

Dynamic Concept

By Leon Eskenazi

This document describes a new square dance concept called **Dynamic**. With this concept, dancers will work either **Solid** or **Twosome** as determined by 2 simple rules.

Rule # 1: Anytime a dancer pair **Turns Right**, they will work **Solid** (As Couples, In Tandem, Siamese, Skewed, etc).

Rule # 2: Anytime a dancer pair **Turns Left**; they will work **Twosome** (Couples Twosome, Tandem Twosome, Siamese Twosome, Skewsome, etc).

The dancer pair remains working **Solid** or **Twosome** until they reverse their turning direction. When they reverse their turning direction, they must re-evaluate their pair status and follow the appropriate rule. The call itself does not get re-evaluated. If the dancer pair moves without turning, they just work as a unit.

Syntax: <Couples | Tandem | Siamese | Skew> **Dynamic** <Call>

Thus, if the caller saysAnd if the dancer pair turns Right, they work...	...And if the dancer pair turns Left, they work ...
Couples	As Couples	Couples Twosome
Tandem	In Tandem	Tandem Twosome
Siamese	Siamese	Siamese Twosome
Skew	Skewed	Skew-some
3 by 1 Couples	3 by 1 As Couples	3 by 1 Couples Twosome
3 by 1 Tandem	3 by 1 In Tandem	3 by 1 Tandem Twosome
Triangle	Solid Triangle	Triangle-some
Boxes or Diamond	Solid Boxes or Diamonds	Box-some or Diamond-some
... Dynamic	...Until they turn Left	...Until they turn Right

Example # 1: Couples Dynamic Partner Trade

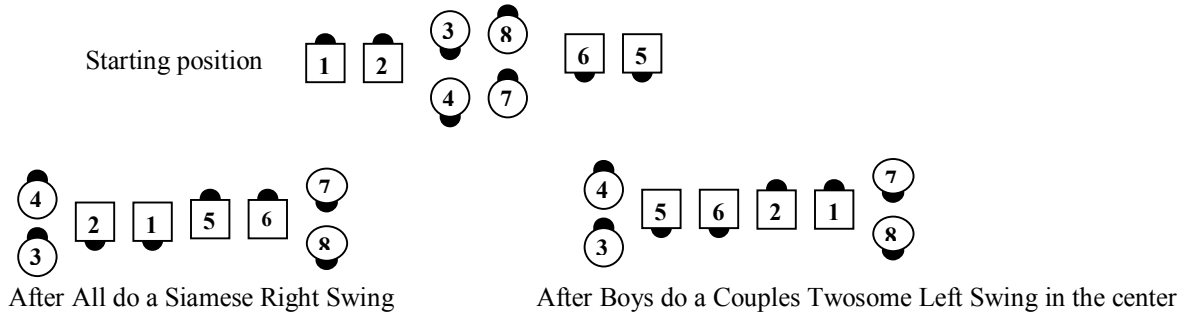
This is a basic example where the Boy pairs and the Girl pairs are turning in different directions



The turning motion for the Boys is Right; therefore they trade As Couples
 While the turning motion for the Girls is left; therefore they trade As Couples Twosome

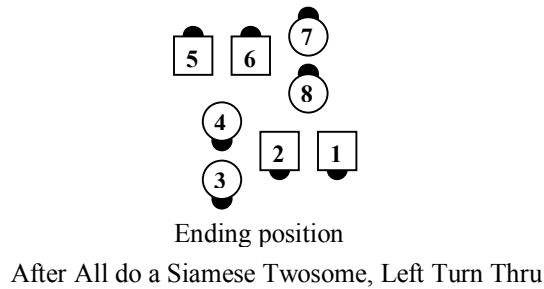
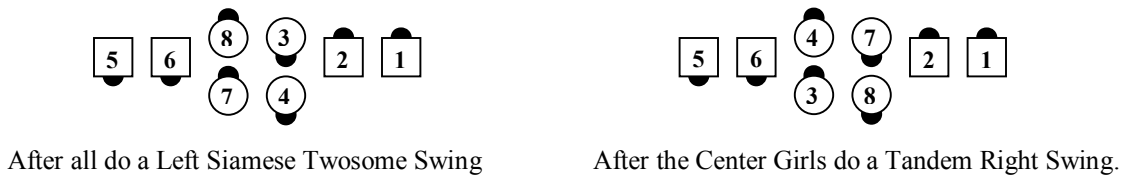
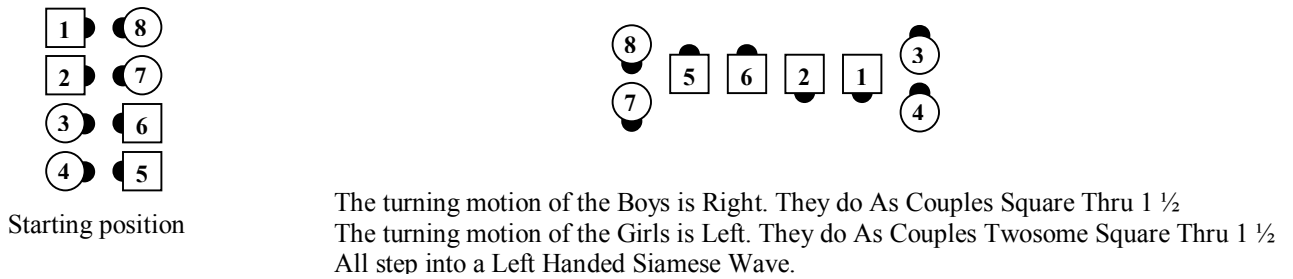
Example # 2 Siamese Dynamic Swing Thru

This is a basic example of where all pairs start turning in the same direction but change their turning direction in the middle of the call. They can change their turning direction any number of times within a call.



Example # 3 Couples Dynamic Square Chain Thru

This example combines elements of both examples 1 and 2. Each pair starts turning in opposite directions then changes directions one or more times in the middle of the call.



Usage: The Dynamic Concept could be used at a C3 level dance and above. Dynamic should be used with caution with calls when the turning direction or the U-turn direction are not well defined. Although legal, Dynamic should not be used with calls where the Solid or Twosome concept could be used instead such as Shakedown, or Chase Right

The Dynamic Concept is best used with 2 or 4-person calls. However, 8-person calls could be used with phantoms similar to the Phantom Tandem Concept.

Here is a partial list of 2 and 4-person calls that can be used with Dynamic.

About	Reset
Axle, Z Axle	Retreat the Line
Back Track	Reverse the Pass
Bend the Line	Run the Top
Bingo	Run the Wheel
Boomerang	Run Wild
Cast back, Cross Cast Back	Scoot and Weave
Catch	Shake and Rattle, Single Shake and Rattle
Central Bits and Pieces	Shuttle
Central Counter from 2-face lines	Single Cloverleaf
Central Delight / Dilemma	Single Mark Time
Central Load the Boat	Single Mix the Line
Central Rally	Single Sidetrack, Split Sidetrack
Central Ramble, Cross Ramble	Single Snap the Lock
Central Regroup	Single Track 2
Central Scramble	Single Turn By
Central Spin the Windmill	Soft Touch
Central Trip the Set	Spin the Top, Reverse the Top
Change the Wave / Centers	Split the Difference
Cross Breed Thru	Square Chain the Top
Crossfire (from diamonds)	Square Chain Thru
Cross the Ocean	Square Thru
Curlique, Curlicross, Curlicross the Top	Square Turn Thru
Derby	Star Thru, Slide Thru
Explode the Wave, Reverse Explode, Pop	Swap the Top
Fan Chain Thru	Swing Thru
Half Breed Thru	Tag the Line, Partner Tag
Hinge the Lock, Lock the Hinge	The K
Kick Off	Trade the Wave
Lock It	Triple Turn, Single Triple Turn
Loop and Tag	Triple Wheel, Single Triple Wheel
Mix, Swing and Mix	Trixie, Trixie Spin
Pair Off	Turn and Deal, Single Turn and Deal
Partner Hinge	Turn and Q
Partner Trade, California Twirl	Turn the Key
Pass In / Out , Quarter In / Out	Turn to a Line, Single Turn to a Line
Pass the Ocean / Sea	Vertical Tag
Peel and Trail, Trail and Peel	Wheel and Deal, Single Wheel
Peel the Deal, Trail the Deal	Wheel to a Line, Single Wheel to a Line
Pitch	With Magnetism
Quarter Thru, Three Quarter Thru	Zigzag
Reach Out	Zing
Remake	Zoom

ADVANCED FEATURES of the DYNAMIC CONCEPT

The Dynamic Concept works well in its basic form. However, some callers may want to experiment with some advanced features of the concept.

- **Reverse-Dynamic** reverses the rules of the pairs only. Thus:

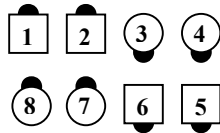
Anytime a dancer pair turns **Right**; they work **Twosome**

Anytime a dancer pair turns **Left**; they work **Solid**

The Call itself does not change. The Syntax is: <Pair> **Reverse-Dynamic** <Call>

- The caller may want only certain designated pairs to work Reverse-Dynamic while non-designated pairs work Dynamic. The syntax for this is <**Designated Pair**>**Work in Reverse... Dynamic** <Call>. The designated pair could be **Heads | Sides | Boys | Girls | Leaders | Trailers | Ends | Centers etc.** All dancer pairs must retain their **original Dynamic or Reverse-Dynamic** identity throughout the call. That is, if a dancer pair starts Reverse Dynamic, they remain working Reverse Dynamic throughout the call.

Example # 4: Boys Working in Reverse... Dynamic Peel Off



Starting position



The Boys are working As Couples Peel Left
While the Girls are working Couples Twosome Peel Left

A special case is **Mystic Dynamic**. The **Original Ends** work **Dynamic** throughout the call while the **Original Centers** work **Reverse-Dynamic** throughout the call.

Example: Couples Mystic-Dynamic Swing and Mix

- Dynamic could be combined with Meta-Concepts such as Random, Initially and Finally. Examples: **Random Couples-Dynamic Change the Centers** or **Random Couples-Dynamic Hot Foot Spin** (from Left 2-faced Tidal Wave)

- Some callers have suggested **Fractional-Dynamic**. Here are some possibilities
Couples ¼ Dynamic <Call> → Start As Couples, after ¼ turn, finish Dynamic
Couples Twosome ¼ Dynamic <Call> → Start Couples Twosome, after ¼ turn, finish Dynamic
Couples Dynamic ¼ Solid <Call> → Start Couples Dynamic, after ¼ turn, finish Solid
Couples Dynamic ¼ Twosome <Call> → Start Couples Dynamic, after ¼ turn, finish Twosome

In Conclusion, the Dynamic Concept adds several levels of complexity to the standard Solid and Twosome Concepts. It could be as difficult or easy as the caller wishes. Enjoy!

If anyone has any questions, comments or suggestions, I can be contacted at Leju@sbcglobal.net
