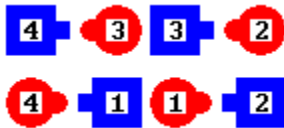


Modules Exercise

By Bill Harrison

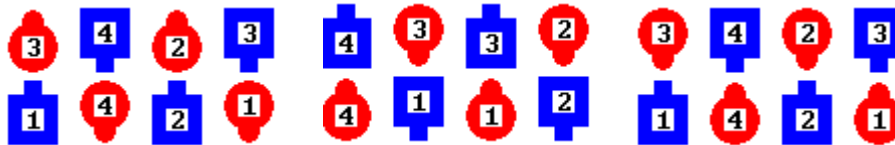
Modules are very important tools we need as a caller. A module is a call, or series of calls, which will move the dancers from one known Formation Arrangement Sequence Relationship (FASR) to the same or different known FASR. Using modules allows the caller to have complete control of their choreography. Let's examine how to utilize modules.

Zero Box – Heads Square Thru 4, the module will be:



Zero Box

Touch ¼, Scoot Back, Boys Run, Right and Left Thru, Slide Thru= Zero Box.



Touch ¼

Scoot back

Boys Run



Right and Left Thru

Slide Thru=Zero Box

Change the module using the same calls but in a different order.

Zero Box

Right and Left Thru, Touch ¼, Scoot Back, Boys Run, Slide Thru=Zero Box

Taking this module and adding equivalents will give greater variety and a different feel for dancing the same module. *Equivalents* are a series of calls that equals another call or series of calls.

Let's look at equivalents to the calls in this module:

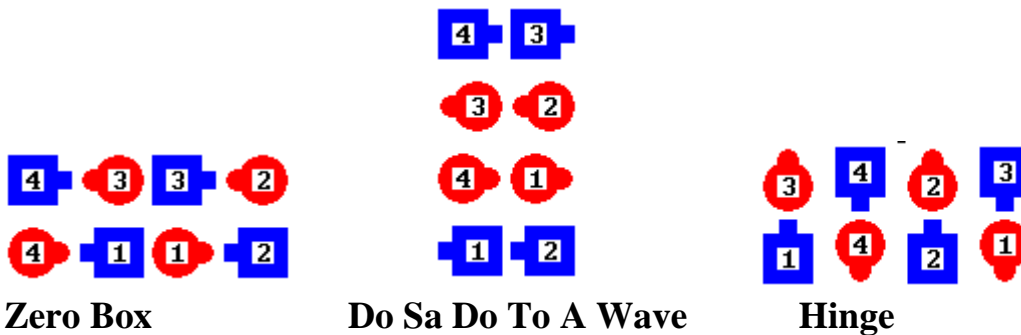
Touch $\frac{1}{4}$

Right and Left Thru

Scout Back

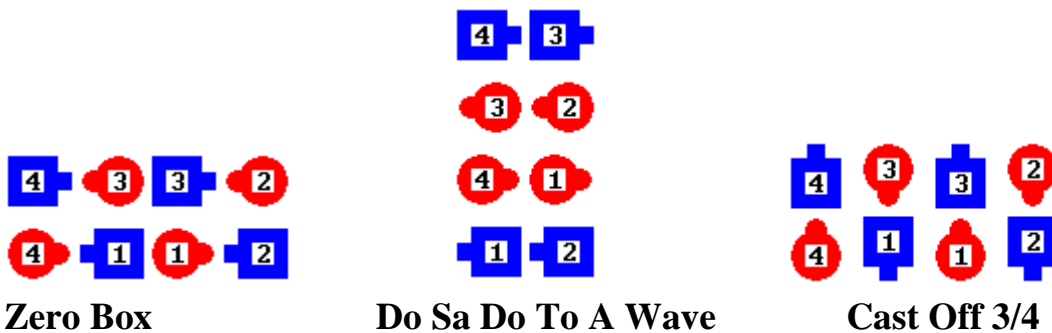
Zero Box

Do Sa Do To A Wave, Hinge (Equivalent for Touch $\frac{1}{4}$), Scout Back, Boys Run, Right and Left Thru, Slide Thru = Zero Box



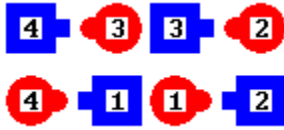
Zero Box

Do Sa Do To A Wave, Cast Off $\frac{3}{4}$ (Equivalent to Touch $\frac{1}{4}$ and Scout Back), Boys Run, Right and Left Thru, Slide Thru =Zero Box

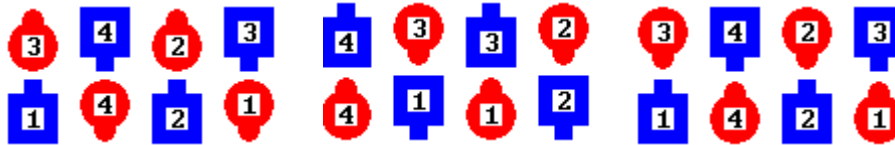


Zero Box

Touch ¼, Scoot Back, Boys Run, Pass Thru-Partner Trade (Equivalent for Right and Left Thru), Slide Thru=Zero Box



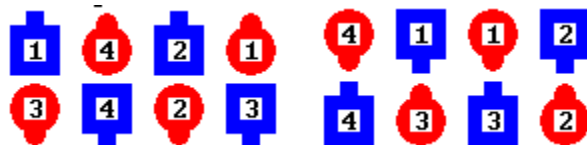
Heads Square Thru 4 (Zero Box)



Touch ¼

Scoot back

Boys Run

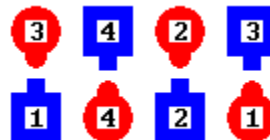
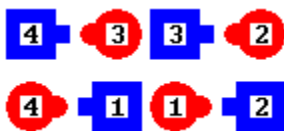


Pass Thru

Partner Trade

Zero Box

Slide Thru (Equivalent For Touch ¼, Scoot Back, Boys Run) Right and Left Thru, Slide Thru=Zero Box



Heads Square Thru 4 (Zero Box)

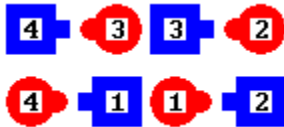
Slide Thru

Chicken Plucker is a specific module that moves the dancers from one side of the square to the opposite side and brings them back to the same relationship in which they started. By utilizing the **Chicken Plucker** and inserting our original modules and equivalents we can use the same routines on either side of the square.

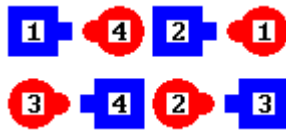
Full Chicken Plucker is Zero Box, Right and Left Thru, Dive Thru, Pass Thru, Right and Left Thru, Dive Thru, Pass Thru, Zero Box.

Zero Box,

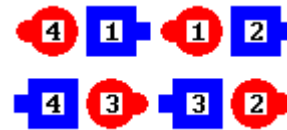
Right and Left Thru, Pass Thru, Trade by(1/2 Chicken Plucker Equivalent)
we are now in an Across the Street Box.



Zero Box



Right and Left Thru



Pass Thru



Trade By (Across The Street Box)

Let's Pick one of the examples above and insert it here.

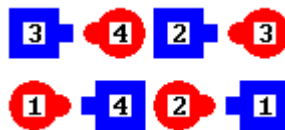
Touch ¼, Scoot Back, Boys Run, Right and Left Thru, Slide Thru= Zero

When the module is completed, return back to a Zero Box by utilizing the remaining Chicken Plucker equivalent.

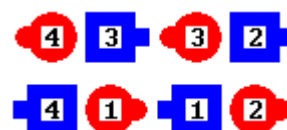
Right and Left Thru, Pass Thru, Trade By and we are back to the Zero Box.



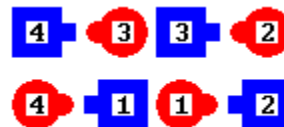
Across The Street Box



Right and Left Thru



Pass thru



Trade By =Zero Box

Disguise the Chicken Plucker

Zero Box:

Swing Thru, Boys Run, Couples Circulate, Bend the Line, Pass The Ocean, Recycle, we are now in an Across The Street Box

(again pick one of the modules above)

Touch ¼, Scoot Back, Boys Run, Right and Left Thru, Slide Thru= Zero
(Still Across The Street Box)

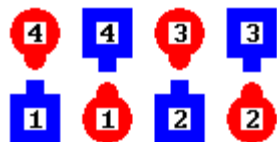
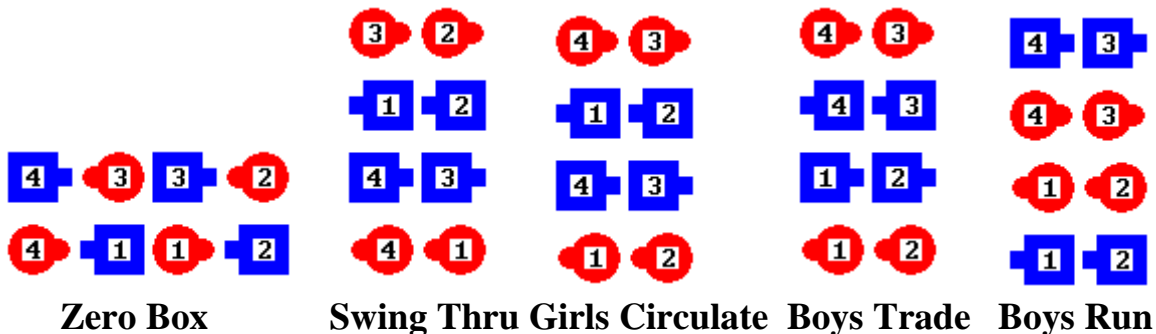
Once the module is completed you can use one of two returns of the remaining Chicken Plucker routine.

Use standard.... **Right and Left Thru, Pass Thru Trade By=Zero Box**
OR

Disguised Routine... **Swing Thru, Boys Run, Couples Circulate, Bend The Line, Pass The Ocean, Recycle=Zero Box**

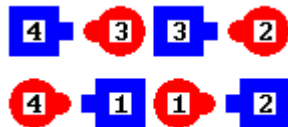
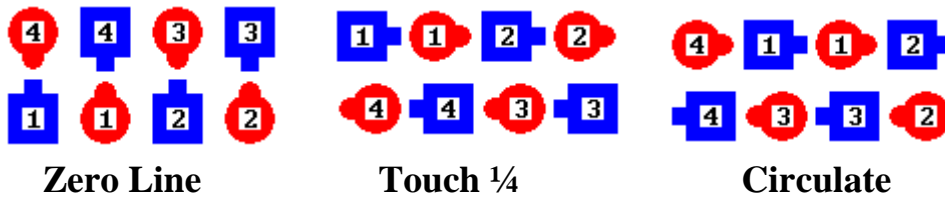
As we become comfortable with the memorized module we can add another type of module named the Magic Module; a Specific module that moves dancers between Zero Boxes and Zero Lines.

Zero Box, **Swing Thru, Girls Circulate, Boys Trade, Boys Run, Bend The Line = Zero Line**



Bend The Line (Zero Line)

Zero Line, **Touch ¼**, **Circulate**, **Boys Run** = Zero Box



Boys Run =Zero Box

Our Module has grown some. Lets look at what we have at this point.

Heads Square Thru 4 (Get In)=Zero Box,
Touch ¼, Scoot Back, Boys Run, Right and Left Thru, Slide Thru=
 Zero Box ** (The astericks is where we can Allemande Left).

½ Chicken Plucker to a Across the Street Box
Right and Left Thru, Pass Thru, Trade By=Across Street Box
 (Change up the order of the Module)
Right and Left Thru, Touch ¼, Scoot Back, Boys Run, Slide Thru=
 Zero

½ Chicken Plucker back to Zero Box
Right and Left Thru, Pass Thru Trade By=Zero Box**

Use Equivalent for the Module
Do Sa Do To A Wave, Cast Off ¾ (Equivalent to Touch ¼ and Scoot
Back), Boys Run, Right and Left Thru, Slide Thru =Zero Box **

Use Magic Module to convert Zero Box to Zero Line

Swing Thru, Girls Circulate, Boys Trade, Boys Run, Bend The Line=
Zero Line **

Use the original Module

Touch ¼, Scoot Back, Boys Run, Right and Left Thru, Slide Thru=
Zero Line **

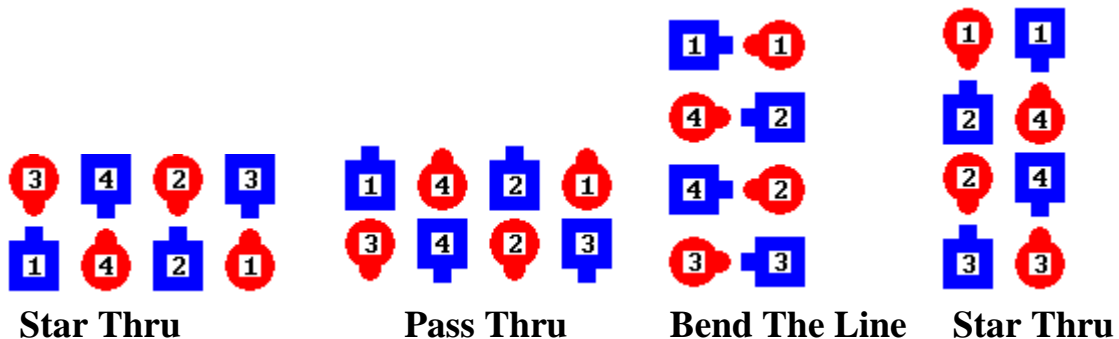
Use Magic Module to Zero Box

Touch ¼, Circulate, Boys Run=Zero Box **

Once you have mastered the technique of adding zero's and equivalent's to the Chicken Plucker routine and inserting the Magic Modules, one can extend this further by adding another module known as Invert and Rotate. The Invert and Rotate module interchanges the active couple pairing.

Zero Box, Star thru, Pass Thru, Bend The Line, Star Thru =Zero Box

The Heads and Sides have interchanged and the dancers are facing different walls.



Add this to the mix and we have quite a bit of dance material based on this one module.

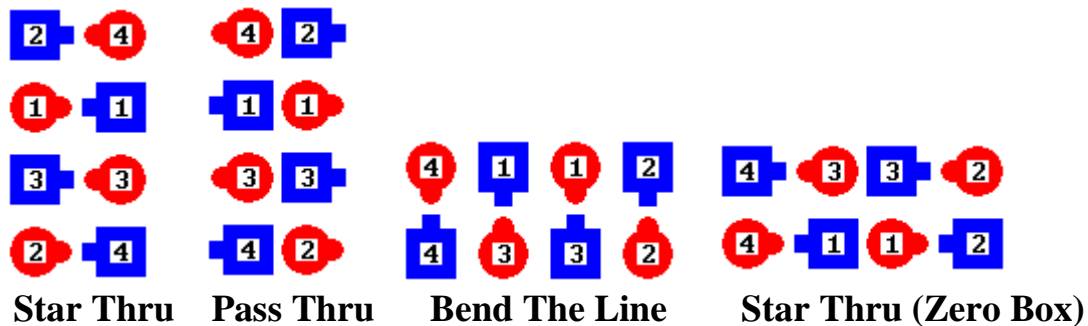
Example:

Heads, Square Thru 4, Touch ¼, Scoot Back, Boys Run, Right and Left Thru, Slide Thru (Zero Box), Star Thru, Pass Thru, Bend The Line,

Slide Thru (Invert and Rotate), Touch 1/4 , Scoot Back, Boys Run, Right and Left Thru, Slide Thru (Zero Box)

To Bring Them back to where they started all that is needed will be the use of the Invert and Rotate Module.

Star Thru, Pass Thru, Bend The Line, Slide Thru(Zero Box) and back to original start.



In the completed exercise we've developed an understanding of how modules move dancers. With the understanding of zero's and equivalents, a basic module can be expanded to provide great variety. As you can see with the knowledge of modules we challenge our minds as callers and know that the material we are using will be correct no matter the dancers ability.

ZEROS -There are several different kinds of zeros.

GEOGRAPHIC - A call, or series of calls, which will return the dancers to the same footprints. Zero Box, Right and Left Thru, Right and Left Thru.

TRUE - A call , or series of calls, which will return the dancers to the same FASR but not necessarily to the same footprints. Sometimes called a quadrant zero. Zero Box, Eight Chain four.

FRACTIONAL - A call , or series of calls, which has to be repeated some number of times to return the dancers to the Same Formation and Arrangement of the FASR. Zero Box, Eight Chain Four, Eight Chain Four.

TECHNICAL - A call , or series of calls, which is sometimes zero- that is to say that it only works when the boys and girls are in the same relative sequence. It will exchange actives and inactives. It may exchange ends and

centers. It may exchange infacers and outfacers. When it doesn't zero, it will produce a four Ladies Chain effect. All technical zeroes are $\frac{1}{2}$ zeroes - that is to say if repeated they will zero out. (Star Thru, Pass Thru, Bend the Line, Star Thru).