

HASH TAG SQUARES

Created for competent DBD dancers by Clark Baker, Belmont, Massachusetts

This description came from the April 2017 Specialty Squares Interest Session

During the 44th CALLERLAB Convention in Mesa, Arizona

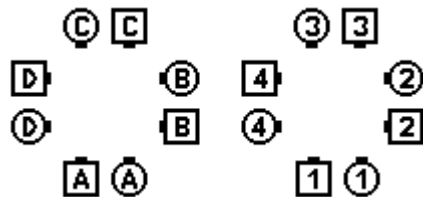
Setting Up the Hash Tag Squares:

-- Make two squares side-by-side one being all girls and the other all boys

-- It is important to have some way to distinguish the squares.

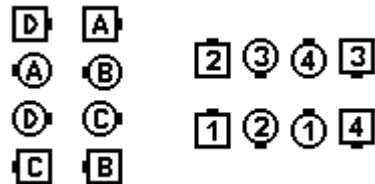
If not gender, then perhaps some colored clothing identification.

As shown the girls are designated by letters and the boys by numbers.



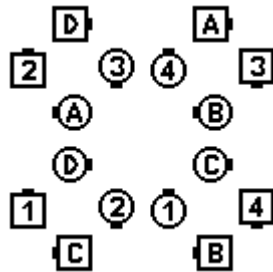
-- Girls Square – Heads Pass the Ocean, Extend

-- Boys Square – Sides Pass the Ocean, Extend



-- Merge the squares so they are both occupying the same area.

-- There will be a little pinwheel (4-dancer star) at each corner.



Ground Rules for Action:

-- Girls dance with the Girls

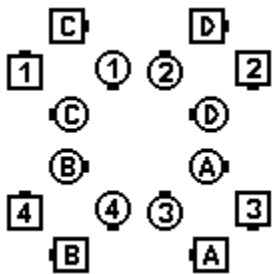
-- Boys dance with the Boys

-- If all 4 dancers in a Star are turning the same way, they turn as a Star.

Sample Call Sequences with Notes about the Action:

Ocean Wave calls work well:

- Swing Thru (Star turns half, Centers Trade)
- Swing Thru
- Centers Circulate (those facing in think – “straight across, let person in front go in front”)
(At this point everyone should have their original partner by the right.)
- Centers Circulate
- Ends Circulate (all moving together around the outside)
- Ends Circulate
- All Eight Circulate
- Swing Thru
- All Eight Circulate
- Swing Thru, Ends Circulate (At this point everyone should have their original partner.)



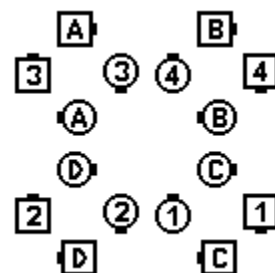
Two-Faced lines have some things that work well:

- Centers Run (let the Center who is in front within the Star go first)
(Two-Faced Lines – all 4 dancers in one line are from the same original square.)
- Couples Circulate (clumps move together but pairs disconnect hands)
- Couples Circulate
- Bend the Line (the whole group of 4 can turn at the same time and no one gets tangled)

Few calls work well from Facing Lines because usually the travel paths collide.

To get back to Ocean waves:

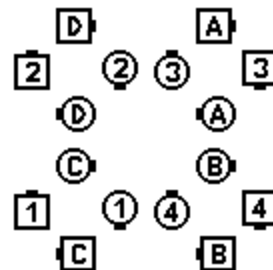
- Face your Partner, Step to a Wave
(Now everyone has their original partner by the right.)



Moving on to more complex calls from waves:

- **Spin Chain Thru** (starts in Waves and ends in Waves)
 - Everyone Turn Half (if you are on the end you are done)
 - Centers with Left Turn Three-Quarters
 - Very Centers have a Star – turn it halfway
 - Centers Turn Three-Quarters.

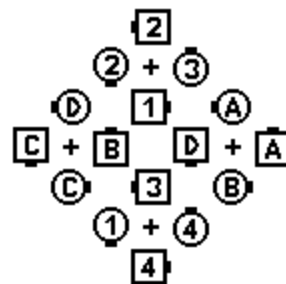
- Spin Chain Thru again
(Everyone should have their original partner by the right.) >>



Calls from the Plus Program:

-- Spin Chain the Gears

- Everyone Turn Half
- Centers with Left Turn Three-Quarters and the others U-Turn Back
- Very Centers Star Halfway
- At this point we want to have Left-Hand Stars of 4 boys
and of 4 girls. Some adjustment will be needed.
- These stars are in the Heads and Sides spots (see diagram).
- Turn the Stars three spots
- Very Centers Trade, Others Flip Out to your right
- Those who meet Turn Three-Quarters.
- (Original partners should again be holding right hands.)



- Repeat Spin Chain the Gears as desired.

-- Spin Chain and Exchange the Gears

- Who is the Mama Duck? The person in the center of the wave facing out is the leader.
- Everyone Turn Half
- Centers with Left Turn Three-Quarters and the others U-Turn Back
- Very Centers Star Halfway.
- At this point we want to have Left-Hand Stars of 4 girls and 4 boys. (Adjust as needed.)
- These stars are in the Heads and Sides spots.
- Turn the Stars three spots,
- When you lead around go way out around the outside
- Go a bit further than you think then flip in and hope.

- Spin Chain and Exchange the Gears again to bring original partners together.

-- **Relay the Deucey**

Think of this as a “buddy” call. Only get on to your square’s line.

Each Star turns Half Right together), Ends start walking

Centers Left Three-Quarters

Someone on and then Six Trade (the Centers are in a Star of 4)

Four Trade, Someone off

Someone on and Six Trade

Centers Left Three-Quarters and Others Move Up.

Comments:

- If the dancers have never seen it before, they will not get bored in a few repetitions.
- There is fun and joy in getting good at something.
- Dancing this teaches some dance skills about exactly how calls work and how to properly counter-dance.
- Can do Circulate, Split Circulate, Scoot Back, and Follow Your Neighbor.

Spin the Top and Diamonds:

- Spin the Top (This kind of disengages everything – gives perpendicular Tidal Waves)
- Grand Swing Thru
- Spin the Top (turn half, centers turn three-quarters, others move up and re-engage),
- Swing Thru (hands across stars work well)
- Centers Run, New Centers Hinge and hold on (makes Twin Diamonds)
- Center Wave Swing Thru
- Diamond Circulate (Look for those in your square.)
- Diamond Circulate
- Diamond Circulate (still practicing)
- Diamond Circulate (fourth for sure) (These are disorienting for the dancers.)
- Very Centers Hinge by the left (Star of 4) and U-Turn Back (this is an Hourglass)
- The center four have a diamond – Center Diamond Circulate (crossing over as you go)
- Center Diamond Circulate again
- Center Diamond Flip
- Normal Diamonds Flip the Diamond
- Acey Deucey, Centers Circulate (Partners before Spin the Top should be together.)
- Bow to Partners and all those around you.