

SECRET HINTS FOR DANCING PEEL OFF

SECRET #1. THE CALL ALWAYS ENDS IN A LINE. The line may be facing in, or out, or it may be a two-faced line. So, if you always look for a line, this will help you be in the correct place.

HELPFUL HINT. The Leaders always become the ends of the line, the Trailers always become the centers of the line.

SECRET #2. THE LOCATION OF THE LINE IS HALF-WAY BETWEEN THE TOES OF THE TRAILING DANCERS AND THE HEELS OF THE LEAD DANCERS. This statement is true 90% of the time. (We will discuss the one exception later.)

This is important to know, because many dancers simply say to themselves: "I have to turn away and take hands with someone." So they are sloppy in knowing where the ending line should be.

Remembering Secret #2 enables the line to be formed quickly and precisely.

HOW TO IMPLEMENT SECRET #2. RULE: In your group of 4: the Leaders turn away and then step forward; the Trailers step forward and then turn away. Following this rule will put you precisely where you belong. Obviously you must know whether you are a leader or a trailer.

EXCEPTION TO SECRET #2. The rule does not apply to a "Z" formation. (A "Z" formation is established by having a wave and the caller says: "Ends Fold.")

From a "Z", the Leaders turn away and remain in their same orientation - ie. they do NOT step forward. The Trailers do their normal "step forward and turn away." Ending formation: two-faced line.

At Plus you do not have to worry about this exception very much, because from a "Z" most callers will call Peel the Top. At Advanced and Challenge, Peel Off from a "Z" may be heard more frequently.

SECRET #3. DO THE CALL FAST. Reading the implementation of Secret #2, you may think that Peel Off has 2 parts. Not so. It is all one action.

The Callerlab definition says the timing is 4 counts. This may be true on paper, but it will hurt you to think of it this way. One reason people get in trouble with Peel Off is they do the call too slow - ie. they are just wandering around wondering where to stop. Well, Secret #2 tells you where to stop.

So, think of this call as one count. BAM! Turn away and take hands immediately. Thinking in this manner will serve you well.