

## Excerpt from Mike Sikorsky's Caller School Syllabus

### 8. ACTIVATOR STREAM SYSTEM

This method was invented by me and I personally feel it is your best and easiest way of stretching your Choreo during tip four or tip five and it is also your best stepping stone to go from Module Calling into Sight Calling.

*An Activator is a Module with a variable. A Module exists at the core of every Activator.* Consider this Corner Box Geographic Zero Module:

Swing Thru  
Boys Run  
Ferris Wheel  
Centers Pass Thru

Now also consider this Corner Box geographic module:

Left Swing Thru (after automatically stepping to a left wave)  
Girls Run Left  
Ferris Wheel  
Centers Pass Thru

To understand **Activator #1**, let's first analyze what Swing Thru and Left Swing Thru are actually doing in the above two Modules. They are having the Ends Turn 1/2 with the adjacent center, and then having the Centers Trade. After the final Centers Pass Thru, in both cases, the dancers have returned to a Corner Box in the exact footprints from which they began.

Activator #1 does not require same footprint arrival. It requires you to have the square dancers begin in a Facing Box all facing their original corner and In Sequence and arrive back in the same quadrant of the square in a Facing Box, all facing their original corner and In Sequence.

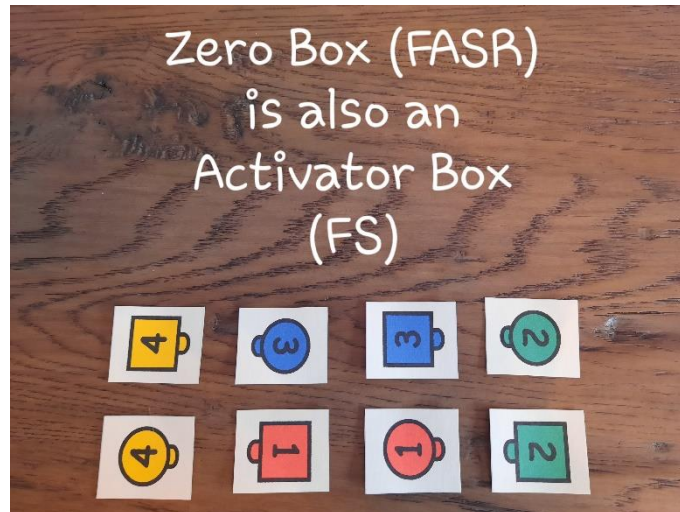
Here is a FASR explanation of the Activator truths:

**F**ormation is Facing End to End Boxes

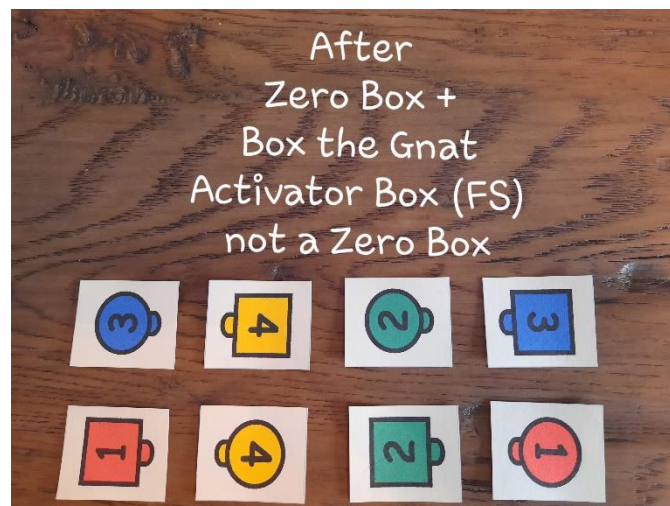
**A**rrangement can begin or end as Zero, 1/2, 1 or 2

All square dancers In **S**equence

**R**elationship has them all facing their original corner



After Box the Gnat, dancers can still Swing Corner.

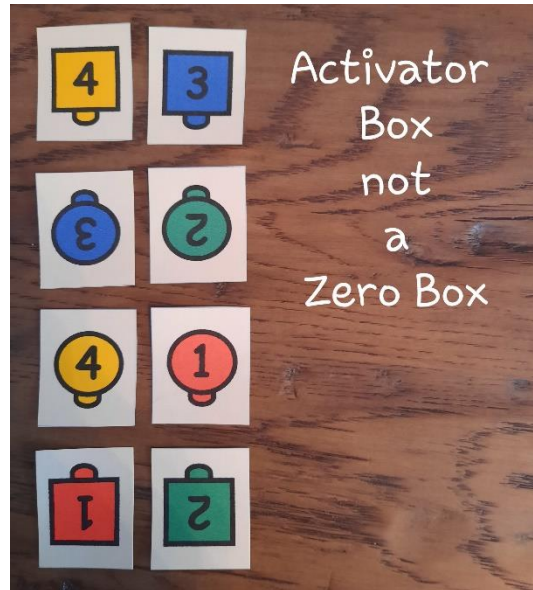


The Geographic Zero Modules in this explanation provide the convenience of having dancers return to the original Zero Arrangement (the standard, the vanilla). *They also provide the boring-ness of it.*

Activator #1 is: step to a Right or Left Wave, Turn any Fraction or don't, Centers Trade, Centers Run, Ferris Wheel, Centers Pass Thru.

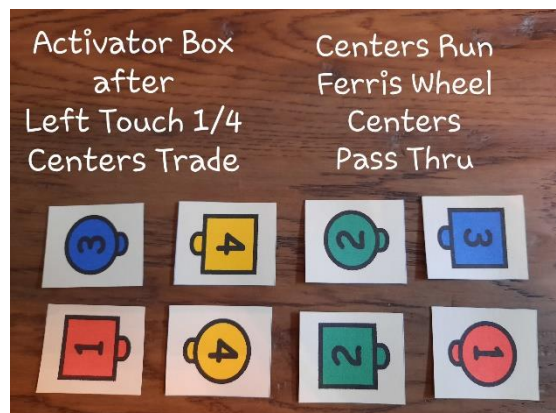
Activator #1 says you can replace the initial 1/2 Turn of ends and adjacent centers (as in Swing Thru) with any fraction you want. It also says if the fraction is 1/4, 3/4, or 5/4 (disguised) you have the dancers changing their wall orientation from head walls to side walls or vice versa, increasing perceived variety. The following is an example of a 5/4 disguised fraction:

Touch 1/4  
 Scootback  
 Scootback again  
 Centers Trade  
 Centers Run  
 Ferris Wheel  
 Centers Pass Thru



This is an Activator Box not a Zero Box. Let's do Activator #1 with a Left 1/4 Turn from this formation.

Left Touch 1/4  
 Check a wave and Centers Trade  
 Centers Run Left  
 Ferris Wheel (feels uphill)  
 Centers Pass Thru



The square dancers were initially in a Corner Box and also an Activator Box. They are now in an Activator Box but not a Corner Box because:

1. All dancers began facing Side walls and are now facing Head walls; and
2. The boys are outsides and the girls are insides so they are now in a non standard Arrangement, not the vanilla Zero Arrangement.

A Corner Box requires FASR:

- All dancers facing their corners (R)
- All dancers In Sequence (S)
- The outside couples paired with original partner and the center couples paired with their original opposite and their original partner directly behind them and back to back with them (R) as normal couples (A) in an 8 Chain Thru formation (F)

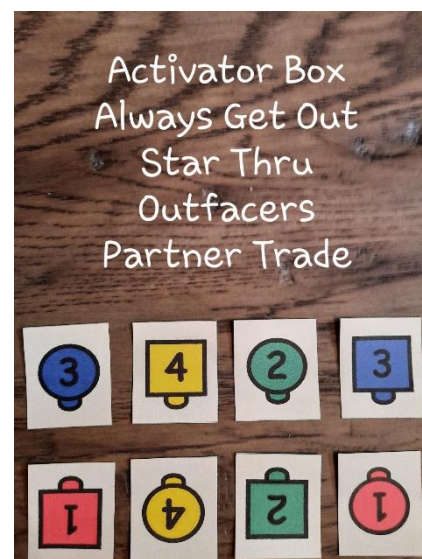
**An Activator Box only requires all dancers facing their original corners, all dancers In Sequence (S), an 8 Chain Thru formation (F).**

**The Corner Box requires FASR. The Activator Box requires FS and limited R (all dancers facing their corner only). It is the constantly changing Arrangement (A) that allows Activators to allow so much variety.**

After the above Choreo, do you see you could call Pass Thru and Square Your Sets at Home?

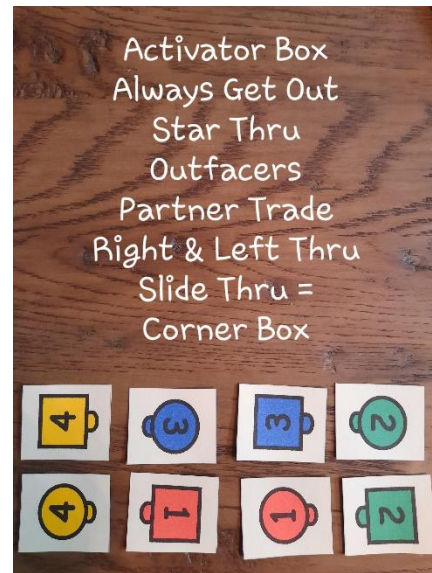
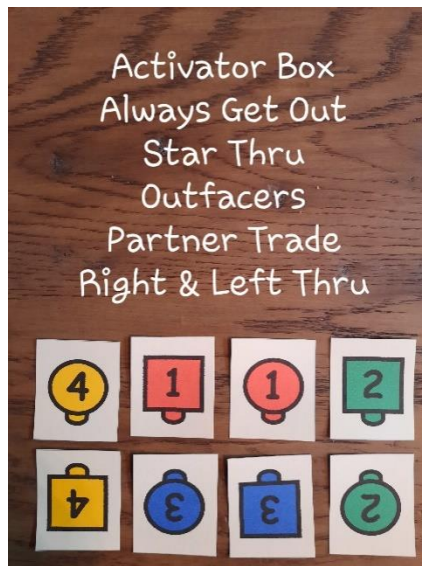
To convert this Activator Box to a Corner Box so you can call Allemande Left or so you can call modules you need to call the Always Get Out which is:

Star Thru  
Outfacers Partner Trade (Corner Line)





All Right & Left Thru  
Slide Thru



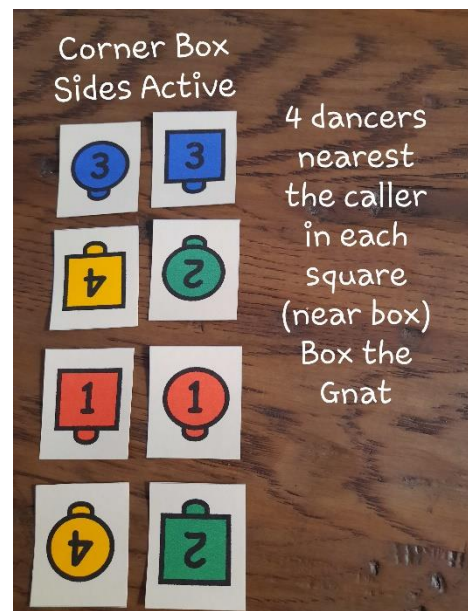
The dancers are now in a Corner Box.

If you wanted to call modules from this Corner Line, Here's one:

- Right & Left Thru
- Dixie Style to a Wave
- Tag the Line
- Face Right
- Chain Down the Line

We're going non symmetric now to show how good the Always Get Out is.

Corner Box, Sides active: the 4 dancers in each square nearest the caller Box the Gnat.

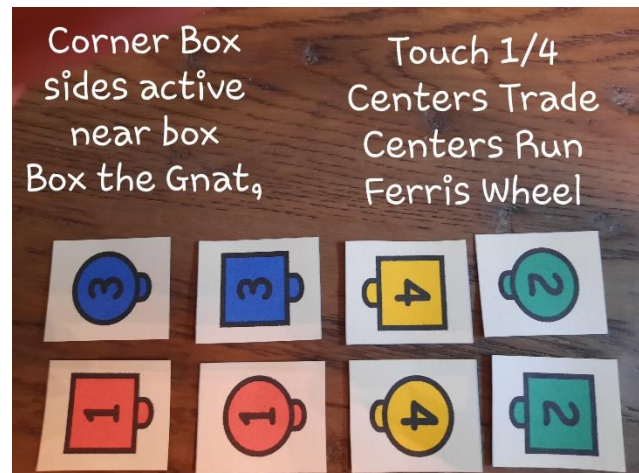


Now we're going to use the 1/4 Fraction:

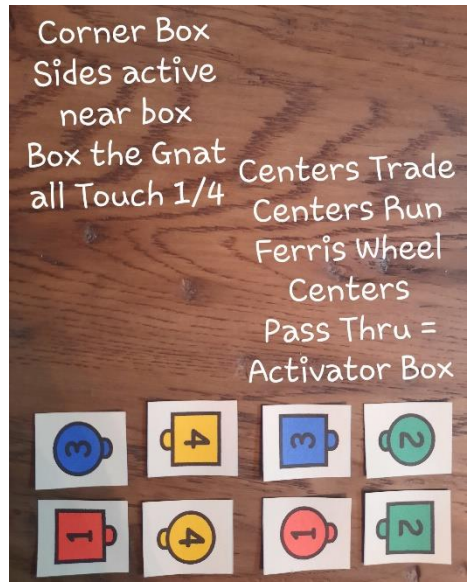
Touch 1/4  
Centers Trade



Centers Run  
Ferris Wheel



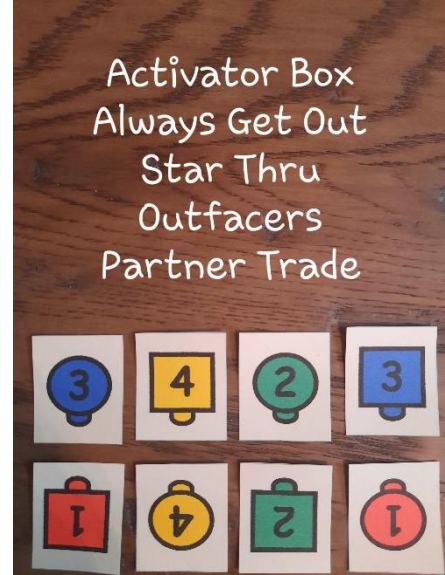
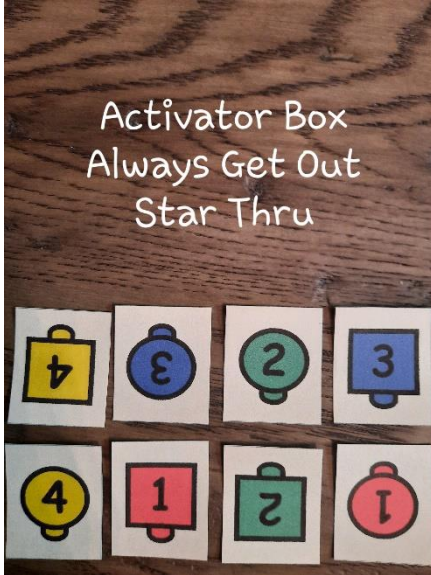
Centers Pass Thru



We're going non symmetric now to show how good the Always Get Out is.

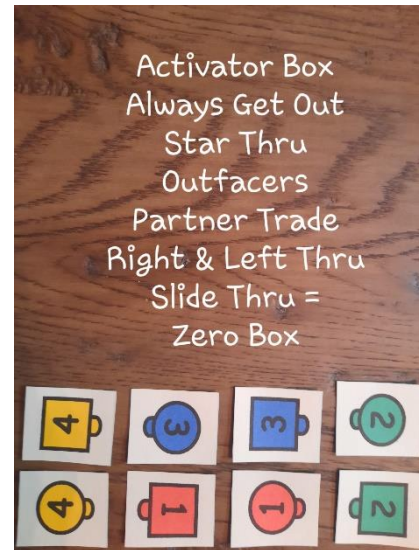
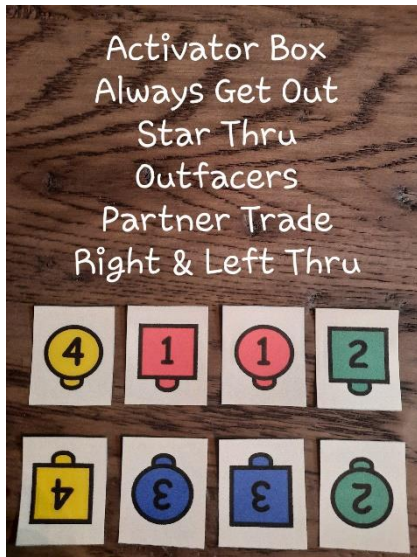
Now the Always Get Out.

Star Thru  
Outfacers Partner Trad





Right & Left Thru  
Slide Thru



If you call Activator #1 after Heads Left Square Thru 4 and begin with Left Touch 1/4 from the Corner Box, you could call the Always Get Out, but I want you to notice the girls are on the inside, all dancers facing their original corners and all dancers In Sequence. So instead of always calling the Always Get Out, let's have you get out by calling:

Touch 1/4  
Step Thru  
Right & Left Grand  
(or Square Your Sets at Home)

For variety in this same sex partner pairing, instead of getting out, let's have you call:

Pass Thru  
Trade By  
Pass Thru  
Trade By  
Touch 1/4  
Step Thru  
Right & Left Grand  
You're Home



Or instead of calling Step Thru then Right & Left Grand, you might call:

Boys Circulate  
Girls U Turn Back  
All Promenade Home

Or you might consider a quick workshop of same sex Courtesy Turns so you'd begin in this same sex paired Activator Box and call:

Right & Left Thru boy turn boy and girl turn girl  
Veer Left  
Ferris Wheel  
Centers Pass Thru and the dancers are back to the same sex paired  
Activator Box where they began

Also note Activator #1 works very well as a singing call figure. Any time the dancers are in an Activator Box where they are all facing their original corners and they are all In Sequence, you can always call Swing the corner and Promenade Home as long as the timing works. If you are early, call:

Touch 1/4  
Turn to Face and Swing the corner

OR if you are early early, call:

Touch 1/4  
Scootback  
Swing the corner

OR if you are early early early, call:

Touch 1/4  
Scootback  
Scootback again  
Swing the corner

If you'd like to try some non symmetrical Choreo, let's call Activator #1 like this:

Squared Set  
Sides Square Thru 4  
Touch 1/4

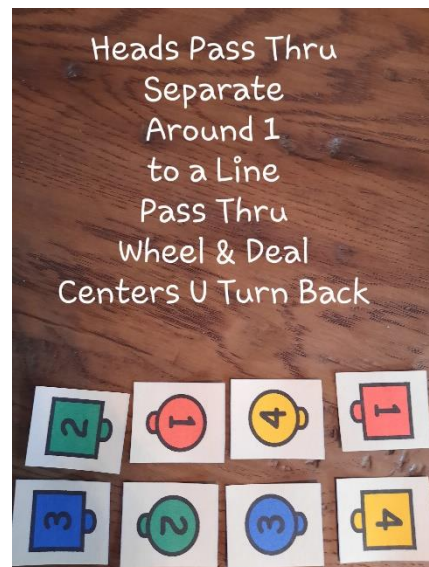
In each square in the box of 4 nearest me, Scootback  
Centers Trade and Centers Run  
Ferris Wheel  
Centers Pass Thru

Now call the Always Get Out which is:

Star Thru  
Outfacers Partner Trade  
Right & Left Thru  
Slide Thru  
Allemande Left  
You're Home

Remember, a Starter takes the dancers from a Squared Set to an Activator Box. So let's begin this sequence with a starter that takes the dancers to an Activator Box which is not a Corner Box.

Heads (or Sides) Pass Thru  
Separate Around 1 to a Line  
Pass Thru  
Wheel and Deal  
Centers U Turn Back



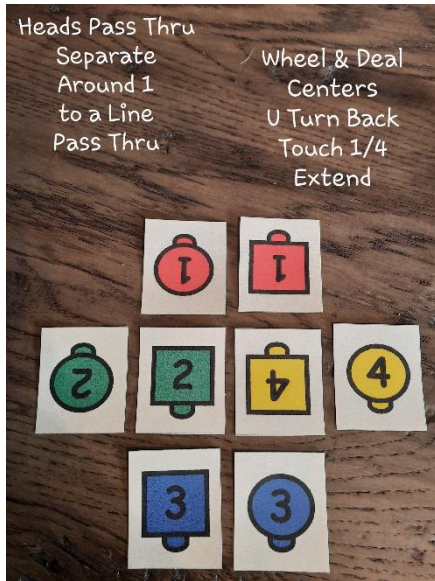
The dancers are now in an Activator Box which is not a Corner Box. The other positive is whether you are watching the number one man or the number 1 lady as your key dancer, all dancers are now in the quadrant diagonally across from where they would have been had you done a normal Get In to a Corner Box (#1 man is in the northeast quadrant, #1 lady is in the southeast quadrant).

This ending (girls are Centers, boys are Outsides) gives you many options. You can call Activator #1 with any fraction you wish and the dancers will return

to the same quadrant in which they began. You can then do the Always Get Out, Allemande Left, Right and Left Grand, and you are home.

Or you could simply skip using Activator #1 here and after the Starter, call:

Touch 1/4  
Extend  
Right & Left Grand  
You're Home



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, Mike Sikorsky, 462 W. Apache Trail, #101-109, Apache Junction, Arizona 85120