

40th CALLERLAB Convention - Raleigh, NC March 25-27, 2013

SIGHT CALLING RESOLUTION MADE EASY – THE “STATE” of the SQUARE

Adapted from a work by Daryl Clendenin -- Presented By Doug Davis

It is often said that necessity is the mother of invention. It is true when talking about sight calling and sight calling resolution methods.

If one closely examines the various resolution methods you will see the following results.

1. You must always remember two adjacent couples, always.
2. These couples are your choice, any two will do.
3. You must remember ONE corner relationship. One couple is considered the Primary couple and the other is the Secondary. It is not always the Primary Man and his corner, it can be the Primary Lady and her corner.

In most resolution methods the caller is required to move the dancers around in the square in order to engineer the desired formation (setup). Then from their make several decisions as to where the Primary and Secondary couples are in that setup. Once again, the caller had to keep the dancers moving as they make these decisions until the proper setup for a proper Allemande Left, Right and Left Grand or at home getout is achieved.

This whole process could take up to 20, maybe more, moves to accomplish the desired setup. If you get lucky, less, perhaps one or two moves.

The point is that callers have to remember not only the two couples, but, several steps, rules and decisions to properly resolve the square.

Well, with the **State Of The Square** method the caller takes whatever exists in the square and uses it to resolve. There are still rules and decisions, however they are greatly simplified. The next three pages describe this method of sight Resolution.

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1. THE “STATE” OF THE SQUARE

- A. A sight caller tracks two key couples in a pilot square.
- B. A couple is matched if their partner is in the same four-dancer group.
- C. The “State” of the square is the number of Key Couples which are matched.
- D. The square is always in one of three resolution “States”.

2. STATE ONE

- A. One of your key couples is matched, while the other key couple is NOT matched.
- B. At any random time, there is a 50 percent chance that the square is in State One.
- C. To achieve an Allemande Left from State One:
 - (1) Dance the matched couple to the outside of an Eight Chain Thru formation.
 - (2) (The unmatched couple will then be on the inside.)
 - (3) Set up a Zero Box by dancing the corners to face each other.
 - (a) Call LEFT ALLEMANDE, or
 - (b) Call a memorized Zero Box Getout module.

3. STATE TWO

- A. Both of your key couples are matched. (The two couples may be in different foursomes.)
- B. At any random time, there is a 25 percent chance that the square is in State Two.
- C. To achieve an Allemande Left from State Two:
 - (1) Dance one Key Couple so that the man is facing his original partner in an Eight Chain Thru formation.
 - (2) Visually determine whether PASS THRU or SQUARE THRU THREE will put the corners together for a Left Allemande.
- D. Alternatively, to get into a Zero Line from State Two:
 - (1) Dance one key couple into Facing Lines, matched with original partner.
 - (2) (Because you are in State Two, if one Key Couple has their original partner, then the other Key Couple will also have their original partner.)
 - (3) Determine sequence. The couples are In Sequence if “like beads on a string” the corners are touching each other.
 - (4) If the lines are out of sequence, put them in sequence with either:
 - (a) RIGHT AND LEFT THRU, or
 - (b) PASS THRU, BEND THE LINE
 - (5) You are now in a Zero Line, and may call a memorized Zero Line Getout.

4. STATE ZERO

- A. If neither couple is matched, you are in State Zero.
- B. At any random time, there is a 25 percent chance that the square is in State Zero.
- C. You cannot resolve from State Zero. You must dance the dancers into one of the other two States before you can resolve.
 - (1) Circulate four of the dancers (for example, the Ends of Waves).
 - (2) Or, move a couple across the set to meet up with their original partner.
 - (3) Circulating or moving the dancers across the set will change State Zero to one of the other two States, and then you can easily resolve.

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THE “STEP BY STEP”

1. **PICK YOUR KEY COUPLES.**
 - A. Primary Couple
 - B. Secondary Couple
 - C. The Corner Relationship

2. **CALL UNTIL YOU ARE READY TO RESOLVE.**

3. **DETERMINE THE STATE OF THE SQUARE.**
 - A. No matter what the formation, you can determine the State of the square by visually checking any four-dancer group.

4. **“NORMALIZE” THE SET.**
 - A. Dance the dancers into “normal” couples (#0 arrangement).
 - B. Each man has a lady on his right.

5. **IF STATE ZERO EXISTS:**
 - A. Dance some of the dancers to the other side of the set (for example, Ends Circulate).
 - B. Either State One or State Two will then exist.

6. **IF STATE ONE EXISTS:**
 - A. Dance the matched couple to the outside of an Eight Chain Thru formation, facing the unmatched couple.
 - B. Check your corner relationship.
 - (1) If the Primary Man is facing his corner, then everyone is.
 - (2) Call ALLEMANDE LEFT, or a Zero Box Getout module.
 - C. If the Primary Man is NOT facing corner, then you have an “Across The Street Box”.
 - (1) Move either couple across the set (for example, PASS THRU, TRADE BY).
 - (2) Put the matched couple on the outside, and there’s your Zero Box.
 - (a) Call ALLEMANDE LEFT, or a Zero Box Getout module.

7. **IF STATE TWO EXISTS:**
 - A. Dance the dancers so that one of your Key Couples is facing their original partner in an Eight Chain Thru Formation.
 - B. Visually determine whether PASS THRU or SQUARE THRU THREE will get the Key Man to the corner for the Allemande Left.
 - C. Or, if you wish, you may choose to use a Zero Line getout.
 - (1) Dance the dancers into facing lines where everyone has their original partner.
 - (2) Then, check sequence. (If the corner is adjacent, it’s In Sequence).
 - (3) Now you have a Zero Line. You may call a Zero Line getout module.

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STATES OF THE SQUARE (An explanation)

In this system we don't have to track anyone while we are moving the dancer through the material that we want to present.

We need only recognize the State at the time we want to resolve. This requires looking at four dancers, either group of four will do, the other four could, if we were able to get them too, go sit down. All the information that we need is in either group of four.

The easiest way to determine the State is to put the dancers in the north/south or east/west grid. The dancers can be in an eight chain thru or facing lines or whatever set up.

Once you have recognized the State to be a State 1 or 2 use two couple choreo only.

OK here we go.

1. A State zero exists when two key people are in the same foursome that are NOT partners. You must move some dancers across the square to get a State 1 or 2.
Move only one sex, boy or girl, across you will have a State 1.
Move both of the key people across and you will have a State 2.
Move two people, one key and the other not key, you may or may not change the State.
2. A State one exists if 1 or 3 key persons are in a foursome. NOTE: The odd number of dancers in a foursome is a State one.

Use the foursome that has 3 key people in it. Dance the couple that belong together to the outside of a zero arrangement 8 Chain Thru.
If the third person is the corner, allemande left. If not 1/2 chicken plucker, allemande left.

3. A State two exists when there are two key people in a foursome, and they are partners, OR when all four key people are in the same foursome.

Dance the partners to face in a zero arrangement 8 Chain Thru.

IF only 2 key people are in the same foursome:

If the corner, boy or girl, in your foursome:

Is facing in? Pass thru, allemande left

Is facing out? Square thru 3, allemande left

IF all 4 key people are in the same foursome:

Is primary man facing in? Square thru 3, allemande left

Is primary man facing out? Pass thru, Allemande left

You may choose to use a zero line Getout. Dance the partners so that they are together in facing lines. If the corners are adjacent they are in sequence, if they aren't they are out of sequence.