The Nose Concept

I got the idea of this concept when I was dancing the Nose Dance. On Nose Dance, dancers imagine that their noses are on their left. I have expanded the direction of "nose" to any direction to create this concept.

Definition

Imagine that your nose is on the designated direction (i.e. that you are facing the designated direction), then do the given call.
The syntax is   (*direction*) Nose (*call*).

The *direction* can be Right /Left, (Front)/Back, In/Out, Clockwise/Counterclockwise and other applicable directions. It is no use calling Front Nose (*call*) because it is the same as the normal (*call*). I have listed it because in some cases when In/Out, Clockwise/Counterclockwise Nose is called, some dancers work in Front Nose.
Unless the (Fractional) Stable Concept is used, you should turn the same amount and to the same direction as the normal call.

Right/Left/(Front)/Back Nose

In these cases, you can decide your facing direction without depending on the formation.

Imagine you are facing….

You are actually facing…

Right Nose   Left Nose   Back Nose
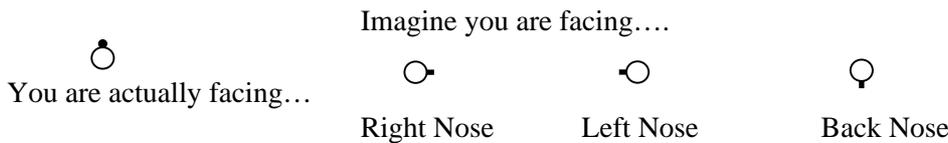
## In/Out, Clockwise/Counterclockwise Nose

In these cases, your facing direction depends on your standing position in the formation. You need some rules to know which direction you are facing. So I suggest the following rule first.

RULE 1   Decide your facing direction with respect to the **flagpole center**.

Now let's think about any 1 x N setup. It is easy to know your facing direction, isn't it? Your actual facing direction does NOT matter.

Imagine you are facing….

Any 1 x N setup	Imagine you are facing….
	In Nose
○○○○ × × × × ○○○○	Out Nose
	Clockwise Nose
	Counterclockwise Nose
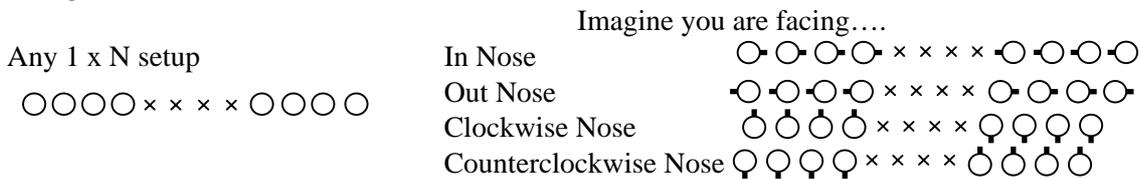
Next let's think about In Nose and Clockwise Nose in a 2 x 4 setup. I'm sure you will meet one problem. You have two choices of facing direction. Which one do you have to choose?

In Nose

You are actually facing…   Clockwise Nose

A   B

A   B
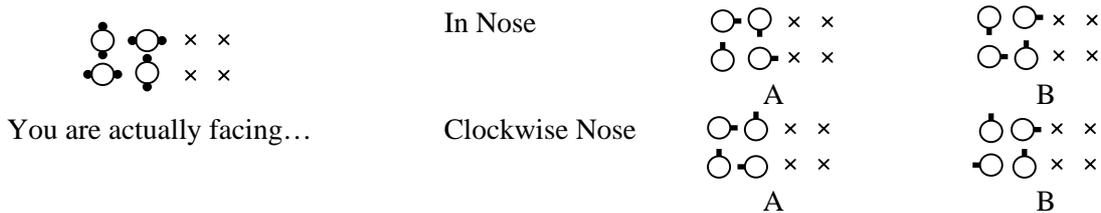
In A you imagine that your nose is on your right or left, while in B on your front or back. Since this concept derives from Nose Dance, it is more natural to imagine that your nose is on your sideways than on your front or back.. So I suggest one more rule.

RULE 2   If you have two choices of direction, always choose the direction on your sideways (i.e. right or left).

According to the two rules above, you can decide your facing direction in any formation. Here are some examples;

1) Any M x N setup where M is an even number
   In this case, there are two centermost 1 x N's. If N is an even number too, all choose their direction on their sideways according to the RULE 2.

You are actually facing…   **+** : flagpole center

                                                                       centermost 1 x N's

Imagine you are facing…

 In Nose   Out Nose

 Clockwise Nose   Counterclockwise Nose
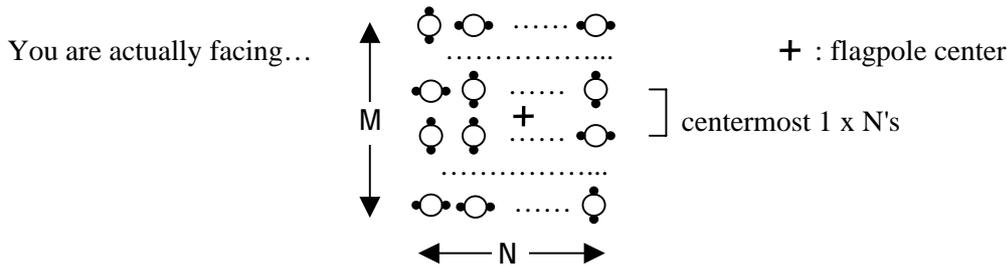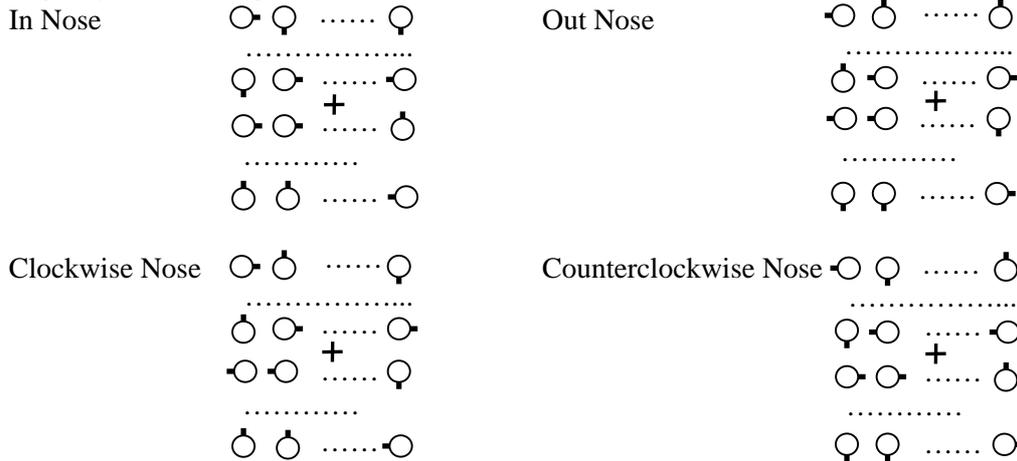
2) Any M x N setup where M is an odd number
   In this case, there is the very center 1 x N. Dancers in the very center 1 x N have only one choice of facing direction no matter which direction they are actually facing. They decide their direction without the RULE 2. The other dancers choose the direction on their sideways according to the RULE 2.

You are actually facing…   **+** : flagpole center

                                                           very center 1 x N
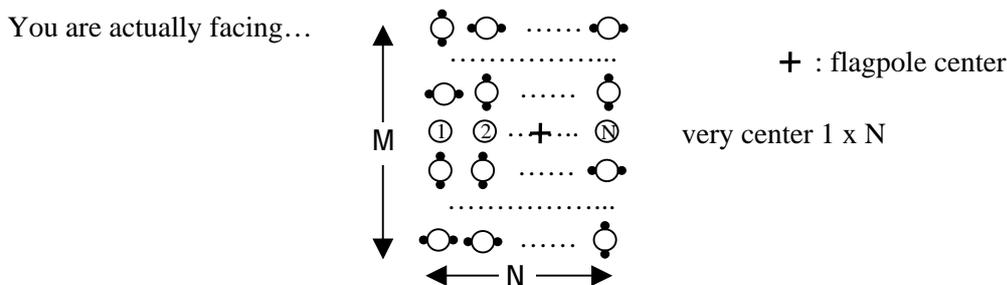
Imagine you are facing…

In Nose
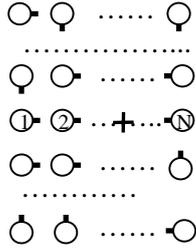
Out Nose
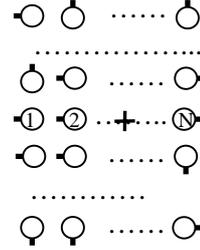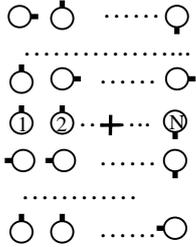
Clockwise Nose

Counterclockwise Nose
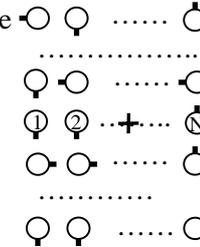
3) Twin Diamonds/Generalized 1/4 tags

Centers have only one choice of their facing direction, and the RULE 2 is not applied to them.
Ends decide their direction according to the RULE 2.

Imagine you are facing…

You are actually facing…
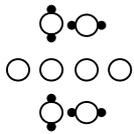
In Nose   Out Nose
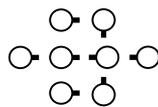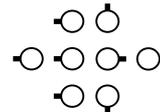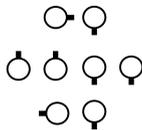
Clockwise Nose   Counterclockwise Nose
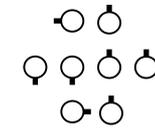
4) Point -to-Point Diamonds

Points decide their facing direction without the RULE 2. Centers of each side decide their direction
according to the RULE 2.

Imagine you are facing…

You are actually facing…

In Nose   Out Nose
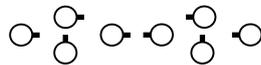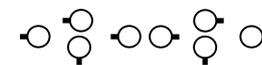
Clockwise Nose   Counterclockwise Nose
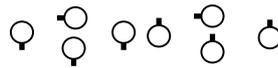
5) Hourglass
   As in Twin Diamonds, centers decide their direction without the RULE 2. Ends decide their direction according to the RULE 2.

Imagine you are facing…

You are actually facing…

In Nose

Out Nose

Clockwise Nose

Counterclockwise Nose
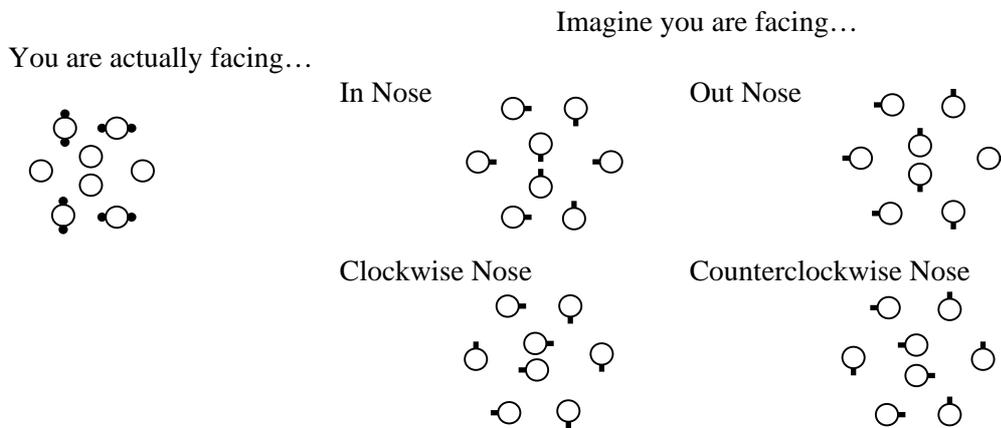
6) Galaxy
   Ends decide their direction without the RULE 2. Centers decide their direction according to the RULE 2.

Imagine you are facing…

You are actually facing…

In Nose

Out Nose

Clockwise Nose

Counterclockwise Nose
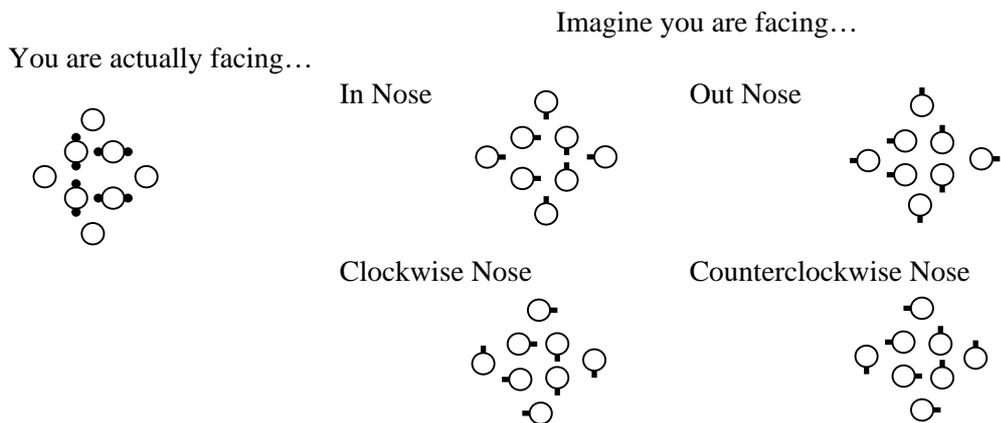
When In/out/Clockwise/Counterclockwise Nose is called, it is very important to know that you should decide your facing direction according to or without the RULE 2. If the RULE 2 is applied, you always choose the direction on your sideways. If not, you sometimes have to choose front or back. The method I recommend is that you draw a straight line from your standing position to the flagpole center. If the line is parallel to the Head/Side wall, you should decide your facing direction without the RULE 2. If not parallel, the RULE 2 is applied. This is always true in any formation.

Split In/Out/Clockwise/Counterclockwise Nose
This is the same as In/Out/Clockwise/Counterclockwise Nose, except that you decide your facing direction with respect to the center of EACH SIDE. The RULE 2 is also applied. When you decide your facing direction, whether you should use the RULE 2 or not depends on your standing position in the formation on each side. The same method as described just before can be used to know whether you need the RULE 2 or not. That is, draw a straight line from your standing position to the center of each side instead of the flagpole center.

<u>Notes</u>
1. The word "split" means that you should decide your facing direction in each side and does NOT mean that calls have to be done in each side (i.e. 8 dancer calls can be used).

2. This concept can be applied not only to an 8 dancer formation but any formation where "each side" is obvious. In such cases, callers should say first what the size of the formation is.
   Ex.   12 Matrix Split In Nose   2 x 8 Matrix Split Clockwise Nose
3. If you stand on the very center point of each side, you cannot decide your facing direction with this concept (i.e. this concept cannot be applied to you).

Here are some examples of the formations;

1) 1 x 8 setup
   There is a 1 x 4 setup on each side. Your actual facing direction does not matter (see "any 1 x N setup" in In/Out/Clockwise/Counterclockwise Nose).

                                        Imagine you are facing…
                              Split In Nose
                              Split Out Nose
                              Split Clockwise Nose
                              Split Counterclockwise Nose
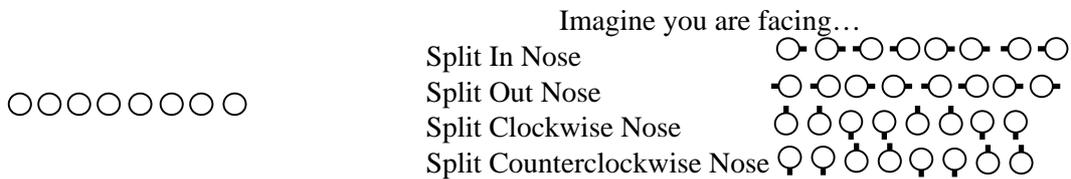
2) 2 x 4 setup
   The formation on each side is 2 x 2. As described in the example 1) in In/Out/Clockwise/Counterclockwise Nose, the RULE 2 is applied to all dancers.

   You are actually facing…
                      Split In Nose   Split Out Nose

                      Split Clockwise Nose   Split Counterclockwise Nose
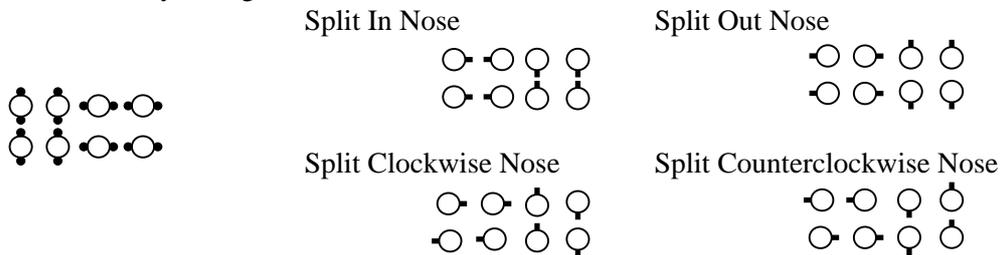
3) Any M x 2N setup (M<2N) which is larger than an 8 dancer setup
   This is the generalization of 1) and 2). I will show you some examples.

 3-1) 2 x 8 Matrix
    The formation on each side is 2 x 4. All decide their facing direction according to the RULE 2.

Imagine you are facing…

Split In Nose

Split Out nose

You are actually facing…

Split Clockwise Nose

Split Counterclockwise Nose
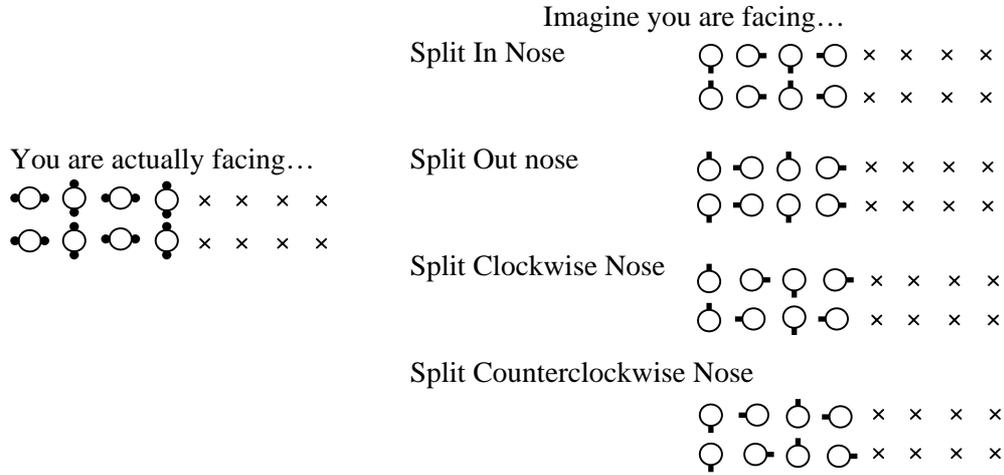
 3-2) 2 x 6 / 3 x 4 Matrix
    Center 2 of each side have only one choice of their facing direction. The others decide their
    direction according to the RULE 2.

You are actually facing…   Imagine you are facing…

Split In Nose   Split Out nose

Split Clockwise Nose   Split Counterclockwise Nose

Split In Nose   Split Out nose

Split Clockwise Nose   Split Counterclockwise Nose
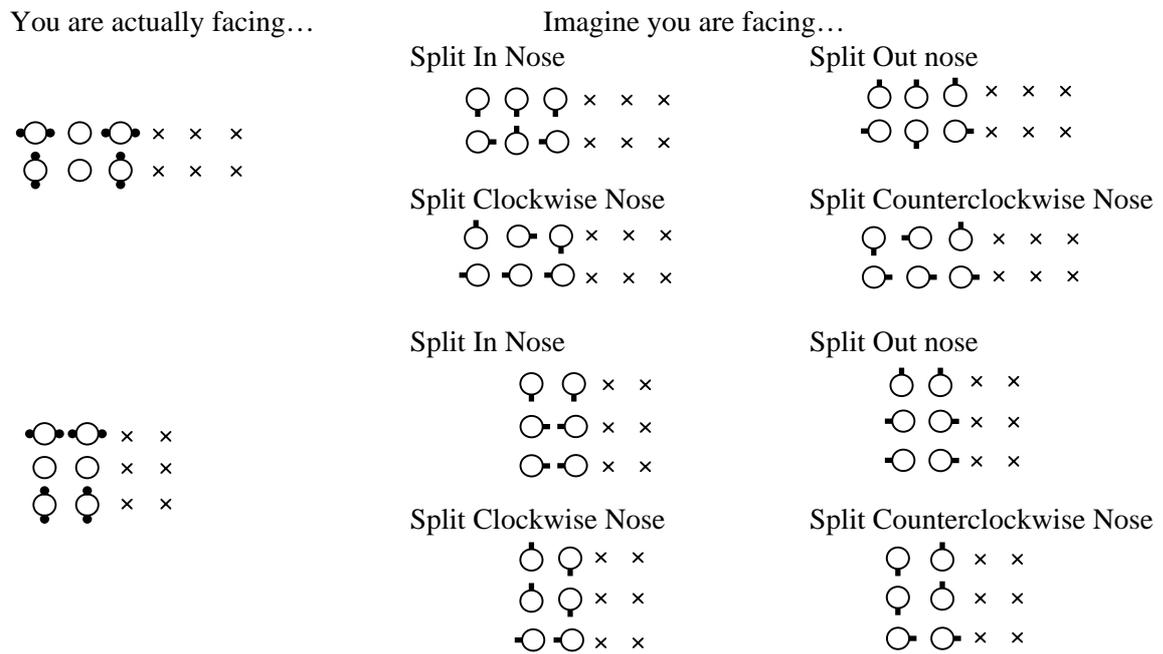
3-3) 3 x 6 Matrix

Dancer 1 and 2 are on the center point of each side. This concept cannot be applied to them because they cannot decide their direction. Those in the center 1 x 3 of each side (except dancer 1 and 2) decide their direction without the RULE 2 while the others according to it.

Imagine you are facing…

You are actually facing…

Split In Nose

Split Out nose

Split Clockwise Nose

Split Counterclockwise Nose
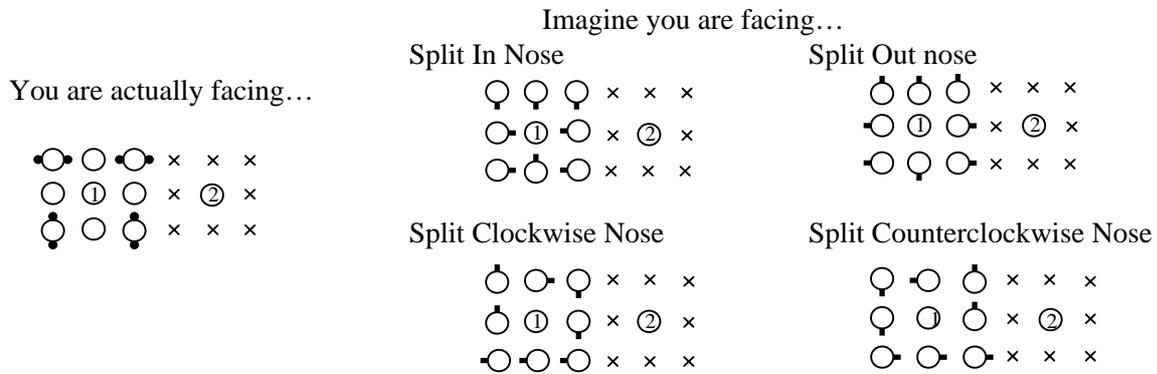
4) Diamonds/Generalized 1/4 Tags

You decide your facing direction no matter which direction you are actually facing.

4-1) Point -to-Point Diamonds

Split In Nose

Split Out Nose

Split Clockwise Nose

Split Counterclockwise Nose

4-2) Twin Diamonds/ 1/4 Tags

Split In Nose

Split Out Nose

Split Clockwise Nose

Split Counterclockwise Nose
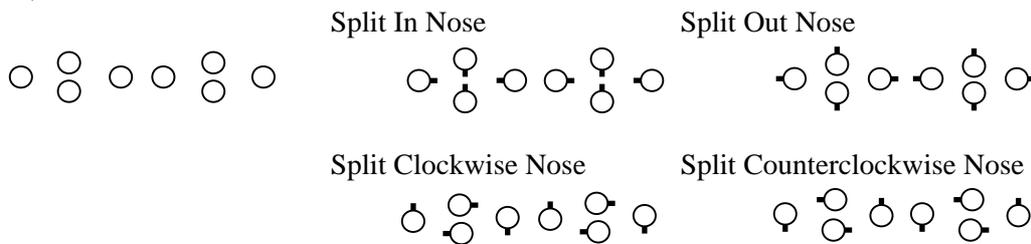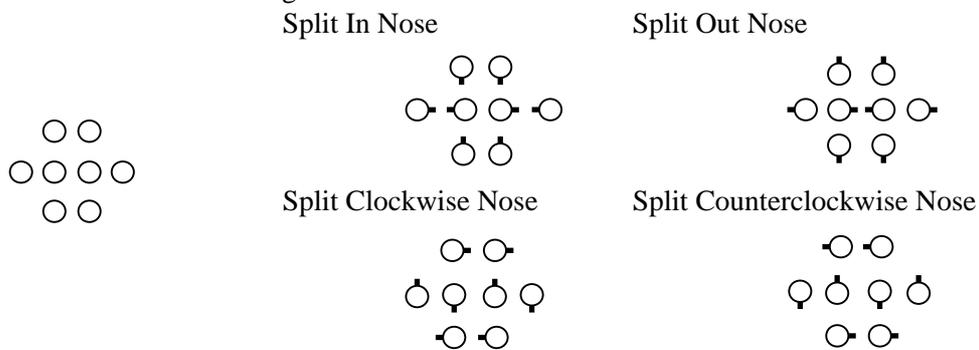
<u>Note</u>

Actually this formation occupies the same footprints as 3 by 1 Triangles or a 12 Matrix where all of the very outside 4 are phantoms. Whether you should imagine Twin Diamonds/ 1/4 Tags or 3 by 1 Triangles/12 Matrix depends on the <u>given call</u>, unfortunately.

5) Bone/I, Bat

Dancers on the center point of each side (shown as 1 and 2) cannot decide their direction.
Ends (Centers in the case of Bat) decide their facing direction according to the RULE 2.
Very centers (very ends in the case of Bat) decide their direction no matter their actual facing direction.

Split Split In/Out/Clockwise/Counterclockwise Nose

You decide your facing direction with respect to the center of EACH SIDE OF EACH SIDE.
This concept can be used in any formation where "each side of each side" is obvious. Of course,
8 dancer calls can be used. Here are two examples of the formations;

1) 1 x 8 setup

The formation on each side of each side is 1 x 2. All decide their direction no matter their actual
facing directions.

Imagine you are facing…

Split Split In Nose	
Split Split Out Nose	
Split Split Clockwise Nose	
Split Split Counterclockwise Nose	
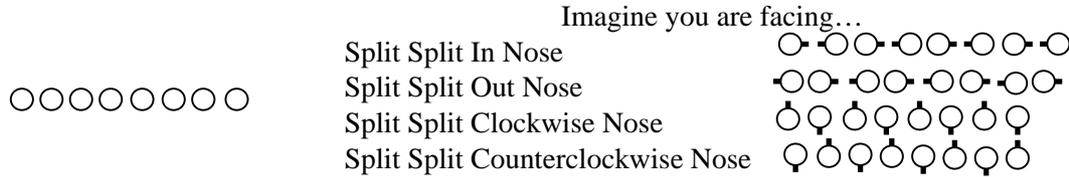
2) 2 x 8 setup

The formation on each side of each side is 2 x 2. The RULE 2 is applied to all dancers.

Imagine you are facing…

Split Split In Nose

You are actually facing…

Split Split Out nose

Split Split Clockwise Nose

Split Split Counterclockwise Nose
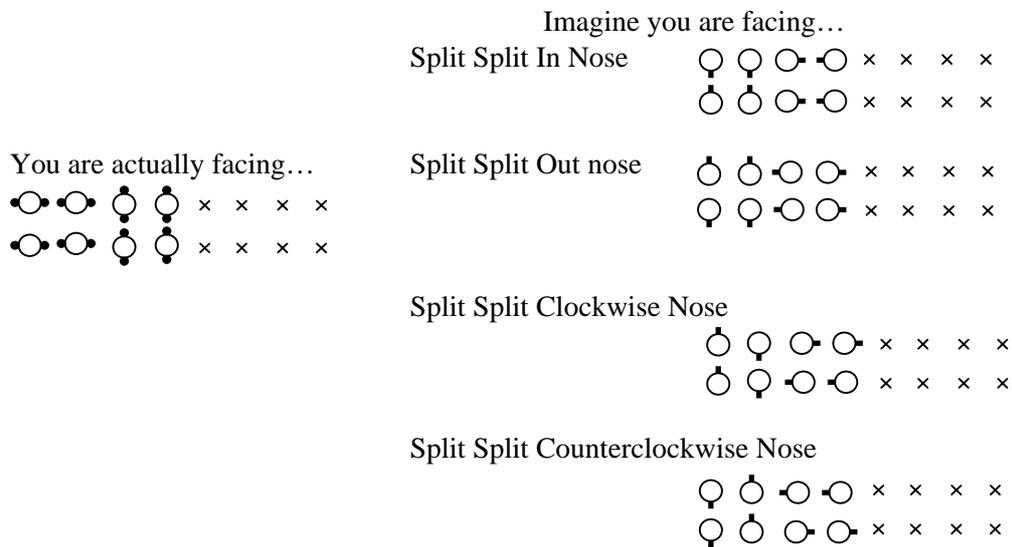
Call Examples

1) Right/Left Nose, 1/2 tag

Before   After Right Nose 1/2 tag   After Left Nose 1/2 tag
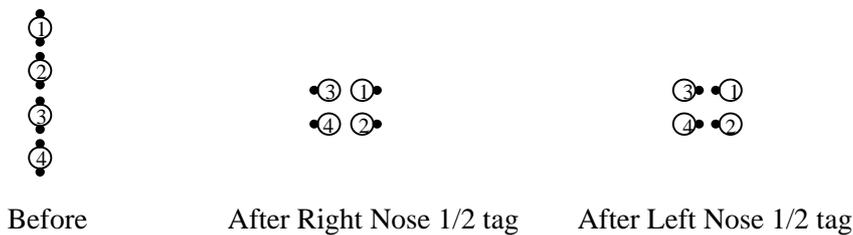
2) Left Nose, wheel the sea

Before   After

3) Right Nose, hinge

①
②

Before

•② ①•

After

①
②

Before

①• •②

After

4) Left Nose, transfer the column

① ② ③ ④
⑤ ⑥ ⑦ ⑧

Before

①• •⑥ ②• •⑤
④• •⑦ ③• •⑧
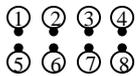
After

5) Back Nose, shakedown

① ②
③ ④

Before

•③ ①•
•④ ②•

After

6) In Nose, Tandem, dixie style to a wave

① ② ③• ④• •⑤ •⑥ ⑦ ⑧

Before

⑥ •② •⑧ ④
⑤ ①• ⑦• ③
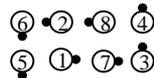
After

7) Out Nose, take 2

•① •② ③• •④
⑤• •⑥ ⑦• ⑧•

Before

⑤ ① ② ③
⑥ ⑦ ⑧ ④
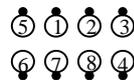
After

8) Clockwise Nose, hinge

① ④ ⑤ ⑧
② ③ ⑥ ⑦

Before

①• •② •③ ④ ⑥• ⑤• •⑦ ⑧•
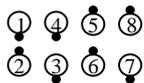
After

9) Clockwise Nose, Triple Lines, couples hinge

① ③•
② ④•
  •⑤ ⑦
  •⑥ ⑧

Before

•② •① ⑥ ⑤ ④ ③ ⑧• ⑦•
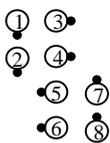
After

10) Counterclockwise Nose, press for time

① ② ③ ④
⑤ ⑥ ⑦ ⑧

Before

③ ④
⑦ ⑧
① ②
⑤ ⑥
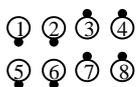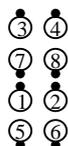
After

11) Split In Nose, cross chain thru

Before	After
① ② ③ ④	⑥ ⑧ ⑤ ⑦
⑤ ⑥ ⑦ ⑧	② ④ ① ③
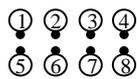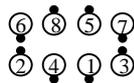
Before   After

12) Split Clockwise Nose, diamond chain thru

Before:
```
    ③•        ⑤•
•①  •②  ⑦•  ⑧•
   •④        •⑥
```
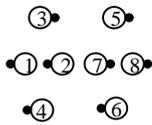
After:
```
  ①   ⑦
⑥•  ⑤•
•④  •③
  ②   ⑧
```
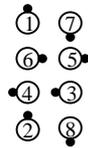
Before   After

13) 2 x 8 Matrix Split Out Nose, Quadruple Boxes Working Forward, checkmate

Before:
```
× × × ×  ⑤ ⑥ ⑦ ⑧
① ② ③ ④  × × × ×
```

After:
```
②• •①  ③• ④•
•⑤ •⑥  ⑧• •⑦
```

Before   After

Summary and Some Dancing Hints

This concept makes some new types of motion we have never met. Some of them may be very difficult at first. So I suggest some hints for practice.

1) If possible, practice Right/Left/Back Nose first. It helps you understand the feel of motion. Most of the motion created by the other (*direction*) Nose is the same as that of Right/Left/Back Nose.

2) I strongly recommend not to cheat in any way. It disrupts the flow and timing of the motion created by this concept. Just <u>imagine</u> you are facing the designated direction. You can place your hand to the designated direction for your help.

3) Remember to turn the same amount and to the same direction as the normal call. It helps you know which wall you should be actually facing when you finish the call.

Theoretically this concept can be applied to any call. If a caller has a good sense of choreography, he/she can create a motion that is smooth, flowing and enjoyable to dance.