

## INTRODUCTION

My aim, in this book, is to completely break down each and every phase of Square Dance Calling so that any Caller, whether he be a beginner or if he is a seasoned Caller, can turn to some part of this book and find the answer to any problem that he might be faced with. In doing, I will go into everything that is involved in Square Dance Calling. I will start with the beginning of it all, and will then move into the more involved sequences. I will take each and every position and each and every set-up and break them down completely. I will start with a Static position and move you slowly through each position that you can get the dancers into, and work each position with each lady in the square so that you will have an answer to any and all problems as they come up.

As we go along through the book I will go into timing, and voice control, and voice exercises. We are going to cover such problems as: how to find the correct calling key, and the type of record to look for when you want to do patter calling. I will not recommend a certain record for you but will give you an idea what to look for when you buy a record, and this is an important part of learning to patter call.

I am going to cover sequence. We will go into every part of sequence; when they are IN and when they are OUT of sequence, and will explain fully just how you can determine when they are IN and when they are OUT of sequence. I'll explain why there are differences in sequence; why they are IN or OUT in one position but not in another position. I will break down the meaning of ZERO movements, and how you can determine what a ZERO movement is, and why.

I am going to cover such things as HALF out of sequence and how and why they can get that way. I will endeavor to explain what happens when two couples are OUT of sequence and the other two couples are NOT out of sequence, and how you can remedy this situation.

I am going to give you a certain number of movements that do NOT change sequence, AND, the same number of movements that DO change sequence, and I'll explain why they do and why they do not change sequence. We are going to give you problems that you can solve, and put the answers to these problems in the back of the book, hoping, of course, that you will never look at the answer before you try to work the problem. I am sure I can trust this to your judgment because it will not do you any good if you solve it before you try to work it, or if you already know the answer. Try each problem, not once, but several times, and several different ways before you check the answer in the back of the book.

As I said, we are going to start from the beginning, and the beginning would be from a STATIC Square, where everyone is standing in their home position, IN sequence, and ready to go. We will progress from there. I am going to have different chapters, each covering a different part of Square Dance Calling. You will be able to check the index in the book to find what you are looking for, turn to that chapter and read and re-read it until the problem clears up for you.

So much for the introduction. We will now get right into the problems at hand and I will try my very best to cover each subject thoroughly before leaving that subject and turning to another one.

LES GOTCHER