

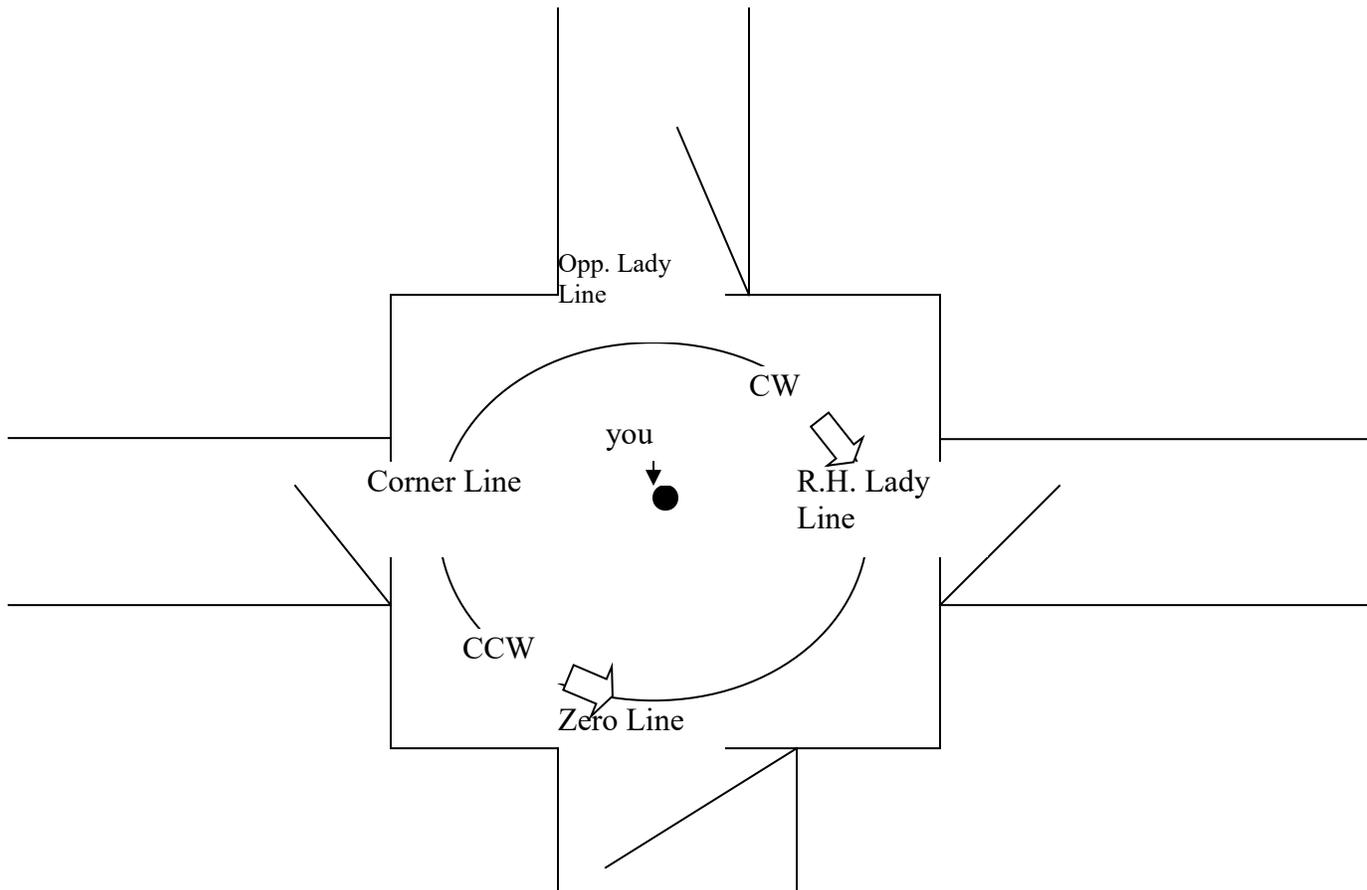
The Room with 4 Doors

By Glenn Wilson

Ideas inspired by Bob Elling, U.S.A (Producer - Riverboat Records)

Imagine walking down a corridor and walking through a door into a square room and in the middle of each wall is a door, including the one you've just walked through, and then that door closes, leaving you in the room.

You now have choice to make, do I go back through the door I came in by, or do I go out via another door.



Or to put it in Square dance choreography terms:- You are calling away - beautiful, flowing, well-timed choreography and you find yourself in a **Zero Line. (for the purpose of this exercise)**

So: To go back to our Room and Corridor metaphor.

We've walked through our door and we are now inside the room with 4 doors and the door has closed behind us.

The door we just came in is marked - ZERO (Partner) LINE

The door in front of us is marked - OPPOSITE LADY LINE

The door to our right is marked - RIGHT HAND LADY LINE

The door to our left is marked - CORNER LINE

You now have 4 Choices

You can (**choreographically**) go out through any one of those doors and ultimately on to **Home**.

But you must know the combination (**Module**) to get through the door you want.

Then you must also know the way (**Get-Out**) to Home.

To go straight thru to the **Opposite Lady Line** door,

the combination (**Module**) is:-

Star Thru - Pass Thru - Trade By - Star Thru - R& L Thru.

Or

Star Thru - Pass to the Centre - Pass Thru - Star Thru - R&L Thru.

Or **SQ. Thru 4 - Trade By - Slide Thru**

In fact, it doesn't matter which door (**Line**) you came in by, the above module will take you straight across the room and out via the opposite door (**Line**).

i.e. **Zero Line to Opposite Lady Line - R.H. Lady Line to Corner Line - Corner Line to R.H. Lady Line**
and **Opp. Lady Line to Zero Line.**

To turn left to the **Corner Line** door (the next door in **Clockwise** rotation),

the combination (**Module**) is:-

Tch 1/4 - Column Circ. - Boys Run - Slide Thru.

Or

Pass the Ocean - Swing Thru - Boys Trade - Girls Circ. - Boys Run -

Bend the Line - R& L Thru.

Or

Pass the Ocean - Girls Trade - Boys Circ. - Recycle - Pass Thru -

Trade By - Star Thru.

Again, it doesn't matter which door (**Line**) you came in by, the above modules will take you out of the room via the door (**Line**) to the left (**the door in clockwise rotation to the door you came in through**)

i.e. **Zero Line to Corner Line - Corner Line to Opp. Lady Line - Opp. Lady Line to R.H. Lady Line.**
and **R.H. Lady Line to Zero Line.**

To turn right to the **R.H. Lady Line** door (the next door in **Counter-Clockwise** rotation),
the combination (**Module**) is:-

**R& L Thru - Pass the Ocean - Swing Thru - Boys Trade - Girls Circ. -
Boys Run - Bend the Line.**

Or

**R&L Thru - Pass the Ocean - Girls Trade - Boys Circ. - Recycle - Pass Thru -
Trade By - Star Thru - R&L Thru.**

And again, it doesn't matter which door (**Line**) you came in by, the above module will take you out of the room
via the door (**Line**) to the right (**the door in counter-clockwise rotation to the door you came in through**)
i.e. **Zero Line to R.H Lady Line - R.H. Lady Line to Opp. Lady Line - Opp. Lady Line to Corner Line**
and **Corner Line to Zero Line.**

Obviously we don't require a combination (**Module**) to go back through the door we just came in.
We already stated that we were in a **Zero Line (for this example).**

No matter which door (**Line**) you came in through, you can obviously go back out the same way.

And just to expand a little more – These same modules also work from other types of Lines
ie Out of sequence Lines – Mixed Lines (2 couples with partners 2 without) as in 1P 2O Lines
Even 1/2 Sashayed Lines – you will have to change to Ends & Centres and you can't call R & L Thru.

The trick of course now, is having modules (or sight resolution choreo.) at hand, ready to get you out of each of
these situations.