GAMES -- BAR STOOL DANCING

This is a variation of two-couple dancing. The idea probably originated from some members of the Tech Squares in Boston, Massachusetts. Clark Baker introduced it to diehard CALLERLAB members about the year 2000.

One of the four dancers is designated to "sit on a swiveling bar stool". That dancer can only turn on the spot. The other three dancers work around that dancer to make the ending positions for each call correct. Use calls that are well known to all of the dancers and enjoy figuring out the unexpected adjustments that are required.

Barstool Option 1: Do two couple dancing with one of the gents dancing as if he is sitting on a barstool that can rotate, but not move. The other three dancers must adjust their dance actions appropriately to create the correct ending formation.

Example:

Normally Square Thru 2 requires each gent to move forward, turn to face right and again move forward. For ease of reference, assume the gent on the barstool is gent #1. The barstool gent cannot move forward, but he can turn a quarter to his right. Thus the right pull by forward motion is done entirely by couple #3. Everyone turns to face in. The left pull by forward motion is done entirely by lady #1 and gent #3.

Barstool Option 2: Use the same idea with lady #1 dancing as if she is sitting on the barstool.

Example:

Heads Pass the Ocean normally requires each girl to move forward and then turn 1/4 to their left and step ahead. The barstool girl cannot move forward, but she can turn a quarter to her left. She does that and everyone else adjusts around her.

From the wave created above, Swing Thru requires the barstool girl to turn half to her right. The other three dancers all move to her right side.

From the Novelties section of teaching.callerlab.org