

What do I mean by Non-Sight Resolution?

Sight Resolution – Sight resolution is a fantastic tool and should be somewhat in the toolbox of all callers.

Even if you use some sort of notes, things can go wrong

- Missing a single call (either writing or reading)
- Delivering the wrong call (eg. misreading Switch as Swing)
- A single square that messes up one call but keeps going
- Your sequence just doesn't work

In these instances, being able to resolve by sight is most valuable.

However, using only sight, unless you are really, really good at it, problems can occur that could be somewhat unpredictable, including:

- Getting into a rut, the same get-outs over and over and over again (eg. Square Thru 3, L/A)
- Losing all squares you are sighting on – Now what?
- A club that drastically changes with every tip (eg. Triangle Squares)
- Different levels

So when I say Non-Sight Resolution, I basically mean either an entire sequence of written notes (start to finish) or different ways of getting out from familiar or easily recognized formations.

As callers we usually have 3 main ways of ending a sequence:

- Left Allemande
- Right & Left Grand
- Finish at Home

For the earlier levels, the dancers love the Right & Left Grands, lots of Promenades, lots of Yee-Haw's and Swings. As the proficiency of dancers increases and the levels get higher, this starts to disappear. We see it in lack of promenading, hand slap Left Allemandes and Beep Beep Beep back ups. "Don't Fight It", you can't win.

So what do I do to be a little different?

Keep in mind, we are all individuals with different styles and what works for one will not always work for others. Though I may have done this for a long time, it doesn't mean you can't!

So, before a dance, I will sit down with a list from the level I will be calling and think, "What can I do to finish a sequence?" and "Is it the type of thing the dancers will like?" I love a surprise ending but never make it so hard that the level of the floor can't handle it. Do that and you won't help your own popularity.

Often you may have to work figures backwards to come up with what you want and a sequencer won't help until you go forward again. Reverse Engineering, it's difficult but can give you the best results!

A couple of quick easy examples:

1P2P -- Touch 1/4

Boys Run

Left Allemande

Box 1-4 -- Slide Thru

Pass the Ocean & the Ladies Trade

Swing Thru

Girls Circulate

Right & Left Grand

Now, let's go a little outside the comfort zone, 3 from each level:

Basics/SSD

- Wheel Around
- Circulate
- From Waves

Heads Lead Right & Veer Left

Ferris Wheel

Double Pass Thru

Wheel Around & Centers Sweep 1/4

Home

Heads Star Thru

Double Pass Thru

Leaders Trade

Star Thru

Pass the Ocean

All 8 Circulate 1-1/2, Meet Partner

Slide Thru

Home

(note: I give the early hint of Meet Partner – will increase success rate)

Heads Square Thru 4; Sides Sashay

Touch 1/4 (you now have a mess)

Leaders Run

Ends Star Thru

Home

Mainstream/SSD

- Cast Off 3/4
- Spin the Top (2 options)
- Dixie Style to L/A

Heads Touch 1/4
Head Boys Run
Pass the Ocean
Girls Trade
Boys Run
Boys Trade
Cast Off 3/4
Left Allemande
Home

Heads Lead Right & Veer Left
Bend the Line
Pass the Ocean
Spin the Top
Center 4 Spin the Top
Boys Run
Bend the Line
Home

Heads Right & Left Thru
Heads Pass the Ocean
2 Girls Trade
Extend
All 8 Circulate
Ladies Trade
Spin the Top
Center 4 Spin the Top
Right & Left Grand
Home

Heads Square Thru 4
Slide Thru
Right & Left Thru
Dixie Style to a Wave
Boys Trade
Left Allemande
Home

(and now for a slight change)

Heads Pass the Ocean
Extend & Ladies Trade
Swing Thru
Girls Circulate; Boys Trade
Boys Run
Couples Circulate Twice
Ferris Wheel; Centers Pass Thru
(8 Chain 3 to L/A or)
8 Chain 3 But on #3 Box the Gnat
Right & Left Grand
Home

A Bit of Plus

- Load the Boat
- Ping Pong Circulate
- Peel Off

Heads Star Thru
Double Pass Thru
Leaders Trade
Slide Thru
(could Load the Boat to a L/A or)
Load the Boat But Centers replace the last Pass Thru with a Slide Thru
Home

Sides Touch 1/4
Side Boys Run
Pass Thru
Trade By
Step to a Wave
All 8 Circulate 1-1/2
All Do the Inside Part of Ping Pong Circulate
Home

(This one takes some thought, the flow may not be the best, but if they get it, they love it!)

Heads Square Thru 4
Touch 1/4
Centers Trade
Girls Trade
Centers Trade
Centers Run
Couples Circulate
Ferris Wheel
Double Pass Thru
Peel Off & Ends Roll
Home

Note that for demonstration purposes I have used very short sequences. The thing is, you can create anything you want and by thinking a little outside the norm, you can amaze the dancers while keeping it fun.

Just don't make it too hard for the level of the floor. The dancers will never appreciate that.

For Sunday March 4, 2024, OACA meeting