

EXTENDED, BUT NOT EXTREME BASIC SESSION

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Most of us who are club or local callers would like to use the Basic Program in ways that are uncommon but not difficult for our dancers to grasp. The trouble is that when we are calling “in the heat of battle”, so to speak, we fail to think about little different twists that we could call using the Basic Program to make it “feel” a little different for our dancers. Most of the sequences that I will use in this presentation are short and easily taught/workshopped.

1. Circle: Most of us start our dances with a Circle Left or Right but fail to think about circle $\frac{1}{4}$, $\frac{1}{2}$, or $\frac{3}{4}$.

--- Couples Facing- Circle $\frac{1}{2}$ = Right & Left Thru

--- Heads (S's) Promenade $\frac{1}{2}$ while the Sides Circle left $\frac{1}{2}$

--- Heads (S/s) Circle Right $\frac{3}{4}$ and Pass Thru = Heads Lead Right

--- Head Ladies Chain-Heads Circle Right $\frac{1}{4}$ and Pass Thru=Zero
Box

---Heads (S's) Circle Left $\frac{1}{4}$ -All Double Pass Thru-1st Coup Left,
Next Right=Lines in Sequence with Partner

--- Heads (S's) Lead Right and Circle Left $\frac{3}{4}$ =Lines in Sequence
w/partner

--- “Gimmick”: Heads Pass Thru- Sides Pass Thru-All Circle
Left- Face Partner-Pass Thru- Allemande Left

--- (From Vic Ceder) Coup 1 Lead Right-Circle to a Line
Coup 2 Lead Right-Circle to a Line
Coup 3 Lead Right-Circle to a Line
Coup 4 Lead Right- Partner Trade=
Stirred Bucket

2. Half Sashay: I still see dancers doing a Rollaway. Half Sashay is one of the calls that I teach DBD right away.

--- Couples facing: Half Sashay twice (leads nicely into a Ladies Chain, Flutterwheel, etc.)

- Zero Box: Right & Left Thru-All Half Sashay-Pass thru-Grand
- Promenade: All Half Sashay-Keep Promenading-All Half Sashay
- If the dancers know Half Sashay well, Half Sashay Once and a is not hard for them to pick up.
- Head Ladies Chain-Heads Half Sashay Once and a Half-Center Men Pass Thru and Touch $\frac{1}{4}$ (girls connect)=Heads Pass the Ocean
- 4 Ladies Chain $\frac{3}{4}$ -Heads Right & Left Thru, Half Sashay Once and a Half-Double Pass Thru-Men go Right, Girls go Left around 1 to a line=Lines in Sequence with Partner
- Heads Right & Left Thru-Half Sashay-Pass Thru around 2 to a Line-Ladies Half Sashay-Men Half Sashay-Couple in the Middle Half Sashay-All Half Sashay- Grand

3. Trades: Normally done from Waves or 2-faced Lines (Ends & Centers) or Couples Facing Out (Partner Trade)

- Heads Lead Right-Veer Left-Couples Trade-Bend the Line
- Heads Lead Left-Veer Right-Couple Trade-Bend the Line
- Lines; Pass Thru-Couples Trade does not change sequence
- Zero Lines: Pass Thru-Ends Trade-Centers Trade does not change sequence
- Zero Lines: Pass Thru-Boys Trade-Ends Trade-Centers Trade-Boys Trade does not change sequence
- Zero Lines: Pass Thru-Girls Trade-Ends Trade-Centers Trade-Girls Trade-does not change sequence
- “Gimmick”: Allemande Left to Alamo Ring:
 Heads Trade, Girls Trade, Boys Trade, Sides Trade
 Heads Trade, Girls Trade, Boys Trade, Sides Trade
 Allemande Left

4. Wheel Around: Make sure the dancers take hands.

- Facing Couples: Pass Thru-Wheel Around=Right and Left Thr
- Heads (S’s) Pass Thru-Wheel Around-Half Sashay-Star Thru=
 Zero Box

- Promenade: All 4 Couples Wheel Around
- Zero Lines: ½ Sashay-Pass Thru-Centers Wheel Around-
Ends Trade-All Half Sashay=Zero Lines
- Heads Lead Left-Veer Right-Couples Circ-Sides Wheel
Around=Lines **out of sequence**
- Heads Half Sashay-Pass Thru-Wheel Around-Star Thru=
Zero Box
- A little tougher: Zero Lines
Ends Pass Thru-Centers Wheel Around-All Wheel Around
Ends Pass Thru-Centers Wheel Around-All Wheel Around=
Zero Lines
- “Gimmick”? Static Square:
All Veer Left-All Wheel Around-All Veer Left
All Wheel Around-Home
- (tougher) All Veer Right-All Reverse Wheel Around
All Veer Right-All Reverse Wheel Around-Home

As been said, **caller judgment** and **call delivery** are most important when using uncommon extensions of the Basic Program or any program. Never assume the level of the dancers that you are calling to. Most of all, if you want to make it interesting make sure you make it fun and let the dancers ultimately win!