



DEFINITIONS OF TERMINOLOGY

Symmetric Choreography

FORMATION A geometric shape and facing direction of a group of eight dancers without regard to the sex or identity of any dancer.

Examples include Lines, Waves, Circles, Stars, etc.

ARRANGEMENT The physical arrangement of boys and girls within any given formation. There are six, and only six, ways in which you can arrange any given formation in symmetric choreography.

As an example for Facing Lines:

Normal, 1/2 sashayed,
boys together on left, girls on right,
boys together on right, girls on left,
boys on ends with girls in middle, or
boys in the middle with girls on the ends.

SEQUENCE The clockwise or counter-clockwise sequence of the boys within any given formation. There are only two ways in which they can be arranged. These are:

1. Boys Counter-clockwise (In Sequence)
2. Boys Clockwise (Out of Sequence)

(Note: If you only want to consider the girls, then the two sequences would be Girls CCW or Girls CW)

RELATIONSHIP Defines the identity of each dancer relative to the other dancers in any arrangement. There are eight possible arrangements. These are:

1. All with Partner
2. All with Corner
3. All with Opposite
4. All with Right-Hand Lady
5. Heads with Partner, Sides with Opposite
6. Heads with Opposite, Sides with Partner
7. Heads with Corner, Sides with Right-Hand Lady
8. Heads with Right-Hand Lady, Sides with Corner

SET-UP	The overall Formation, Arrangement, Sequence, and Relationship of a square at any point in time. This is frequently called a FASR and can be used as a means of communicating with other callers.
GET-IN	A call, or series of calls, to create a particular FASR. This is often called a SET-UP or SET-UP Routine. From a static square, an example would be Heads Square Thru to create a Zero Box, sometimes referred to as a Box 1-4, which is a particular Eight Chain Thru SETUP.
GET-OUT	A call, or series of calls, which returns the dancers to home setup, or in some cases to a particular known FASR. Example: From a normal wave in which each dancer is holding right hands with own partner and all are in sequence, Scootback, Right and Left Grand and Promenade Home would work. Another example would be Pass Thru, Allemande Left, etc.
MODULES	A call, or series of calls, which will move the dancers from one known FASR to the same or different but known FASR. Example: from any Eight Chain Thru Formation the calls Swing Thru, Centers Run, Wheel and Deal return the dancers to the same FASR. From a Zero Box (Box 1-4), the calls Swing Thru, Girls Circulate, Boys Trade, Boys Run, Bend the Line, will change the FASR to a Zero Line (1P2P) – another known FASR (SET-UP).
ZEROES	There are several different kinds of Zeroes.
GEOGRAPHICAL	A call, or series of calls, which will return the dancers to the same footprints.
TRUE	A call, or series of calls, which will return the dancers to the same FASR but not necessarily to the same footprints. Sometimes called a quadrant zero.
FRACTIONAL	A call, or series of calls, which has to be repeated some number of times to return the dancers to the same FASR.
TECHNICAL	A call, or series of calls, which is a sometimes zero. It will exchange Heads and Sides. It may exchange Ends and Centers. It may exchange Infacers and Outfacers. When it doesn't zero, it will sometimes produce a four Ladies Chain effect. All Technical Zeroes are 1/2 zeroes – that is to say, if repeated they will zero out.

There are other aspects of each of these which provide a greater understanding, but this is a basic set of definitions for your use in understanding commonly used terminology. Additional explanations can be gained with a thorough understanding of Methods of Choreographic Control.