

Jeremy Butler Notes

Zoom session 14 June 2020

Tying this together.

- Two couple dancing and understanding what the movements do, allows you to move dancers back and forth across the group of four. You move them from footprint to footprint. Each time you do that you have a facing couple (geographic zero)
- Full square gives you a group of four. Using the two couple technique you can dance two couples in and out of different positions in the group of four. When you bring them back to that foot print, you have done a facing couple zero.
- Just as individual movement techniques can move dancers across the Facing couple, in a full square the chicken plucker moves a couple across the square to another group of four to do it all over again
- You can do facing couple zeroes back to the footprint and then chicken pluck them back again
- You can use interactive simple zero movement (sequences) like swing thru boys run, ferris wheel, centres pass thru to give the feel of working with the other couples.
- You can also use the interactive movements to set up equivalents for your chicken plucker to bring them back swing thru, boys run, ferris wheel, centres square thru 3 (watch for hand availability)
- Understanding how the calls work allows you to move the dancers side to side, and across the square in two couples as well as changing what walls you look at
- Understanding basic Chicken Plucker allows you to move the two couples across the square
- Understanding rotate and invert and rotate modules allows you to change the feel of who is dancing with whom across the square.
- If you do lose your place, understanding how to move two dancers across a group of four, and moving a couple across allows you to quickly pair up dancers for a simple resolution.
- Understanding the movements and what they do allows you to give the dancers flow. When you understand this you can incorporate flow module sequences to move the dancers comfortably.

As a technique if I know what the movements do then I can use movements that move dances across with flow to pair dancers and use a resolution technique that I know. such as pairing key dancers and going from there things like circulates and trades.

Dancers don't notice it but callers can see when you are getting ready to resolve by what calls you choose to make the pairings. This is where your call analysis and understanding what the calls do can give you flow sequence modules that also give pairing but are not obvious. The essence is on good body flow and normalising into something that is quick and easy to get out of.