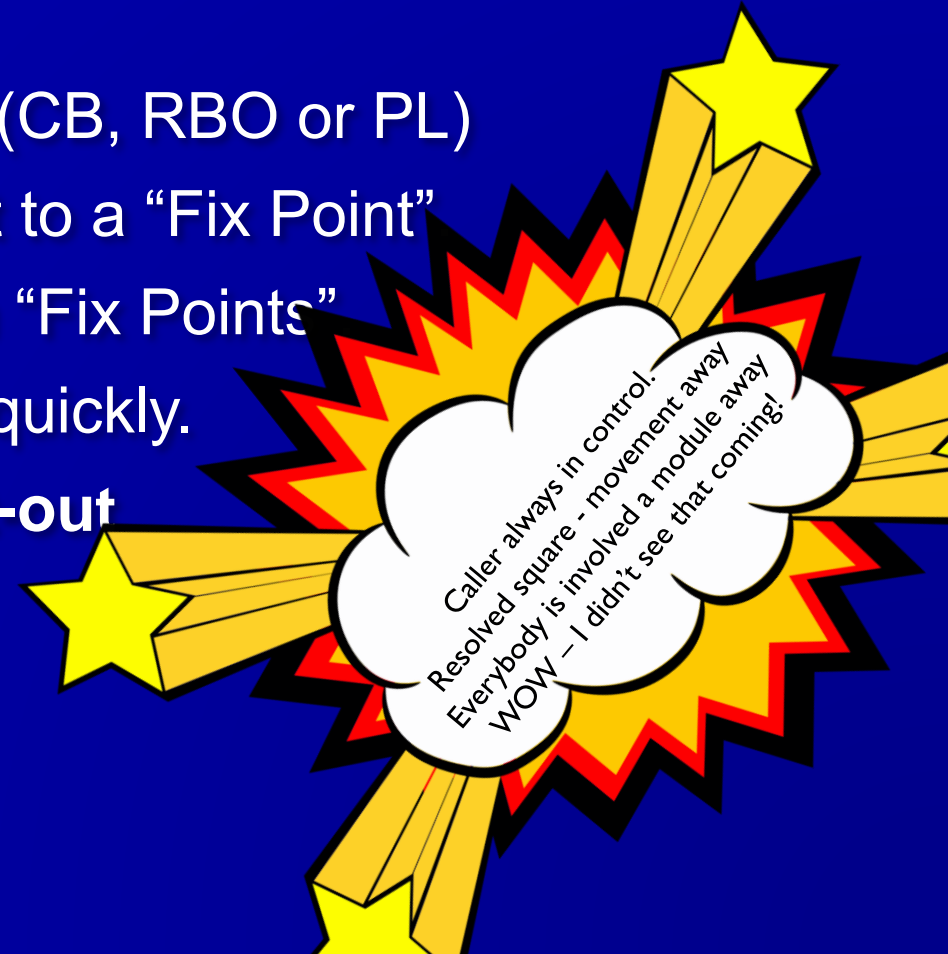
Prepare some quick use “fix point” modules

- **Corner Box Partner Line, and Right-Hand Lady Box (RBO)**

I recommend preparing 5 modules (or 6) to fit on one

Reasons:

1. They allow you to **get-out** from a Known “Fix Point” (CB, RBO or PL)
2. You can start with different set up FASR and convert to a “Fix Point”
3. You can use focus modules to breath and think from “Fix Points”
4. You can do a short **get-in** a “Fix Point” and **get-out** quickly.
5. You can set up a “Fix Point” for a **“WOW”** factor **get-out**



# Preparing modules for successful Sight

## Recommendation:

- **Box Module – True Zero** (footprint module) with Focus movement
- **Line Module – True Zero** (footprint module) with Focus movement
- **CB – Resolve** Module with Focus movement
- **PL – Resolve** Module with Focus movement
- **RBO – Resolve** Module with focus movement

**This works for me – HOWEVER**

**The best way to start, and the best modules are:**

**THE ONES THAT WORK FOR YOU**

# Preparing Modules for Sight Calling

## CB-CB Slide Thru

Pass Thru  
 Partner Trade  
**Reverse Flutterwheel and Sweep 1/4**  
 Dive Thru  
 Centers Left Square Thru

## PL-PL

Pass Thru  
 Boys Run  
 Split Circulate  
 Boys Run  
**Reverse Flutterwheel**

## PL- Resolve

Pass thru  
 Partner trade  
**Reverse Flutterwheel and Sweep 1/4**  
 Half sashay  
 Right And Left Grand

## CB-Resolve

Touch a Quarter  
 Centers Trade  
 Swing Thru  
 Girls Run  
**Reverse Flutterwheel and Sweep 1/4**  
 Left Square Thru 3  
 Right and Left Grand

## PL-Resolve

Touch 1/4  
 Circulate  
 Boys run  
**Reverse Flutterwheel and Sweep 1/4**  
 Half sashay  
 Square thru 2  
 Right and left Grand

## RBO-Resolve (CB)

Right and left thru  
 Veer left  
 Couples circulate  
 Chain down the Line  
**Flutterwheel and Sweep 1/4**

## RBO-RESOLVE (SINGING CALL – REVERSE FLUTTERWHEEL) –

- Heads Star Thru, Centers Pass Thru (*Dosado*), Slide Thru, **Reverse Flutterwheel**, Half Sashay, **Flutterwheel**, Slide Thru, Trade By ..CNR



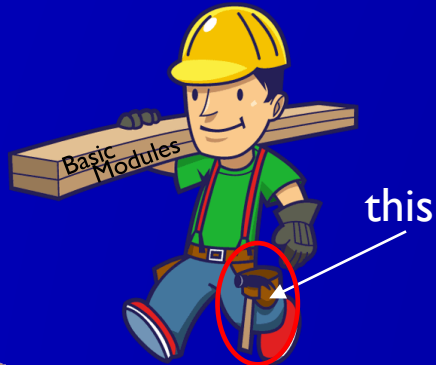
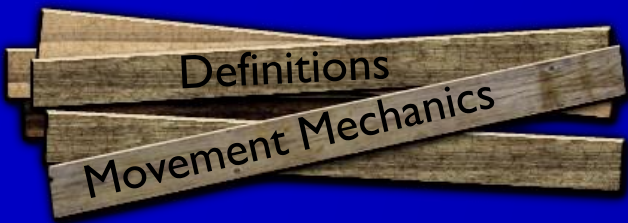
# Isolated Sight – Expansion Summary

- Isolated sight - more than just two couple calling.
- Each two-couple routine has a Set Up, and Action and a Resolution
- Rubber band allows for movement and interaction without breaking isolation.
- It is about a FASR FOOTPRINT STATE - not a geographic physical location.
  - Learn some simple rotation modules – (Examples from Session 1 – May 2020)
    - (CB) Swing Thru, Boys Run, Bend The Line, Pass Thru, Wheel And Deal, Centres Pass Thru – (CB  $\frac{1}{4}$  cw rotation)
    - (PL) Touch  $\frac{1}{4}$ , Circulate twice, cast off  $\frac{3}{4}$ . Right And Left Thru, Pass Thru, Bend The Line (PL  $\frac{1}{4}$  ccw rotated)
- Start small and build - CB, then RBO and then PL – Practice, Practice and more Practice
- Across the street Variations follow the same rules
  - Primary rule of Across the street – **Always Cross twice**
  - Paired / unpaired couple doesn't matter as long as there are two crossings.

Prepare Modules for successful sight calling

# Isolated Sight – one tool in the tool box

- With practice, multiple snapshots become easy
- Interactive “crossovers” becomes second nature
- It is an easy method of choreographic manipulation
- It is a great teaching tool - - e.g. Sicilian circle
- Like all tools, you cannot build a house with one tool alone.



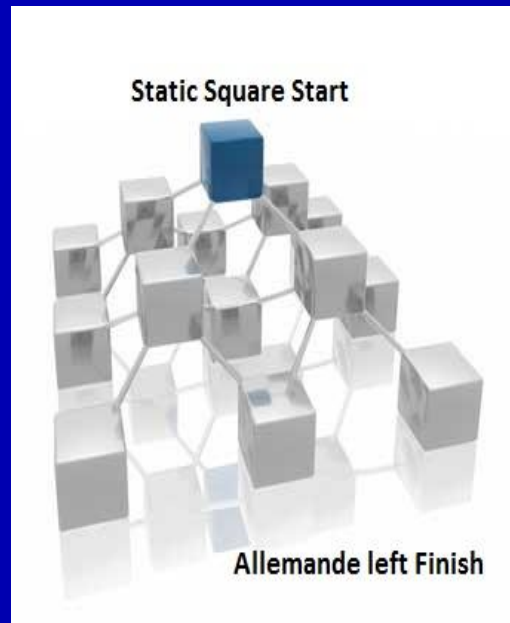
Still needs this



This is only an introduction to one more tool for your toolbox  
Others can tell you the tools, and show you how to use them  
How good you get with them is up to you



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Remember: When the Dancers succeed and win - You win too  
**But that only works in one direction !!!**





- Mel Wilkerson
- Tumut NSW, Australia
- [wilkerso@bigpond.net.au](mailto:wilkerso@bigpond.net.au)