

Mastering Choreographic Control

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Systems to use:

1. Memory
2. Modules
3. Sight Calling
4. CRaMS

All callers use a combination of the above.

The acronym CRaMS stands for

Controlled Resolution and Manipulation System.

Last year I learned of a system that predates modern sight calling, called *slot calling*. Replace the word slot with stations and it looks *very* similar to CRaMS.

I suggest that using CRaMS should not be looked upon as a replacement for sight, but more as an enhancement for sight.

Square dancing is a dance with 8 people, with the vast majority of the calls involving 2 groups of 4 in either a line or a box. Note that even a line is a box. 2 people facing 2 other people.

If we gave everybody a special name (say, a,b,c,d,e,f,g,h) and called a combination of standard calls, how many different boxes (as groups of 4 people without regard to sequences) could we create? The answer is **only 4**.

These groups are called stations. Stations define the group but not the sequence. Altering the sequence does not change the station. Any group can be rearranged to create a primary station, which has everybody in sequence.

The 4 *primary boxes* are the **partner** box, **corner** box, **right hand lady** box and the **opposite lady** box. In each of these situations, a slide thru creates a *primary line*.

From a squared set you are at most 1 call away from getting everybody in sequence, then 1 more call to get partner.

The reason is that there are **only 4** possibilities:

1. Everybody is already in sequence
2. Girls are out of sequence
3. Boys are out of sequence
4. Everybody is out of sequence

Any 2 Ladies Chain, changes the sequence for girls.

Any 2 Ladies Flutterwheel, changes the sequence for boys.

Any 2 opposite couples Right and Left Thru changes both the boy and girl.

Amazingly, the same is true for a square. Mix up a circle any Way you want and the previous getouts always work. Take a circle, divide it in half and flatten the curve, and you have a line. If you create a line, any of the above will get everybody in sequence.

How can we take advantage of this?

First learn how to create all of the primary stations, and how to resolve from them.

Primary box + slide thru = primary line.

To master CRaMS I recommend learning:

- Step 1. How to create every primary station.
- Step 2. Resolve from each station.

Step 3 How to go from 1 station to another.

Primary box to opposite configuration

(That means going from corner box to right-hand lady box, or partner box to opposite lady box)

Pass thru, trade by

Primary Line to opposite station:

Square thru, trade by, slide thru

Primary line to primary box

Right and left thru, slide thru

Moving from one station to another is like playing a video game.

- ⤴ Every time you go to a new station it is like entering a new room.
- ⤴ Every room has 4 doors.
- ⤴ The door you entered is where you resolve.
- ⤴ Every wall has another door.
- ⤴ Straight across is the opposite configuration.
- ⤴ Progressing through the stations beginning with 1. Partner, 2. Corner, 3. Right hand lady and 4. Opposite lady increases the difficulty. (friends and comfort level).

Like a video game with 4 levels you can work your way through the levels or go directly to the desired level. Using the example of a static square, straight across is the opposite lady, to the left is the corner, to the right is the right hand lady.

Conversion Sequences

Most callers have great tools at the ready that have *never been used*. For example, everyone uses “Swing Thru, Acey Deucey, Boys Run, Bend the Line” to go from **corner box** to **partner line**. This just moved everybody counter-clockwise one station.

From there, “Right and Left Thru, Pass the Ocean” creates a **partner box** [ocean wave]. Repeat the sequence and you have a **right hand lady line**.

Remember that TWO right and left thrus make a zero. So from a corner box call “Right and Left Thru, Swing Thru, Acey Deucey, Boys Run, Bend the Line,” and then add your second right and left thru to go from corner box to opposite lady line.

You can go either direction, all the way around the square. The same applies to any conversion sequence.