

# Six Couple Squares

Presentation by Bob Elling

Squared set is a **Rectangle**, not a hexagon. The Head Couples are in a line of four, while the Side couples are normal.

## Standard Get-Ins from Static Square

**Heads Square Thru** ends in 3 corner Boxes (Box 1-6).

**Sides Lead Right and Circle to a Line** ends in 1p2p3p line (of 6 dancers).

## Why dance 6 Couple Squares?

1. It's Fun
2. Variety
3. Many times there are less than 2 squares at the beginning or end of a dance.

## Is it hard?

No

## Is it boring?

No

## Modular Choreography

Most popular sequences work the same. Except for timing on Promenade and Right & Left Grand, it is almost identical. It works great with CRAMS because most modules that work in a square work here with no change.

### ***Examples:***

#### **Box 1-6 (Zero box)**

Swing Thru, Acey Deucey, Boys Run, Bend the Line = 1p2p3p

Spin Chain Thru, Girls Circulate Twice, Boys Run, Bend the Line = 1p2p3p

Spin Chain the Gears is a zero (and reverse rotates 1 position).

Eight Chain 6 is a zero (rotates square 1/2)

Relay the Deucey (modified) is a zero

#### **1p2p3p (Zero Line)**

Touch 1/4, Column Circulate, Boys Run = Box 1-6

Touch 1/4, Coordinate (modified), Bend the Line, Right and Left Thru, Slide Thru = Box 1-6

Sides Lead Right Circle To A Line = 1p2p3p

## Cool Setup (Zero Line)

Sides (Single Couple) Reverse Flutterwheel and Back away  
 Heads Pass Thru  
 All Step Ahead  
 Sides Star Thru  
 Heads Wheel and Deal  
 Triple Pass Thru  
 First Couple Left Next go right  
 Third Couple Partner Trade  
 All Right and Left Thru  
 = 1p2p3p

## Line Zeroes

Pass Thru Center Couple Partner Trade Others Wheel and Deal Behind Them Very Center Couple Zoom back 2 Triple Pass Thru First Couple Left Next go right Third Couple Partner Trade = 1p2p3p (Zero)	Lines Pass Thru Half Tag Rights Cast Off 3/4 Left Hands Trade Boys Run If You Can (end Couples) Square Thru 3/4 All Chase Right Boys Run (Zero)
---	--

## More Get-Ins

Sides Lead Right  
 Circle to a Line

Heads Lead Right (3 Boxes)  
 Circle to a Line (Centers have a 2-faced line)  
 Those Who Can Right and Left Thru and Pass Thru  
 Those Who Can Right and Left Thru and Pass Thru  
 Bend the Line (1p2p3p)

## Line Variations

Pass Thru Wheel and Deal (center couple trades, "wings" wheel & deal behind them) Triple Pass Thru THEN...		
First Couple Left, Next go right, Third Couple Partner Trade All Right and Left Thru = 1p2p3p	*Centers In Cast Off 3/4 Star Thru (repeat for zero)	Track 3 Swing Thru Boys Run Bend The Line Right and Left Thru = 1p2p3p

## Line Zeroes

Pass Thru Tag the Line In Pass Thru Tag the Line In (Zero)	Pass Thru Tag the Line In Box The Gnat Right and Left Thru Pass Thru Tag the Line In Box The Gnat Right and Left Thru (zero)	Pass Thru 3x3 Bend The Line Pass Thru 3x3 Bend The Line (Zero)
<div> <div>           Pass Thru            3x3 Wheel and Deal            Double Pass Thru            Leads Turn Back            Touch 1/4            Split Circulate            Boys Run            Those Who Can Right and Left            Thru and Pass Thru            (continued at right)         </div> <div>           Those Who Can Right and Left            Thru and Pass Thru            Bend the Line            Right and Left Thru            (zero, AND rotates square 1/2)         </div> </div>		

## Rules for Relay the Deucey, Ferris Wheel, Grand Ferris Wheel

### Variations on Grand Square

- ⤴ Individual
- ⤴ Heads work as Couples
- ⤴ Grand Slide might be a good novelty

### Tea Cup Chain

There are many possibilities. My favorite:

Heads Right and Left Thru  
 Pass Thru Wheel and Deal and Spread  
 Head Girls work as couples  
 Head Ladies Center for a Teacup Chain

### Stars

Heads Square Thru 4 Right Hand Star Star Left in the Middle Back to the Corner	Sides Square Thru 6 hand Star Back to the middle 4 hand Star Centers Split the outside line Separate Artound 2 All Single Circle to a Slide Thru = Zero Box
---	---

## Thoughts

Heads Square Thru Single Circle to a Wave Acey Deucey Boys Run Ferris Wheel Outsides Right and Left Thru Centers Touch 1/4 Center Girls Trade Centers Pass Thru Wheel and Deal and Spread Outsides Right and Left Thru Centers Star Thru Triple Pass Thru Cloverleaf Triple Pass Thru Cloverleaf Dixie Grand Left Allemande	Heads Pass Thru Tag The Line In Sides Star Thru and Spread (lines of 3, call some zeros) Pass Thru 3x3 Wheel and Deal Double Pass Thru First 3 left Next go right Line of 6 Ends Load the Boat Centers Pass Thru Tag the Line In You're Home!!	Heads Pass Thru Bend The Line Right and Left Thru As Couples Spread Pass Thru Partner Trade End Couples do the ends part Load the Boat Centers Right and Left Thru, back away You're home!!
	Heads Square Thru Pass Thru Trade By Box the Gnat Pass Thru Right and Left Grand On the third hand Bow to the Partner	Heads Square Thru Eight Chain 2 Pass Thru Trade By Box the Gnat Pass Thru Right and Left Grand On the fifth hand Bow to the Partner
	Heads Pass Thru All Step Ahead Sides Right and Left Thru and Star Thru Heads Wheel and Deal Triple Pass Thru First Couple Cloverleaf Second Go Left Third Go Right You're Home	Sides Promenade $\frac{1}{2}$ while the heads load the boat Heads Square Thru $\frac{3}{4}$ = Corner Box?

## Six Ladies Chain

1/3, 1/2, 2/3, 5/6

Six Ladies Flutter Wheel (3rd man)

## Fun with Ping Pong

Individual - Single Direction

All six = Sometimes a crossed star in the middle

Half as Couples

## **Couples Cloverleaf**

## **Singing Calls**

How to structure: 6 rotations Sides Face back away, touch 1/4, Boys run (square Thru , (eight chain 6)