

The phrase "to pair dancers" means that the caller will deliver calls that put the dancers into a specific recognizable FASR, such as a Corner Box (CB) or Partner Line (PL)

Regardless of what choreographic management technique a caller uses, when the time comes to resolve the square, most callers will usually start with paring dancers. Callers who write complete sequences or modules do it as part of the writing process, callers using a modified sight management will pair dancers to a particular FASR before proceeding to the get-out, and even callers who can resolve the square extemporaneously "seemingly on the fly" will use recognized pairings as guideposts.

Therefore, if every caller uses pairing during nearly every sequence, it is fair to say that paring dancers is one of the most important skills required of a caller. However, the process of pairing offers more than the first step of a resolve. By understanding how to convert from one paired state to another known paired state, we can expand the variety of our get-outs, and we will gain a better understanding of the relationships that exist in the square.

A powerful technique for choreographic management that delivers choreography that is more interesting for the dancers is to write a short, easy to remember, get-out module from one of the less common FASR states. Then, when ready to use the get-out, move the dancers to an easily recognized FASR, use a conversion module to the less common FASR you're aiming for, and deliver the get-out.

This paper and today's discussion will present what the different pairings are (pairings are also called stations or paired states). We will also discuss how callers can convert between paired states, and offer some modules to use from some of the more common states. The Last pages offer some Get-out modules from the more common states. As always, when you acquire choreography from any source, check it first, and understand it well enough to make it your own.

First, we have to look at what a paired state is; the two most common states are the Corner Box and the Partner line; in a corner box, everyone is looking at their corner, and in a partner line, everyone has their original partner beside them. Note: When referring to a Box pairing, the reference is to the person you are facing, and when referring to a line pairing, the reference is to the person beside you. There are many paired states, and understanding and utilizing them can benefit every caller. Here are some of the pairings we'll use along with the acronym used to refer to them. I will also add the sequence designator to the acronym of each pairing, "I" for In sequence or "O" for Out of sequence, and I'll include a simple chorographic routine to show how to get to each state from a static square.

Corner Box In Sequence: CBI = Heads (or sides) Square Thru

Partner Line In Sequence: PLI – Heads lead right, circle to a line

Right Hand Lady Box Out of Sequence RLBO = Head Star Thru, Pass Thru

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Opposite Lady Box Out of Sequence OLBO = 4 Ladies Chain, Heads Touch Quarter, Heads Walk & Dodge

To change the sequence of any of these States, just add a Right and Left thru at the end. To change from a Box to a line, or a line to a box, with the same relationship person add a Star Thru. Consider these two examples:

Heads Square Thru results in a Corner Box In Sequence. A Slide Thru results in Corner Lines in sequence. Another Slide Thru results in Corner Box Out of sequence. And another Slide Thru results in Corner Lines Out of sequence.

Heads Lead Right Circle to a Line results in Partner Lines In Sequence. A Slide Thru results in Partner Boxes Out of sequence. Another Slide Thru results in Partner Lines Out of sequence, and another Slide Thru results in Partner Boxes In sequence.

Most callers will understand the phrase "Chicken Plucker" to mean calling a short routine on one side of the square, then moving 2 dancers from each side to the other side, calling the same short routine, then moving the same 2 dancer (or the opposite 2 dancers) back across the square to reestablish the original pairing. This discussion will show how we can borrow the concept of 1/2 of a Chicken Plucker to convert from one paired state to another, and how we can disguise the 1/2 Chicken Plucker to make choreography more interesting for the dancer.

The classic Chicken Plucker, you may have learned, uses the combination of Right and Left Thru, Pass Thru, Trade By to exchange 2 dancers from each side to the other side. This combination of calls can be thought of as a conversion module. If in a CBI it converts to a RLBO. It is an efficient method, but overusing the same conversion makes what you're doing obvious and it's not very interesting for the dancers. The way to disguise the 1/2 Chicken Plucker effect is to use an equivalent module. Here are some equivalents for RLT, Pass Thru, Trade By.

CB, Square Thru 3 Trade By, but that doesn't disguise much.

CB, Swing thru, Boys Run, Veer Right, Centers Veer Right and Centers Veer Left, Others Trade.

CB, Swing Thru, Boys Run, Ferris Wheel, Centers Reverse Wheel Around.

CB, Single circle to a wave, All 8 Circulate, Swing Thru, Recycle.

CB, Swing Thru, Spin Chain Thru, Boys Circulate, Recycle, Right and Left Thru.

Modules of any type, (zero, conversion, or get-out) can get complicated. The more you write the easier it will be to recognize how they work. The key is to keep them short. 3 or 4 call modules are best. Longer ones are fine but get harder to remember. With experience, you might realize that it's

easier to remember, or visualize, the pattern that the dancers move through rather than simply remembering the names of the calls in a module.

To simplify the Chicken Plucker “effect”, realize that it doesn’t matter which two people we send across the square as long as we bring the same two, or the opposite two, back across the square at the end of whatever module (or sight routine) we used. The easiest way to simplify it from a box, is to eliminate the Right and Left Thru. Simply calling Pass thru, Trade By will also change a CB to a RLB it just changes the sequence. Here are some equivalent modules for Pass Thru, Trade by.

CBI, Veer Left, Couples Circulate, Chain Down The Line, Square Thru on 3rd Hand Slide thru  
CBI, Swing Thru, Boys Run, Couples Trade, Couples Circulate, Girls Trade, Cast Off 3/4, Right and Left Thru, Slide Thru  
CBI, Star Thru, Pass Thru, Centers Trade and Star Thru, Ends Face In  
CBI, Veer Left, Veer Right, Centers Veer Right and Left, Ends Trade  
CBI, Touch 1/4, Girls Run, Pass Thru, Tag The Line Face In, Centers Box The Gnat and Square Thru 2, Ends Slide Thru

From Lines, the simple 1/2 Chicken Plucker is Star Thru, Pass Thru, Trade By, Star thru. Assume partner lines; 1/2 Chicken Plucker gives an opposite lady Line. Alternately, you could omit the last Star Thru and use a different module that starts from a box. And, it doesn’t matter if the module is a zero, or if it equals a Right and Left thru. As long as it ends with the same partner beside you, you can call Pass Thru, Trade By to reestablish the original group of four dancers. Here are some equivalent modules for Star Thru, Pass Thru, Trade By, Star Thru

Pass the Ocean, Girls trade, Recycle, Sweep 1/4, Touch 1/4, Circulate Twice, Girls Run, Touch 1/4, Boys Run, Reverse Flutter Wheel, = OLLI ( Opposite Lady Line In sequence)

PLI, Right & Left Thru, Flutter Wheel, Pass Thru, Wheel and Deal, Centers Square Thru 3, slide thru = OLLI (The square is rotated)

PLI, Grand Swing Thru, Boys Run, Couples Hinge, Chain Down The Line, Dixie Style, Boys Circulate, Recycle, Slide Thru = OLLI

These are equivalents for PLI, Star Thru, Pass Thru, Trade By.

PLI, Right & Left Thru, Dixie Style, Split Circulate Twice, Girls Run, Ferris Wheel, Centers Square Thru 3 = OLBO (Opposite Lady Box Out of sequence)

PLI, Right and left Thru, Flutter wheel, Sweep 1/4, Veer Left, Veer right, Centers Veer Right, Centers Veer Left, Ends Trade =OLBO

PLI, Pass the Ocean, Girls trade, Recycle, Sweep 1/4, Touch 1/4, Circulate Twice, Girls Run, Touch 1/4, Boys Run, RV Flutter, Slide Thru = OLBO

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PLI, Right and Left thru, Flutter Wheel (or Girls Walk Boy Dodge), Pass Thru, Wheel and Deal, Centers Square Thru 3 =OLBI (Square is Rotated)

PLI, Spin The Top, Boys Run, Circulate, 1/2 tag The Line, Girls Run, Touch 1/4, Boys Run =OLBO

Using these same pairing and conversion ideas from an ocean wave Formation offers some alternatives not directly available from a Box or a Line; we will use a "Wave" designator to talk about these specific FASRs. Callers should be aware that the "Facing Couple" and "Ocean Wave" rules from the Mainstream Definitions, tell us that some calls, normally done from facing couples, can also be done from an ocean wave, and some calls normally done from ocean waves can be done from facing couples. For this discussion, we will use the Facing Couple Rule to define a "Wave" FASR as equal to stepping to wave from a Box FASR, so a Corner Box, Step to a Wave would equal a "Corner Wave" CW.

From a Wave pairing, the call All 8 Circulate equals a Pass Thru, Trade By, Step to a Wave, so it gives a pairing opposite to the original pairing, meaning if pair with Corner in an ocean wave (CW), the call All Eight Circulate will give a Right Hand Lady Pairing. Just as a pairing with the Partner in an ocean wave, All Eight Circulate will give an Opposite Lady pairings. Here are some 1/2 Chicken Plucker equivalents from a Corner Wave (CW)

CW, All 8 Circulate = RLWI

CW, Swing Thru, Boys Run, Couples Circulate, Chain Down the Line, Pass the Ocean, = RLWI

CW, Recycle Sweep Quarter, Centers Box the Gnat and Pass the Ocean, Ends Slide Thru, Extend = RLWO

CW, Extend, Centers Swing Thru Double, Others Trade, Ping Pong Circulate, Extend = RLWO

CW, Recycle, Sweep Quarter, Centers Square Thru But On 3rd Hand, Everyone Pass The Ocean = RLWO (HARD)

The ability to sight call to a particular FASR takes practice, and it depends on an understanding of what calls actually do; do they chain dancers, do they zero out. Does the call or series of calls change the formation, does a wave change to a box, a box to a line, etc.? As we learn how calls move dancers to different formations, it becomes easier to place dancers into a target FASR and begin a Get-out or conversion module. This is how modules and sight calling can work together.

The following are examples of different ways to create the pairing of partner, corner, opposite and right hand lady.

### **How Do we get Partner Pairings?**

SS, Heads Fan The Top, Extend, Swing Thru = PWI

SS, Heads Lead Right, Veer Left, Bend the Line = PLO

**OLLI**, Slide Thru, Pass Thru, Trade by, Star Thru=PLO

**OLLI**, Right and Left Thru, Slide Thru, Pass Thru, Trade by, Star Thru=PLI

**CBI**, Swing Thru, Ends Circulate, Centers Trade, =PWI

**CBI**, Touch  $\frac{1}{4}$ , Scoot Back Twice, All Circulate, Ends Circulate, Centers Trade, Girls Trade {down the wave},= PLI

**RLBI**, Touch  $\frac{1}{4}$ , Scoot Back Twice, All Circulate, Ends Circulate, Centers Trade, Girls Trade {down the wave}, = PLO

**RLBI**, Pass the Ocean, Grand Swing Thru, Turn Thru, Courtesy Turn = PLI

**RLLI**, Touch Quarter, Circulate, Boys Run, Slide Thru = PLI

### **How Do we get Corner Pairings?**

**SS**, Heads Square thru = CBI

**SS**, Heads Turn Thru, Separate around one to a Line = CLI

**SS**, Heads Pass the Ocean, Extend, All 8 Circulate = CWO

**SS**, Heads Star thru and Spread, Pass the ocean, Split Cir = CWO

**CBI**, Slide Thru =CLI

**CBI**, Do Si Do To Wave, Girls Trade, Swing Thru, Boys Run, Bend The Line = CLO

**CBI**, Right and Left Thru, Veer Left, Girls Trade, Bend The Line= CLO

**PLI**, Pass The Ocean, Girls Trade, All 8 Circulate, Girls Circulate, Swing Thru (All have Corners)

**PLI**, Touch  $\frac{1}{4}$ , Circulate, Boys Run =CBI, Slide Thru=CLI (All have Corners)

### **How Do we get Opposite Lady pairings?**

**SS**, Four Ladies Chain, Heads Touch  $\frac{1}{4}$ , Walk and Dodge, Circle to A Line = OLI

**SS**, Heads Star Thru (have Opposite Lady), Double Pass Thru, First Couple Go Right Next Left, Pass Thru, Wheel and Deal, Centers Flutter Wheel (these dancers have Opposite Lady), now dance to lines with the opposite lady and either be in sequence or out of sequence and use the get outs.

**SS**, Heads Star Thru and Spread, Pass the Ocean, Spin Chain Thru, Girls Run, Pass the Ocean = OLWI

SS, Heads Flutter Wheel, Heads Star Thru, Double Pass Thru, Cloverleaf, Centers Pass Thru, Swing Thru = OLWO

**From Corner Box**, Step to a wave, Ends Circulate, Centers Trade, Swing Thru, (All have Opposite Lady's), if Boys Run, Bend The Line, OLLO.

**From Corner Box**, Right and Left Thru, Swing Thru, Ends Circulate, Centers Trade (All have Opposite Lady) if Boys Run, Bend The Line, =OLLO

**From Corner Box**, Pass the Ocean, Hinge, Circulate, Boys Run, Star Thru = OLLI

**From Corner Box**, Spin Chain the Gears, Boys Circulate = OLWI

**From Right hand Lady Line** Out of Sequence, RLLO (Set up: Heads square thru 2, slide thru) Touch  $\frac{1}{4}$ , Circulate, Boys Run, Star Thru =OLLO

**From Right hand Lady Line** Out of Sequence, Touch a Quarter, Coordinate = (Two faced line out of sequence)

**From Right hand Lady Line** Out of Sequence, Center 4 Pass the Ocean and Swing Thru, Ends Star Thru, Extend, Swing Thru = OLWO

**From Right hand Lady Line** Out of Sequence, Touch  $\frac{1}{4}$ , Circulate, Boys Run, Right and Left Thru, Slide Thru =OLLI (All have Opposite Lady in sequence).

**From Partner Lines**, Right and Left Thru, Pass The Ocean (Partner waves in seq), All 8 Circulate, =OLWI

**From Partner Lines**, Right and Left Thru, Pass The Ocean, Scoot Back, All 8 Circulate, =OLWI

**From Partner Lines**, Pass Thru, Wheel and Deal, Double Pass Thru, Cloverleaf, Double Pass Thru, First Left Next Right - OLLO

**From Partner Lines**, Pass Thru, Wheel and Deal, Double Pass Thru, Cloverleaf, Centers Square Thru 3, Pass The Ocean, Recycle = OLLO

### How Do we get Right Hand Lady Pairings?

SS, Heads Square thru 2 (Right Hand Lady Box) Slide Thru,(Right hand Lady Line out of sequence)Right and Left thru (Right Hand Lady in sequence)

SS. Heads Half Sashay, Pass Thru, Separate Around One to a Line. (Right Hand Lady Line out of sequence)

SS, Heads Pass Thru and Cloverleaf, Sides Pass Thru = RLBI

CBI (Corner Box) Pass Thru, Trade By, Slide Thru (All have Right Hand Lady in Line in Sequence)

PLI (Partner Line In Sequence) Pass The Ocean, Centers Circulate (All have Right Hand Lady out of sequence)

PLI, Right and Left Thru (PLO out of sequence) Touch  $\frac{1}{4}$ , Circulate, Boys Run, (Right Hand Lady Box) Slide Thru (Right Hand Lady Line out of sequence)

PLI, Touch  $\frac{1}{4}$ , Circulate twice, (All have Right Hand Lady as a partner) in right hand column.

All with corner in 8 chain thru (out of sequence) Slide thru, pass Thru, Bend The Line, Slide Thru, (All have Right Hand Lady as a partner)

Here we have some examples of Get-outs we can use from two pairings we do not use enough. Many Get outs are from Partner Lines, Corner Boxes. Try using your modular training to put together some Get outs of your own. Use the sight pairing to get to these locations and apply the Get out module.

Some of these are positional and can be difficult. The examples are to show you creating the get outs can be unique. There are much easier ones to create. You can write your own when you understand the value of the set ups and resolutions.

### **Opposite Lady Line In Sequence Get Outs- (Set up: 4 Ladies Chain, Heads Lead Right Circle To A Line)**

Pass The Ocean, All 8 Circulate, Recycle, Sweep  $\frac{1}{4}$ , (Have Partner Lines)

Left Touch  $\frac{1}{4}$ , Boys Run, 8 Chain 2, RLG

Right and Left Thru, Flutter Wheel, All 8 Circulate  $1\frac{1}{2}$ , Spin The Top, RLG

Right and Left Thru, Pass Thru, Ends Run,  $\frac{1}{2}$  Circulate, Slip The Clutch, RLG

Right and Left Thru, Pass Thru, Ends Run, Circulate  $2\frac{1}{2}$ , Slip The Clutch, RLG

Right and Left Thru,  $\frac{1}{2}$  Sashay, Pass The Ocean, All 8 Circulate, RLG

Box The Gnat, Pass The Ocean, All 8 Circulate, RLG

Touch  $\frac{1}{4}$ , Girls Run, Pass Thru, Trade By, RLG

**Opposite Lady Line, in sequence followed by Pass The Ocean - Get Outs**

Turn Thru, Trade By, Square Thru on 3<sup>rd</sup> Hand, RLG

Hinge and Roll (hinge and face each other), Pass Thru, Trade By, Right and Left Thru, RLG

Girls Trade, Girls Run, Couples Trade, Ferris Wheel, Pass Thru, 8 Chain 2, RLG

Girls Trade, Girls Run, Couples Trade, Wheel and Deal, 8 Chain 2, RLG

Swing Thru, Recycle, Circulate 1 ½, Slip The Clutch, RLG

Swing Thru, Recycle, 8 Chain 2, RLG

Spin Chain Thru, Swing Thru, Recycle, Allemande Left

Split Circulate Twice, All 8 Circulate, RLG

Circulate, Girls Trade, Swing Thru, RLG

Split Circulate, All 8 Circulate 2 times, Split Circulate, All 8 Circulate, RLG

All 8 Circulate ,Split Circulate, All 8 Circulate 2 times, Split Circulate, RLG

**Opposite Lady Line Out of Sequence Get Outs - (Set up: 4 Ladies Chain, Heads Lead Right Circle To A Line right and left thru)**

Slide Thru, 8 Chain 3, Allemande Left

Pass The Ocean, Scoot Back, All 8 Circulate, RLG

Square thru 3, Bend The Line, ½ Tag the Line, Split Circulate, All 8 Circulate, RLG

Right and Left thru, Pass Thru, Ends Face In, Centers Separate Around 3 To A Line = Partner Line in Sequence

Left Touch ¼, Girls U Turn Back, Trade By, RLG

Slide Thru, Pass Thru, Trade By, Slide Thru, =Partner Line in Sequence

Slide Thru, Circulate 3 Times, Allemande Left

Right and Left thru, ½ Sashay, Pass thru, ½ Tag the Line, Split Circulate, All 8 Circulate, RLG



## Opposite Lady Line Out Of Sequence with Pass The Ocean Get Outs

Scoot Back, All 8 Circulate, RLG

Circulate 1 ½, Trade (partner Trade), Slip The Clutch, RLG

Recycle, Swing Thru, All 8 Circulate, RLG

Hinge and Roll (hinge and face each other), Pass Thru, Trade By, RLG

Spin Chain Thru, Turn Thru, Trade By, Allemande Left

All 8 Circulate, Scoot Back, RLG

All 8 Circulate, Slide Thru, = Partner Line

U Turn Back, Spin Chain Thru, Allemande Left

Hinge and Roll, 8 Chain 2 ½, RLG

## Right Hand Lady Line in Seq Get Outs - (Set up: Heads Square Thru 2, Right and Left Thru, Slide Thru)

Square Thru 4, Trade by, Allemande Left

Right and Left Thru, ½ Sashay, Pass Thru, Centers Run, Circulate 1 ½, RLG

Box The Gnat, Pass Thru, Centers Run, Circulate 1 ½, RLG

PL-Left Touch ¼, Boys Run, Left Dixie Grand, RLG

Square Thru 3, Ends Run, Circulate 1 ½, RLG

Slide Thru, Square Thru on 3<sup>rd</sup> Hand, Spin Chain Thru, RLG

Right and Left Thru, ½ Sashay, Square Thru 2, Trade By, Pass Thru,, RLG

Right and Left Thru, Pass The Ocean, Spin Chain Thru, RLG

Slide Thru, Square Thru 3, Trade By, Allemande Left

Right and left Thru, Dixie Style To A Wave, Boys Trade, All 8 Circulate, Allemande Left

PL-Centers Pass Thru and Chase Right, Ends Single Circle to a Wave, RLG

### **Right Hand Lady Line in Seq with Pass The Ocean**

Girls Trade, Swing Thru, All 8 Circulate 1 ½ RLG

Circulate 2 ½, All Trade, Men Star ½, RLG

Recycle, Spin Chain Thru, Recycle, RLG

Recycle, Split The Outside Around 1 To A Line, FWD and Back, All Lead Right, RLG

Hinge, All 8 Circulate, Put Your Back on Your Partner, RLG

Walk And Dodge, Original Sides Trade, (It will be the Beaus, could be original Heads or Sides), RLG

All 8 Circulate, Girls Trade, Recycle, Allemande Left

Spin The Top, Spin The Top, Spin Chain thru, RLG

Walk and Dodge, Wheel and Deal, (double track) Dixie Style To A Wave, All 8 Circulate, Allemande Left

### **Right Hand Lady Line Out of Seq with Pass The Ocean**

Spin Chain Thru, RLG

All 8 Circulate, Slide Thru & Roll (or Hinge and Face each Other), Pass Thru, RLG

Scoot Back, Circulate 1 ½, RLG

Circulate 2 ½, Trade, RLG

All 8 Circulate, Spin Chain Thru, All 8 Circulate, RLG

PL- Hinge and Roll (Hinge and Face Each Other), Left Dixie Grand, RLG

Girls Trade and Cross Run, All 8 Circulate, left allemande

### **Right Hand Lady Lines Out O Sequence Get Outs - (Set up: Heads Square Thru 2, Slide Thru)**

Square Thru 2, Trade By, Allemande Left

Pass The Ocean, Spin Chain Thru, RLG

½ Sashay, Pass The Ocean, Circulate 1 ½, RLG

Pass The Ocean, Scoot Back, Circulate 1 ½, RLG

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Box The Gnat, Pass Thru,  $\frac{1}{2}$  Tag The Line, Split Circulate, All 8 Circulate  $1\frac{1}{2}$ , RLG

Box The Gnat, Pass The Ocean, Circulate  $1\frac{1}{2}$ , RLG

Pass Thru, Ends Run, Circulate  $1\frac{1}{2}$

Pass Thru, Girls Run, Cast Off  $\frac{3}{4}$ , All 8 Circulate, Allemande Left

Reverse Flutter Wheel, Right and Left thru, Dixie Style To A Wave, All eight circulate, Allemande Left

Square Thru on 3<sup>rd</sup> Hand Box The Gnat ( or  $\frac{1}{2}$  Sashay), Split Circulate  $1\frac{1}{2}$  (or Pass The Ocean), All 8 Circulate  $1\frac{1}{2}$ , RLG

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