

Games

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Games using Choreography

With agony

To do the the call “with agony” means to do the call, do a U-Turn back and do the call again.

Examples:

- ☐ Swing thru with agony.
- ☐ Heads slide thru with agony.
- ☐ Motivate with agony.

Usually the second time the call is twice as difficult.

With Magnetism

Do the call, if you are with the same sex, quarter out; if you are adjacent to the opposite sex, quarter in.

Examples:

- ☐ Heads pass thru with magnetism = Slide thru
- ☐ Heads pass thru, separate around 1, square thru 3 with magnetism.

Partner Trading

During the course of the tip any time you are adjacent to your original partner, you do a trade (right hand, left hand, partner).

Concentration Tip

Tell the dancers to concentrate during the tip if they are heads, sides, boys, or girls.

Examples:

1. Allemande left to alamo style, Heads trade (still got the alamo?) sides trade, all swing thru, everybody with the corner by the left trade, all left swing thru, heads trade, sides trade, all swing thru. heads trade, sides trade, allemande left.
2. Same alamo style, heads trade, boys trade, girls trade, sides trade, heads trade, girls trade, boys trade, sides trade, allemande left.
3. Tell the sides to concentrate and do a few call with the heads. Now tell the sides to do what the heads did.
 - a) Make the sides concentrate. Heads pass the ocean, linear cycle. Sides do what the heads did.
 - b) Make the sides concentrate. Heads right & left thru ,flutterwheel, reverse flutter. Sides do what the heads did.

- c) Make the sides concentrate. Heads pass the ocean, linear cycle, reverse flutter, sweep a quarter, star thru. Sides do it.
- d) Make the heads concentrate. Sides right and left thru, dixie style to an ocean wave, boys trade, left swing thru, girls run, wheel and deal, slide thru. Heads do it.

Asymmetrical

- ☐ ZL. Girls looking at caller and the boy you see, pass thru, boys swing through while the girls left swing thru, those who can pass thru, all bend the line, pass the ocean, all 8 circulate, swing.
- ☐ Squared set. Couples 1 and 2 do a right and left thru, same ladies chain, #2 lady chain to the right on a new diagonal, head positions, half sashay, #4 couple walk across the set, hold on to that couple's hands and drag them back to your side of the square, everybody allemande left.
- ☐ Squared set. Couples 2 and 3 right and left thru, same ladies chain, side positions reverse flutter wheel, and half sashay, #2 position walk across the square split that pair walk around 1 and and make a line of 4. #3 position walk across the square face original #1, do a right and left thru, step to a wave, explode the wave, in the vicinity there is a couple looking at a couple, square thru 4, all girls fold, allemande left.
- ☐ ZL. Near box pass thru, centers trade, far box pass thru, everyone partner trade and roll, dixie grand, on the third hand do a right and left grand.

If You Want To But You Don't Have To (IYWTBYDHT)

- ☐ ZL. Right and left thru, pass the ocean, swing thru, boys run, ferris wheel, centers right and left thru half sashay, IYWTBYDHT zoom, centers touch a quarter, out-facer run, square thru 4, swing partner promenade.
- ☐ CL. Pass thru, wheel and deal, IYWT California twirl, IYWT right and left thru, if you did pass thru, IYWT square thru 3, if you can and IYWT pass the ocean and explode the wave, IYWT roll away, everybody face in and back away, IYWT box the gnat, if you feel and urge box it back, IYWT left box the gnat, all pass thru, wheel and deal, centers pass thru, allemande left.

Pick a captain for your square

- ☐ ZB. Make an ocean wave, let the captain choose, IYWT trade the wave, everybody recycle, right and left thru, girl walk boy dodge, girl run allemande left.
- ☐ ZB. Let the captain choose: either eight chain 4 or eight chain 6, if you did the 4 do a right and left thru and veer left, if you did the six pass thru and trade by, if you did the four wheel and deal, everybody allemande left.
- ☐ ZB. Let the captain choose, either spin chain the gears or relay the deuce y; let the captain

choose trade the wave twice or circulate twice; let the captain choose, explode the wave and left chase, or explode and square thru 3, allemande left.

Your Home!

- ☐ CLO. Slide thru and the centers roll. YH!
- ☐ CL. Centers box the gnat and slide thru, others reverse separate YH!
- ☐ Outsides sweep a big quarter(R or L) YH!
- ☐ Centers sweep a quarter YH!
- ☐ Ends half fold YH!

Themes - Featuring a call or family of calls

- ☐ **Roll Away (RA):** Everybody circle to the left, heads RA, girls RA, boys RA, heads RA, sides RA, girls RA, boys RA, sides RA, everybody allemande left.
- ☐ **Half Sashay (HS):** Heads pass thru, separate around 1, centers HS, everybody HS, centers HS, everybody HS, centers HS, everybody HS, everybody slide thru, allemande left.
- ☐ ZL. Right and left thru, HS, centers RA, reverse WA, slide thru, allemande left.

C3 and C4 dancing

Tell the floor they are going to become challenge dancers, call the call directionally then give the name of the call after they have completed it.

Eg., Wind the bobbin, swing the gamut, chuck-a-luk, rip saw, trip the set, swing chain thru, rip the line, scramble, spin chain the line.

Pretend Your Lost

Miss your corner on purpose, "Who's your corner George" . "Is this her ?" Look at same sex , "is this your corner ?"

Back row of squares do a right & left thru "let's see if this helps ?" yes & no. use magical get-out. WOW.