

HINTS FOR DANCING SPIN CHAIN & EXCHANGE THE GEARS

PROBLEM #1: Most dancers think they know the definition of the call, but they do not.

The true definition says that after the star has turned $3/4$, a center ocean wave is formed and **it is the two centers of this wave that lead everyone out.**

In the majority of cases, this means the point that is facing out after the star has formed is the person who will be leading everyone out. But this is not the definition - it is simply what happens as a result of applying the definition.

What if the caller says to turn the star only $1/2$, or $1/4$, or not to turn the star at all? Those who think the definition says the outfacing point will always lead out will have no idea what the caller is talking about.

But dancers who understand the definition will have no problem if the caller says to turn the star other than $3/4$. They will simply turn the star the indicated amount, see who is in the center of the ocean wave, and follow that person out.

Remember: After the star is done turning - **THE CENTERS OF THE WAVE WILL LEAD EVERYONE OUT.**

PROBLEM #2: In dancing the call, sometimes the star does not form. Reason: The ends of the two initial waves who turn back do not get into the star. Why? Because they are not thinking. They believe the star will magically form on its own and include them. If the star does not form, the call is dead and the square will break down.

So, once the ends turn back, they must do two things: (1) **THEY MUST IMMEDIATELY SLIDE SIDEWAYS TOWARD THE CENTERS.** If the ends do not do this, the star will not form and the centers will not wait for them. Unfortunately, many centers are so involved with their own part, they ignore the ends and just take off as though the ends were part of the star. They forget that this is a team game, and that the star is not allowed to turn until all 4 hands are in the star.

(2) But the ends have to do more than just move toward the centers. **THEY ALSO HAVE TO BEND THE ELBOW OF THE HAND THAT WILL BE FORMING THE STAR.** If they do not bend their elbow, they will be too far removed from the star for it to turn efficiently. The star will start to turn, but the points can easily become lost and drift out of the star.

You can always tell the people who do not bend their elbow - they are tipped sideways at a 25 degree angle. If you see this, you know the star is in trouble.

So, there are 3 hints to remember in forming the star: **(1) As soon as the ends turn back, they must slide sideways toward the centers.**

(2) The ends must have their elbow bent in forming the star.

(3) The centers must wait for the ends to join the star, no matter how long it takes.

ADDING "ROLL" TO THE CALL. We know that Roll means to turn 1/4 more in the direction you are turning after a call is completed. The problem with Spin Chain & Exchange the Gears is that at the end of the call people are all over the place; they may complete the call successfully, but they often do not know how they did it. If they are now told to "Roll," they are likely to be drifting around and not know where to go.

Therefore, the solution is not to try and do the Roll by remembering how you completed the call. The solution is to memorize one simple thing that will guarantee you will be in the correct ending position for the Roll.

RULE FOR ROLL ON THIS CALL: Do the full call in the normal way. **WHEN YOU ARE DONE, FACE THE PERSON BESIDE YOU IN THE OCEAN WAVE.**

Ending formation is an 8 chain thru. Be sure to look for this and take hands with the person beside you.