



# American Callers' Association

## FORMATION / ARRANGEMENT MANAGEMENT

Let's look at some way to set-up RF Two Face Lines and some of their many get-outs within a couple of calls.

### Set-up TO #1

1. HEADS(S) LEAD RIGHT...TOUCH 1/4...ENDS...CIRCULATE...CENTERS RUN
2. HEADS(S) SQUARE THRU...TOUCH 1/4...SWING THRU...CENTERS RUN
3. HEADS(S) TOUCH 1/4...GIRLS RUN...PASS THRU...TOUCH 1/4...CENTERS RUN
4. HEADS(S) PASS THE OCEAN...GIRLS RUN...VEER RIGHT...TOUCH 1/4...CENTERS RUN

### Set-up To #2

1. HEADS(S) LEAD RIGHT...TOUCH 1/4...CENTERS TRADE...CENTERS RUN
2. HEADS(S) SQUARE THRU...TOUCH 1/4...CENTERS TRADE...CENTERS RUN
3. HEADS(S) STAR THRU...DOUBLE PASS THRU...FACE RIGHT.
4. HEADS(S) SQUARE THRU...TOUCH 1/4...CENTERS CIRCULATE...CENTERS RUN

You can convert any of the #1 set-ups to #2 by simply calling Couples Circulate. The converse is also true for converting any #2 set-up to #1.

### Get-outs From #1

1. HALF TAG---~ -----Normal Parallel R.H. Waves
2. TAG THE LINE -IN...STAR THRU -----Normal Double Pass Thru
3. CENTERS CROSS RUN...TAG THE LINE- IN -----Normal Facing Lines
4. ENDS CIRCULATE...TAG THE LINE - IN -----Normal Facing Lines

### Get-outs From #2

1. HALF TAG-----Normal Parallel 1/2 Waves
2. CENTERS CIRCULATE...TAG THE LINE - IN -----Normal Facing Lines
3. BEND THE LINE...TOUCH 1/4...BOYS RUN-----Normal Double Pass Thru
4. HALF TAG...BOYS RUN-----Normal R.F. 2 Face Lines

Using the first line from all four of the above we could build a routine that would go something like the following.....

HEADS LEAD RIGHT...TOUCH 1/4...ENDS CIRCULATE...CENTERS RUN...HALF TAG...  
 RECYCLE...TOUCH 1/4...CENTERS TRADE...CENTERS RUN...HALF TAG...BOYS RUN...  
 FERRIS WHEEL...ZOOM...PASS THRU...LEFT ALLEMANDE

### Setting--Up and Getting-Out -- Numbered Boxes

Some of the 8-Chain Thru (Box) formations are much easier to set up than you might imagine and are certainly easier to get-out of than first impressions might indicate. let us look first at some different Box Formation. To set-up this box from static square we can easily do it in several ways - some of which are.....

1. HEADS(S) TOUCH 1/4...GIRLS RUN...PASS THRU (Same sex facing box)
2. HEADS(S) HALF SASHAY...TOUCH 1/4...GIRLS RUN
3. HEADS(S) TOUCH 1/4...BOX CIRCULATE... Girls) WALK & (Boys) DODGE
4. HEADS(S) SWING. THRU...SINGLE HINGE...WALK & DODGE
5. HEADS(S) PASS THE OCEAN...GIRLS RUN...BEER RIGHT
6. HEADS(S) HALF SASHAY...TOUCH 1/4...WALK & DODGE
7. HEADS(S) SPIN THE TOP...SWING THRU...GIRLS RUN...VEER RIGHT

### Easy Get-Outs from #3 Box to Normal Formations

1. TOUCH 1/4...CENTERS TRADE...BOYS RUN
2. SWING THRU...SCOOTBACK...BOYS RUN
3. TOUCH 1/4...CENTERS CIRCULATE...BOYS RUN
4. CENTERS IN...CENTERS RUN...ALL SLIDE THRU
5. TOUCH 1/4...CENTERS CIRCULATE...SINGLE HINGE
6. SWING THRU...SINGLE HINGE...BOYS RUN
7. TOUCH 1/4...CENTERS TRADE...SINGLE HINGE

Now let's set up #4 Box Formation in anyone of several easy ways.

1. HEADS(S) SLIDE THRU...DOUBLE PASS THRU...LEAD COUPLES U TURN
2. BACKSIDES(H) HALF SASHAY...HEADS(S) SLIDE THRU...PASS THRU
3. SIDES(H) HALF SASHAY...HEADS(S) LEAD RIGHT
4. EVERYONE HALF SASHAY...HEADS(S) SLIDE THRU
5. HEADS(S) TOUCH 1/4...GIRLS RUN...ZOOM...CENTERS PASS THRU
6. HEADS (S) SQUARE THRU while the SIDES(H) HALF SASHAY

### 5. Easy Get-Outs from #4 Box to Normal Formations

6.

1. SWING THRU...BOYS RUN
2. TOUCH 1/4...ENDS CIRCULATE...BOYS RUN
3. TOUCH 1/4...ALL EIGHT CIRCULATE...SWING THRU...BOYS RUN TOUCH
4. 1/4...CENTERS TRADE...SCOOTBACK...BOYS RUN
5. SWING THRU...SINGLE HINGE
6. TOUCH 1/4...CENTERS RUN...PASS THRU...HALF TAG
7. PASS TO THE CENTER...CENTERS SWING THRU

