CREATIVE ADVANCED CHOREOGRAPHY

By Dottie Welch, for Charlotte, North Carolina, CALLERLAB Meeting, April 2006

General Principles:

1) **Integrate All Available Moves into Choreography:** Advanced Choreography is meant to include the entire Mainstream and Plus lists as well as the Advanced list. Search for interesting and smooth combinations.

2) **Work Up to Complexity:** When developing a more complex sequence, gradually add difficulty so that dancers can adjust to the surprises in small increments.

3) **Pay Attention to the Degree of Difficulty:** In the workshop environment, some explanation and teaching of moves used in a unique way is appropriate. Plan to introduce small bits of creativity while paying attention to all of the Degree of Difficulty issues. Strive always for success and use choreography that is smooth when learned. (See Degree of Difficulty pages.)

4) **Include some Creativity in the Singing Calls:** Prepare figures and breaks for the singing call that use the moves in some of the creative ways you have been calling in the patter. It is best to have more than one singing figure prepared. Then you can select those most likely to be successful after seeing how far you can develop the concept during the patter.

5) **Strive for Wind-in-the-face Dancing:** Avoid excessive fascination with complexity. Mix creative concepts with a good supply of smooth, wind-in-the-face dancing.

Ideas for Adding Creativity to Advanced Choreography:

1) Interesting Beginnings: Expand your repertoire of starting actions.

Plus: - Heads Box the Gnat and Roll

- Sides Box the Gnat and do the Center Part of Load the Boat
- Heads Pass the Ocean, Same 4 Linear Cycle and Sweep 1/4
- A1: Heads Pass Thru and Partner Tag
 - Sides Double Star Thru and Roll
 - Heads Cross Trail Thru and Separate Around One to a line

A1 Get In to a Zero Box:

- Sides Pass the Ocean, those girls Trade and Run, same 4 Turn and Deal and Pass Thru
- Heads Pair Off, All Pair Off, Step and Slide and the Leads U Turn Back

A2: - Heads Touch 1/4 and the Centers Box Counter Rotate and Roll

- Sides Touch 1/4 and same 4 Trail Off, As Couples Extend
- Heads Pass Thru and Single Wheel and Roll
- Sides Pass the Sea, Same 4 Slip and Slide, (Chain Reaction, Right and Left Grand)

2) Surprise Endings: Develop surprise get outs that use an Advanced move. There are lots of possibilities with pre-written choreography.

A1: Heads Wheel Thru, Spin Chain Thru, Cast A Shadow, Promenade

A1: Sides Left Wheel Thru, All Wheel Thru, Partner Trade, Ends Box the Gnat, All Touch 1/4, Transfer the Column, Scoot And Dodge, Partner Tag, Left Allemande

A2: Heads Cross Trail Thru and Separate Around One To A Line, Pass The Sea, Girls Circulate, Left Hinge, In Roll Circulate, Single Wheel, Pass and Roll Your Neighbor, Allemande Left, Promenade Home (short)

A2: Sides Slide Thru, Double Pass Thru, Peel Off, Pass Thru, Wheel and Deal, Left Spin the Windmill Right (two), Couples Circulate, Promenade Home (short)

Surprise Sight Resolutions: Here are some that can be used as sight resolutions.

From a Zero Box Formation: (Simple set up is Heads Square Thru Four)

A1: Pass the Sea, (Left) Linear Cycle, Left AllemandeA2: Dosado to a wave, Motivate, 3/4 Thru, Right and Left Grand

From a Zero Line Formation: (Simple set up is Heads Lead Right, Circle to a Line)

A1: Pass Thru, Wheel and Deal, Centers Swap Around, Allemande Left

A1: Single Circle to a (tidal) Wave, Lockit, Right and Left Grand

A1: Pass the Sea, Recycle, Veer Right, Promenade

A2: Pass the Ocean, Recycle Twice, Right and Left Grand

Double Pass Thru Formation: Square Thru 3 Get Out	[4]> [1]>	<(1) <(2)
(Simple set up is Heads Slide Thru)	(4)> (3)>	<[3] <[2]

A1: Double Pass Thru, Horseshoe Turn, Allemande Left

A1: Centers Box the Gnat and Pass Thru, All Pass Thru, Cross Clover and Left Square Thru, Left Allemande

A2: Spin the Windmill Right Two, Left Quarter Thru and Girls Circulate, Left AllemandeA2: Double Pass Thru, Peel and Trail, Box the Gnat and Slide Thru, Left Allemande

Double Pass Thru Formation: Centers Pass Thru Get Out
(Simple set up is Heads Flutterwheel and Sweep 1/4)[4]> [3]> <(3) <(2)
(4)> (1)> <[1] <[2]</th>

A1: Centers Dosado to a Wave, those Ladies Trade, Chain Reaction, Right and Left Grand

A2: Double Pass Thru, Leaders Partner Trade, Slide Thru, Left Touch 1/4, Column Circulate, Trail Off and Promenade Home

Page 2 of Creative Advanced Choreography, April 2006, Dottie Welch

Double Pass Thru Formation:Dixie Grand Get Out[1]> [4]> <(2) <(1)</th>(Simple set up is Heads Pass Thru and Cloverleaf)(3)> (4)> <[2] <[3]</td>

A1: Centers Pass Thru, Swing Thru, Cast a Shadow, Promenade

A1: Centers Pass Thru, Right and Left Thru and Veer Left, Cross Over Circulate, Turn and Deal, Allemande Left

A2: Spin the Windmill Right (Two), Out Roll Circulate, Left Hinge, Girls Run, Promenade

Dance Examples combining some of the Beginnings and Endings suggested above:

A1: Heads Box the Gnat and Roll, Pass In, Box the Gnat and Slide Thru, (Dixie Grand Get Out) Centers Pass Thru, Swing Thru, Cast a Shadow, Promenade Home

A1: Sides Double Star Thru and Roll, Double Pass Thru, Right Roll to a Wave, Girls Cross Run, Recycle, Pass to the Center, (Centers Pass Thru Get Out), Centers Dosado to a Wave, Those Ladies Trade, Chain Reaction, Right and Left Grand

A1: Heads Pair Off, All Pair Off, Step and Slide, Leads U Turn Back, (zero box), Pass the Sea, (left) Linear Cycle, Allemande Left, Face In at Home

A1: Sides Cross Trail Thru and Separate Around One to a Line, Slide Thru, (Dixie Grand Get Out plus Centers Pass Thru), Right and Left Thru, Veer Left, Cross Over Circulate, Turn and Deal, Allemande Left, Face In at Home

A1: Sides Box the Gnat and do the Center part of Load the Boat, Swing Thru, Boys Run, Ferris Wheel, (Square Thru 3 Get Out), Centers Box the Gnat and Pass Thru, all Pass Thru, Cross Clover and Left Square Thru, Allemande Left, Face In at Home

A2: Heads Touch 1/4, Centers Box Counter Rotate and Roll, Double Pass Thru, Peel Off, Pass the Sea, Girls Circulate, (left) Linear Cycle, Pass Thru, Wheel and Deal, (Centers Square Thru 3 Get Out), Spin the Windmill Right, Left Quarter Thru, Girls Circulate, Left Allemande, Face In at Home

A2: Sides Touch 1/4 and Trail Off, As Couples Extend, Couples Circulate, Mini Busy, Extend, In Roll Circulate, Boys Trade and Run, Ferris Wheel, Zoom, (Centers Pass thru Get Out), Double Pass Thru, Leaders Trade, Slide Thru, Left Touch 1/4, Column Circulate, Trail Off, Promenade Home

A2: Heads Pass Thru and Single Wheel and Roll, Extend, In Roll Circulate, Boys Circulate, Recycle, Pass to the Center, (Centers Square Thru 3 Get Out), Double Pass Thru, Peel and Trail, Box the Gnat and Slide Thru, Allemande Left, Promenade Home

A2: Sides Pass the Sea, Same 4 Slip and Slide, Scoot Chain Thru, Clover and Lockit, Extend, Acey Deucey, Explode the Wave, Wheel and Deal, Zoom, (Dixie Grand Get Out), Spin the Windmill Right (Two), Out Roll Circulate, Left Hinge, Girls Run, Promenade Home

3) Alternative Set Ups: Find alternative ways to set up the commonly used positions for the Advanced moves.

A1: Heads Slide Thru, Double Pass Thru, Right Roll to a Wave, Centers Run, Couples Hinge, Each 4 Half Tag, Transfer the Column, 1/4 Thru, Girls Cross Run, Left Allemande

A1: Sides Pass the Ocean, Extend, Swing Thru, Single Hinge, Centers Trade, Extend, Clover and Spin the Top, Chain Reaction, Turn Thru, Left Allemande, Promenade very short

A2: Heads Slide Thru and Spread, Pass Thru, Half Tag, Motivate, Split Counter Rotate, Trail Off, California Twirl, Promenade

4) Different Combinations or Repetitions: Look for smooth move combinations. Play with repetition of moves or move pairs.

Repetition:

A1: Sides Pass the Ocean, Extend, Acey Deucey, Swing Thru, Cast a Shadow Twice, Right and Left Grand

A2: Heads Lead Right, Veer Left, Couples Hinge, <u>Single Wheel</u>, (New wave) <u>Left Single</u> <u>Wheel</u>, Pass & Roll Your Neighbor & Spread, Ladies Trade, <u>Single Wheel</u>, Right & Left Grand

Pairs:

A1: Heads Cross Trail Thru and Separate Around Two to the end of a line, Pass Thru, <u>Step</u> <u>and Slide</u>, <u>Leaders Partner Trade</u>, Pass Out, Step and Slide, Leaders Partner Trade, Pass In, Box the Gnat and Pass Thru, Step and Slide, Leaders Partner Trade, Allemande Left, Home

A1: Heads Slide Thru, Double Pass Thru, <u>Right Roll to a Wave and Cross</u>, <u>Step and Slide</u>, Right Roll to a Wave and Cross, Step and Slide, Left Roll to a Wave, Recycle, Left Allemande

A2: Heads Pass the Ocean, Extend, Explode and Touch 1/4, <u>Checkmate the Column</u>, <u>Mini Busy</u>, Extend, Girls Trade, Swing Thru and Boys Run, <u>Cross Over Circulate</u>, <u>Mini Busy</u>, Extend, Swing Thru, Cast a Shadow, Ferris Wheel and Centers Sweep 1/4, Home

5) Four Dancer Move Variations: For the many moves that require only four active dancers, explore the possibilities of rotating the groups of four or activating only four in the middle.

A1: Sides Pass Out, Boys Pass In, <u>Girls Begin Split Square Thru 3</u>, Trade By, Girls Pass In, <u>Boys Begin Split Square Thru 4</u>, Step and Slide, Quarter In, Ends Slide Thru, Home

A2: Heads Touch 1/4, <u>Centers Box Transfer</u>, Sides Separate and Touch 1/4, Column Circulate, (each 4) <u>Split Transfer</u>, Centers Trade, Swing Thru, <u>Split Transfer</u> (again), Column Circulate, Centers Box Circulate, All Trade and Roll, Ends Slide Thru, Home

Ideas for Developing Theme or Workshop Tips for Advanced Dancers:

Please note that each piece of choreography is a separate idea (sometimes two or three). Each is meant to be expanded into an entire workshop tip of gradually increasing difficulty.

6) Less Common Advanced Usages: Although CALLERLAB has avoided officially recognizing Standard Positions for the Advanced moves, there are many Advanced moves which are much more successful when called from the commonly used formations and arrangements. One form of creativity is to gently explore other formations and arrangements.

A1 – Left wave Turn and Deal: Heads Pass the Sea, Extend, Turn and Deal, Coordinate, Cross Over Circulate, Half Tag, Single Hinge, Girls Cross Run, Turn and Deal, Grand 1/4 Thru, Hinge and Roll, Pass Thru, Half Tag, Centers Trade, Center Boys Run Right, Cycle and Wheel, Left Allemande, Promenade Home

A1 – One Sex Cross Over Circulate: Sides Wheel Thru, Touch 1/4, Boys Cross Over Circulate, Step and Slide, Centers Quarter Out, Ends Quarter In, Girls Cross Over Circulate, Boys Cross Over Circulate, Step and Slide, Trade By, Pass Thru, Allemande Left, Promenade Home

A2 – Hourglass: Heads Slide Thru, Double Pass Thru, Zig Zag, Centers Circulate, Split Counter Rotate, Column Circulate 1 1/2, Just the Girls Spread, Hourglass Circulate, Six-Two Acey Deucey, Flip the Hourglass, Centers Trade, Out Roll Circulate, Cast A Shadow, Boys Trade, Promenade Home

A2 – Spin the Windmill In/Out: Sides Pass the Ocean, Spin the Windmill In Two, Centers Walk and Dodge, Centers Run and Roll, Spin the Windmill Out (begins and ends Tbone), Centers Box Counter Rotate and Roll, Ends Bend, All Pass Thru, Left Half Tag, Allemande Left, Face in at Home

7) Less Common Mainstream or Plus: Consider using some of the Mainstream and Plus moves from some of their less common or non-standard applications. Advanced dancers are supposed to acquire this knowledge as they learn Advanced. For A2 dancers all consider using some less common A1. Be gentle, learning all of these new applications takes time.

A1: Heads <u>Fan the Top</u>, Extend, Lockit, Single Hinge, Grand Follow Your Neighbor & Spread, Each 4 Fan the Top, Scoot Back, <u>Fan the Top</u> (boys cast, girls move up), Single Hinge & Roll, Pass In, Centers Left Swing Thru and Left Hinge and that Boy U Turn Back, You're Home

A1: Sides Touch 1/4 and Roll then begin Split Square Thru 3, Step and Slide, Left Roll to a Wave, <u>Recycle</u>, Swing Thru, <u>Spin Chain and Exchange the Gears</u>, Boys Trade and Run, Ferris Wheel and Centers Sweep 1/4, Home

A2: Heads <u>Single Circle 3/4 to a Wave</u>, those facing Pass Thru, Girls Swing Thru and Switch the Wave, Center Column of 6 Circulate, <u>Six-Two Acey Deucey</u>, Boys Half Tag and Boys Box Counter Rotate, Column Circulate, Grand Remake the Column, <u>Girls Zoom</u>, all <u>Peel Off</u>, Couples Circulate, Half Cross Over Circulate, Face in at home

Page 5 of Creative Advanced Choreography, April 2006, Dottie Welch

8) Modifiers and Concepts: Explore the variations made possible by the modifiers and concepts available. In general just one of these ideas will likely be enough for an entire workshop tip when expanded into choreography of gradually increasing difficulty.

Ocean Wave Rule, Facing Couples Rule:

A1: Heads Swing Thru, <u>Heads Begin Split Square Thru 3</u>, Partner Trade, <u>Grand Swing Thru</u>, <u>Pass In</u>, Double Pass Thru, Right Roll to a Wave, Spin the Top, <u>Square Chain Thru</u>, Trade By, Swap Around, Trade By, Allemande Left, Promenade Home

A2: Heads Box the Gnat, <u>Spin the Windmill Right</u>, Centers Box Counter Rotate, Left Swing Thru, Trade Circulate, <u>Pass and Roll Your Neighbor</u>, All Eight Circulate, Allemande Left, Promenade Home

... and Roll:

A1: Heads Wheel Thru, all <u>Wheel Thru & Roll</u>, Column Circulate, Single Hinge, <u>Lockit & Roll</u>, Girls Pass Thru, Star Thru, Ferris Wheel and Centers Wheel Around, Allemande Left, Home

A2: Heads Lead Right, Veer Left, Cross Over Circulate, <u>Mini Busy and Outsides Roll</u>, <u>Diamond Circulate and Outsides Roll</u>, Extend (left), <u>Recycle and Roll</u>, Right and Left Grand

A2: Sides Slide Thru, Double Pass Thru, Zig Zag, Centers Trade, Split Counter Rotate, Column Circulate, <u>Grand Remake and Roll</u>, Pass the Ocean, <u>Out Roll Circulate and Roll</u>, Boys Pass In, Girls Peel Off and Bend the Line, Pass Thru, Half Tag, Mix, Allemande Left, Face In at Home

... and Spread:

A1: Sides Pass The Ocean, <u>Chain Reaction and Spread</u>, Girls Run, Ferris Wheel, Centers Make a Wave, Chain Reaction and Spread, Acey Deucey, Girls Run, Couples Circulate, Ferris Wheel and Centers Sweep 1/4, Home

A2: Sides Pass the Sea, Extend, Boys Hinge, <u>Diamond Chain Thru and Spread</u>, Trade Circulate, <u>Motivate and Spread</u>, Left Swing Thru, Out Roll Circulate, Explode and Slide Thru, Allemande Left, Promenade Home

As Couples:

A1: Sides Slide Thru and Spread, As Couples Pass the Sea, As Couples Left Hinge and Cross, Step and Slide, Face Right, As Couples Quarter Thru, As Couples Girls Run, As Couples Turn and Deal, Pass Thru, Half Tag, Girls Cross Run, Left Allemande

A2: Heads Slide Thru, Double Pass Thru, <u>Zig Zig</u>, As Couples Scoot and Weave, As Couples Switch to a Diamond, As Couples Flip the Diamond, As Couples Girls Trade, As Couples Recycle Twice, As Couples Boys Trade, As Couples Single Wheel and Roll, In Roll Circulate, Men Fold, Double Pass Thru, Face Left, Promenade

Page 6 of Creative Advanced Choreography, April 2006, Dottie Welch

Fractions:

A1: Heads Cross Trail Thru and Separate Around One to a Line, Half Swap Around, Girls Left Swing Thru, Diamond Circulate, Flip the Diamond, Girls Cross Run, Spin the Top, Single Hinge, Column Circulate, Half Triple Scoot, Center Four (left) Linear Cycle while Others Bend The Line, Double Pass Thru, Track 2, Girls Trade and Run, Boys Trade, Couples Circulate, Half Cross Over Circulate, Face In at Home

A2: Heads Lead Right and Veer Left, Cross Over Circulate, 2/3rds Mini Busy, Hourglass Circulate, Flip the Hourglass, Centers Trade, In Roll Circulate 1 1/2, Center 6 Circulate, Just the Girls Spread, Boys Diamond Circulate, Flip the Hourglass, Mix, Allemande Left, Promenade Home

Lefts:

A1: Sides Left Wheel Thru, All Left Wheel Thru and Roll (to left), Center 4 Trade, (Left) Transfer the Column, Girls Run, Cross Trail Thru to Corner, Left Allemande

A1: Heads Left Square Chain Thru, Left Swing Thru, Girls Run, Couples Circulate, Left Turn and Deal, Left Dosado to a Left-Hand Wave, Girls Trade and Girls Run, Ferris Wheel and Centers Sweep 1/4, You're Home

A1 Break: Circle Left, Walk All Around the Corner, See Saw your partner, Men Star Right to partner, Left All 8 1/2 a Top, (Left) All 8 3/4 the Top, Left Allemande, Swing, Promenade

A2: Heads Left Touch 1/4, Centers Walk and Dodge, Left Spin the Top, Left Hinge, Column Circulate, Split Counter Rotate, Trade Circulate, Single Wheel, Left Pass and Roll Your Neighbor and Spread, Cast a Shadow, Ferris Wheel and Centers Sweep 1/4, Home

Do Your Part:

A1: Heads Pass Out, Pass In, Touch 1/4 and Girls Roll, Boys Do Your Part Track 2, Girls As Couples Extend, Girls Left Half Tag, Swing Thru, Girls Fold, Peel the Top, Grand Swing Thru, Girls Do Your Part Lockit, Cut the Diamond, Girls Run, Couples Hinge, Center 4 Wheel and Deal while the others Bend the Line, Home

A2: Sides Pass the Ocean, Extend, Swing Thru, Switch to an Hourglass, Hourglass Circulate, Girls Do Your Part Flip the Hourglass, Girls Trade and Spread, (Facing) Hourglass Circulate, Boys Do Your Part Flip the Hourglass, Center 6 Circulate 1 1/2, Girls Bend the Line and Roll, Boys Box Counter Rotate, Right and Left Grand, Promenade Home (very short)

All Eight ..., All Four Couples ...

A2: All 8 (facing) Recycle, All 8 Swing and Mix, All 8 Recycle, All 4 Couples Right & Left Thru.

A2: All Four Couples Pass the Sea, Remake the Thar, All 8 Switch the Wave (girls run left, boys star left half), Promenade

9) Definition Variations: Carefully study each definition for possible variations that you might have missed. Introducing new ideas one at a time will increase success.

A1: Heads Right and Left Thru and Half Sashay, <u>Those Facing Start Double Star Thru</u>, <u>Explode & Roll (by definition all can)</u>, Centers Square Thru 3, Pass In, Ends Slide Thru, Home

Cast a Shadow with both centers facing out

A1: Heads Pass the Sea, Extend, Boys Trade, Boys Walk and Dodge, Cast a Shadow, Boys Pass Thru, Cast a Shadow, Cycle and Wheel, Veer Right, Promenade short

Cycle and Wheel with ends both facing out

A1: Heads Slide Thru and Spread, Centers Pass the Sea and Left Hinge, Ends Pass Thru, <u>Cycle and Wheel</u>, (recyclers behind), Centers Step to a Wave, Chain Reaction, Explode and Ends Roll, Home

Single Hinge vs. Partner Hinge, Arm Turn Cast Off 3/4 vs. Push Cast

A1: Heads Lead Right, Veer Left, Couples Hinge, Partner Hinge, Split Circulate, Grand 3/4 Thru, Right Hinge and Roll, Pass Thru, Cast Off 3/4, Pass Thru, Tag The Line In, Centers Touch 1/4, Ends Left Touch 1/4, all Single Hinge, Triple Trade (some are partners), As Couples Bend the Line, Pass Thru, Turn and Deal, Double Pass Thru, Face Left, Promenade Home (very short)

A2: Heads Pass the Ocean, <u>Scoot Chain Thru</u>, Clover and Lockit, <u>Scoot and Weave</u>, Single Wheel and Roll, Centers Walk and Dodge, <u>In Roll Circulate</u>, Centers Half Swap Around, <u>Six-Two Acey Deucey</u>, Flip the Hourglass, Boys Circulate, Explode and Slide Thru, Left Allemande, Promenade

10) Two Simultaneous Moves: Develop some choreography that directs some dancers to do one action while other dancers do a different action. Most of these are more complex applications of "Do Your Part" with everyone active at once.

A1: Heads Square Thru But On 3 Pass Out, <u>Girls Pass In, Boys Pass Out</u>, Couples Circulate, Turn and Deal, <u>Square Thru Girls Go 3</u>, <u>Boys Go 4</u>, Girls Cloverleaf, Swing Thru, Centers Run, <u>Boys Ferris Wheel while Girls Turn and Deal</u>, Double Pass Thru, Face Left, Left Turn and Deal, Allemande Left, Home

A1: Heads Wheel Thru, Pass Thru, <u>Ends Partner Tag, Centers Partner Hinge</u>, Centers Lockit, Girls do your part Diamond Circulate, Center Line Wheel and Deal and Roll (to left), <u>Girls Circulate while Boys Tag the Line and Face In</u>, 3/4 Tag, Right and Left Grand

A2: Sides Slide Thru and Spread, Pass Thru, <u>Boys Do Your Part Step and Slide</u>, <u>Girls Single Wheel</u>, Transfer the Column, Centers Trade, Boys Trade, Explode the Wave, <u>Do your part Boys Chase Right while Girls Cross Over Circulate</u>, Centers Box the Gnat and Pass the Ocean, Diamond Circulate, Six-Two Acey Deucey, Flip the Diamond, <u>Girls Cast a Shadow while Boys Box Counter Rotate</u>, Promenade short

Page 8 of Creative Advanced Choreography, April 2006, Dottie Welch