

MODULES

One of the most important methods of choreographic control is the use of modules. They are used by, and important to every caller. Modules are most especially useful for the newer caller. By knowing and making use of modules, even a new caller can successfully call interesting and challenging choreography. It provides an invaluable tool to move dancers effectively through various formations with ease. Modules are also extremely important to the sight caller. Because modules are prepared in advance, a caller has the knowledge that they always work. Knowledge leads to confidence.

Modules are defined as a call or group of calls that move dancers from one known FASR to another known FASR. They should be short in length for ease of remembering. Consider Modules as building blocks. Simply assemble the blocks to build variety. Think of modules as a tool that is contained in three separate boxes. The first box contains the SETUP MODULES. These are used to start moving the dancers from a static square to a known or desired FASR.

Once there, open the second box. It contains all the different modules to move the dancers from the setup point (FASR) to a point needed for the resolution to result in a proper Allemande Left. These modules are the Zeros, Equivalents, and Conversion modules that add variety to your choreography. They move the dancers from one known FASR and finally, to a successful resolution.

At this point, reach into the third box. This is the one containing the GETOUT MODULES. All that is necessary is to select the one that resolves the square to an Allemande Left. Full descriptions of the various modules follow.

THE MODULE SYSTEM

Modules can be defined as a series of one or more calls that will take the dancers from one known (FASR) state to some other known (FASR) state. Modules are also named by referring to their Choreographic application.

ABBREVIATIONS USED: SS=STATIC SQUARE ZB=ZERO BOX ZL=ZERO LINE

GET IN MODULE – A series of one or more calls that take dancers from their home position to a particular “FASR” state. (eg: Heads Square Thru 4 – takes them from “SS” to “ZB”).

GET OUT MODULE – A series of one or more calls that take dancers from a known “FASR” to a resolved square (Allemande Left, Right and Left Grand). See examples listed in this section.

ZERO MODULE - A series of one or more calls that take dancers from one particular “FASR” to the same “FASR”, thereby producing a zero effect. Zero modules are a special form of Equivalent modules and fall into several classifications. They are:

1. TRUE ZERO
2. GEOGRAPHIC ZERO
3. FRACTIONAL ZERO
4. TECHNICAL ZERO

THESE ARE DESCRIBED FURTHER IN THIS SECTION.

When using the Module system, you can move the dancers from a “SS” to “ZB”. Then call one or more “ZB” modules. Furthermore, you can use a conversion to a “ZL” and do a couple of “ZL” modules/ Then use a “ZL” get out to an Allemande Left, or back to a “ZB” with a conversion and use a “ZB” get out.

The combinations are endless, and you can write your own modules to the degree of difficulty you want. With a little practice and thought, these modules can be used for singing call figures also.

Modules are a safe way to learn to call, and allow you to see what each call will do for you. They allow you the safety of knowing your material will work, and that both the dancers and the caller will win. They are also valuable when you start to sight call. The reason being that modules buy you time to think of things to call, and give the dancers dance time.

Learn modules that suit you best. Some are easier to learn than others, and those are the ones you want in your calling program. You will always use modules no matter how long you call. Believe us, all the better callers we know use them, we know they do!

MODULES	<p>A call, or series of calls, which will move the dancers from one known FASR to the same or different but known FASR</p> <p>Example from a normal Eight Chain Thru Formation and Arrangement (FA), the calls Swing Thru, Boys Run, Wheel and Deal returns the dancers to the same F ASR. From a normal zero box (Box 1-4), the calls Swing Thru, Girls Circulate, Boys Trade, Boys Run Bend the Line, will change the FASR to a zero line (IP2P) another known FASR (SETUP)</p>
GET- IN	<p>A Call, or Series of Calls, to Create a Particular Formation, Arrangement, Sequence and Relationship. Often called a SET-UP or SET-UP Routine.</p> <p>Example would be Heads Square Thru to create a Box 1-4, often called a zero box, which is a particular Eight Chain Thru Formation.</p>
GET-OUT	<p>A call, or series of calls, which enable you to return the dancers to home position, or in some cases to a particular known FASR.</p> <p>Example: From a normal wave in which each dancer is holding right hands with own partner and all are in sequence, All Eight Fold to a Right and Left Grand and Promenade home would work.</p>
ZEROS	There are several different kinds of zeros.
GEOGRAPHIC	A call, or series of calls, which will return the dancers to the same footprints. Swing Thru, Boys Run, Wheel and Deal.
TRUE	A call , or series of calls, which will return the dancers to the same FASR but not necessarily to the same footprints. Sometimes called a quadrant zero. Eight Chain four.
FRACTIONAL	A call , or series of calls, which has to be repeated some number of times to return the dancers to the Same F and A of the FASR.
TECHNICAL	<p>A call , or series of calls, which is sometimes zero- that is to say that it only works when the boys and girls are in the same relative sequence. It will exchange actives and inactives. It may exchange ends and centers. It may exchange infacers and outfacers. When it doesn't zero, it will produce a four Ladies Chain effect. All technical zeroes are $\frac{1}{2}$ zeroes - that is to say if repeated they will zero out. (Star Thru, Pass Thru, Bend the Line, Star Thru).</p>

CHICKEN PLUCKER

SQUARE THRU TO
ZERO BOX
R & L THRU
PASS THRU
TRADE BY
R & L THRU
PASS THRU
TRADE BY

CONVERT ZERO BOX TO ZERO LINE (1P. 2P)

SWING THRU GIRLS CIRCULATE
BOYS TRADE
BOYS RUN BEND THE LINE .

CONVERT ZERO LINE TO ZERO BOX

TOUCH 1/4
COLUMN CIRCULATE
BOYS RUN

INVERT & ROTATE FROM ZERO BOX

STAR THRU
PASS THRU
BEND THE LINE
STAR THRU

INVERT & ROTATE FROM ZERO LINE

PASS THRU
BEND THE LINE
R & L THRU

ZERO BOX MODULES		
SETUPS	ZERO	GETOUT
SQUARE THRU FOUR	SWING THRU-MEN RUN-FERRIS WHEEL-PASS THRU	STAR THRU-SQUARE THRU 3- L.A.
TOUCH ¼ -MEN RUN	RIGHT AND LEFT THRU-VEER LEFT-FERRIS WHEEL PASS THRU	STAR THRU-RIGHT AND LEFT THRU-PASS THRU-L.A.
RIGHT AND LEFT THRU-ROLLAWAY-STAR THRU	TOUCH ¼ GIRLS FOLD-DBL PASS THRU-FACE RT.-GIRLS TRADE-FERRIS WHEEL-PASS THRU	TOUCH ¼ -GIRLS RUN-TOUCH ¼ -BOYS RUN-L.A.
PASS THE OCEAN – GIRLS TRADE – RECYCLE – PASS THRU	RIGHT AND LEFT THRU-SQUARE THRU 4- PARTNER TRADE – SLIDE THRU	RIGHT AND LEFT THRU-ROLLAWAY- PASS THRU-RLG

ZERO BOX MODULES		
SETUPS	ZERO	GETOUT
LEAD RIGHT-CIRCLE TO A LINE	PASS THRU-WHEEL AND DEAL-DBL PASS THRU-FIRST LEFT- NEXT RIGHT	STAR THRU-SQUARE THRU 3- L.A.
LEAD RIGHT- VEER LEFT-BEND LINE- PASS THRU-PARTNER TRADE	RIGHT AND LEFT THRU-PASS THRU- PARTNER TRADE	TOUCH ¼ - GIRLS RUN-RLG
PASS THE OCEAN-RECYCLE RIGHT AND LEFT THRU-PASS THRU- CIRCLE TO A LINE	SLIDE THRU-RIGHT AND LEFT THRU- VEER LEFT-FERRIS WHEEL- PASS THRU- SLIDE THRU	STAR THRU-RIGHT AND LEFT THRU- EIGHT CHAIN1- L.A.
TOUCH ¼ - WALK AND DODGE- CIRCLE TO A LINE	RIGHT AND LEFT THRU-FLUTTER WHEEL-REVERSE FLUTTER	RIGHT AND LEFT THRU-DIXIE STYLE- GIRLS CIRCULATE- BOYS TRADE- L.A.

Using Zero's - Equivalents and Conversions

BOX ZERO'S

* Also Facing Couple Zero's

Technical Zeros's

- * 1. SWING THRU...BOYS RUN...WHEEL AND DEAL
- * 2. STAR THRU...PASS THRU...PARTNER TRADE...STAR THRU
- * 3. SWING THRU...GIRLS FOLD...PEEL OFF...WHEEL AND DEAL
- 4. RIGHT & LEFT THRU...VEER LEFT...FERRIS WHEEL...PASS THRU (CENTERS)
- 5. STAR THRU...FLUTTERWHEEL...SWEEP 1/4
- 6. EIGHT CHAIN THRU (FOUR)
- # 7. SPIN CHAIN THRU...SPIN CHAIN THRU
- # 8. SPIN CHAIN THRU...GIRLS CIRCULATE...SCOOTBACK
- # 9. STAR THRU...PASS THRU...BEND THE LINE...STAR THRU

BOX HALF ZERO

Call Twice to Zero

- 1. SWING THRU...BOYS RUN...COUPLES CIRCULATE...WHEEL & DEAL
- 2. PASS THRU...TRADE BY

BOX ONE THIRD ZERO

From Ocean Waves

Call Three times to Zero

- 1. SINGLE HINGE...CENTERS TRADE
- 2. CAST OFF 3/4...CENTERS TRADE

LINE ZERO'S

* Also Facing Couple Zero

Technical Zero

- * 1. STAR THRU...RIGHT & LEFT THRU...STAR THRU
- * 2. RIGHT & LEFT THRU...FLUTTERWHEEL...REVERSE FLUTTER WHEEL
- * 3. SWING THRU... GIRLS "U" TURN BACK... WHEEL & DEAL... RIGHT & LEFT THRU
- * 4. PASS THE OCEAN...RECYCLE...SWEEP 1/4
- * 5. SWING THRU...SPIN THE TOP...SLIDE THRU
- 6. PASS THRU...WHEEL & DEAL...DOUBLE PASS THRU...FIRST GO LEFT...NEXT GO RIGHT
- 7. PASS THRU...TAG THE LINE - IN...BOX THE GANT...RIGHT AND LEFT THRU
- # 8. PASS THRU...BEND THE LINE...RIGHT AND LEFT THRU

EQUIVALENTS

SQUARE THRU FOUR EQUIVALENTS:

- . TOUCH 1/4 - MEN RUN
- . RIGHT AND LEFT THRU - ROLLAWAY-STAR THRU
- . PASS THE OCEAN - GIRLS TRADE - RECYCLE - PASS THRU

STAR THRU EQUIVALENTS:

- . TOUCH 1/4-SCOOT BACK-MEN RUN
- . RIGHT AND LEFT THRU - FLUTTERWHEEL - SWEEP 1/4
- . SWING THRU - SPIN THE TOP - RIGHT AND LEFT THRU

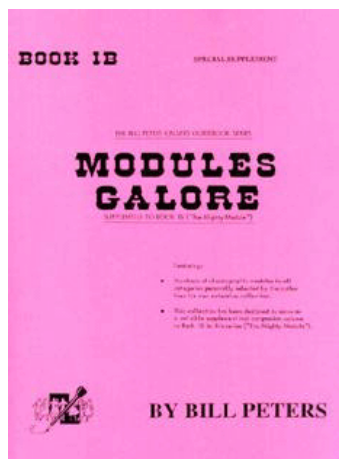
PASS THRU EQUIVALENTS:

- . RIGHT AND LEFT THRU - SQUARE THRU 3 HANDS
- . VEER LEFT - VEER RIGHT
- . RIGHT AND LEFT THRU - A FULL TURN
- . SQUARE THRU 3 HANDS - U-TURN BACK - BOX THE GNAT
- SQUARE THRU 3

RIGHT AND LEFT THRU EQUIVALENTS:

- . PASS THRU - PARTNER TRADE
- . PASS THRU - CALIFORNIA TWIRL
- . STAR THRU - SLIDE THRU

THE BILL PETERS SQUARE DANCE CALLER'S GUIDEBOOK SERIES



PRESENTATION TECHNIQUES (BOOK 1A): In-depth coverage of all patter calling presentation techniques including music, timing, body flow, voice and command techniques, showmanship, etc. The perfect guidebook for the new caller.

THE MIGHTY MODULE & SIGHT CALLING MADE EASY (BOOK 1BC): This is a special combined volume of the original Books 1B and 1C. The Mighty Module teaches you how to use modules as a primary patter-building tool. Clearly written text covers the Dynamics of Modern Choreography, Modular "Building-Block" Techniques, "Mix-and-Match" Techniques to accommodate all dance levels. Sight Calling Made Easy is devoted exclusively to the how and why of Sight Calling. Learn how to successfully improvise your patter presentations with this easy-to-read Guidebook covering all sight calling skills. This book is a must for callers who want to learn to sight call - or who want to improve their ability to call patter extemporaneously. Many successful callers use both Sight and Modular

techniques. We now offer both Guidebooks - combined and bound into a single volume.

MODULES GALORE (BOOK 1B SUPPLEMENT): An extra-large collection of modules designed to serve as a supplement to "The Mighty Module". Hundreds of effective dancer-tested modules personally selected by the author. (1000 plus Zeros and equivalents).

FORMATION MANAGEMENT (BOOK 1C SUPPLEMENT): Explains in detail what a sight caller does before the getout. Improvise interesting choreography extemporaneously! Helps you recognize hidden formations.

SINGING CALL TECHNIQUES (BOOK 2): The most complete how-to-do-it book on singing calls ever published. The choreography section includes instructions for changing, improvising and "hashing-up" singing calls plus more than 150 singing call dances listed by Callerlab plateaus, thru Plus.

THE BUSINESS SIDE OF CALLING (BOOK 3): Covers the skills of a working caller from a business point of view. Profitably manage your business affairs with special emphasis on calling fees, contracts, financial records, tax accounting, sales promotion, public relations, and many other business-connected activities. While specific tax regulations change, the basic principles of good business management do not!

THE ART OF PROGRAMMING (BOOK 4): Offers detailed descriptions of a modern caller's day-to-day programming responsibilities including all program planning techniques and tips for programming a complete season, an individual dance, a tip or a single routine or figure.

ORDER NOW!			
QTY.	PART NO.	DESCRIPTION	PRICE EA.
<input type="checkbox"/>	PETERS1A	Presentation Techniques	\$10.00
<input type="checkbox"/>	PETERS1BC	Mighty Module & Sight Calling	\$16.00
<input type="checkbox"/>	PETERSMODGAL	Mighty Module Supplement	\$10.00
<input type="checkbox"/>	PETERSFORM	Formation Management	\$10.00
<input type="checkbox"/>	PETERS2	Singing Call Techniques	\$10.00
<input type="checkbox"/>	PETERS3	The Business Side of Calling	\$10.00
<input type="checkbox"/>	PETERS4	The Art of Programming	\$10.00

<http://www.dosado.com/cgi-bin/lib/shop-wrapper.pl?page=sdpubs&shop=dosado>