

## Choreo Build-up

What exactly does this mean? We want to go from Standard Application to Extended application within a tip or within an evening of dancing.

### Standard Application --> Extended Application

What makes dancing hard. I would check out the following website to get an amazing explanation of what makes dancing hard by John Sybalski

<http://fortytwo.ws/~cbaker/what-makes-square-dancing-hard.pdf>

Basically...

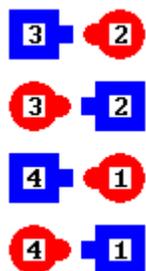
1. How it is called
2. Arrangement of dancers
3. Modifiers
4. Geographic Location

### So how do we do it.

1. Figure out what to work on (figure or Call)
2. Examine what the Standard application is
3. Figure out how far you want to go with the extended application
4. Work the standard application to get the feeling for the call/figure
5. Work the call from the alternative positions relating the call to the standard app that you have already worked.
6. Expand towards the final application

## Create a simple figure

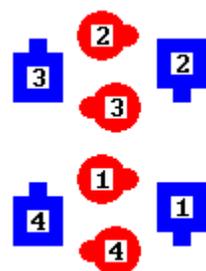
From a Zero Line,  
or any line with regular facing couples.



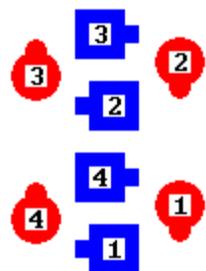
1. Ladies Chain and turn the girls  $\frac{1}{4}$  more



2. Centers Hinge



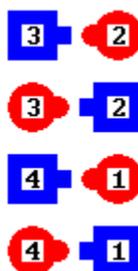
3. Diamond Circulate



4. Cut the Diamond

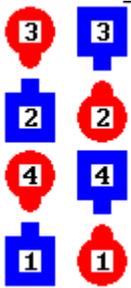


5. Wheel and deal and Sweep  $\frac{1}{4}$



## Now Add complexity by rotating the formation by 90 degrees.

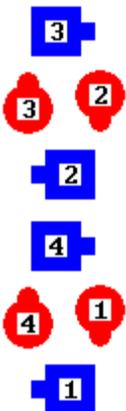
From an 8 chain thru



1. Ladies Chain and turn the girls  $\frac{1}{4}$  more



2. (each line) Centers Hinge



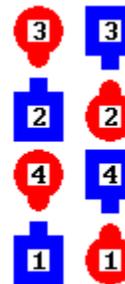
3. Diamond Circulate



4. Cut the Diamond

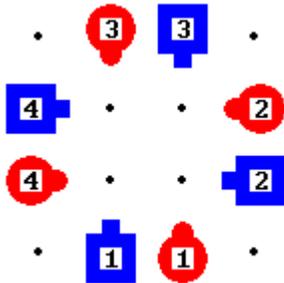


5. Wheel and deal and Sweep  $\frac{1}{4}$

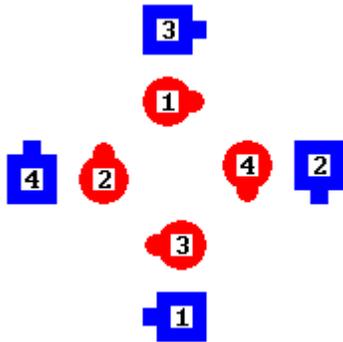


## Go totally insane with the same figure but make the complexity off the map.

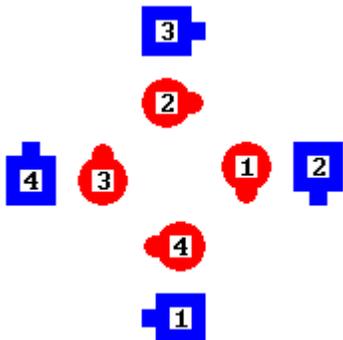
From a squared set



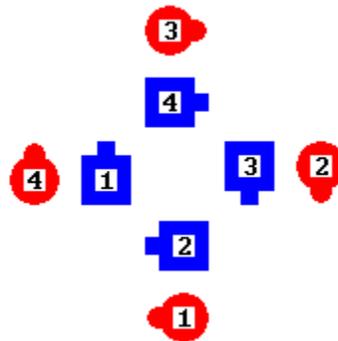
1. 4 Ladies Chain and turn the girls  $\frac{1}{4}$  more



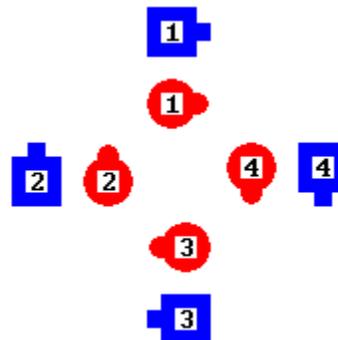
2. Centers Hinge



3. Diamond Circulate (overlapping) get the heads to work with heads then get sides to work with sides. This allows them to identify the diamonds as this is somewhat difficult.



4. Cut the Diamond



5. Wheel and deal and Sweep  $\frac{1}{4}$

