

# GAMES

*Bear Miller*

## **One Call Behind My Back**

Have each square decide on one call that you the caller may not use during that one tip. Good challenge for the caller and fun for the dancers, especially if you have some little treat for the square who first trips you up. Try to be creative in not using the calls they have you not use, ie; for pass thru use individually veer left then right, or half of a dosido.

## **Sound Off**

Have selected dancers pick call, then say it and sell it whenever you put the microphone in front of their mouth. Great at Graduations but really may make the caller work to keep flow to choreography.

## **Pick a Call, Any Call, But Only Once**

Choose dancers one by one to give a call from your level list, then cross it off after you call it. Choose different dancer each time until all have been used but they can't give the same call twice. They don't have to be in the correct formation to do the call they choose, that is your job, they just have to come up with the name of a call. Another good one for Graduations.

## **Do This Call Twice, But Save One for Later**

*(Tony Oxendine)* Tell the dancers to do a call twice, but save one for later. So they actually only do it once and then in a while on you announce it is now Later and they have to do the call that you had them save (works great if it is the last call of a get out). If they get the hang of it, you can start stacking a few Later calls and then announce that is in now Later, Later, Later. Have fun with it, but use sparingly with a regular group.

## **After or Before**

*(Marshall Flippo)* Give the dancers a call they can't do from the formation they are in, and then add the After you do this call. As you progress you can give them a call that they could actually do from where they are, but still add the After call. Makes for some herky jerky movements at times but the dancers usually enjoy it. When they really have the hang of it, give them a call and say to do it before this call but after this other call. Be creative. Do your homework. Once again, use sparingly.

## **Duck, Duck, Goose**

Designated dancers (heads or sides), when Duck is called, will U Turn Back and assume the opposite gender's role, if called again they will U Turn Back and return to their original gender. If Goose is called, everyone does a U Turn Back and is immediately transformed into their original gender whether or not they are currently changed or not. Sight calling can be a nightmare but you can use the Goose as a return to normalcy. Use with better dancers that you call to regularly and have some get outs to use when either is gender changed, Modules are awesome.

## **Spoonerisms**

*(Ted Lizotte, Renaissance Festivals)* Spoonerisms are words, phrases or lines where the beginnings of words are transposed. Usually told as famous stories, even Shakespeare, such as Jomeo & Ruliet, Rindercella, 3 Mind Blice. It can be done in our favorite activity Dare Squancing. Some examples of calls; Boad the Loat, Chin Spain the Gears, Lead Headies Center Cheacup Tain. Even Mainstream offers some interesting combinations; Fides Sace, Squand Grare, Whutter Feel, Boot Scack, Searycle, Clip the Slutch, Bade Try and Sixie Dyle to an Wacean Ove. Kee Barefule, it is addicting.

## **Backward Call Gimmick**

*(Dean Hood, deceased)* Similar to Spoonerisms but every call is said backwards. Spell it backwards and then try to say it Phonetically correct. Examples include Bow to the Partner=Wob to the Rentrap, Bow to the Corner=Wob to the Renro, Left Allemande=Tfel Ednamella, Do Si Do=Od Is Od, Right and Left Grand=Thgir and Tfel Dnarg. So put it together, Face your Renroc, Tfel ednamella, Thgir and Tfel Dnarg, Meet the Rentrap, Gniws and Edanemorp, Sedis Face Dnarg Erauqs, Erauqs Urht 4 etc. Use very lightly with much time to buildup and allow time for translating.