



C1 Class Syllabus 2016-2017

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Based heavily on syllabus from Harlan Kerr

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 are introduced as well. Some of these concepts and formations are easy, but several can be very, “challenging”, as it were. In addition, at C-1 concepts are used on more frequent basis, and with increased variation in application.

When considering a C1 class, dancers frequently ask the question: “am I ready for C1?” There are many questions that one needs to consider when moving on to the next square dance program. These are some that are important to ask yourself, and answer honestly, if you are considering a C1 class:

1. Can I dance the Basic, Mainstream, Plus and Advanced programs with a high level of competency?
2. Do I rarely make errors at Advanced and when I do, do I make the effort to understand what didn't work?
3. Do I like puzzles and figuring things out? This is not critical but goes a long way.
4. Am I able to spend some time (about an hour) each week studying the calls and concepts for C1?
5. Do I like being challenged to think about calls and concepts in new and unusual ways?
6. Most importantly: am I motivated and committed to putting in a concerted effort to learn this exciting program? Motivation goes a long way.

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 unique situations in order for the square (team) 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". Some people call this dancing by muscle memory.

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 starting 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 all of the position and from all possible 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.

To some degree you must also learn the **parts** of a call. For example, the C1 terms **start** and **finish** require that you be able to separate the first part from the rest of the call. It might sound complicated, but as with most things, the more you do it, the more comfortable you get.

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.

The teaching order below lists concepts, formations, calls and "glossary terms" (terms that modify how you do a call by giving specific directions). The items are followed by a number from 1-4. This indicates the difficulty level of the call with 4 being the hardest. The items in bold are concepts, formations, rules and glossary terms. Glossary terms tell you a specific variation to use when doing the calls.

Note that the dates below are meant to be a **guideline**. To some degree, the progress of the class will determine if we can keep to this schedule. If not, the schedule can be revised (we do have some extra weeks at the end that have been designated as dancing and workshopping). Please try to check the C1 Classmembers' Corner (<http://magicsquares.club/C1ClassmembersCorner.html>) for updates!

Week 1 (08/22/16)

- Advanced dance warm-up
- Triple Cross (technically review since it is now A1)
- **Stretch Concept (easy applications) (1)**
- Wheel Fan Thru (1)
- Tally Ho (2)
- Square the Bases (1)

Week 2 (08/29/16)

- **Review Week 1**
- (All 8) Counter rotate (easy applications) (1)
- Cross Roll (to a wave / line) (1/2)
- Relay the Top (1)

09/05/16 – Dark: Labor Day

Week 3 (09/12/16)

- **Review / Make-up for missed sessions**
- Shakedown (1)
- Ah so (1)
- Rotary Spin (1)

Week 4 (09/19/16)

- **Concentric Concept: Rules and Definition (2)**
- Circle by (fraction by fraction/call) (1)
- Swing the Fractions (1)
- Cross extend (1)
- Step and fold (1)

Week 5 (09/26/16)

- Review extensions of circulate $\frac{1}{2}$ (circulate $\frac{1}{2}$ with crashing and from more generalized set ups)
- Review of Tally Ho definition and how it relates to understanding the importance of C-1 definitions as we progress.
- Scoot and Little / Little, including right/left hand rule (2)
- Split recycle (1)

Week 6 (10/03/16)

- Press and $\frac{1}{2}$ Press Ahead (1)
- **Triple boxes / waves / lines / columns concept-formation (3)**
- $\frac{1}{3}$ recycle and $\frac{2}{3}$ Recycle (note $\frac{1}{3}$ recycle is technically not C1) (2)
- Cast Back / Cross Cast Back (1)
- Pass the Axle/ The Axle / (any call) The Axle (2)

Week 7 (10/10/16)

- **Tandem Concept (1)**
- Jay Walk (1)
- Flip the Line ($\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$, full) (2)
- Scoot and Plenty / Plenty (3)

Week 8 (10/17/16)

- **Review Week**

Week 9 (10/24/16)

- Zing (2)
- Cross by (1)
- Follow Thru (1)
- **Left glossary term (this is actually an Advanced term)**
- With the flow (1)

Week 10 (10/31/16)

- **Interlocked Diamond formation (1)**
- Interlocked diamond calls:
 - Flip, Cut,
 - Switch to an interlocked diamond
 - Interlocked Diamond Chain Thru (diamond chain thru variation)
- **Galaxy formation (1)**
- **Butterfly/O formations (1)**
- Squeeze (1)

Week 11 (11/07/16)

- Harder applications of **Stretch concept**
- All 8 Recycle
- Checkover

Week 12 (11/14/16)

- Regroup (3)
- Linear Action (2)
- Split Dixie Style to a Wave (1)
- Dixie Sashay / Split Dixie Sashay (1)

Week 13 (11/21/16)

- **Review Week**

Week 14 (11/28/16)

- Flip-back (2)
- Percolate (3)
- Dixie Diamond/split Dixie diamond
- **Siamese Concept (1)**

Week 15 (12/05/16)

- Alter the wave (1) /Alter the wave with star turn variations (1)
- **Crashing Rule and how to manage crash situations**
 - Tally Ho / Linear Action with crashes (2)
 - Cut / Flip the formation with crashes (2)
- Step and Flip, including ending in Z formation (1)
- **Scoot and Ramble**

Week 16 (12/12/16)

- Phantom Concept
- **Triangle formations: tandem based, wave based, diamond triangles (1)**
- Triangle calls:
 - (any) triangle circulate
 - 3x2 Acey Deucey
 - Triangle chain thru from diamonds (diamond chain thru variation)

Week 17 (12/19/16)

- **“Replace” glossary term—especially with Plenty/Alter the wave/ (2)**
- Cross Chain Thru / Cross Chain and Roll (1)
- Review same sex Slide Thru—especially with Ramble(2)
- Square Chain the Top / Split Square Chain the Top (1)

12/26/16 – Dark: Winter break – school not available

01/02/17 – Dark: Winter break – school not available

Week 18 (01/09/17)

- ***Big after-break Review***

01/16/17 – Dark: Martin Luther King – school not available

Week 19 (01/23/17)

- **Magic Column Concept**
 - **Rules for Magic (3)**
 - **Magic Column Formation (3)**
 - Magic Column circulate (1)
 - Magic Transfer the Column / Magic Transfer and <any call> (2)
- **Make Magic**
- **Those facing start glossary term (1)**

Week 20 (01/30/17)

- **T-bone formations (3)**
 - Review of roll and calls where only some dancers can roll that result in T-bones
- Review of calls that can end in T bones (3)
 - 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)
- Belle and Beau in formations other than couples (1)
- Relay the Shadow (3)
- Diamond Chain Thru variation: (any call) chain thru (1)

Week 21 (02/06/17)

- **“But” glossary term (3)**
- Harder T-bone calls
- Weave / (Anything) and Weave (1)
- Scatter Scoot / Scatter Scoot Chain Thru (1)

Week 22 (02/13/17)

- Press Ahead review (1)
- **Block formation (3)**
- Tag back to a wave (1)

02/20/17 – Dark: Presidents Day – school not available

Week 23 (02/27/17)

- **Review Week**
- Cross and Turn/reverse cross and turn (1)

Week 24 (03/06/17)

- Chase Your Neighbor (1)
- Swing and Circle, with fractions (1)
- Vertical Tag with variations (2)
- Twist the Line/Twist and Anything *2)

Week 25 (03/13/17)

- Vertical Tag Back (1)
- **“Finish” glossary term (2)**
- **Interrupt glossary term (2)**
- Wheel and / Reverse Wheel and (1)

Week 26 (03/20/17)

- Chain Reaction from C1 set ups (review of A1 definition and how it is extended) (3)
- Anything the Windmill (1)
- Substitute (1)
- Reverse Explode (1)

Week 27 (03/27/17)

- **“Start” glossary term (2)**
- **“Prefer” glossary term (1)**
- Cast a shadow with centers all facing in (removal of restriction placed on the A1 version).

Week 28 (04/03/17)

- **Review Week**

Week 29 (04/10/17)

- Rotate / Single Rotate / Reverse Rotate / Reverse Single Rotate
- Cross Your Neighbor—including from $\frac{1}{4}$ tag)
- Switch the Line
- Switch to a diamond/hourglass (from lines)

Week 30 (04/17/17)

- Cut and Flip the Galaxy
- **(anything) To a wave (1)**
- **“glossary terms: “Ignore” , “Skip/Delete” (1)** Review of box/split counter rotate from various boxes
- Harder applications of (All 8) Counter rotate (2)

Week 31 (04/24/17)

- Ah So, from inverted lines / Ah So, from 3 x 1 lines
- All 8 Cycle and Wheel (not really on the list but straight-forward)

Week 32 (05/01/17)

- Harder calls in blocks—taking distortion out and resetting diagonal (3)
- Plenty from unusual formations (4)

Week 33 (05/08/17)

Week 34 (05/15/17)

Week 35 (05/22/17)

- C1 Dance with increasingly more challenging choreography – workshop as needed

05/29/17 – Dark: Memorial Day – school not available

Week 36 (06/05/17)

- C1 Dance with increasingly more challenging choreography – workshop as needed

Notes

Here are a few resources that will be helpful to you.

- **C1 list:** The official list as determined by the CallerLab Challenge Committee in 2016 can be accessed at:
http://www.callerlab.org/LinkClick.aspx?fileticket=ud8T3L16_0k%3d&tabid=280&portalid=1&mid=2401&forcedownload=true
- The **Official CallerLab C1 Definitions** can be downloaded for free at:
<http://www.callerlab.org/LinkClick.aspx?fileticket=1lx7jE1E-uk%3d&tabid=280&portalid=1&mid=2401&forcedownload=true>
- **Ceder Chest C1 Definitions:** These are available on line or can be ordered in hard copy at:
http://www.ceder.net/def/index_def.php?level=c1 . These are not the official Callerlab definitions, but they usually go into much more detail and provide many useful hints. They are highly recommended.
- **Taminations:** This website provides animations and definitions of square dance calls of all levels (with the exception of C4):
<http://www.tamtwirlers.org/tamination/info/index.html>

Free Tamination Apps are also available for Android, iPhone/iPad, Amazon Kindle and Microsoft Windows 8/10. The advantage of the Apps is that you do not need Internet Access to use them. Obtain them from the App store for your device.