

## Equivalent Modules

by

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Equivalent modules are groups of calls which have the same choreographic effect as a single call. Many equivalent modules have been published, but Star Thru Equivalents are probably the most popular. At one time there was a booklet published that only contained Star Thru Equivalents..

Why use equivalents? They allow the caller to use complex facing couple routines and still be able to visualize the resulting FASR. It's easy to visually follow where the dancers end up after a *Star Thru*. It is more difficult to follow the exact movements of dancers when they *Swing Thru*, *Spin the Top* and *Right and Left Thru*.

Let's take an example floor pattern which uses very basic square dance terminology.

**Heads Star Thru ... Right & Left Thru ...  
Pass Thru (ZB) ... Star Thru ... Pass Thru ...  
Bend the Line ... Star Thru (ZB) ... Pass to the  
Center ... Pass Thru ... Right & Left Thru ...  
Pass to the Center ... Pass Thru ... Right &  
Left Thru (ZB) ... Star Thru ... Square Thru 3/4  
... Left Allemande.**

I think that if you are used to sight calling or using modules, it would be pretty easy to visually track the key dancers in a square or even to track a mental image of the above square dance routine.

In the process of dancing thru this floor pattern we have used several different types of modules. It starts with a Setup Module to a Zero Box..

**Heads Star Thru ... Right & Left Thru ... Pass Thru ...**

Then a Technical Zero which also rotated the set 90 degrees.

**Star Thru ... Pass Thru ... Bend the Line ...  
Star Thru ...**

We then added a 1/2 Fractional Zero which took the dancers across the street and back.

**2 {Pass to the Center ... Pass Thru ...  
Right & Left Thru ...}**

Finally, a Getout Module.

**Star Thru ... Square Thru 3/4 ... AL**

I feel that the investment of time to memorize four modules which enable the movement of the dancers around the floor this much would be worth the effort. By also memorizing a few equivalents, you can vastly stretch this knowledge.

There are five points in the routine where *Star Thru* is used. There are four points where *Pass Thru* is used. There are three points where *Right & Left Thru* is used.

Let's start with *Star Thru* Equivalents:

**Swing Thru .... Spin the Top ... RLT ...**

**Right & Left Thru ... Flutter Wheel ...  
Sweep 1/4 ...**

**Touch 1/4 ... Scoot Back ... Men Run ...**

**Touch 1/4 ... Walk & Dodge ... Partner Trade  
... Reverse Flutter Wheel ...**

Substitute any of these equivalents any place you find Star Thru in the base routine and see how many dances can be created. How many themes can be explored. OK! Now let's do the same thing with *Pass Thru*.

**Right & Left Thru with a full turn**

**Swing Thru ... Spin the Top ... Right & Left  
Thru ... Slide Thru ... Partner Trade ...**

**Flutterwheel ... Pass the Ocean ...  
Single Hinge ... Walk & Dodge**

Finally, some equivalents for *Right & Left Thru*  
**Pass Thru ... Partner Trade ...**

**Flutter Wheel ... Reverse Flutter Wheel ...**

**Pass the Ocean ... Recycle ... Veer Left ...  
Couples Trade ... Bend the Line ...**

And just a couple for *Square Thru 3/4*

**Spin the Top ... Cast off 3/4 ... Walk & Dodge**

**Touch 1/4 ... Girls Run ... Slide Thru**