

TIMING

GSI Caller School



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The definition of TIMING is:

The relationship between the call and the dancer action measured in beats of music, each of which represents one step by the Dancers.



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Dancers move to the beat of music. Timing is the key to smooth dancing.

Three main elements of timing:

Command Time:

The number of beats it takes to deliver the call.

Lead Time:

Number of beats elapsing between the call and the reaction of the dancers.

Execution Time:

The number of beats it takes to execute the call.

The ideal situation is when the dancers are given the first beat of the musical phrase and then allowed to move smoothly without interruption until the end of the dance action.

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Several factors that affect a well timed dance

TEMPO – Speed of the music expressed in beats per minute (bpm) – the number of steps dancers are taking. Generally 124 – 128 bpm. 127-128 bpm makes for a good tempo and is probably the best that dancers can handle these days.

CHOREOGRAPHIC FAMILIARITY, HABIT AND ANTICIPATION

ENVIRONMENTAL INFLUENCE

HAND & BODY POSITION

CLIPPED TIMING



EFFECT OF UNFAMILIAR MATERIAL WORKSHOP / SURPRISES

DANCER TRAINING

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Use the CALLERLAB Timing document to plan out your program. Especially for the singing calls as you have less flexibility.

	<p>TIMING - THE CALLERLAB BASIC AND MAINSTREAM PROGRAMS Revised March, 2014</p>	
<p>DEFINITIONS: SS-Static Square. BOX-S Chain Thru OW-Ocean Wave. FL-Facing Lines. TFL-2 Faced Line.</p>		
<u>TIMING - THE BASIC PROGRAM</u>		
Allemande Thar.....	SS from allemande left to point of back up star 12	
Allemande turns.....	full around § 3/4 § 1/2 § 1/4 2	
Bend the Line.....	Lines of Four § six § eight §	
Box the Gnat.....	(from point of contact) 4	
California Twirl.....	4	
Chains.....	SS two ladies across set § 3/4 10 four ladies across § 3/4 10 down the line §	
Circle.....	SS § people full around 16 3/4 12 1/2 § 1/4 §	
	Box 4 people full around § 3/4 § 1/2 § 1/4 2	
Circle to a Line.....	§	
Circulates.....	OW centers 4 ends 4 all 4 TFL couples 4	
Couples Lead Right or Left.....	4	
Couples Separate.....	2	
Courtesy turn.....	4	
Dive Thru.....	BOX couple diving 2 couple facing out §	
Do Paso.....	SS from start to finish of courtesy turn 16 to next call 12	
Dosado.....	SS corner § partner § BOX § SS across set §	
Double Pass Thru.....	4	
Extend.....	2	
Ferris Wheel.....	6	
Flutterwheel.....	SS head or side ladies § all four ladies 12	
Forward & Back.....	SS All § heads or sides § rock F & B § balance 4	
Grand Square.....	32	
Half Sashay.....	4 roll away 4 ladies in. men sashay 4	
Ocean Wave is a formation.....	In an alamo style each balance 4 each turn 4	
Pass the Ocean.....	4	
Pass Thru.....	SS heads or sides across set 4 BOX 2	
Promenade.....	SS couples full around 16 3/4 12 1/2 § 1/4 4 4 people inside §	
Right & Left Grand.....	10 weave the ring 10 (until you meet partner other side.)	
Right and Left Thru.....	SS heads or sides across set § BOX § OW §	
Run.....	OW centers 4 centers cross run § ends 4 ends cross run §	
See Saw.....	§	
Shoot the Star.....	4 full around §	
Slip the Clutch.....	2	
Split.....	Heads or sides pass thru around one to a line § around two to a line 10	
	To home 12 BOX insides split outsides to a line 4 to home position §	
Square Thru.....	SS four people full 10 3/4 § 1/2 § 1/4 4	
	BOX four people full § 3/4 § 1/2 § 1/4 2	
Star Promenade.....	four couples full around 12 3/4 § 1/2 § 1/4 §	
	four couples full around with back out at home 16	

Star Thru.....	4 (from point of contact)
Stars.....	four people full around § 3/4 § 1/2 § 1/4 2
	eight people full around 16 3/4 12 1/2 § 1/4 4
Sweep 1/4.....	two couples 2 all four couples 4
Swing.....	Advancing skill, usually 4-8 beats of music, used at caller's discretion
Swing Thru.....	§ (from point of contact)
Touch 1/4.....	2
Trade By.....	4
Trades.....	SS partner 4 OW centers 4 ends 4 from TFL couples §
U Turn Back.....	2 Backtrack 2
Veer Left or Right.....	BOX 2 SS heads or sides 4
Walk Around the Corner.....	§
Wheel & Deal.....	4
Wheel Around.....	4
Zoom.....	4

TIMING - THE MAINSTREAM PROGRAM

Cast Off 3/4.....	§
Centers In.....	2
Cloverleaf.....	§-§ beats from a completed double pass thru; if called for only
	four people, the timing is §
Dixie Style to an Ocean Wave.....	SS heads or sides to the wave § all four couples
	to the wave §
Eight Chain Thru.....	(Eight Hands = 20)/(Four Hands = 10)
Folds.....	any fold 2 any cross fold 4
Half Tag the Line.....	4
Hinge.....	Couples 2 singles 2
Pass to the Center.....	BOX couples facing in 2 couples facing out §
Recycle.....	4
Scoot Back.....	OW §
Slide Thru.....	SS heads or sides § BOX 4
Spin Chain Thru.....	16
Spin the Top.....	§ (from point of contact)
Tag the Line.....	§
Turn Thru.....	4 (from point of contact)
Walk & Dodge.....	4

* From point of contact means exactly what it says: if it takes you two steps or beats of music to get to the contact point, then add that to the numbers.

* From facing lines spaced a normal distance apart such as heads lead right and circle to a line, your timing would be the same as SS-Static Squares. If the line is closer to the other line, the timing would be the same as BOX-ZERO BOX.

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SUMMARY

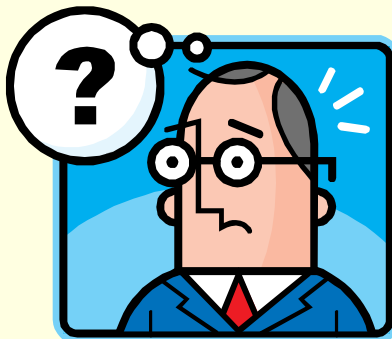
Understanding the mechanics of square dance timing is essential for callers. This, however, is one of several areas in which technical and mechanical knowledge is not enough. Beyond the factual aspects of timing, there are issues involving judgment. Dancing - moving smoothly with the music - is not the only appeal of modern square dancing. The other side of the appeal of this activity is the choreographic pattern. Some call this "puzzle solving", which may be an overstatement, but certainly there is joy and entertainment in being part of a team that successfully executes a choreographic routine. Many people enjoy working through complex sequences of square dance movements even without music. It is fair to say that timing is the playing field where dancing and choreographic puzzles are in competition for the dancer's interest.

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QUESTIONS



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ANSWERS