

Relationship Calling Fast Track

By Kip Garvey

Group Relationship Quick Notes

GR quick notes is a “work in progress” & works in conjunction with the main Relationship Calling jump start document included in your syllabus.

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Compliments of Fairfield, Iowa Memorial Day SUPER SCHOOL

Step I - Visualize -- Callers must have confidence and control maneuvering 4 dancers together and be able to ‘visualize’ dancer movements. They must know exactly what each call does, and whether or not the call results in a change of partners. They have to fluently be able to maneuver 4 dancers into any pairing situation possible in any formation possible with just 4 dancers.

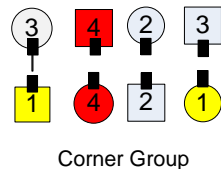
Step II – Groups – Know the four Groups. Groups are the framework we work through.

Group Families -- Groups come in two Families, each containing two compatible Groups.

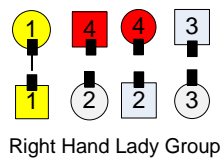
- A. **Corner Group** and **Right Hand Lady Group** are compatible and belong in the first Group Family.
- B. **Partner Group** and **Opposite Lady Group** are compatible and belong in the other Group Family.

One Group Family

When all men are, or can be, paired with Original Corners, dancers are in a **Corner Group**.

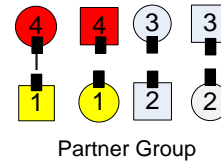


When all men are, or can be, paired with Original Right Hand Lady, dancers are in a **Right Hand Lady Group**.

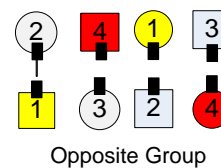


The Other Group Family

When all men are, or can be, paired with Original Partner, dancers are in a **Partner Group**.



When all men are, or can be, paired with Original Opposite Lady, dancers are in an **Opposite Lady Group**.



Groupies -- When one man is paired with his Group lady, all men are paired with their Group lady. Group lady is the lady the Group is named after. In each example above, Groupies are paired.

Step III – Watch & Decide – Observe your key dancers and the 4-dancer collections to make your decisions regarding Groups. Keep your focus on the Pivot and whatever collection he/she is in.

The left collection

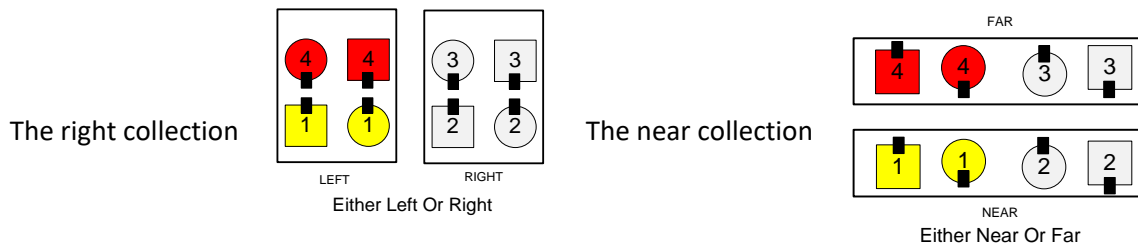
The far collection

OR....

OR....

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Step IV – Rules – Know the 4 basic rules that govern how pairings and Groups change. Observe the Pivot and Pivot’s temporary partner as they move through calls.

Rule 1. When no dancers leave the collection, the Group remains the same.

Rule 2 - Inversions. When **Groupies** leave their collection and go to the other collection, Groups remain the same, as with **Invert & Rotate** modules.

Rule 3 - Transitions. When 2 dancers who are not Groupies leave their collection and arrive at the other collection, the Group changes to the compatible Group in the same Group Family. The two dancers who move can be same sex dancers or otherwise, but cannot be Groupies.

- A. These moves are called **Transitions**. The ‘**1/2 Chicken Plucker**’ and other modules that move dancers ‘across the street’ move 2 dancers from one collection to the other.
- B. There are other ways to Transition 2 dancers from one collection to the other, including:

<i>Outfacers in parallel waves, Trade</i>	<i>Centers of facing lines, Pass Thru and Wheel Around</i>
<i>Couples Circulate</i>	<i>All 8 Circulate (Waves)</i>
	<i>as long as Groupies do not move together</i>
<i>Ends OR Centers Circulate <u>Twice</u></i>	<i>Outfacing Ends Trade; Infacing Ends Circulate</i>

Rule 4 - Conversions. When only 1 dancer moves from one collection to the other, the Group changes to one of the two Groups in the other Group Set. This is a **Conversion**. For instance, if this happens when dancers are in a Corner Group, the result will be either a Partner or Opposite Lady Group; or, if this happens when dancers are in a Partner Group, the result will be either a Corner or Right Hand Lady Group. Examples of this type of movement include:

<i>Ends OR Centers Circulate</i>	<i>Acey Deucey</i>	<i>Column Circulate</i>
<i>Spin Chain Thru</i>	<i>Any 2 dancers changing places symmetrically in the center of the square</i>	

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Step V – Views -- Views help us determine group types when we do not mentally follow changes in groups. We spot different 'views', which are pairing states, as they occur and based on the specific view, we determine the group type. The view is a caller-determined collection of 4 dancers, and as such can occur in several different formations and arrangements. The caller looks to see if a single pairing, multiple pairings, or no pairings of original partners occurs in the collection selected. There are 3 views, each related to specific group types. At any time pairings can be seen, the square will always be in one of these 3 views.

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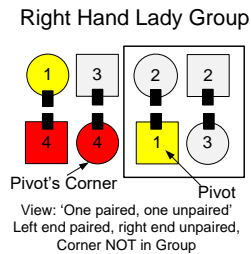
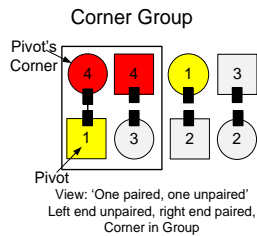
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View #1

‘One paired, one unpaired’ – This situation results in dancers being in the first Group Family, the one that contains either Corner Groups or Right Hand Lady Groups. When dancers are in a Corner Box setup, we see the outside couple paired with original partner and the inside couple unpaired, meaning the inside man must have his original opposite lady as a temporary partner. This is a ‘one paired, one unpaired’ pairing state. The proximity of Pivot and Pivot’s Corner determine the precise group type.

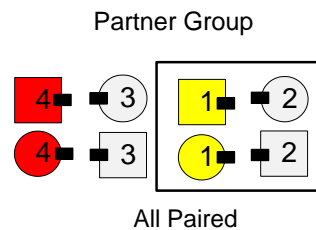
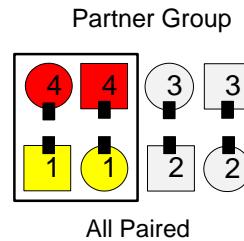
If we focus on the Pivot man and see his original Corner in the same 4-dancer collection, the group is a Corner Group.

If the Pivot’s original Corner is not in the same 4-dancer collection, the group is a Right Hand Lady Group.



View #2

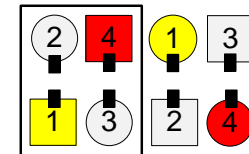
‘All Paired’ -- Two pairings are seen in the collection that contains Pivot. When this occurs all dancers are or could be paired with original Partners. This is the Partner Group, one of two group types contained in the other Group Family.



View #3

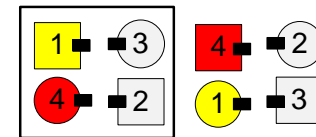
‘No Pairings’ – When no pairings exist in the 4-dancer collection being viewed, the group type is Opposite Lady Group, the other compatible group type in the same Group Family.

Opposite Lady Group



None Paired

Opposite Lady Group



None Paired