

Games by Clark Baker, Vernon Jones, and Bear Miller CALLERLAB 2011

Add a little spice to the dance by utilizing unique games to entertain the dancers. Games are especially useful to club callers wanting to provide something different to their regular club dances without over challenging those dancers interested in something amusing, different and entertaining. This panel brings a youthful presentation of various games that can be played as part of the dance fun.

Vernon: Nine pin – a square with an extra dancer in the center

Clark's research found that there are many variations on this idea – perhaps starting with traditional squares. Some of these could be used at a ONS-type dance.

9 Pin Reel Sq plus one person in center

Bow to P, bow to C, Bow to 9 Pin

Heads Forward & Back, Sides Forward & Back

Heads Circle Left, Circle Right

Sides Circle Left, Circle Right

9 Pin Swing all 4: Swing one person in each couple, 2x round

Everyone else circle 5 with 9 Pin (others who didn't get to swing)

Break and Swing! (Get a P, left over is 9 Pin)

"Joe Micheals" <joemicheals@comcast.net> asked: But please tell what is REVENGE of the 9 pin!? Sounds fun!

It's a dance I got from Bob Childs - it's probably the same as other '9 pin' dances, but here it is:

Revenge of the 9 Pin

Format: 8 person square with a 9th person (the 9 Pin) in the center

Head couples circle left around the 9 Pin, circle right back to place.

Side couples circle left around the 9 Pin, circle right back to place.

Head couples sashay around the 9 Pin, and back to place.

Side couples sashay around the 9 Pin, and back to place.

9 Pin swings one person from couple 1, the unswung person goes into the center

9 Pin swings one person from couple 2, the unswung person goes into the center

9 Pin swings one person from couple 3, the unswung person goes into the center

9 Pin swings one person from couple 4, the unswung person goes into the center

9 Pin into the center, all 5 in center circle left, then right, then star left, then right.

At some point during this last sequence, the caller abruptly stops the music - the 5 people in the center have to QUICKLY find one of the 4 people at the outside of the square to swing - the one left without a partner is the new 9 Pin for the next round of the dance.

In 2010 Vernon did something similar, using some simple MWSD choreo (with a 9 pin in the middle) and he would call "break and swing" at certain times.

Check out the Ralph Page Dance Legacy Weekend archives:
<http://www.library.unh.edu/special/index.php/ralph-page-dance-legacy-weekend>

From RPLDW 1997

Ninepin

Formation: Square with extra dancer in the center

Figure:

Ad lib ladies chains and right and left through (the extra dancer – the “ninepin” can get involved)

Chorus:

“Ninepin” swing one person in couple 1 as his or her partner goes to the center

Repeat for each other couple in turn until there are four dancers in the center

“Ninepin” join those four and all five circle

Ad lib circles and stars for five

Caller blows a whistle; break in the middle and swing the nearest dancer on the outside (the one who ends up without a partner is the ninepin for the next round)

Sequence: Intro; figure and chorus repeated as often as the caller desires; ending.

Regarding this dance, Ralph Page suggested, “Don’t be polite; be quick!”

A final variation:

Monkey in the Middle

9-person set: circle of 8, with 1 in the center

Called to the phrase of the music; repeats every 64 beats

A1 Circle left (8)

Circle right (8)

A2 Into the center, & back (8)

Into the center, & back (8)

B1 One in the middle, swing one (ballroom,
elbow, or 2-hand swing - choose fast!) (8)

Those 2, swing 2 (swing someone new) (8)

B2 Those 4, swing 4 (swing new ones) (16)

New monkey in the middle - join hands and...

GAMES

Bear Miller

One Call Behind My Back -- Have each square decide on one call that you the caller may not use during that one tip. Good challenge for the caller and fun for the dancers, especially if you have some little treat for the square who first trips you up. Try to be creative in not using the calls they have you not use, i.e., for pass thru use individually veer left then right, or half of a dosido.

Sound Off -- Have selected dancers pick call, then say it and sell it whenever you put the microphone in front of their mouth. Great at Graduations but really may make the caller work to keep flow to choreography.

Pick a Call, Any Call, But Only Once -- Choose dancers one by one to give a call from your level list, then cross it off after you call it. Choose different dancer each time until all have been used but they can't give the same call twice. They don't have to be in the correct formation to do the call they choose, that is your job, they just have to come up with the name of a call. Another good one for Graduations.

Do This Call Twice, But Save One for Later (*stolen from Tony Oxendine*) -- Tell the dancers to do a call twice, but save one for later. So they actually only do it once and then in a while on you announce it is now Later and they have to do the call that you had them save (works great if it is the last call of a get out). If they get the hang of it, you can start stacking a few Later calls and then announce that is in now Later, Later, Later. Have fun with it, but use sparingly with a regular group.

After or Before (*stolen then amended from Marshall Flipppo*) -- Give the dancers a call they can't do from the formation they are in, and then add the After you do this call. As you progress you can give them a call that they could actually do from where they are, but still add the After call. Makes for some herky jerky movements at times but the dancers usually enjoy it. When they really have the hang of it, give them a call and say to do it before this call but after this other call. Be creative. Do your homework. Once again, use sparingly.

Duck, Duck, Goose -- Designated dancers (heads or sides), when Duck is called, will U Turn Back and assume the opposite gender's role, if called again they will U Turn Back and return to their original gender. If Goose is called, everyone does a U Turn Back and is immediately transformed into their original gender whether or not they are currently changed or not. Sight calling can be a nightmare but you can use the Goose as a return to normalcy. Use with better dancers that you call to regularly and have some get outs to use when either is gender changed, Modules are awesome.

Clark:

Czech Line Dancing – dancers who want to line up in the back of the hall, as if for line dancing (i.e., some space around each person). These dancers dance as if they are man #3 in a real square, complete with all movement, turns, hand actions, etc. See <http://www.tiac.net/~mabaker/square-games.html>.

Pavlovian partner (by Justin Legakis) – Dancers are told whenever, at the end of a call they are next to their original partner, they automatically trade (either a partner trade or an arm turn half). Here is an example:

4 ladies chain 3/4
at the heads, pass the ocean
 extend (everyone trade)
boys trade
 all hinge
 walk and dodge (everyone trade)
square thru 3 (everyone trade)
centers pass thru
 centers run
 everyone pass thru
tag the line
 peel off
fan the top
 walk and dodge (everyone trade)
pass the ocean (everyone trade)
RLG

Barstool – do two couple dancing with man #1 dancing as if they are sitting on a barstool that can rotate, but not move. All the other dancers must adjust their dance actions appropriately. See <http://www.tiac.net/~mabaker/barstool-dancing.html>.

Mirror Image – dancing like they drive in England. That is, all lefts and rights are interchanged. Square up with the boy on the right, girl on the left. Note that boys are still boys. This is harder than arky dancing.

Overlapped Squares – A variation of square dancing that allows two squares to dance some of our normal square dance calls taking up a little more space than a single square. This is more gimmick than practical, but it is fun for the dancers the first time they see it.

16-dancer Grand Square – A grand square variation that allows two squares of dancers to do this call.

Row Your Boat – A grand square variation done as a round while singing Row, Row, Row Your Boat. From a squared set: On the command “Sides face, Row Your Boat”, #1 couple only starts a grand square four steps. Next the #2 man and #4 lady start a grand square four beats. Next the the #4 man and #2 lady start a grand square four beats. Finally the #3 couple start a grand square. Once a dancer starts the grand square, they do the 32 beats without stopping.