

# Programming

GSI Caller School



# PROGRAMMING





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Two basic aspects to calling –

## Technical

Dealing with choreographic resolution, timing, rhythm and teaching accuracy.

## Programming

Showmanship, musical style and choreographic creativity. Making decisions about what to call and when to call it. Programming falls more into the artistic side of things than into the technical side.

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## Factors in Programming

1. Is this a one time dance?
2. Or is it a reoccurring regular club?
3. Class or club dance?
4. Level?
5. Special theme?
6. All singing call dance?
7. Weekend / Festival.
8. Winter resort program.
9. Programming a tip --- micro programming (Guest tip).
10. Programming singing calls.
11. Programming choreography.



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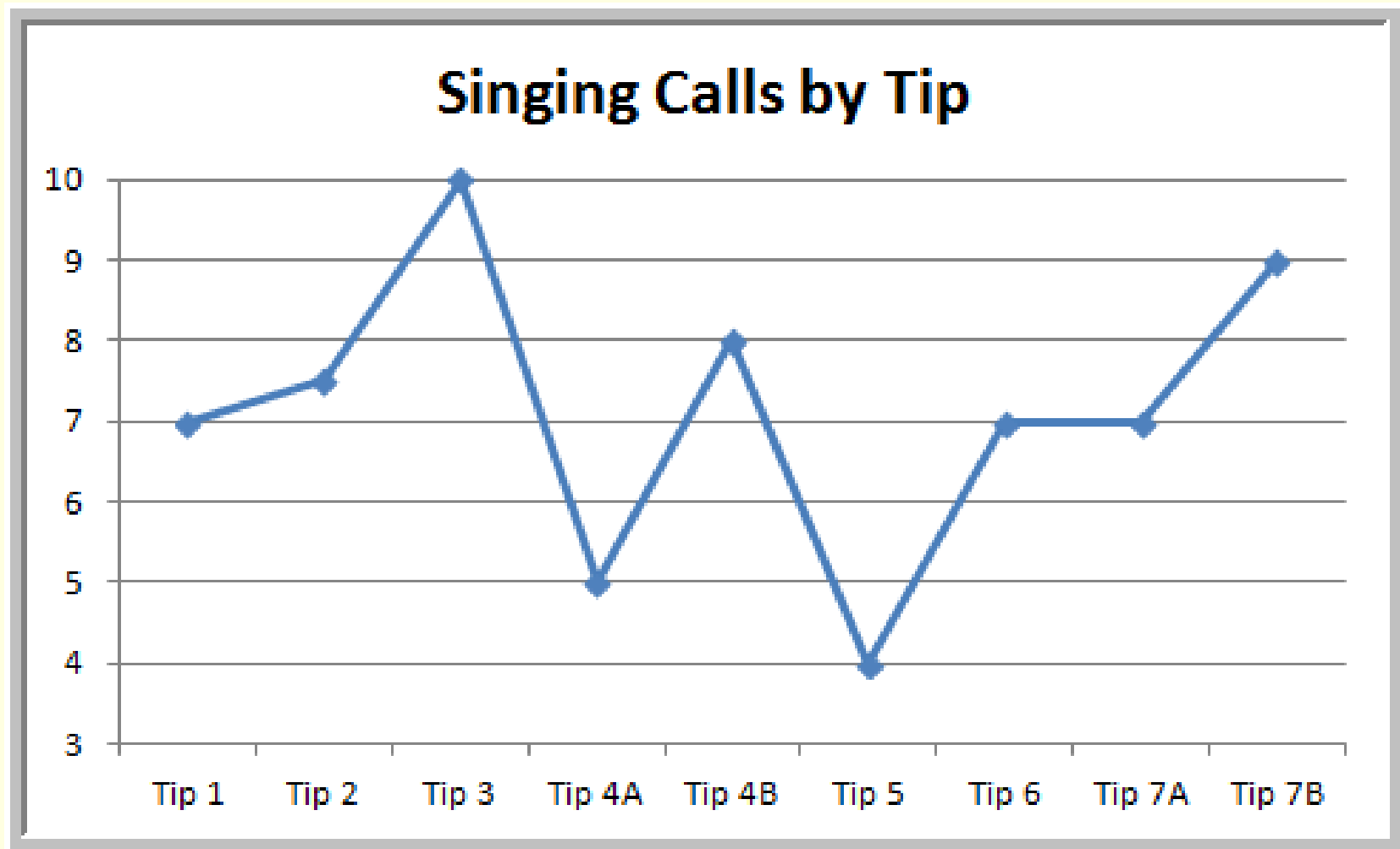
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- TIP 1 TRUST / ENTHUSIASM / SET THE MOOD
- TIP 2 WORKSHOP CHOREO (GET THEM THINKING)
- TIP 3 SHOWTIME!! Use your 9-10 stuff
- TIP 4 TWO SINGING CALLS OR FUN CREATIVE STUFF
- TIP 5 DANCE 'EM
- TIP 6 DANCE 'EM / SHOW TUNE
- TIP 7 TWO SINGING CALLS AND/OR SHORT PATTERN

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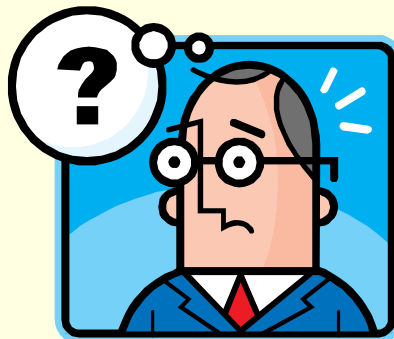


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# QUESTIONS



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# ANSWERS