Chicken Plucker Evolution   by Tim Marriner

The basic module known as Chicken Plucker is a road map for moving active dancers across the set and back. Moreover it's a method of choreographic control that can be disguised anywhere along the journey by inserting zeros, and equivalents. Invert and Rotate modules and/or conversion modules as well as basic methods of sight calling can also be used to enhance the sequence while maintaining control of the floor. By analyzing the pattern one can better appreciate its' use as a method of choreographic control. The following describes the Chicken Plucker in old school incremental steps. It would be best to fully understand and master each step before advancing to fully appreciate the evolutionary process.

Chicken Plucker - Elementary
From a Corner Box the fundamental pattern is:

Right and Left Thru, Dive Thru, Pass Thru, (across the street)
Right and Left Thru, Dive Thru, Pass Thru

Chicken Plucker - 101
Most callers today modify the pattern as:

Right and Left Thru, Pass Thru, Trade By, (across the street)
Right and Left Thru, Pass Thru, Trade By

Once you have memorized the basic route start modifying its parts with equivalents and adding zeros. Next, add an Invert and Rotate sequence such as Slide Thru, Pass Thru, Bend the Line, Slide Thru on either side of the equation and watch the complexity of the route grow. Converting to Partner Lines and back to Corner Boxes on either side will also add an extra dimension to the pattern.

Chicken Plucker - 201
Instead of moving the active dancers back and forth down the center move them around the outside or a combination of both.

Swing Thru, Boys Run, Couples Circulate (across the street)
Wheel and Deal, Step to a Wave, All Eight Circulate

The same affect can be achieved both clockwise and counter clockwise from right handed two faced lines and left handed two faced lines, as well as left handed ocean waves.

Chicken Plucker - 301
Try moving the active dancers across one at a time with Spin Chain Thru and/or Single File Circulate.

Slide Thru, Pass the Ocean, Spin Chain Thru (active man across)
Boys Run, Bend the Line, Touch ¼, Single File Circulate, Boys Run (active girl across)
Right and Left Thru, Pass Thru, Trade By

<u>Chicken Plucker - 401</u>
Try moving the inactive dancers across and back.

Pass Thru, Trade By, Right and Left Thru (across the street)
Veer Left, Couples Circulate, Wheel and Deal

<u>Chicken Plucker - Masters</u>
Try moving the active or inactive dancers around the corner.

Veer Left, Bend the Line, Pass Thru, Bend the Line, Pass the Ocean, Recycle (across the street)
Swing Thru, Boys Run, Bend the Line, Pass Thru, Wheel and Deal, Square Thru 3

<u>Chicken Plucker - Doctorial</u>
Move the active boy across with inactive girl in any of the above patterns remembering to
return with the same girl. Knowledge of calls that change the ladies is greatly needed
before venturing down this road. There will be places along the journey where other
forms of resolutions start to become discovered that can lead to sight resolutions while
still maintaining choreographic control.

In summary, there is a lot more to this method of choreographic management than first
meets the eye. Understanding this basic Chicken Plucker road map is really just the first
step to Modular calling. With the ability to insert other modules one can enhance even
the basic Chicken Plucker route. Using different Set-Up modules will keep the dancers
interest. Developing unique Get Outs from multiple positions along the route keeps the
caller in full control while providing an endless amount of variety. At first the pattern
seems redundant and boring, but not so for the dancers. The dancers experience
movement to music along with choreographic variety and proper resolutions. Delivery
and timing are still vital and will hopefully improve with practice. But at least now there
is something to call and a pattern to follow to enhance your performance. The rest is up
to you. Good luck and happy calling!!