

Modular Basics

Many modules have been written to date. Listed below are a few modules that provide a choreographic framework to build upon. Substituting and inserting zeros and equivalents disguise these fundamental patterns creating a unique dance experience. Put these key modules to memory, and they will become a valuable tool for you to utilize every time you pick up the microphone.

Chicken Plucker

- A module to move the dancers from one side of the square to the other and back again.

From a zero box:

Right and Left Thru, Dive Thru, Pass Thru,
Right and Left Thru, Dive Thru, Pass Thru.

Invert and Rotate

- A module that interchanges the active and inactive dancers while turning the set.

From a zero box:

Star Thru, Pass Thru, Bend the Line, Star Thru

Magic Modules

- A conversion module to move the dancers from one known FASR to another.

Zero Box to Zero Line:

Swing Thru, Girls Circulate, Boys Trade, Boys Run, Bend the Line

Zero Line to Zero Box:

Star Thru, Swing Thru, Girls Circulate, Boys Trade,
Boys Run, Bend the Line, Star Thru

Or:

Touch $\frac{1}{4}$, Single File Circulate, Boys Run