



The Stanford Quads Newsletter



Sunday, January 13, 2008

Edited by Bill van Melle

State of the Class Speech

At this point, we're approaching the 2-month mark of the class. Some of you are wondering how much farther there is to go. We don't yet know the exact date, but based on past years' classes we expect to finish the formal part of your education in mid-April, which means we're about 40% of the way through this class. The list on the flip side of this newsletter might give you a more concrete idea of how far along we are.

How are you feeling? In acquiring any new skill, it's normal to feel lost or incompetent some of the time. As you practice, it should get better. However, if you feel lost most of the time, if you are constantly finding yourself facing the wrong way, or the caller frequently stops everything to get you into the right place, then you need to do something. Here are some thoughts about getting more out of this (or any other) class.

Attendance. Two hours per week is not a lot of time to learn a complex new skill. If you arrive late, leave early, or miss a night altogether, you're cheating yourself out of valuable learning time. If you have to miss a week, check our web site (<http://www.mixed-up.com/quads>) to see what new calls you missed. Look at their definitions, think about them, and then come to the next review session (every Sunday at 6:30) ready to practice them. Of course, even if you don't miss a week, you may find the review session helpful.

Internet resources. There are lots of square dance resources on the web, but we'd like to recommend one in particular. The nearby Santa Clara Valley Square Dancers Association has an excellent page (<http://www.scvda.org/learning.html>) listing classes, links to call lists and definitions, animations, and helpful articles. Check it out!

Other classes. Different people learn in different ways and at different speeds. Some beginners like to take more than one class at a time, benefiting from the different perspectives and teaching styles of different instructors. Unfortunately, every class follows its own teaching order, so at this point you can't simply visit another class that started in the fall and not run into calls you haven't heard yet (try their web pages first; some, such as CPSD, list calls taught like on the Quads page). However, several clubs are starting new beginner classes this month, and you certainly *can* join them. That won't get you any practice on calls being taught right now at Quads, but it will give you lots more dancing practice on the earlier calls. And if you're feeling completely overwhelmed here (we acknowledge that the Quads class proceeds at a more aggressive pace than many others), you might find it comfortable to start over at the beginning.

Here are the classes we know of that start this month:

Bows and Beaus Square Dance Club
Mondays, 7:30-9:30pm starting January 14
Loyola School, 770 Berry Avenue, Los Altos.
<http://www.bowsandbeaus.org/>

Single Squares of Sunnyvale
Tuesdays, 7:00-8:30pm starting January 7
Murphy Park Community Center
260 N. Sunnyvale Ave, Sunnyvale
<http://www.singlesquaresofsunnyvale.org/>

Katydids
Fridays, 7:00-8:30pm starting January 25
Campbell United Church of Christ
400 West Campbell Avenue, Campbell
<http://www.katydids.info/>

These classes are open to singles and couples. You can find this information and more at the SCVSDA web page mentioned above. The Katydids class has a destination level of Mainstream (their club level); the others go all the way to Plus. The Sunnyvale Singles class is interesting, in that the second half of the evening is the continuation of their September class. So you could attend the first half to warm up, and if you're adventurous, stick around to see if the second half is doable.

Teaching Orders

As mentioned in the jargon newsletter, square dance calls are divided into a number of levels. Before you get to the Quads club level, Plus, you encounter Basic and Mainstream. Callerlab, an international association of square dance callers, decides which calls are at each level and even goes further, recommending a teaching order and length of time to spend at it. Ordinarily, one would expect to learn all the calls of one level before advancing to the next. However, it happens that in this area of the country, nearly all clubs dance at the Plus level, and so any distinction between it and the lower levels is quite blurry. There are very few clubs that dance Mainstream only (the Katydids above are a new convert), and even fewer Mainstream hoedowns.

Recognizing this fact, callers of the Santa Clara Valley Callers Association (SCVCA) years ago devised a teaching order that reflects the relative frequency of all the calls through the Plus level in actual usage in area clubs and at hoedowns. The theory is that new dancers can more quickly learn something close to "club level", and by learning the calls in frequency order, they get much more practice at the calls they will need the most often. By the time you've learned, say, the first half of this list, you would be in a position to dance much more than half the material called at your average Plus club or hoedown. It was also hoped that this list could make clearer what calls to expect at a "Newer Dancer" hoedown, e.g., an ad might say to expect calls "1-39" on this list.

However, the unified list never really caught on. Some classes have gone back to teaching Mainstream before Plus. We've included the official Callerlab lists on the back page here, with calls you've been taught marked in boldface. As you can see, John has gotten a little head start on Plus, but is otherwise vaguely adhering to the Callerlab overall order.

Callerlab Basic, Mainstream, and Plus Programs

(boldface = taught as of 1/7/08)

Basic

1. **Dancer Naming (Heads, etc.)**
2. **Circle Left/Circle Right**
3. **Forward & Back**
4. **Dosado/Dosado to a Wave**
5. **Swing**
6. Promenade
 - a. **Couples (Full, 1/2, 3/4)**
 - b. Single File Promenade
 - c. Star Promenade
7. **Allemande Left**
8. **Arm Turns**
9. **Right & Left Grand Family**
 - a. **Right and Left Grand**
 - b. **Weave the Ring**
 - c. **Wrong Way Grand**
10. Left/Right-Hand Star
11. **Pass Thru**
12. **Split Two**
13. Half Sashay Family
 - a. Half Sashay
 - b. **Rollaway**
 - c. **Ladies in, Men Sashay**
14. Turn Back Family
 - a. **U-Turn Back**
 - b. Backtrack
15. Separate Around 1 or 2
 - a. **to a Line**
 - b. and come into the middle
16. **Courtesy Turn**
17. **Ladies Chain Family**
 - a. **2 Ladies Chain (1/2, 3/4)**
 - b. **4 Ladies Chain (1/2, 3/4)**
 - c. **Chain Down the Line**
18. Do Paso
19. **Lead Right**
20. **Right and Left Thru**
21. **Grand Square**
22. **Star Thru**
23. **Circle to a Line**
24. **Bend the Line**
25. All Around the Corner
26. See Saw
27. **Square Thru/ Left Sq Th**
28. **California Twirl**
29. **Dive Thru**
30. **Wheel Around**

31. Thar Family
 - a. **Allemande Thar**
 - b. **Allemande Left to an Allemande Thar**
 - c. Wrong Way Thar
32. **Shoot the Star/**
Shoot the Star Full Around
33. **Slip the Clutch**
34. **Box the Gnat**
35. Ocean Wave Family
 - a. **Step to a Wave**
 - b. Balance
36. Alamo Ring Formation
 - a. Allemande Left in the Alamo Style
 - b. Balance
37. **Pass the Ocean**
38. Extend (from 1/4 Tag)
39. **Swing Thru/Left Swing Thru**
40. **Run/Cross Run**
41. **Trade Family**
 - a. **(named dancers) Trade**
 - b. **Couples Trade**
 - c. **Partner Trade**
42. **Wheel & Deal**
43. **Double Pass Thru**
44. **First Couple Go Left/Right, Next Couple Go Left/Right**
45. **Zoom**
46. **Flutterwheel/ Reverse Flutterwheel**
47. **Sweep a Quarter**
48. **Veer Left/Veer Right**
49. Trade By
50. **Touch 1/4**
51. Circulate Family
 - a. **(designated) Circulate**
 - b. **All 8 Circulate**
 - c. **Couples Circulate**
 - d. **Single File Circulate**
 - e. Split/Box Circulate
52. Ferris Wheel

Mainstream

53. Cloverleaf
54. Turn Thru
55. **Eight Chain Thru**
56. **Pass to the Center**

57. Spin the Top

58. **Centers In**
59. **Cast Off 3/4**
60. **Walk & Dodge**
61. **Slide Thru**
62. Fold/Cross Fold
63. Dixie Style to an Ocean Wave
64. Spin Chain Thru
65. Tag the Line
(In/Out/Left/Right)
66. Half Tag
67. Scoot Back
68. Single Hinge/Couples Hinge
69. Recycle

Plus

1. Acey Deucey
2. Teacup Chain
3. Ping Pong Circulate
4. Load the Boat
5. Extend
6. Peel Off
7. Linear Cycle
8. Coordinate
9. (Anything) and Spread
10. Spin Chain the Gears
11. **Track 2**
12. (Anything) and Roll
13. Follow Your Neighbor
14. Fan the Top
15. Explode the Wave
16. Explode and (Anything)
17. Relay the Deucey
18. Peel the Top
19. **Diamond Circulate**
20. Single Circle To A Wave
21. Trade the Wave
22. **Flip the Diamond**
23. **Grand Swing Thru**
24. Crossfire
25. All 8 Spin the Top
26. Cut the Diamond
27. Chase Right
28. Dixie Grand
29. 3/4 Tag
30. Spin Chain & Exchange the Gears