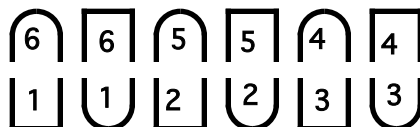


## SIX COUPLE DANCING, Summary of Techniques

The following method is a summary of how to use zeros and equivalents (module calling) to create six couple choreography. A more versatile approach to this gimmick is to use mental image choreography. See chapter 52 of the book *Out of Sight* for complete information on the mental image approach.

1. Set up "square" in 1P2P3P lines (or zero lines) per figure 1.



1P2P3P or Zero Lines  
Figure 1

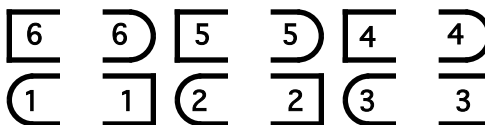
2. Explain that this is home; all other things are normal except that GRAND RIGHT AND LEFT (GRL) goes 6 people to original partner instead of 4. (Leave out GRL and just promenade most of the time.)
3. OPTION I: Get out to an ALLEMANDE LEFT (AL) or GRL per table 1.

Table 1  
1P2P3P Get-Outs

- a. STAR THRU, SQUARE THRU 3/4, AL!
- b. RIGHT AND LEFT THRU, SLIDE THRU, PASS THRU, AL!
- c. AL!
- d. LEFT SQUARE THRU, AL!
- e. TOUCH 1/4, MEN RUN, AL!
- f. STAR THRU, CALIFORNIA TWIRL, AL!
- g. PASS THE OCEAN, WOMEN TRADE, SWING THRU, GRL
- h. TOUCH 1/4, WOMEN RUN, GRL
- i. GRL

Table 1 will also work from normal, four couple 1P2P lines.  
Most other 1P2P get-outs will also work from 1P2P3P lines.

4. OPTION II: Convert 1P2P3P to an "8 chain 1" (RB) setup (figure 2) using a conversion module from table 2, and then get out to an AL or GRL per table 3.



"8 Chain 1" setup (RB)  
Figure 2

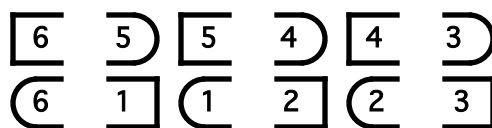
Table 2  
1P2P3P to "8 Chain 1"

- a. RIGHT AND LEFT THRU, STAR THRU
- b. STAR THRU, RIGHT AND LEFT THRU
- c. PASS THE OCEAN, WOMEN TRADE, RECYCLE
- d. SPIN THE TOP, MEN RUN, WHEEL AND DEAL.

Table 3  
"8 Chain 1" Get-Outs

- a. 8 CHAIN 1, AL!
- b. 8 CHAIN 7, AL! (Maybe these should be called 12 Chain 1 or 7!)
- c. PASS THRU, AL!
- d. RIGHT AND LEFT THRU, SQUARE THRU 3/4, AL!
- e. SWING THRU, MEN TRADE, TURN THRU, AL!
- f. BOX THE GNAT, GRL!
- g. SWING THRU, MEN TRADE, GRL!
- h. SWING THRU, MEN RUN, TAG THE LINE - RIGHT, WHEEL AND DEAL, GRL!
- i. DOSADO TO A WAVE, SCOOT BACK, GRL!
- j. DOSADO TO A WAVE, MEN RUN, PROMENADE
- k. or convert back to 1P2P3P with a STAR THRU
- l. TOUCH 1/4 & ROLL, GRL!
- m. STAR THRU & ROLL, GRL!

5. OPTION III: Convert 1P2P3P to a Zero Box (or Box 1-4 type of setup)(figure 3) using a conversion module from table 4.



Zero Box or Box 1-4  
Figure 3

Table 4  
1P2P3P to Zero Box

- a. TOUCH 1/4, SINGLE FILE CIRCULATE, MEN RUN
  - b. FLUTTER WHEEL, TOUCH 1/4, COORDINATE, WHEEL AND DEAL
  - c. RIGHT AND LEFT THRU, PASS THE OCEAN, SPIN CHAIN THRU, SCOOT BACK (This is a Zero Box plus step to a wave.)
6. OPTION IIIA: Get out to an AL per table 5 -or- go to option IIIB.

Table 5  
Zero Box Get-Outs

- a. AL!
  - b. RIGHT AND LEFT THRU, PASS TO THE CENTER, SQUARE THRU 3/4, AL!
  - c. STAR THRU, SQUARE THRU 3/4, AL!
7. OPTION IIIB: Convert zero box to 1P2P3P using conversion modules from Table 6, and continue from there.

Table 6  
Zero Box to 1P2P3P

- a. SPIN CHAIN THRU, ENDS CIRCULATE DOUBLE, CENTERS RUN, BEND THE LINE.
  - b. FLUTTER WHEEL, SWEEP 1/4, TOUCH 1/4, COORDINATE, WHEEL AND DEAL & SWEEP 1/4.
  - c. SWING THRU, WOMEN CIRCULATE, MEN TRADE, MEN RUN, BEND THE LINE.
8. Insert any zeros that you currently use, when you want, assuming they have two couples working with each other and not with the entire square.

examples:

okay: SWING THRU, CENTERS RUN, WHEEL AND DEAL

no good: EIGHT CHAIN FOUR

-or- ALL 8 CIRCULATE DOUBLE

9. Insert zeros that affect the entire square if they are "technical zeros" (Most "true zeros" need some modification.) See table 7 for applicable zeros (including some usable true zeros.)

Table 7  
Zeros

- a. RIGHT AND LEFT THRU, PASS TO THE CENTER (use this in place of dive thru, PASS THRU, RIGHT AND LEFT THRU, PASS TO THE CENTER PASS THRU. (This is basically the "chicken plucker" routine.)
- b. RIGHT AND LEFT THRU, VEER TO THE LEFT, FERRIS WHEEL, PASS THRU.
- c. (from waves or 2-faced lines): CENTERS TRADE, ALL CIRCULATE, CENTERS TRADE.
- d. EIGHT CHAIN SIX (of 12 CHAIN 6)
- e. SPIN CHAIN THRU, WOMEN CIRCULATE, SCOOT BACK.
- f. SPIN CHAIN THE GEARS.

The following work from zero lines (1P2P3P):

- g. TOUCH 1/4, COORDINATE, FERRIS WHEEL, STEP TO A WAVE, PING PONG CIRCULATE, CENTER WOMEN TRADE, EXTEND, RECYCLE & SWEEP 1/4.

The following sequences may be used as equivalents to "PASS TO THE CENTER, PASS THRU" in the "chicken plucker" routine:

- i. PASS THRU, TRADE BY.
- j. STEP TO A WAVE, ALL 8 CIRCULATE.
- k. EIGHT (or 12) CHAIN TWO.
- l. VEER TO THE LEFT FERRIS WHEEL, SQUARE THRU 3/4.
- m. VEER TO THE LEFT, COUPLES CIRCULATE, WHEEL AND DEAL, RIGHT AND LEFT THRU.

10. Most of the sequences in tables 1 through 7 are very basic and ones that you are hopefully now using in normal 4 couple dancing. They were chosen to show that little additional effort need be invested to enjoy 6 couple choreography. No attempt has been made to drift from the normal feel of 4 couple choreography with such sequences as LINES OF 6 PASS THRU, 3X3 WHEEL AND DEAL, DOUBLE PASS THRU, FIRST 3 LEFT, NEXT 3 RIGHT = ZERO. There is plenty of entertainment available from this gimmick without going that far. Remember, enjoy it but don't over do it.