Glossary of Common Caller Jargon   by Tim Marriner

F*ormation* – The overall shape dancers are dancing from, to, or within.

A*rrangement* – The boy girl placement within a formation.

S*equence* – The pairings that allows everyone to equally arrive at home in the same amount of steps.

R*elationship* – The designated person each is dancing with in a call.

Static Square – A named **FASR** that results when everyone is in their home position.

Partner Lines – A named **FASR** that results if the Heads Lead Right, Circle to a Line from a static square.

Corner Box – A named **FASR** that results if the Heads Square Thru from a static square.

Across the Street Box – A named **FASR** that results if the Heads Square Thru 2 from a static square.

Module – A group of calls that moves the dancers from a known spot to another.

Chicken Plucker Module – A basic traffic module that moves dancers across the street and back.

Conversion Modules – A group of calls that changes the dancers from Boxes to Partner Lines and back.

Invert and Rotate Module – A module that changes active dancers & turns the set without changing **FASR**.

Set Up – A call or group of calls that moves the dancers to a known starting position.

Get Out – A call or group of calls that resolves the square.

Zero – A call or group of calls that returns the dancers back to their place where they started the action.

Equivalent – A call or group of calls that equals something else.

Technical Zero – Calls that change the active with the inactive dancers without changing the **FASR**.

Sight Calling – A method of calling that uses set formulas to pair dancers back with their partners.

Choreography – The figures used to move dancers.

Extemporaneous Calling – A method of calling that allows the caller to free style choreography.

Sight Resolution – The method a caller uses to bring dancers to a proper solution to the choreographic puzzle.

Body Flow – The smooth interaction from call to call that creates a good dancing experience.

Chant – The rhythmic delivery of calls that moves the dancers to the music.

Tip – Usually a patter followed by a singing call.

Showmanship – The theatrical element of calling square dances.

CALLERLAB – The International Association of Square Dance Callers: CALLERLAB.Org