

Caller's Clinic

Presented By

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LEE KOPMAN CALLER CLINIC

INTRODUCTION;

Not all of us can deal effectively with creativity and imagination. This will depend on basic inherent skill, knowledge, and dedication to ones work. The Purpose of this booklet is to provide you with ideas on how to deal creatively with choreo at a **Mainstream/ Plus LEVEL**. A variety of sequences have been written to provide you with material that can be used at your dances. Hopefully, you will also use some of the ideas presented as a stepping stone to stimulating some of your own creative instincts.

Attached are samples of what I feel is choreo with a different twist. I have taken the beginnings of popular sequences and added or replaced familiar choreo combinations with unusual dance patterns. All are geared to MAINSTREAM/PLUS CALLING. You can use them as written, or better still, take the idea and create some of your own. I strongly recommend the latter approach. You get a much better feeling with a personal-creative idea. That which come from within is much easier to deal with because of an innate understanding of what has been written.

The sequences I am sharing with you begin from a variety of starting formations. These include:

BOX 1-4

BOX 3-2

1P2P

ALAMO RING

Also listed are problem areas in sight calling. I have suggested ways to normalize unusual formations. Acquiring this skill is essential to your growth as a sight caller. This will be discussed and demonstrated at our workshop sessions.

I hope you will find the information in this paper helpful. My primary objective is to get you to think about new approaches that will help add spice and fresh new ideas to your calling program. The instinct to be creative is ever-present ... let's search for it and bring it to the surface.

THE BUSINESS OF SIGHT CALLING:

This is the most difficult of all calling skills to develop. Instant decisions must be made in terms of body flow, degree of difficulty, keeping within expected dance levels, and numerous other problem areas. All this in a SPLIT SECOND.

In an interview, I was asked "which is more difficult to choreograph, a ballet or a square dance?" I answered, "A ballet is choreographed over a long period of time, making corrections, additions, and deletions whenever necessary. We, the audience, see the finished product, perfect in the eyes of the author. At a square dance, the caller does not have this time advantage. It mu.st be perfect at the time of delivery."

METHODS OF LEARNING TO SIGHT CALL:

Practice calling to 2 couples.

Objective: Right & Left Thru equivalent
 Leading couples to the right - with or without changing partners
 Leading couples to the left

2 Ladies Chain equivalents
Move couples to the right and left (as in circle right or left 1/4)
Move couples to the right and left and interchange partners
Call to a Zero position, keeping original partners and also changing them.

Important: BE SURE TO USE A VARIETY OF CALLS
TRY NOT TO GET COMPLICATED - KEEP YOUR CHOREO AT A VERY BASIC LEVEL

USE A VARIETY OF CALLS - - - - -
You'll be surprised how many MAINSTREAM/PLUS calls can be used with two couples.
SPEED IS ESSENTIAL, - - - - -
"SPIT" the call out fast. Hesitation on your part will cut down on the flow of the dance!

When you have had enough practice and feel courageous, it is time to implement your new-found skills at your dances. Work primarily off the BOX 1-4 setup. In a short period of time, you'll begin to feel comfortable out of the Box 3-2 formation.

SNAP-SHOT PICTURES YOU MUST VISUALIZE:

- 1) BOX 1-4
- 2) BOX 3-2
- 3) 1P2P
- 4) Double Pass Thru (DPT) position
 - a) after 1P2P lines have done a Pass Thru and Wheel & Deal
 - b) after the Heads have done a Star Thru
 - c) after the Heads have done a Star Thru and then Right & Left Thru
 - d) after 1P2P lines have done a Star Thru
- 5) "Trade By to the corner" position
- 6) "Pass Thru and Trade By to the corner" position
- 7) 7 . 1P2P lines do a Right & Left Thru (1P2P OS [out of sequence])

A TOTAL OF TEN (10) SNAP-SHOT PICTURES:

My suggestion would be to concentrate on one snap-shot picture over an extended period of time. When you become secure in your ability to visualize a particular formation, then move on to another.

If I were to say:

- 1) "Give me the end result of couples placement and formation after 1P2P lines have Passed Thru and Bend the Line," ---Could you immediately give me the answer?
- 2) "If the Heads Pass Thru, Separate Go 'Round One to a Line," ---Can you give me a read out on the formation and who 4 men are facing?

I have always felt that too much time is spent learning long sequences that terminate to a Left Allemande, and too little time is delegated to visualizing some very basic choreo situations.

Here is a good drill for practicing MENTAL IMAGERY. I will call a few moves -- it will be your responsibility to indicate the ending formation without using your checkers. Write down your answer, and then check the result with your dolls.

- 1) Heads Lead Right and Veer Left
- 2) Heads Lead Right, Veer Left, Wheel and Deal
- 3) Heads Square Thru 4, Touch 1/4, Girls Fold
- 4) Heads Pass The Ocean, Recycle
- 5) Heads Pass Thru and Clover Leaf, Sides Right & Left Thru

Mental Imagery can be developed. Without using checkers, think of a sequence that will terminate to a Left Allemande. Use your checkers to check your results. **DO NOT WRITE DOWN THE SEQUENCE FOR EVENTUAL MEMORIZATION!** These are simple drills to sharpen your thought and visual processes. If you are going to memorize anything at all, begin with the 10 Snap-Shot pictures previously mentioned.

CAUTION - DON'T FORGET THE THINGS YOU'VE MEMORIZED, IT GOT YOU THIS FAR!!

PROBLEM AREAS IN SIGHT CALLING

When "Free Wheeling" (calling whatever comes into your head), you run into a major problem of how to normalize set-ups. Normalizing to me, is to turn unusual set-ups, i.e. 2 men together, one couple half-sashayed, columns with men (or girls) in middle, etc., into normal choreo positions where everyone has either a girl on the right or left. Listed below are unusual set-ups and ways to normalize with relatively few calls.

COLUMNS (With 4 Men [girls] in the Middle)

Set-up: 4 men in middle:

Result

- | | |
|--|------------------------------|
| 1. Partner Trade & Roll, Pass Thru, Ends Fold, Star Thru | 2-Faced Lines |
| 2. Center 4 .Walk & Dodge; Those who can Star Thru,
Others 1/4 IN; Centers Trade Bend the Line, Star Thru | DPT Position* |
| 3. Single File Circulate, Boys Run..... | DPT Position** |
| 4. Cast Off 3/4; Each Side Recycle;
Star Thru | DPT Position *** |
| 5. Each Side Walk & Dodge; Ends Turn Back - | DPT Position; all ½ sashayed |
| 6. Partner Tag; Ends Fold, (or Cross Fold) and Star Thru | 2-Faced Lines |

Set-Up: 4 girls in middle:

- * Lines of 4 with girls on right side of boy
- **Completed DPT Position
- ***Completed DPT Position

LINES FACING IN (2 men in middle/girls on end)

Result

- | | |
|--|----------------------------|
| 1) Pass Thru, Girls Fold, Star Thru | 2-Faced Lines |
| 2) Pass Thru, Men Cross Run & Roll, | 2-Faced Lines |
| Girls with each other Partner Tag, All Star Thru | |
| 3) Touch 1/4, Single Circulate, Boys Run | DPT Position |
| 4) Spin the Top, Swing Thru, Boys Run..... | Lines of 4, girls on right |
| 5) Square Thru 2 hands, U-Turn Back, Star Thru | 2-Faced Lines |

FROM OCEAN WAVES (Same Sexes holding Right hands)

RESULTS

- 1) Split Circulate ----- Ocean Wave
- 2) Swing Thru (Boys or girls run) ----- Lines of 4 facing In/Out
- 3) Centers Trade; Those facing OUT (boys/girls) fold, Centers U-Turn Back,
All Star Thru ----- 2-Faced Lines
- 4) Single Hinge, Centers Trade, Cast Off ¼ ----- 2-Faced Lines
- 5) Recycle, Star Thru ----- 2-Faced Lines

FROM OCEAN WAVES (Same Sexes Facing OUT)

Results

(Example: Box 1-4, Touch 1/4)

- 1) Single Hinge, or Cast Off ¼ ----- Ocean Wave
- 2) Those facing OUT, Fold (boys/girls),
DPT, Leads U-Turn Back and Star Thru ----- 2-Faced Lines
- 3) Split Circulate, Centers Trade, Split Circulate ----- Ocean Waves
- 4) Those Facing OUT Fold & Roll, Others Touch ¼ ----- Left-Hand Ocean Waves
- 5) Centers Trade, Split Circulate ----- Ocean Waves

2-FACED LINES (With One Cpl ½-Sashayed)

Results

- 1) Wheel & Deal, Swing Thru, Boys Run(or girls) ----- Depending on whoruns, lines of 4 facing IN/OUT
- 2) 1/2 Tag, Split Circulate ----- O/W here, sometimes girls in middle
- 3) Ferris Wheel, Centers Turn Thru ----- 8-Chain Thru
- 4) Ferris Wheel, Centers Swing Thru, Extend ----- O/W Here, sometimes girls in middle
- 5) Crossfire, Single File Circulate, Boys Run (or girls) ----- DPT Position, sometimes Completed DPT

8-CHAIN THRU POSITION (with 1 couple ½-Sashayed)

Results

- 1) Centers or Ends U-Turn Back ----- DPT Position
- 2) Square Thru 2, Boys/Girls U-Turn Back ----- 2-Faced Lines
- 3) Swing Thru, Boys/Girls Run ----- Lines of 4
- 4) Swing Thru, Same Sexes facing Out Trade ----- Lines of 4
- 5) Touch 1/4, Split Circulate ----- Ocean Wave

Double PASS THRU POSITION (Boys or girls in Center)

Results

- | | |
|--|----------------------|
| 1) Centers Swing Thru, Extend, Those Facing OUT (boys or girls) Run | Lines of 4 Facing IN |
| 2) Centers Pass Thru, Touch ¼ | Ocean Waves |
| 3) Centers Pass Thru, Slide Thru | 2-Faced Lines |
| 4) Centers Square Thru 4, Ends Divide and Slide Thru (same sex); Those who can Star thru, others Face IN | Lines of 4 |
| 5) Centers Touch 1/4 & Roll and Pass Thru, All Slide Thru | 2-Faced Lines |

WORKING WITH SET-UPS

(Any calls underlined should be delivered without hesitation.)

BOX 1-4 (Heads Square Thru)

- 1) Swing Thru, Ends Circulate, Centers Trade, R&L Grand
- 2) Slide Thru, R&L Thru, Dixie Style to O/W, Men Trade, AL
- 3) R&L Thru, 1/2 Sashay, Pass Thru, R&L Grand
- 4) Touch 1/4, Split Circulate, Men Fold & Roll, Girls Touch 3/4, Left Swing Thru, AL
- 5) 5. Spin the Top, End 2 Box the Gnat and Load The Boat, Centers Recycle and Lead to the Right, all Veer Left - Girls Cast off 3/4, Flip the Diamond, Extend, R&L Grand.
- 6) R&L Thru, 1/2 Sashay, Touch 1/4, Men Trade, Centers Square Thru 4, Ends Star Thru and Clover Leaf, Centers Trade and Lead Right to a Square Thru 3/4, AL.
- 7) Touch 1/4, Centers Trade, Follow Your Neighbor, Girls ONLY Spread, Centers Trade, All Pass Thru and Tag the Line IN, Touch 1/4, Single Circulate, men Turn Back, Square Thru and on 3 --R&L Grand.
- 8) Swing Thru, Heads Box the Gnat and Slide Thru while the sides Hinge. Men Trade & Roll. Girls Pass Thru and Face IN, Double Pass Thru, Centers In and Cast off 3/4, Pass Thru, 1/2 Tag, Hinge and Extend to a R&L Grand.
- 9) R&L Thru. Heads ONLY 1/2 Sashay, 8-Chain 2, Spin the Top, all same sexes Hinge, Single Circulate, Men Run, Zoom, Centers Swing Thru. Others 1/2 Sashay, Extend the Tag 2 times to a R&L Grand.
- 10) Sides Touch 1/4. Heads Slide Thru, Those Facing Pass Thru, Men Trade & Roll. Girls Square Thru 2, Girls Run, All Pass Thru, Girls Cross Fold, Star Thru, Girls Trade, Wheel & Deal, AL.
- 11) R&L Thru, 1/2 Sashay, Spin the Top, Recycle to a Reverse Flutter Wheel. Box the Gnat and Fan The Top, Extend, R&L Grand.
- 12) Slide Thru & Roll, Swing Thru 2 times (Double), Explode the Wave, Partner Trade & Roll, AL.
- 13) Touch ¼, Girls Fold, Double Pass Thru, U-Turn Back. Dixie Style to O/W, Boys Trade, AL.

- 14) Fan the Top, Box the Gnat & Square Thru - on 3, Spin the Top, Single Hinge, Girls Run, Square Thru to a R&L Grand.
- 15) Touch $\frac{1}{4}$, Split Circulate $1\frac{1}{2}$, Flip the Diamond, Girls Roll, Men Trade & Roll, Men begin with LEFT HAND & Reverse Dixie Style to a Right Hand O/W, Trade the Wave, AL.
- 16) Touch $\frac{1}{4}$, Scoot Back, Split Circulate $1\frac{1}{2}$, Flip the Diamond, Boys Roll, Girls Trade & Roll, Dixie Style to O/W, Left Swing Thru 2 times (Double) to an AL.
- 17) Pass the Ocean, Box the Gnat and Fan the Top, Single Hinge, Split Circulate, Cast off $\frac{3}{4}$, & Girls Trade, Recycle & Sweep $\frac{1}{2}$, Pass Thru, Partner Tag, Partner Trade & Roll, Pass Thru, R&L Grand.
- 18) Square Thru and on 3 Swing Thru, Boys Run & Roll, Girls Trade & Roll, Girls Pass Thru, Star Thru, Boys Trade, Wheel & Deal, Swing Thru, Extend to a R&L Grand.
- 19) Square Thru and on 4 LEFT TOUCH $\frac{1}{4}$, Boys Run, Pass Thru, Partner Trade, Pass Thru, R&L Grand.
- 20) Swing Thru, Heads ONLY Trade, while sides Turn Back, Centers Trade, All Pass Thru and $\frac{1}{2}$ Tag, Split Circulate, Boys Trade, Split Circulate, Extend, R&L Grand.

BOX 3-2 SETUPS (Heads Square Thru 2)

- 1) Square Thru $\frac{3}{4}$, Trade By to an AL.
- 2) Touch $\frac{1}{4}$, Girls Run, Star Thru, Trade By, AL.
- 3) Swing Thru, Boys Run, Ferris Wheel, Square Thru 3, AL.
- 4) Touch $\frac{1}{4}$, Follow Your Neighbor & Spread, 8 Circulate, Girls Trade, and ALL Swing Thru, Extend, R&L Grand.
- 5) Pass Thru, centers Turn Back, Centers IN and Cast Off $\frac{3}{4}$, Square Thru 2, Trade By, AL.
- 6) Touch $\frac{1}{4}$, centers Trade, Boys Trade, Split Circulate, Girls Run, Bend the Line, AL. (or AFTER you Bend the Line -- Square Thru to R&L Grand)
- 7) Spin the Top to a Single Hinge, Single Circulate 2 times, Single Circulate, Hinge and Fan the Top, Scoot Back, Extend to a R&L Grand.
- 8) Pass Thru, Girls Turn Back, Single Circulate, Original Sides RUN, Zoom, Centers Box the Gnat, Double Pass Thru, First 2 Trade, 8 Chain 1 to an AL.
- 9) Pass Thru, Boys Turn Back (Left Hand Column), Single File Circulate, Boys Run, All Touch to a Wave, 8 Circulate to a R&L Grand
- 10) Swing Thru, Boys Trade, All Swing Thru, 8 Circulate, Girls go 2 times, Swing Thru, R&L Grand.

1P2P LINES (Heads Lead to Right. Circle to a Line)

- 1) Star Thru, Square Thru 3, AL
OR
Star Thru, Box the Gnat, Square Thru and on 3 R&L Grand
OR
Star Thru, Swing Thru 2 Times and Scoot Back to a R&L Grand
OR
Star Thru, Touch 1/4, Split Cir 2 times, Single Hinge, R&L Grand
- 2) Star Thru, R&L Thru, Pass Thru, AL
OR after the R&L THRU:
 - a) 8 Chain 1 or 8 Chain 5 to AL
 - b) Box the Gnat to R&L Grand
 - c) Pass Thru, Turn Back, R&L Grand
 - d) Spin the Top to a Swing Thru, Same 4 Recycle, and
 - e) Spin the Top to a R&L Grand
- 3) Star Thru, Pass to Center, R&L Thru and all 1/2 Sashay, Centers Pass Thru, Square Thru and on 3 -- R&L Grand
- 4) Square Thru 4, Turn Back, R&L Grand
OR
Square Thru 3/4, Single Hinge, Scoot Back, R&L Grand
- 5) Pass Thru, Wheel & Deal, R&L Thru, Zoom, Swing Thru to a Turn Thru, AL (Can substitute a Box Gnat & Pull By for the Turn Thru)
- 6) Pass Thru, Wheel & Deal, R&L Thru, Zoom, Star Thru, Heads Lead Right for an AL.
IN PLACE OF THE LEAD RIGHT YOU CAN ...
 - a. Fan the Top and Step Thru
 - b. Spin the Top and Turn Thru
 - c. R&L Thru, Dixie Style to O/W and Step Thru
- 7) Pass Thru, Wheel & Deal, Zoom, Star Thru, Fan the Top and Square thru 3 to an AL
OR AFTER YOU FAN THE TOP, YOU CAN ...
 - a. Recycle, Veer Left and Bend the Line to an AL
 - b. Swing Thru 2 Times, Heads Box the Gnat, Sides Face, R&L Grand!
 - c. Recycle, Pass Thru, R&L Thru, Swing Thru to R&L Grand
- 8) Pass Thru, Wheel & Deal, Double Pass Thru, Leads Trade, Swing Thru, to a R&L Grand
OR AFTER THE LEADS TRADE ...
 - a. Slide Thru, Reverse Flutter Wheel, CIT to AL
 - b. Touch 1/4, Split Circulate, Heads Trade, R&L Grand
 - c. Touch 1/4, Split Circulate 2 times, Girls Turn Back, R&L Thru, Spin the Top to a R&L Grand
- 9) Pass Thru, Wheel & Deal, Swing Thru, Box the Gnat, Pull By, AL!
OR AFTER THE SWING THRU ...
 - a. Swing Thru again, Recycle, Square Thru 3 to an AL
 - b. Boys Trade, Boys Run, Wheel & Deal, Pass Thru, AL
 - c. Sin the Top, Girls Trade, Recycle, Lead Right to an AL
- 10) Pass Thru, Wheel & Deal and Sides veer Right, Sides Wheel & Deal and Wheel Around (face the outside two), Swing Thru to a R&L Grand
OR AFTER THE VEER RIGHT ...

- a. Side men Trade and Sides Wheel & Deal and then Wheel Around to an AL
- b. Men Facing, Pass Thru, 4 men Run around your girls, Center 2-faced line Wheel & Deal, Everybody Double Pass Thru, First Couple Trade, R&L Grand
- c. Side men Trade and Sides Cast Off 3/4 and Sides Lead Right for an AL.

ALAMO RINGS (Allemande Left in Alamo Style)

- 1) Heads Cast Off 3/4, While Sides Trade and Roll
Heads Recycle and Star Thru
All Slide Thru, Centers Pass Thru
R&L Thru, Swing Thru to a R&L Grand
- 2) Heads Scoot Back, Sides Trade
4 Men Run Right, AL
- 3) Heads Single Hinge, Men Facing Pass Thru
 - a) Center 4 do a 1/2 Tag, Trade, and Walk & Dodge
 - b) While others, Clover Leaf,
 - c) All Swing Thru, Split Circulate 2 times, Men Turn Back, **AL
 - d) (**or you can Square Thru 4 to a R&L Grand)
- 4) Heads Trade, Men Trade, Men Single Hinge,
Original Heads Pass Thru, Center 4 Wheel & Deal and Lead LEFT
While others Clover Leaf, All swing Thru, Girls Trade,
C/T to an AL
OR AFTER THE GIRLS TRADE, YOU CAN ...
 - a) Square Thru 2, Turn Back to a R&L Grand
 - b) Slide Thru, 8-Chain 1 to an AL
 - c) Pass the Ocean, Box the Gnat to a R&L Grand
 - d) Spin the Top and Recycle to a R&L Grand
(this recycle starts with men in middle)
 - e) Flutter Wheel, 1/2 Sashay, Fan the Top to a R&L Grand

The 5 items listed under #4 are ways you can get to an Allemande Left or Grand Right & Left when you have normal 1P2P lines out of sequence that can cross trail to an Allemande Left.

EXAMPLE OF BEING OUT OF SEQUENCE:

Heads Lead Right, Circle to a Line of 4, R&L Thru (zero lines out of sequence [ZL-OS])

- 5) All Scoot Back
(Men must Star by the Right a FULL Turn and come back to original partner. You will be in an Alamo Ring, Men facing OUT, Girls facing IN when completed.)
Men Run right to an AL