# MAINSTREAM: Spin Chain Thru 

Presented by Mike Hogan<br>CALLERLAB Convention - April 2019

## Definition:

Starting formation: Parallel Waves.
Dance Action: Each End and the adjacent Center dancer turn one half (180 degrees). The new Centers of each wave turn three quarters ( 270 degrees) to form a new ocean wave across the center of the set. The Very Centers now trade (180 degrees) to reform the center wave. The two outside pairs of dancers of this center wave now turn three quarters ( 270 degrees) to join the waiting ends to again form parallel ocean waves. The Facing Couples Rule applies.

Ending formation: Parallel Waves.

## Timing: 16

Styling: Ocean Wave styling. The new End dancers should have hands in "Ready Dancing Position" to join in the finishing Wave.

## Teaching: Standard Application

Spin Chain Thru is a long enough call with enough "parts" to it that most dancers will use rote learning to master the movement. At this point dancers already know Swing Thru, Left Swing Thru, Trade and Cast Off $3 / 4$, allowing the call to be cued without giving the definition.

Set up: RH Ocean Wave - BGGB. "Swing Thru. Boys turn an extra quarter and make an all-boys wave. The center boys trade. With the end boy, cast $3 / 4$ and line up with the girls."

The call moves only one dancer across the street, the in facing dancer on the end of the original wave, in this case a man. To get him back across the street, call "Boys Run, Bend the Line, Pass the Ocean" then repeat the original sequence: "Swing Thru. Boys turn an extra quarter and make an all-boys wave. The center boys trade. With the end boy, cast $3 / 4$ and line up with the girls." From here, "Boys Run, Bend the Line, Pass the Ocean" is a geographical zero putting the dancers back in their original wave.

Instead of calling the "Pass the Ocean", insert a "Right and Left Thru", then call "Pass the Ocean". This puts the other boys on the end facing in. NOW tell them the call they've been doing has a name: Spin Chain Thru. Call it directionally again followed by Boys Run, Bend the Line, Pass the Ocean.

Now stop down to talk about the definition. I usually say, "now let's look at the parts that make up the call." Go through the call piece by piece and have them dance each piece at a time. Tell the ladies after the first $1 / 2$ turn that they are done. Make sure the boys see their wave after the first $3 / 4$ turn. Once that's done, call "Boys Run, Bend the Line, Slide Thru, Allemande Left." I do this so they see that they have had success.

Callers use Girls (ends) Circulate Twice in conjunction with Spin Chain Thru because it gives the girls something to do while the boys are finishing the call and it times out correctly. I do not at first, because I do not want the dancers to thing it's part of the call. I mix it in a little later in the teach.

Set up: RH Ocean Wave - GBBG. To teach from here, determine if your dancers fully comprehended the definition. If so, using the definition is fine at this point. If not, use "Swing Thru. Girls turn an extra quarter and make an all-girl wave. Center girls trade. With the end girl cast $3 / 4$ and line up with the boys." Re-set up your waves with the same end girl facing in, then use the definition.

Many callers describe the call using a sequence of fractions: Half, Three-Quarters, Half, Three-Quarters. In my experience, this is easier for a dancer to comprehend than the definition, and so I introduce it as another way for dancers to think about the call. It's important that they understand not every dancer gets to do every fraction.

## Teaching: Extended Application

I view the following set ups as extended application: RH Wave BGBG, RH Wave GBGB, RH Wave BBGG, RH Wave GGBB and all Left-Hand wave arrangements.

Don't immediately attempt to teach EA. Let the dancers dance SA for a while, then go back to the call and introduce EA.

Dancers will understand the call from GBBG and BGGB Left-Hand waves. Call it directionally "Left Swing Thru. Girls turn an extra quarter and make an all-girl wave. Center girls trade. Turn $3 / 4$ with the end girl and line up with the boys." Etc.

I see these in order from easiest to most difficult: LH Wave GBBG, LH Wave BGGB, RH Wave BGBG, GBGB, BBGG and GGBB, LH Wave BGBG, GBGB, BBGG and GGBB.

## Note:

There is no such thing as a "Left Spin Chain Thru". The starting formation can be either RH or LH waves and the action begins with the end and adjacent center turning $1 / 2$. Using the term "Left" can be a great helping word if needed.

Callers using modules or CRAMS use a "Magic Module" to move dancers from a Zero Box to a Zero Line, or Corner Box to a Partner Line. From a Zero Box, "Spin Chain Thru - Girls Circulate 2 - Boys Run - Bend the Line" moves dancers to a Zero Line; essentially another Magic Module.

## Standard Application Choreography:

H/S - Square Thru - Spin Chain Thru - Girls Circ. 2 - Boys Run - Bend the Line - Slide Thru - Square Thru $3 / 4$ - Left Allemande.

H/S - Pass the Ocean - Extend - Spin Chain Thru - Girls Circ. 2 - Boys Run - Bend the Line - Star Thru Pass Thru - Left Allemande.

ZB - Spin Chain Thru - Girls Circ. 2 - Spin Chain Thru - Boys Circulate 2 (a technical zero at this point) Girls Run - Bend the Line - Square Thru 4 - Right \& Left Grand.

ZL - Pass the Ocean - Girls Trade - Swing Thru - Spin Chain Thru - Boys Circulate 2 - Spin Chain Thru Girls Circulate 2 - Right \& Left Grand.

ZB - Spin Chain Thru - Girls Circ. once - Spin Chain Thru - Boys Circ. Twice - Spin Chain Thru - Girls Circ. Three Times - Right and Left Grand.

## Singing Call Figures:

Heads Square Thru - Spin Chain Thru - Girls Circulate 2 - Spin Chain Thru - Boys Circulate 2 - Swing and Promenade.

Heads Pass the Ocean - Extend - Swing Thru - Spin Chain Thru - Boys Circulate 1 - Swing Thru Boys Run - Tag the Line - Girls U Turn Back - Swing - Promenade.

## Extended Application Choreography:

ZB - Slide Thru - Right \& Left Thru - Dixie Style - Boys Trade - Spin Chain Thru - Girls Run - Bend the Line - Square Thru 2 - Trade By - Square Thru 3 - Left Allemande

ZB - Slide Thru - Right \& Left Thru - Dixie Style - Boys Trade - Spin Chain Thru - Boys Circ. 2 - Spin Chain Thru - Girls Circ. 2 - Left Allemande.

ZB - Touch $1 ⁄ 4$ - Scoot Back - Centers Trade - Spin Chain Thru - Ends Circ. 2 - Boys Run - Pass Thru Wheel and Deal - Centers Wheel Around - Pass Thru - Left Allemande

ZB - Swing Thru - Girls Cross Run - Left Single Hinge - Centers Trade - Spin Chain Thru - Ends Circulate 2 - Girls Run - Dixie Style - Extend - Left Allemande

