

Doing Half of the Call

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1 Introduction

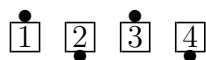
This workshop focuses on doing “half” of various calls (or “once and a half”). There are two different methods of doing half of a call, and each method is appropriate for different calls. The first method applies to calls that you can divide into parts. On these calls, you simply do exactly half of the parts. The second method applies to calls you cannot divide into parts. On those calls, you must think about where you normally go on the call, but only go halfway there. I will illustrate several calls of each type.

2 Calls with Parts

The easiest examples involve calls with two parts. Examples include Swing Thru, Spin the Top, 1/4 Thru, and Right and Left Thru. Usually, I will use these calls once-and-a-half, rather than just half. For example, on a “1/4 Thru 1 1/2”, do the full 1/4 Thru (1/4 by the Right, 1/2 by the Left), then an extra 1/4 by the Right. On a “Right and Left Thru 1 1/2”, do the full Right and Left Thru, then an extra Right Pull By.

Here’s an example that some people find harder. On “Mix 1 1/2”, first do a Mix, then have the Centers Cross Run.

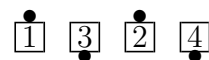
Example 1. Mix 1 1/2



Before



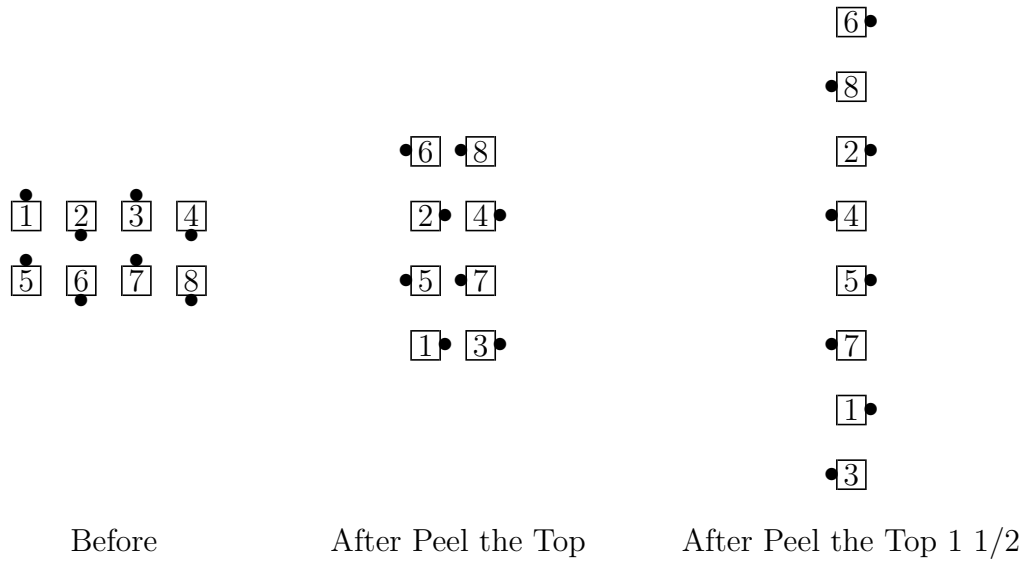
After Mix



After Mix 1 1/2

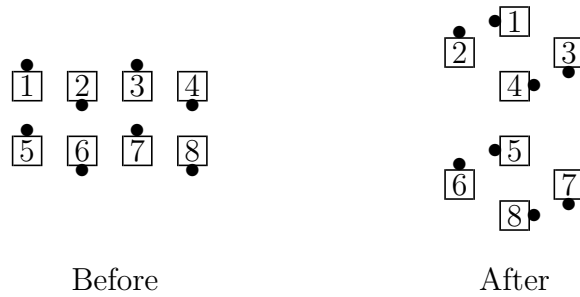
Here’s an even trickier example. On a Peel the Top 1 1/2, first do a Peel the Top. Then have the Leaders Peel Off (or 1/2 Zoom) to form a new wave.

Example 2. Peel the Top 1 1/2



It is also possible to do half of calls that have four parts. See if you can figure out how to do half of these calls.

Example 3. 1/2 Spin Chain Thru



Note that Spin Chain Thru has four parts: Swing, Centers Cast Off 3/4, and two others. Just do the first two parts and then stop!

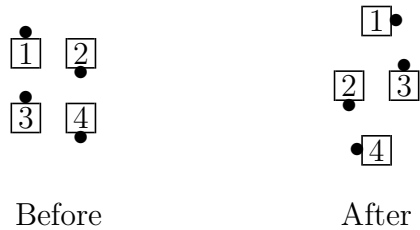
Example 4. 1/2 Pass and Roll



Note that Pass and Roll has four parts: (1) Pass Thru, (2) Centers Turn Thru while the outsides right-face U-Turn Back, and (3,4) two others. Just do the first two parts and stop.

Believe it or not, it is also possible to do half of *three* part calls. This may seem strange at first, but it is logical: just do all of the first part and then half of the second part. For example, on 1/2 Remake, turn 1/4 by the right, then 1/4 (not 1/2!) by the left. The call will end surprisingly quickly!

Example 5. 1/2 Remake



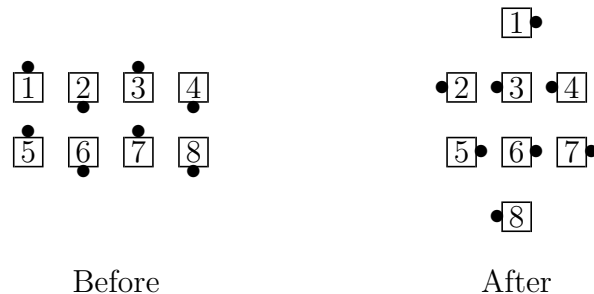
3 Calls without Parts

There are quite a few calls we frequently do 1/2 or 1 1/2 that do not contain well-defined parts. Instead, doing half of the call means walking halfway down the path that you would have taken when doing the full call. You're probably already familiar with "Circulate 1 1/2", "Partner Trade 1 1/2", "Acey Deucey 1 1/2", and "Scoot Back 1 1/2". Here are some additional examples.

Example 6. 1/2 In Roll Circulate

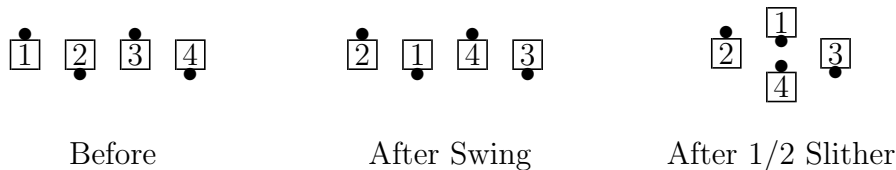


Example 7. 1/2 Out Roll Circulate

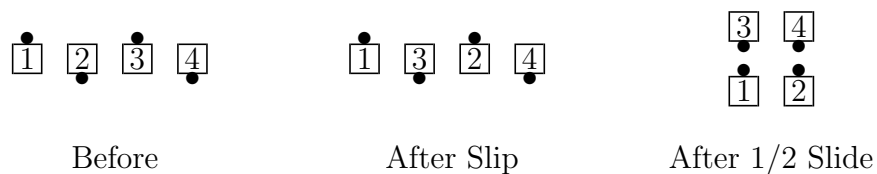


Do you know how to do 1/2 of a Slide or Slither? Here are some examples I like to use.

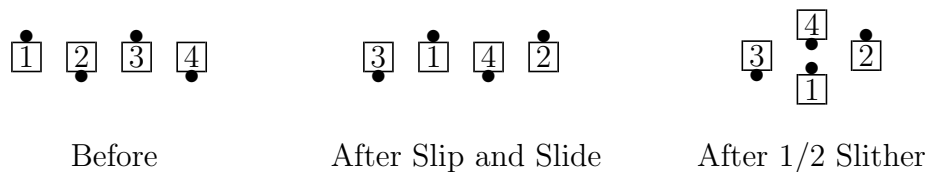
Example 8. Swing and 1/2 Slither



Example 9. Slip and 1/2 Slide



Example 10. Slip, Slide, and 1/2 Slither



4 Final Comments

I hope that doing these examples has helped you learn these calls better and think more precisely about the definitions. As you learn to think more precisely as you dance the calls, you will become a better dancer in many different ways. In addition to doing these examples better, you will be better at doing calls from unusual setups, and you will be better at continuing to dance when others near you make mistakes.