2024 Pride Caller School

USING MODULES WITH A PURPOSE

OVERVIEW

1. What is a Module?
2. Short review of FASR
3. The Beauty of Using Modules
4. Types of Modules
5. Sample Plan for Building a Module Strategy
6. Tips for Building Modules
7. Q & A

USING MODULES WITH A PURPOSE

What is a Module?

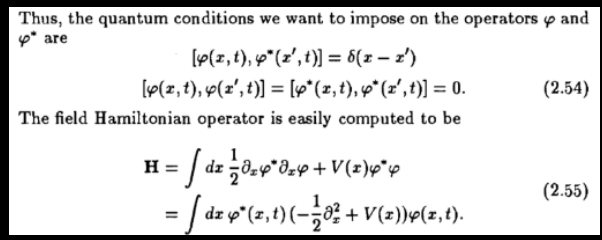
Modules are somewhat short, meaningful sequences of calls that change the state of the square from one known FASR to another known FASR.

When used correctly, Modules will allow you to build a calling strategy using proven choreography.



Meaningful…

… and Proven



Thus, the quantum conditions we want to impose on the operators φ and φ^* are

$$[\varphi(x,t),\varphi^*(x',t)] = \delta(x-x')$$
$$[\varphi(x,t),\varphi(x',t)] = [\varphi^*(x,t),\varphi^*(x',t)] = 0. \quad (2.54)$$

The field Hamiltonian operator is easily computed to be

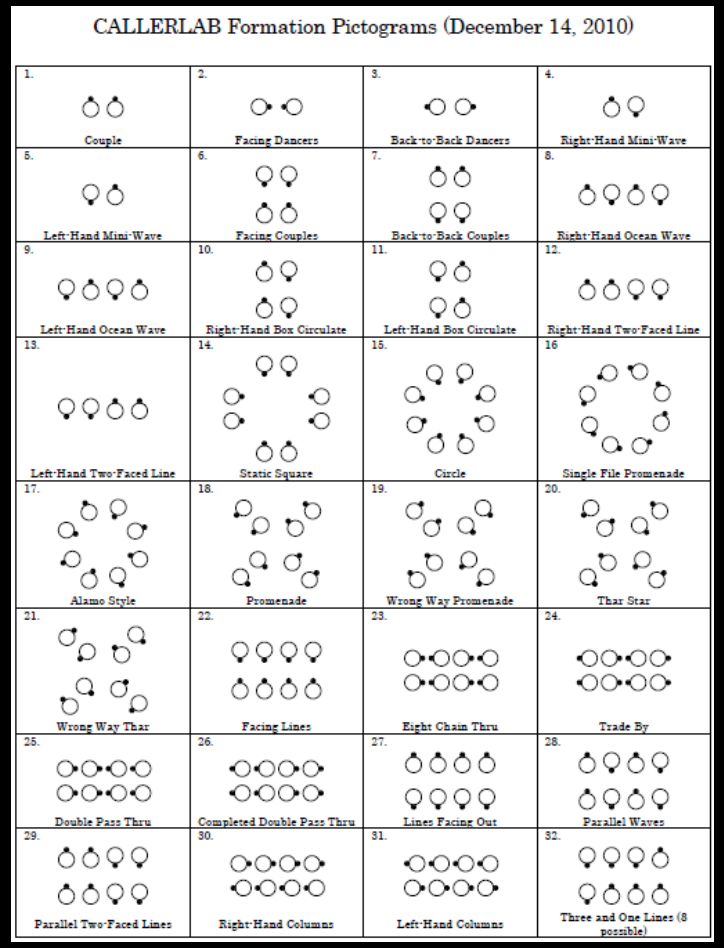
$$\begin{aligned} \mathbf{H} &= \int dx\, \frac{1}{2}\partial_x\varphi^*\partial_x\varphi + V(x)\varphi^*\varphi \\ &= \int dx\, \varphi^*(x,t)\,(-\frac{1}{2}\partial_x^2 + V(x))\varphi(x,t). \end{aligned} \quad (2.55)$$

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FASR – Quick review

Formation

The geometric design of the dancers. CALLERLAB identifies over 75 different formations.

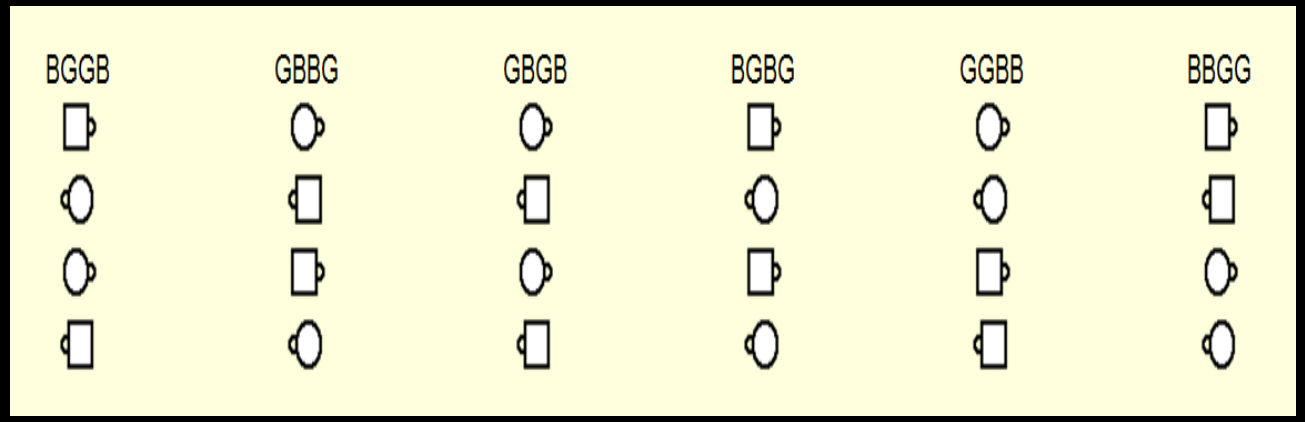


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FASR – Quick review

Arrangement

Defines the six different Boy-Girl placements that are possible in any symmetric formation.



0 Normal Couples
1/2 Half Sashayed Couples
1 Boys Outside
2 Girls Outside
3 Normal Couple Outside
4 Half Sashayed Couple Outside

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FASR – Quick review

Sequence

The basic order of the dancers being aligned in a 1-2-3-4 or 4-3-2-1 rotation, either clockwise (CW) or counter-clockwise (CCW) around the set.

FOUR POSSIBLE STATES

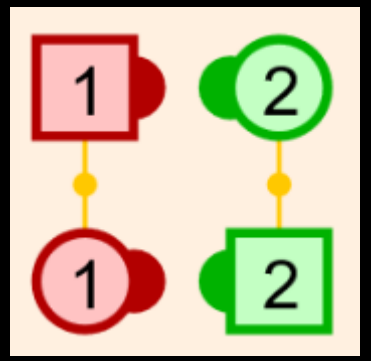
	Boys	Girls
1.	In sequence (CCW)	In sequence (CCW)
2.	Out of sequence (CW)	Out of sequence (CW)
3.	In sequence (CCW)	Out of sequence (CW)
4.	Out of sequence (CW)	In sequence (CCW)

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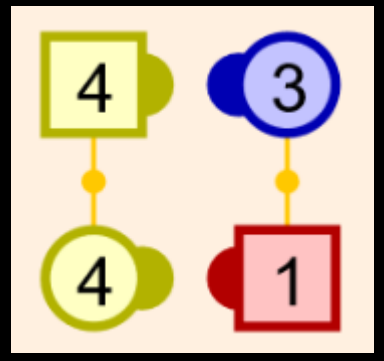
FASR – Quick review

Relationship

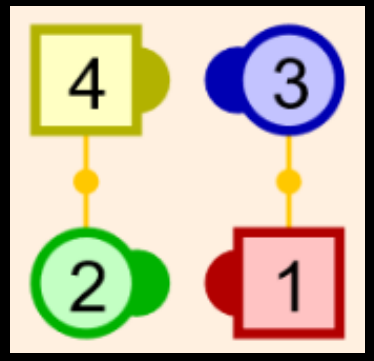
Four possible states. I like to call them Groups.



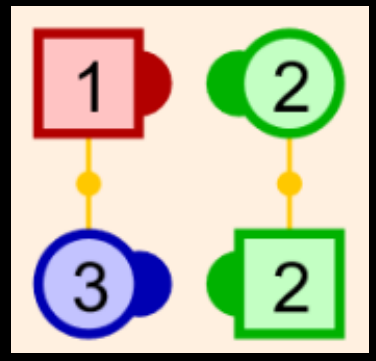
Partner



Corner



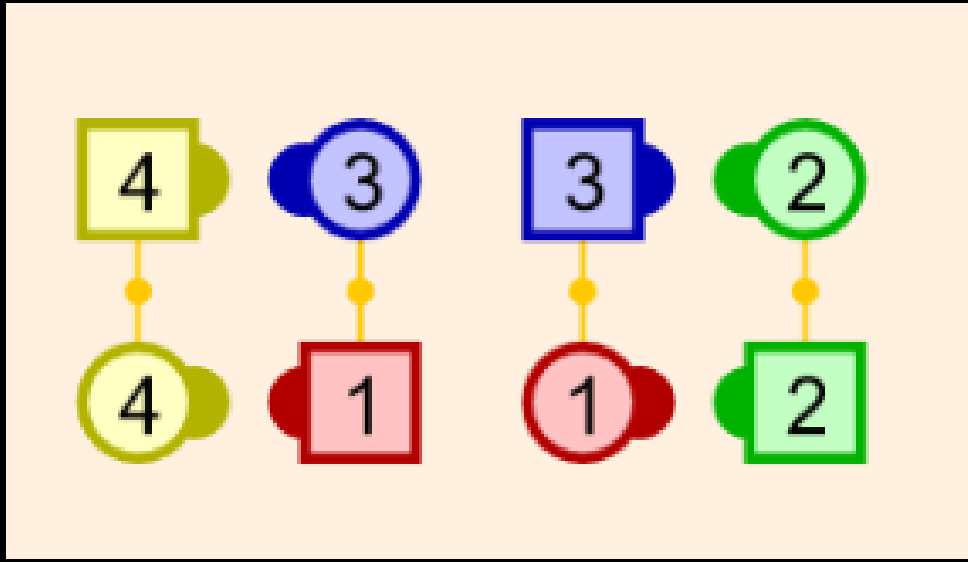
Opposite



Right Hand

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FASR – Quick review



Formation - Eight Chain Thru

Arrangement - “0” Normal Couples

Sequence – In Sequence

Relationship - Corner

FASR = Corner Box

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The Beauty of Using Modules

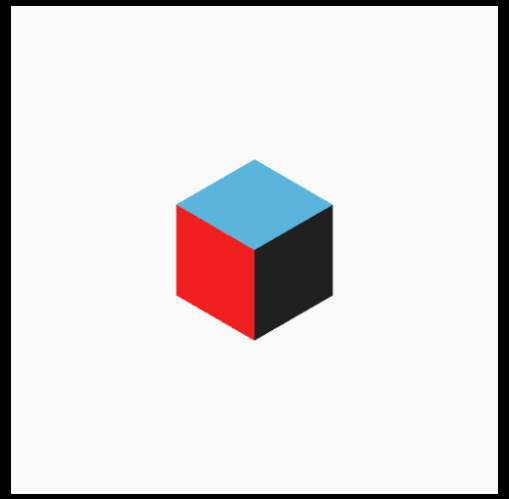
Caller memorizes modules and calls them in a building block fashion.

Caller knows the FASR State that exist at both the beginning and the end.

Caller builds a strategy in a building block fashion.

When ready to resolve, the caller simply selects a module that will bring the dancers to a Left Allemande, Right & Left Grand or At Home.

The caller is always in control knowing the end result before delivering the module.





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Types of Modules

1. **Get In**
   A series of one or more calls that take the dancers from their Home positions to a particular FASR State.

2. **Conversion**
   This a series of one or more calls that take the dancers from one known FASR State to some other FASR State also known by the caller. The two most useful conversion modules are known as the "Magic Modules"

3. **Get Out**
   A series of one or more calls that takes the dancers from a particular FASR State back to Home.

USING MODULES WITH A PURPOSE

Types of Modules

4. **Equivalent**
   A series of one or more calls that achieves the choreographic equivalent of some other call (or series of calls).

5. **Zero**
   A series of one or more calls that takes the dancers from a known FASR State to the same FASR State, thereby producing a "zero" choreographic effect.

Zeros fall into several different categories. It is important if using Zeros to understand the difference between each, which ones are being used, and their effect on the dancers.

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Types of Modules

Geographic Zero

Brings the dancers back to their original footprints.

True Zero

Returns the dancers to the same FASR State without affecting the ending position of the original actives. A Geographic Zero is a True Zero, but, of course, not all True Zeros are Geographic.

Fractional Zero

Must be called two or more times in order to return the dancers to the same FASR.

Technical (Sometimes) Zero

Returns the dancers back to the same FASR with a pairing shift (inversion). Rotation could possibly occur. We say “Sometimes” as a Technical Zero only zeros out in two of the four sequence states, i.e., from a Lead Right Box, the ending FASR would be a Four Ladies Chain effect.

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Types of Modules

"Magic Modules“ are designed for one dancer to travel across the square which will always result in a station change.

Corner Box to a Partner Line

Swing Thru – Girls Circulate – Boys Trade – Boys Run – Bend the Line

Partner Line to a Corner Box

Touch ¼ - All Eight Circulate – Boys Run

Note: A Magic Module can be used from other FASR’s, i.e. RHLBO. In this case, the B->L conversion would be to PLO, and back if using the L->B conversion.

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Types of Modules

Rotate is a series of calls (or call) that changes the geographic location of the square by 90 degrees.

Invert changes the active and inactive dancers.

The most popular Technical Zero is the Invert and Rotate Module. It keeps the FASR the same as you move dancers north and south, east and west…."*Sometimes*"….Don't forget it only works in two of four sequence states. From a Corner Box.

Star Thru – Pass Thru – Bend the Line – Star Thru

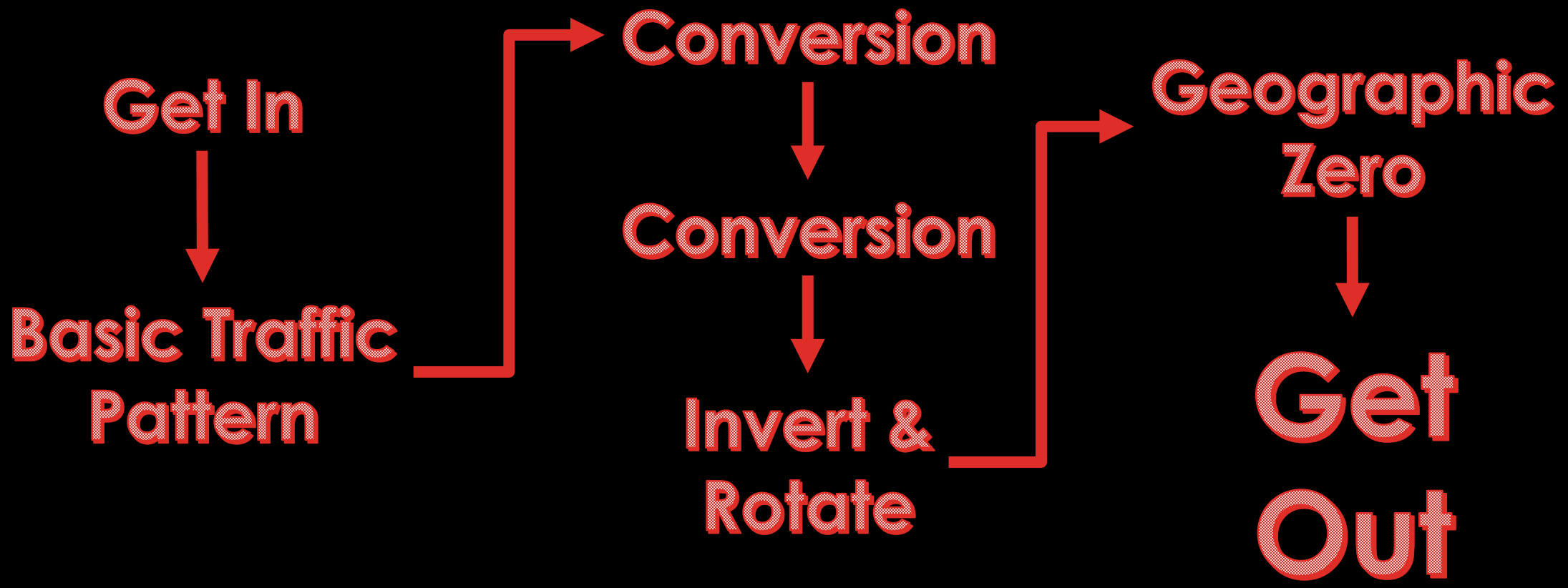
The Chicken Plucker is the most effective way to use the techniques of modular choreography. It is the "Basic Traffic Pattern" of dancing. From Corner Box:

Right & Left Thru – Pass Thru – Trade By (One Half)

Right & Left Thru – Pass Thru – Trade By (Complete)

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Sample Plan for Building a Module Strategy



On the next slide, let's insert basic modules for each step of our flow chart…….

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Sample Plan for Building a Module Strategy

SS -> CB

Heads Square Thru Four

CB -> RHLBO

Right & Left Thru
Pass Thru
Trade By

BOX -> LINE

Swing Thru - Girls Circulate
Boys Trade - Boys Run
Bend the Line

LINE -> BOX

Touch 1/4
Single File Circulate
Boys Run

INVERT & ROTATE (Tech Zero)

Star Thru
Pass Thru
Bend The Line
Star Thru

GEOGRAPHIC ZERO

Eight Chain Four

Pass Thru
Trade By
Left Allemande
Right & Left Grand
Home!!!!!

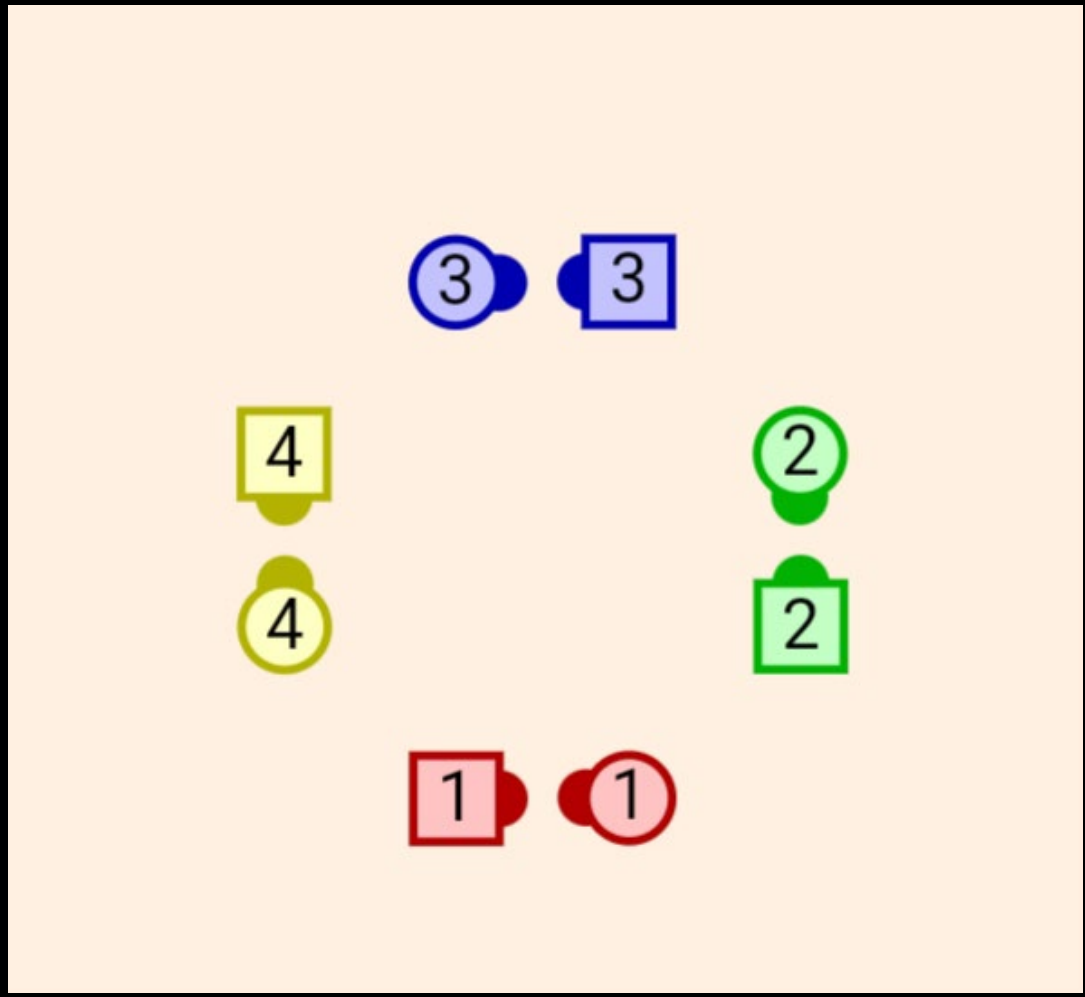
On the next slide, watch it danced…….

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Heads Square Thru Four
Right and Left Thru
Pass Thru
Trade By
Swing Thru
Girls Circulate
Boys Trade
Boys Run
Bend the Line
Touch 1/4
Circulate
Boys Run

Star Thru
Pass Thru
Bend the Line
Star Thru
Eight Chain 4
Right and Left Thru
Pass Thru
Trade By
Left Allemande
Right & Left Grand
You are Home



HOMEWORK EXERCISE:

Replace each module with a new module to achieve the same result.

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Tips for Building Modules

- Modules are effectively interchangeable. Really good module callers can build an interchangeable toolbox to mix and match sequences.
- Dancers can remember modules if danced repeatedly over a period of time, so it is important to have many different types of modules that can be interchanged to avoid anticipation.
- To help memorize modules, keep them short. A good module shouldn't contain more than 7 to 10 calls.
- Pay attention to body flow and hand availability during the sequence and transitions to the next module.
- A module should always have a purpose. Develop a flow chart to help you work out a purposeful plan.
- For the newer caller, singing call figures are a source of modules you might already have memorized. With a little modification, you can change them as a Get Out rather than partner progression.



Remember: Failing to plan is planning to fail....

- For an awesome resource to see modules and material based on a call, visit www.ceder.net and click on the Choreography link.

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