

Midnight Squares C1 Class Syllabus 2014-15

Welcome to C1 Square Dancing!!!

C-1 is the first program in the Challenge level of square dancing. When you begin Challenge, you enter a program of square dancing that focuses on puzzles, modifications of calls through use of a range of concepts, and on the floor problem solving. It is this puzzle/problem solving aspect that makes Challenge distinct from the programs that come before, and adds to the fun of dancing.

C-1 is officially called Basic Challenge because it teaches the basic foundations of Challenge dancing, and builds a Challenge mind set for approaching choreography. The calls at C-1 range from fairly simple calls to somewhat complex ones—not unlike Advanced, but there are several more concepts, and a number of new formations that are introduced as well. Some of these concepts and formations are easy, but several can be very, “challenging”, as it were. Also, concepts are used on a much more frequent basis, and with lots of variation in application, at C-1. There are four more Challenge programs: C-2 is Extended Challenge (think of this as Challenge Plus), C-3A, and C-3B (sort of Advanced Challenge), and C-4 (which could be thought of as “Challenge Challenge”).

One thing that is critical for success in Challenge dancing, is team work and square cooperation. This will be emphasized in our learning. Dancers must work collaboratively in the square, and solve the puzzles / problems / challenges as a team. All members of your square (your team) have a responsibility to each other to both know the definitions, and quickly apply them to the many unique situations in order for the square as a whole to be successful. A hint to good team work that will be emphasized from day one, is keep your eyes up and watch what is happening in the square. This really helps!

At the C-1 level, knowing the call definitions and being able to quickly recall those definitions, is imperative. Frequently, dancers at the programs below Challenge dance by "feel". At C-1, calls are typically given from a wide range of positions, and dancers must be able to quickly apply the definition to unique setups. For example, the call "Tally Ho", one of the first C-1 calls that will be taught, can be called from over 30 different formations or setups. Dancers need to be able to recall the definition of Tally Ho quickly and apply it to the formation they are in. The same is true for all calls on the C-1 list.

While it is relatively easy to learn a definition and apply it to a range of situations, it is overwhelming to try to memorize how to do a call from four positions in more than 30 starting formations. Also, knowing a definition and being able to verbalize it, allows you to talk yourself through a call no matter what position you start from.

The schedule below teaches C-1 in 26 sessions of 7-8 tips each. Generally, the first tip is used to review the previous calls, the next 6-7 tips are used to teach 1-2 calls/concepts per tip, and the last tip or two are used for practice and dancing. The schedule teaches most of the concepts in the first few weeks so that students can see how they are applied as they learn new calls. The teach order has the harder calls and concepts at the beginning in order to maximize the time students have to work on them. Students should be aware that the first few classes are the hardest and after that, they get progressively easier. Some review weeks are also built into the schedule.

The teaching order below lists concepts, formations, calls and “glossary terms” (terms that modify how you do a call by giving specific directions). Remember that formations are a set of footprints that you begin working in. Some formations (such as triple lines / waves / columns / boxes) border on being concepts, especially when shape-changing calls are used

so that you start in one formation, but end in a different formation. Shape changing calls and their impact on formations will be covered in detail in the class. If you aren't familiar with the term "shape changer", don't worry, you will soon be an expert on them. Concepts are modifiers that are applied to how you do a call.

The teaching and review load is balanced across the sessions. Calls which are easily confused are spaced at least two sessions apart. Calls and concepts which need more practice are located towards the beginning of the teaching order. Not all the variations and extensions of calls will be taught at the time the initial call is taught -- they will be introduced when the dancers have mastered the base call.

Students are reminded that this is a class, and like all classes, requires that students do some outside studying. We suggest that you consider studying at least one hour per week. This should be broken up into short segments. You will find that it is easier to study one or two things for 15 minutes at a time, rather than cramming a review of all of the calls, etc. into a one hour mind-numbing session just before class. It works well to study with someone, and to verbalize the definitions. Being able to verbalize definitions lets you talk yourself through new calls, and figure out how to do familiar calls from unfamiliar formations. A range of study materials will be recommended to you to assist with your learning. Second, in order to maintain skills at other levels, dancers are strongly encouraged to dance full Advanced at least once a week.

Now, with all that said, we want to emphasize that we believe teaching and learning must be fun and enjoyable - that will be emphasized in the class. So come prepared to work, but also to have fun.

Week 1

- Stretch Concept (easy applications)
- Wheel Fan Thru
- Tally
- Square the Bases
- Counter rotate

Week 2

Review:

- Harder applications of Stretch concept
- Review of Tally Ho definition and how it relates to understanding the importance of C-1 definitions as we progress.
- Review extensions of circulate $\frac{1}{2}$ (circulate $\frac{1}{2}$ with crashing and from more generalized set ups)

New calls:

- Cross extend
- Cross Roll (to a wave and/or line)
- Chain Reaction from C1 set ups (review of A1 definition and how it is extended)
- Concentric Concept Rules and Definition

Week 3

- Circle by (fraction by fraction/call)
- Shakedown
- Ah so
- Rotary Spin
- Swing the Fractions

Class Week 4

- Triple boxes / waves / lines / columns formation
- Scoot and Little / Little, including right/left hand rule
- 1/3 recycle and 2/3 Recycle (note 1/3 recycle is technically not C1)
- Relay the Top

Week 5

- Press and 1/2 Press
- Review

Week 6

- Ah So, from inverted lines / Ah So, from 3 x 1 lines
- Cast Back / Cross Cast Back
- Pass the Axle/ The Axle / (any call) The Axle
- **Tandem Concept**
- **Jay Walk**

Class Week 7

- Flip the Line ($\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$, full)
- Scoot and Plenty / Plenty
- Zing
- Cross by

Week 8

- Review with focus on DBD positioning and 2 easy calls
- Follow Thru
- Left glossary terms

Week 9

- Interlocked Diamond formation
- Interlocked diamond calls:
 - Flip, Cut,
 - Switch to an interlocked diamond
 - Interlocked Diamond Chain Thru (diamond chain thru variation)
- Regroup
- With the flow

Week 10

- **Butterfly/O formations**
- Squeeze
- Linear Action
- Split Dixie Style to a Wave

Week 11

- Review with one easy glossary term
- Interrupt glossary

Week 12

- Flip-back
- **Galaxy**
- Percolate
- Squeeze the Hourglass / Squeeze the Galaxy
- Checkover

Week 13

- Triangle formations: tandem based, wave based, diamond triangles
- Triangle calls:
 - (any) triangle circulate
 - 3x2 Acey Deucey
 - Triangle chain thru from diamonds (diamond chain thru variation)
- **Crashing and how to manage crash situations**
 - Tally Ho / Linear Action with crashes;
 - Cut / Flip the formation with crashes

Week 14

- Step and Flip, including ending in Z formation
- **“Replace” glossary term—especially with Plenty/Alter the wave/**
- Cross Chain Thru / Cross Chain and Roll
- Alter the wave
- Alter the wave with star turn variations

Week 15

- Scoot and Ramble
- Review same sex Slide Thru—especially with Ramble
- Square Chain the Top / Split Square Chain the Top
- **Phantom Concept**
- **Split recycle**

Week 16

- Rules for Magic
- Make Magic
- Magic Column circulate
- Magic transfer
- Diamond Chain Thru variation: (any call <ending in a diamond>) chain thru
- Those facing start

Week 17

Review

- Crossfire from diamonds review (as a way of getting into T-bones)
- Step and Fold from diamonds (as a way of getting into T-bones)
- Review of roll and calls where only some dancers can roll that result in T-bones
- Belle and Beau in a T bone and similar formations other than couples

New:

- **T-bone formations**

Week 18

- Dixie Diamond/split Dixie diamond (variation: Dixie diamond chain thru)
- Relay the Shadow

Week 19

- **Siamese Concept**
- **“But” glossary term**
- Harder T-bone calls
- weave (Anything and) Weave
- Scatter Scoot / Scatter Scoot Chain Thru

Week 20

- Press Ahead
- **Block formation**
- Harder magic column calls
- **“Finish” glossary term**
- Chase Your Neighbor

Week 21

- Swing and Circle, with fractions
- Vertical Tag with variations
- Twist the Line/Twist and Anything
- Tag back to a wave

Week 22

- Vertical Tag Back
- All 8 Recycle
- All 8 Recycle
- All 8 Recycle

Week 23

- Plenty from unusual formations
- Harder calls in blocks—taking distortion out and resetting diagonal
- Reverse Explode

Week 24

- Cross and Turn/reverse cross and turn
- Anything the Windmill
- Substitute
- Wheel and / Reverse Wheel and

Week 25

- Rotate / Single Rotate / Reverse Rotate / Reverse Single Rotate
- Cross Your Neighbor
- Triple Cross
- Switch the Line

Week 26

- Review and extensions

- (anything) To a wave
- Prefer" glossary term
- Ignore glossary term
- "Skip/Delete" glossary term

Notes

C1 list: The official list as determine by the Callerlab Challenge Committee in 2010 can be accessed at:

<http://www.callerlab.org/DancePrograms/AllProgramDocuments/tabid/610/Default.aspx>

C1 Definitions: These are not included in the appendices, but are available on line or can be ordered in hard copy at:

http://www.ceder.net/def/def_text.php4?level=c1&language=uksa

The Callerlab Definitions are not as comprehensive as the Ceder Chest but can be downloaded for free at

<http://www.callerlab.org/DancePrograms/DanceProgramDocuments/tabid/610/grm2catid/33/Default.aspx>

Ben Rubright's Pocket Reference of C1 Definitions: Earlier it was said that dancers need to be able to verbalize the definitions of calls when they dance them. These definition are the words that should go through your head when you hear a call. They are intended for review and committing to memory for verbalization, not as initial learning tools. These are very helpful after learning a call to review quickly the definitions and commit to verbal memory

They can be accessed at:

<http://www.gr8ideas.net/c1shortdef.html>