

Simple Sight

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First and foremost you must know how to move dancers along the Square Grid; North, South, East, West, through the middle, and around the outside. You must understand what calls and combinations of calls maneuver the dancers in a flowing manner. By analyzing every call used you will gain knowledge of proper hand availability, body flow, and any changes in formation, arrangement, sequence state, and relationship. These tools help you understand exactly what each call does. The Chicken Plucker, the Magic Modules, and Invert & Rotate Sequences are fundamental tools to move dancers.

Delivered properly they enhance the dancing experience by providing the feeling of wind in the face. Sight calling is another choreographic management tool that provides variety and added excitement to the dance. Too many callers try and skip the fundamentals and dive head first into full extemporaneously sight resolution. As a result, the dance usually suffers from bad timing and body flow. Just like a beginner swimmer, it is best to get the feet wet, get use to the water, then try swimming in the deep end later. By focusing on the most difficult form of sight calling you often miss understanding two very easy methods of choreographic management.

One Couple Sight – This form of sight calling is also known as “Burnt Image” sight calling. The caller moves the dancers to a known formation and then remembers one couples position. The caller then utilizes calls that keep all the dancers within the same box area. When the caller wants to resolve the sequence they maneuver the remembered couple to the original starting location and use a modular get out.

Two Couple Sight – This form of sight calling is also known as “Isolated Sight” calling. The caller moves the dancers to a key starting formation and remembers exactly where two couples are positioned. The caller then calls anything that keeps these four dancers connected in a group of four. They do not have to stay in the same box. When the caller wants to resolve the sequence they maneuver the two couples back to a position that existed at the beginning and use a modular get out.

These forms of sight resolution are often overlooked but are easy to master. They still provide variety and can maneuver the dancers along the Square Grid. Add a few Zeros and Equivalent modules along with some exciting Set-Ups and Get-Outs and you are still in control of the dance. These simple forms of sight calling can also enhance a new dancer group using fewer calls without the Wheel & Deal, Pass Thru, or Square Thru 3 resolution formula. They can be used on the fly without prior set up of primary and secondary couples. Simply watch the dancers decide when you are going to start, follow the relationship as you call and return them to the proper placement on the Square Grid.

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