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WORKSHOP IDEAS AND OTHER THINGS OF INTEREST

This month I would like to look at one of the major choreographic control methods. We will look at the "Module System". This system of choreographic control has been one of the most popular systems since it began. Callers who use the Sight System have found modules to be very important in their calling as have callers who use the other systems as well.

Modules are in the form of set up modules which would be like Heads Square Thru 4 to set up a zero box, zero modules such as Swing Thru, Boys Run, Wheel And Deal, get out modules such as Slide Thru, Square Thru 3/4 to a left Allemande. There are also equivalent modules such as Flutter Wheel would equal Men Chain or Right And Left Thru and Ladies Chain. By using these modules and 'earning some equivalents you can take one figure and make multiple figures. We'll take some figures from this month's John's Notes and see how we can easily change them into other figures and how we can combine two figures to make a longer sequence.

First from Dancing #3 - We can replace the HEADS SQUARE THRU 4 (set-up module) with HEADS TOUCH 1/4, HEAD MEN RUN (equivalent module for Heads Square Thru 4) or HEADS PASS THE OCEAN, CENTER LADIES TRADE, CENTERS RECYCLE, CENTERS PASS THRU (another equivalent for Heads Square Thru 4). Another equivalent for heads Square 4 would be HEADS FLUTTER WHEEL & SWEEP 1/4, CENTERS PASS THRU. We can replace the SWING THRU with SLIDE THRU and SPIN THE TOP (equivalent for Swing Thru). Replace the SPIN THE TOP, GIRLS RUN, BOYS TRADE, WHEEL AND DEAL in the original figure with a SWING THRU, GIRLS RUN, BEND THE LINE (equivalent module to the replaced module). Replace PASS THE OCEAN with TOUCH 1/4, BOYS RUN, REVERSE FLUTTER, SWING THRU (equivalent module for Pass The Ocean). Replace the RIGHT AND LEFT GRAND with TURN THRU, LEFT ALLEMANDE. Now the figure would look like this - HEADS TOUCH 1/4.. HEAD MEN RUN RIGHT.. SLIDE THRU.. SPIN THE TOP.. SWING THRU.. GIRLS RUN.. BEND THE LINE.. TOUCH 1/4.. BOYS RUN.. REVERSE FLUTTER.. SWING THRU..1/2 CIRCULATE.. TURN THRU.. LEFT ALLEMANDE.

You now have two distinct figures using basically but with a different feel for the dancers. You can mix these components to make even more variety. You can replace the Heads Square Thru 4 with HEADS PASS THE OCEAN, CENTER GIRLS TRADE, CENTERS RECYCLE, CENTERS PASS THRU. Then you can use SWING THRU TWICE, GIRLS RUN, BEND THE LINE. Then you can PASS THE OCEAN... 1/2 CIRCULATE and replace the Right And left Grand with TOUCH 1/4 and ROLL, WRONG WAY GRAND.

Now the figure would look like this - HEADS PASS THE OCEAN... CENTER GIRLS TRADE...CENTERS RECYCLE... CENTERS PASS THRU... DOUBLE SWING THRU... GIRLS RUN... BEND THE LINE... PASS THE OCEAN... 1/2 CIRCULATE... TOUCH 1/4and ROLL... WRONG WAY GRAND... SWING PARTNER.. PROMENADE.

You could use more equivalents and zero modules to create even more choreography. The above has been with the heads starting. For more variety you could then have the sides starting and mix up the figures to create even more choreography. List all the modules you can come up with yourself.

If you combine figures #2, #3 and #4 to make one long figure such as

#1 - HEADS CIRCLE RIGHT 3/4... DOUBLE PASS THRU...

FIRST COUPLE GO LEFT, NEXT GO RIGHT.. TOUCH 1/4... SINGLE FILE CIRCULATE... 'U'

BOYS RUN... (you are now in a zero box formation so go to figure #2)..

CIRCLE LEFT 3/4... PASS THRU... WHEEL AND DEAL... Centers PASS THRU...

(You are back to a zero box so go to figure #3).. SWING THRU TWICE... BOYS RUN...

BOYS TRADE... FERRIS WHEEL... CENTERS CIRCLE RIGHT 3/4...

CENTERS LEAD LEFT... LEFT ALLEMANDE... YOU'RE HOME.

By doing this you can make the sequence longer and the dancers won't notice the quickie get outs. Also, for variety you could have the HEADS RIGHT AND LEFT THRU, PASS THE OCEAN and RECYCLE instead of Circle Left 3/4. Then after the Double Pass Thru you could have the dancers do a LEAD COUPLE PARTNER TRADE, SWING THRU, BOYS RUN and BEND THE LINE instead of 1st Couple Left, 2nd Couple Right. This sequence would put the dancers in facing lines at the heads of the square instead of at the sides of the square but as for as the formation, arrangement, sequence and relationship it wouldn't change.

Now let's take a popular singing call figure and see what we can do with it. One of the most popular singing call figures is HEADS PROMENADE 1/2.. Come into the center and SQUARE THRU 4... RIGHT AND LEFT THRU... VEER LEFT... FERRIS WHEEL... Centers SQUARE THRU 3/4... SWING CORNER...PROMENADE. How can we change this figure for more variety. First let's replace the Heads Promenade 1/2 With HEADS RIGHT AND LEFT THRU. Then we'll replace Heads Square Thru 4 with HEADS PASS THE OCEAN... CENTERS LADIES TRADE... CENTERS RECYCLE... CENTERS PASS THRU. Next we'll replace the Right and left Thru and Veer Left with SWING THRU... BOYS RUN. We'll leave the Ferris Wheel alone but we'll change the get out from Centers Square Thru 3/4 to Centers SWEEP 1/4, CENTERS TOUCH 1/4... CENTERS WALK AND DODGE... SWING CORNER... PROMENADE. For the get out you could also use CENTERS PASS THE OCEAN... CENTERS EXPLODE THE WAVE... SWING CORNER... PROMENADE.

Another way to set up the figure is to have HEADS RIGHT AND LEFT THRU... FLUTTER WHEEL... SWEEP 1/4... PASS THRU. For the get out after the Ferris Wheel you could have the Centers VEER LEFT...CROSSFIRE... WALK AND DODGE... SWING CORNER... PROMENADE.

There are many more of these modules you can use for variety, For instance, instead of using RIGHT AND LEFT THRU, PASS THRU use SQUARE THRU 3/4. Make a list of all the calls that you can use to replace other calls. How many ways can you think of that would be the equivalent of a Square Thru 4. For instance if you have the HEADS STAR THRU, PASS THRU, SQUARE THRU 3/4 and TRADE BY you will have the equivalent of the Heads Square Thru 4. If, from any two facing couples you have the dancers SWING THRU, SPIN THE TOP and PASS THRU you will have the equivalent of Square Thru 4. One of the most used sequences is, from facing couples, SWING THRU, SPIN THE TOP and RIGHT AND LEFT THRU equals a Star Thru. If you haven't already try some module calling. I think you will find it will help no matter which system you use normally.