

CRaMS

(Controlled Resolution and Manipulation System)

What CRaMS Has Meant to Us

by Deborah Carroll-Jones & Jon Jones

For many years, sight calling was our primary method of calling and we had been very successful with it and could not see any advantage in learning another system ... until Jerry Story finally convinced us that the CRaMS system would help us to keep the squares dancing without having to remember primary and secondary couples. Jerry's system did not have a name until we got involved in it and Deborah suggested this name. It has enhanced our calling to a great extent and rejuvenated us to enjoy what we do in calling.

From zero lines (ZL), we all know the Magic Module to convert to a zero box (ZB): Touch $\frac{1}{4}$, Circulate, Boys Run. Correct? Everyone is looking at their corner. Now call Slide Thru to form facing lines (corner lines, CL). This module rotates the ladies one position to the right and the men one position to the left. It's magic! Now, from the zero lines (ZL), put the dancers out of sequence (OS), call the same Magic Module plus Slide Thru and the **dancers are rotated in the opposite direction**. In other words, everyone will have their right hand lady for a partner BUT, they are *still out of sequence* (RHLLOS). The caller MUST remember this.

Now from a static square (SS) call Heads Slide Thru, Pass Thru and you have an across the street box (XB). Call Slide Thru and you have the same RHLLOS as stated above. We don't have to look, it is a known fact. The caller decides s/he does not want this set-up, s/he wants the Opposite Lady for a partner for a good get-out module that s/he knows. Leave them out of sequence and call the Magic Module plus the Slide Thru and you will have the Opposite Lady for a partner BUT, the dancers are still *out of sequence* (OS) because you left them there.

Here is a nice routine for callers to know and commit it to their memory bank. Start in a SS, go to a ZB. Now call the original magic module developed by the late Bill Peters, ie: Swing Thru, Girls Circulate, Boys Trade, Boys Run to set up a ZL. Now call the above magic module: Touch $\frac{1}{4}$, Circulate, Boys Run and you

are right back in a ZB. This will work for you from anywhere in the square as long as you know where you are to begin with. Use your checkers/dolls/computer and work out some simple routines to begin with and in a little while you will begin to see how simple this system really is.

Here are some other things that callers should commit to memory.

1. If everyone has the RHL for a partner, all in sequence, who is in the corner position/slot? (It's the original partner). Who is in the RHL position/slot? (It's the original Opposite Lady (OL)).

2. If everyone has the OL as a partner, all in sequence, who is in the corner slot? (original RHL). Who is in the RHL slot? (original Corner (C)).

3. If everyone has the C for a partner, all in sequence, who is in the corner slot? (original OL). Who is in the RHL slot? (original Partner (P)).

These are some of the information that is easy to learn. Then it becomes stored as knowledge - you don't have to look and hunt for primary/secondary people! They are all known facts and eliminate the guess work. This is the biggest advantage to using CRaMS as opposed to sight - you always know where you are!!!

Before working with CRaMS we could not track each other with calls without have the checkers or dolls to manipulate. Most of the time now, we can and it sure makes for a lot better communication.

Please don't get the idea that we are using CRaMS exclusively in our calling. We still use sight calling. But having CRaMS as an additional tool for our choreographic management makes us better all-around callers. It's also made us much more appreciative of the inherent value of modules. And it's made us much more aware of how Relationship can be manipulated to give us any partner pairing we wish, WHEN we desire it. That has made a huge impact on the variety of our Get-Outs.