A N S S R D T
N E W S L E T T E R

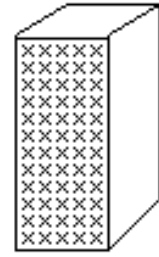## APRIL 2015

DATE OF OUR NEXT MEETING: April18, 2015
LOCATION: E. H. Horne School in Enfield. Off Highway 102 take exit 7 going towards the Irving Big Stop on old Route 2. The school is a large brick building on the left opposite the cemetery.

SCHEDULE:

9:00 – 9:30	Meet, greet, and setup, Second-Hand Record Box time
9:30 – 10:00	Using "Audacity" for music transfer to computer
10:00 – 11:00	Sight Calling as appropriate
11:00 – 12:00	ANSSRDT Meeting (Including Elections)
12:00 – 12:30	Bag Lunch
12:30 – 1:15	New Round Dance Music
1:15 – 2:00	Including Contras with Square Dancing
2:00 – 3:00	Follow-up discussions on Festival 2015 plans, Alguire School 2015, and Celebrations in 2017 of 150 years since Confederation

Callerlab Report -- Springfield, Missouri, March 2015 Meeting

The opening session included a **Brainstorming Activity** to generate ideas that will help square dancing. Each table selected their favorite three ideas and passed those on to another table to rate. These top ideas were then passed in with their rankings along with all the other ideas that were generated. This is all part of a major effort on the part of the Board to create a five year plan to recruit new dancers, new callers and new Callerlab members.

In addition there is a new Facebook page where there is an ongoing brainstorming discussion. Permission to contribute is by invitation. See CALLERLAB Convention Brainstorming Session+.

One posting gave this useful list of questions to ask when stuck solving a problem.
The list was created by Michael LeBoeuf in "Imagineering" (New York: McGraw-Hill, 1980).

What can be added?	What else is like this?
What should be subtracted?	What else can be adapted?
What can be substituted?	Is there something I can duplicate?
What if this were exaggerated?	How can this be done better and more cheaply?
What ideas can be combined?	How can this be made more appealing?
How can this be condensed?	What is being wasted that can be put to use?
How else can this be arranged?	Can it be done faster?
What else can this be used for?	What if nothing is done?
What is the opposite of this?	

New ARTS Logo: Jim and Judy Taylor were actively distributing pins to all in attendance. These show the new ARTS logo. Clubs and organizations are encouraged to use this new logo (with coloring of their choice) on future promotional material. We have already incorporated it into our new look for the Square and Round Dance Federation of Nova Scotia website.

This is the **Triennial Review year**. All Program Committees are discussing possible changes to the lists. Nothing has been decided yet.

There are several active attempts to find a **shorter entry route** into our activity. The Committee for Community and Traditional Dance continues to offer its Community Dance Leader Seminar before the convention. The focus is on creating a large foundation of infrequent dancers who are connected to and aware of our world. The Ad-Hoc Basic Committee and the Mainstream Committee are activity considering a possible entry point using about thirty of the Basic calls. There is also a group supporting use of the twelve-session Experimental Condensed Teaching Order, which is a subset of the Mainstream calls plus Single Circle to a Wave (listed below). After graduation the remaining calls are taught by including workshop tips during club dances.

The Callerlab Convention theme was **"Talk It Up #SquareDancing."** When using social media add hashtags, which increase the opportunity for someone else to find the conversation.
Here are some thoughts on using Social Media:
- o Stay Positive or Stay Silent
- o Content Leads to Conversations
- o   Conversations Build Relationships
- o   Relationships Result in a Return on Investment
- o Have an Opinion, But Be Responsible and Respectful
- o Quality Trumps Quantity
- o Watch Your Spelling, Use Punctuation
- o Be Consistent and Regular
- o Be Honest, Be Warm, and Be Authentic, Be Yourself
- o Regularly Share Something Small. Small Things Over Time Get Big.
- o Talk With People (Not To Them) -- It's About Sharing

Callerlab has 1,537 members and there were 115 voting members registered for the convention. The new Chairman is Vernon Jones from Texas. The new Executive Committee is Vice Chair Deborah Carroll-Jones with Members Barry Clasper, Patty Greene, and Ken Ritucci.

The current Callerlab Board Members are:

Bob Asp from Illinois,	Jerry Jestin from Alberta,
Clark Baker from Massachusetts,	Deborah Carroll-Jones from Texas,
Scott Bennett from Oklahoma,	Vernon Jones from Texas,
Bill Boyd from Florida,	John Marshall from Virginia,
Walt Burr from Germany,	Jim Mayo from New Hampshire,
Scot Byars from California,	Bear Miller from Colorado,
Mike Callahan from New York,	Tom Miller from Pennsylvania,
Barry Clasper from Ontario,	Bob Poyner from Florida,
Betsy Gotta from New Jersey,	Jerry Reed from Florida,
Patty Greene from North Carolina,	Ken Ritucci from Massachusetts,
Bill Harrison from Maryland,	Justin Russell from Tennessee,
Eric Henerlau from California,	Dottie Welch from Nova Scotia.
Mike Hogan from Nebraska,	

During the Tuesday evening banquet, Barry Clasper presented Dottie Welch with the
Chairman's Award of Excellence for Outstanding Contribution to Callerlab.
Final thought from Barry Clasper: *Callerlab is the crucible for development and change.*

Experimental Condensed Teaching Order -- 12 Sessions

1) Circle Left / Right
   Promenade
   Wheel Around
   Dosado
   Stars Left / Right
   Swing
   Allemande Left / Arm Turns
   Right & Left Grand / Weave
   Ladies Chain

2) Lead Right / Left
   Right and Left Thru
   Slide Thru
   Pass Thru /
      Double Pass Thru
   U-Turn Back

3) Ladies In Men Sashay /
      Half Sashay
   Bend the Line
   Veer Left / Right
   Trades

4) Cloverleaf
   Grand Square
   Alamo Style
   Swing Thru

5) Run
   Trade By
   Circulates

6) Single Circle to a Wave
   Square Thru
   Wheel and Deal (out-facing)

7) Touch 1/4 / Hinge
   Scoot Back
   Ferris Wheel

8) Pass to the Center
   Zoom

9) Pass the Ocean
   Extend

10) Cast Off 3/4
    Fold / Cross Fold

11) Recycle
    Sweep 1/4

12) Flutter Wheel /
    Reverse Flutter

Generalized Description of the Classic Resolution System

   A caller using this system moves the dancers into one of four FASRs, recognizes which FASR has been created, and then uses a known module to resolve from that FASR.

The four goal FASRs are:
   1. Facing Lines, Normal Couples, All In Sequence, All with Partner
   2. Facing Lines, Normal Couples, All Out of Sequence, All with Partner
   3. Double Pass Thru, Normal Couples, All In Sequence, Outsides with Partner, Centers beside their Opposite and facing their Partner
   4. Double Pass Thru, Normal Couples, All Out of Sequence, Outsides with Partner, Centers beside their Opposite and facing their Partner

 0) Note two adjacent couples: Before beginning to call, note one set of corner dancers and their partners. It is also useful to note the location of home for one partner pair in order to avoid calling "Promenade" when the dancers are already at home.

1) Normalize the Formation: When ready to resolve, use calls that change the formation into one with Normal Couples or Parallel Waves with same gender in the Center. This step may be unnecessary if such a formation already exists. This step may be delayed until after the couples are paired.

2) Pair at least one couple: Use calls that pair up one couple. Assuming symmetry, this will automatically also pair up the diagonally opposite couple. (If couple #1 is paired then couple #3 should also be paired.) When Step 1 and Step 2 are completed the setup should be Normalized and have at least one noted partner pair together.

3) Count Partner Pairs and determine the route to follow: Assuming symmetry, the pairing of one couple will automatically also pair up the diagonally opposite couple. If both noted corner dancers are with their partners then all four couples should be paired. Count the pairs. If all four couples are paired continue with step 4. If exactly two couples are paired go to step 6.

4) If Four Pairs, make Facing Lines: If all four couples are paired, maintain the pairing and change the formation to Facing Lines with Normal Couples.

5) Determine the sequence state by asking, "Are corners adjacent?" If the noted corner dancers are adjacent (in the center of the line or around the end) then all the dancers are In Sequence. If the noted corner dancers are not adjacent (opposite ends of one line or facing each other across the center) then all the dancers are Out Of Sequence.

Facing Lines: In Sequence   Out Of Sequence

     (4) [4] (3) [3]   (2) [2] (3) [3]

     [1] (1) [2] (2)   [1] (1) [4] (4)

Having determined the sequence state, use an appropriate Get-Out module for Facing Lines In Sequence or Facing Lines Out of Sequence. These are goal FASRs #1 and #2 listed above.

5a) Four Pairs Get-Out if In Sequence: If the dancers are In Sequence the simple resolution is to call "Circle Left, Allemande Left". The classic get-out is "Star Thru (or Slide Thru), Square Thru Three, Allemande Left".

5b) Four Pairs Get-Out if Out of Sequence: If the dancers are Out of Sequence, call "Star Thru (or Slide Thru), Pass Thru, Allemande Left". Since both Get-Outs begin with "Star Thru", the caller has a bit more time to visualize whether "Square Thru 3" or "Pass Thru" will bring the noted corners together. (In Mainstream "Star Thru" can be replaced by "Slide Thru".)

6) If Two Pairs, put them on the outside of a Double Pass Thru formation: If exactly two of the four couples are paired, maintain the pairing and use calls that change into a Double Pass Thru formation with the paired couples on the outside.

7) Determine the sequence state by asking, "Are Corners facing?"

7a) Two Pairs Get-Out if Corners Facing: If the noted corner dancers are facing each other with one dancer between them, call "Centers Pass Thru, Allemande Left" or an equivalent Get-Out module. Note that they are all In Sequence and Centers Pass Thru doesn't change that. This is goal FASR #3 listed above.

                    [3]> [2]> <(2) <(1)   [3]> <(2) [2]> <(1)
                          Centers Pass Thru
                    (3)> (4)> <[4] <[1]   (3)> <[4] (4)> <[1]

7b) Two Pairs Get-Out if Corners Not Facing: If the noted corner dancers are not facing each other (one is diagonally behind the other), call "Centers Square Thru Three" to turn the center dancers around and bring the two corners together for an Allemande Left or use an equivalent Get-Out module. This is goal FASR #4 listed above. Note that they are all Out of Sequence and the Centers Square Thru Three makes the necessary sequence change for both Boys and Girls.

                    [3]> [4]> <(4) <(1)   [3]> <(2) [2]> <(1)
                          Centers Square Thru 3
                    (3)> (2)> <[2] <[1]   (3)> <[4] (4)> <[1]