



TWO-FACED LINE SIGHT RESOLUTION

by Ed Foote

- I. A. Establish a primary couple. This should be the easiest couple in the square for you to recognize.
- B. Establish the secondary couple. This is always the couple immediately to the left of the primary couple in a squared set.
- II. Call anything you want. When you want to get the square to a Left Allemande:
 - A. Get the square to "normal" right hand two-faced lines (boys on end, girls in center).

Important: While doing this, do not think about the primary or secondary couple and who they have for a partner. This will make things a lot more confusing for you when you are learning the system.
 - B. Circulate the boys until the primary man is with his original partner. To speed this up, a Ladies Trade will often help.
 - C. Now look at the secondary girl. You want her in the same line with the primary couple. If she is not already there, Circulate the couples until she is there.
 - D. Call "Wheel & Deal".
 - E. You want the primary couple on the outside of the set. If not there, call "Right & Left Thru".
 - F. Look at the secondary girl.
 1. If she has her original partner call: "Swing Thru, Turn Thru, Left Allemande".
 2. If she does not have original partner call: "Left Allemande". (or any Zero Box get-out to a Left Allemande, because you have a Zero Box)

Tips for using this sight resolution method:

1. In step B, never have the Boys Circulate 3 times – this is excessive. If you see it is necessary to Circulate the boys 3 times, one of two alternatives is better: (1) Girls Trade – no circulate by the boys, or (2) Boys Circulate twice – Girls Trade. Look at the set, determine which of these alternatives will bring the primary dancers together, and call it.
2. For variety, have the Girls Circulate instead of the boys in step B.
3. In order to "stall" to give yourself time to find the primary dancers or the secondary girl, memorize a few two-faced line "Zeros" which you can call while you are checking things out. Example: "Ferris Wheel, Centers Pass Thru, Swing Thru, Boys Run".
4. Once you have completed step D, if you wish to delay calling Left Allemande because the floor is still moving well, you can call some Box Zeros to stretch things out a little.