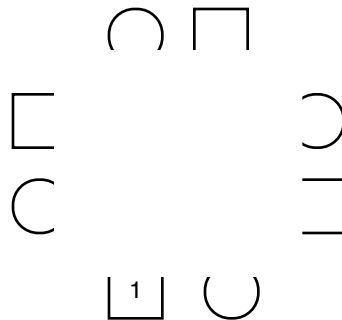


The Basics of Mental Image Choreography

There are a few things that you must keep track of in order to create choreography on the fly, using mental imagery. The following summary will remind you of the things you must know how to do to use an abbreviated mental image system. It is probably enough to use in the earlier stages of square dance classes or for ad-lib choreography in singing calls. It is enough to show you the power of having this skill in your grasp. For a complete course in mental image choreography, one that shows much more variety and one that teaches the method step by step, refer to the book *Out of Sight* by Don Beck.

Think of the symbols in the diagrams below as representing the arms of the dancers. The squared set below is to familiarize you with the symbols.



To call ad-lib choreography and be able to subsequently resolve the square without being dependent on actual dancers, you must:

Keep track of the formation of the square in your head.

Keep track of the location of one person, the “active man” within that formation.

Know which calls are X type calls and which ones are O type calls. A partial list of Xs and Os follows.

Call as many O type calls as you want, without regard to how many, when, or where.

You must keep track of how many Xs are called and what location they are called in, i.e the in Middle, on the Left or on the Right. The active man can be dancing in one of three locations, the Middle (two couples dancing in the middle of the square and the other couples waiting on the outside), on the Left (two couples, including the active man, dancing on the left and two others dancing on the right), or on the Right (two couples, including the active man, dancing on the right and two others on the left). An X is considered as being done in the location where the active man is when the call is called.

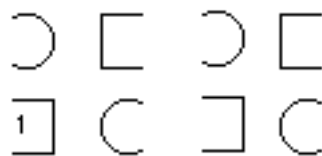
To resolve the square when all Xs are cancelled with another X that was called in the same location as the first one, dance the active man to the spot shown below. Call Allemande Left.



To resolve the square when an X is called on one side of the square and cancelled with an X on the other side of the square, dance the active man to the spot shown below and then call Allemande Left.



To resolve the square when an X is called in the middle location and then cancelled with an X on the left, dance the active man to the spot shown below.



To resolve the square when an X is called in the middle and then cancelled with an X on the right, dance the active man to the spot shown below.

