

Unusual Coordinates

Bill Ackerman

16 April 2011

We are going to look at some unusual formations for doing Coordinate.

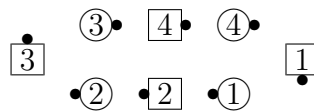
Understanding calls in extremely intricate formulations first requires that we analyze the definition in excruciating detail. So we will first look at the definition, and how it relates to the usual way Coordinate is done, which is from columns.

The first thing is a circulate. From columns it looks like this, of course:



after Circulate

Next is 1/2 circulate, which gives us this:

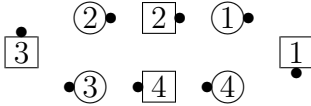


after 1/2 Circulate

Let's review the rules for circulate and 1/2 circulate—if there is a spot in front of you on the circulate path, go straight ahead (or ahead 1/2 position for a 1/2 circulate.) If you are in columns looking out, go around the corner, turning two walls. On 1/2 circulate, you stop at the halfway point, having turned one wall. If you were in lines looking out, centers stay centers and ends stay ends. If doing 1/2 circulate and you collide with someone on the same path, take right hands. If one person was on a path inside the other, take the hand appropriate for the shoulder you would have passed.

The next part of Coordinate is “center six trade”. The “center six” have to be formulated in such a way that they find themselves in three pairs of people who can trade. For some of the strange setups we will be considering, we may have to be creative in finding those pairs. But the requirement that they be in three pairs that can trade should remove any ambiguity.

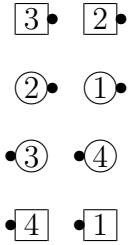
We now have this:



after Center 6 Trade

The final part of Coordinate is the most tricky. The center two and the outer two do what is usually described as “move up”, but we have to be careful. For the center two, they move ahead and outward *without changing facing direction*. For the outer two (they are clearly the people who did not participate in the “center six trade”), they go “around the corner” as they move up, changing their facing direction by one wall.

In the simple case, we have this:



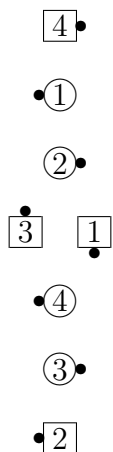
finished

Now let's look at some of the more esoteric setups. These are sometimes called outside of Tech Squares in advanced dances or "DBD/APD" ("dance by definition" or "all position dancing") dances. The most common of the uncommon cases is this next one. The first circulate is fairly straightforward:



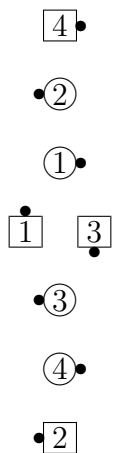
after Circulate

The half circulate has the outsides taking right hands when they collide on the same track. The centers just do the 1/2 box circulate that Tech Squares knows and loves:



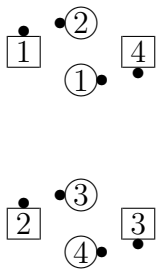
after 1/2 Circulate

The center 6 are everyone but the side boys. They identify themselves in three pairs, and trade:



after Center 6 Trade

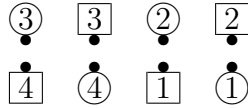
Finally, the very centers (that's the head boys) walk ahead and outward, without changing facing direction, while the very ends (side boys) go around the corner:



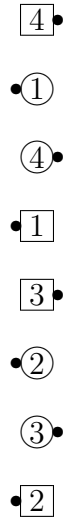
finished

Is this somewhat fudgy? Yes. The two diamonds have some space between them. But this kind of liberty with positioning is commonly accepted. It's no worse than the sorts of things that happen after a Fold. As with Fold, the caller has to be tasteful with the following calls.

Here is another case, from facing lines, which is extremely tricky on the last part.

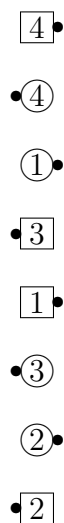


After the circulate 1-1/2, everyone collides and takes right hands in a tidal wave:



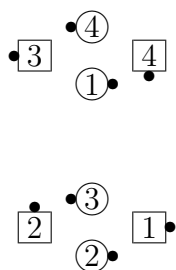
after Circulate 1-1/2

The center 6 trade:



after Center 6 Trade

Now the outer 2 “move up”, going around the corner. The center 2 “move out” *without changing facing direction*:

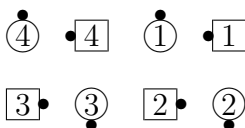


finished

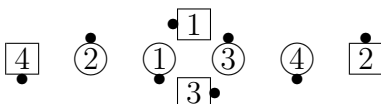
Now, in addition to the space between the head girls (which, as before, isn't a serious problem), the boys have strange facing directions due to the precise definition. Some callers find this result so frustrating that they teach their dancers to have the center two turn as they are moving out, resulting in facing diamonds. Those callers are wrong! You got 'em in, you get 'em out. (You could have the boys half circulate while the girls spin the top, resulting in a left-handed tidal wave.)

So the facing lines version of Coordinate is often abused.

Here is a final case, involving a T-boned setup, that is, some people are facing head walls and some are facing side walls.



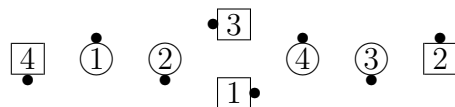
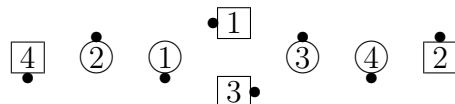
After the circulate 1-1/2, we have this:



after Circulate 1-1/2

At this point things become very tricky, and we have to be creative in figuring out who the center 6 are who do the trade. There is a star in the center, and each of those 4 people is equally close to the center—there are no obvious “center 2”. The side boys are clearly the outside two, and do not take part in the trade. But who trades with whom among the center six? Well, the head girls have to trade with the side girl on their right hand, rather than with each other, or else the side girls would have no one to trade with. And so the head boys have to trade with each other. This is the only way to get three pairs of people trading.

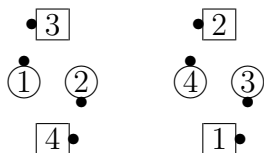
That is, we have to fudge the center star as though the setup were this:



after Center 6 Trade

Finally, the outer two (the ones who didn’t trade) “move up”, going around the corner, while the center two (they have to be the two who traded with each other, that is, the head boys) “move out” without changing facing direction.

The final result is this:



finished

Did this stretch the definition too far? Well, it required some creative thinking. But some top-notch callers use it.