HOW TO SQUARE UP WHEN THE CALLER MAKES A MISTAKE

If the caller gets you to the wrong partner at the end of a sequence, what do you do? Most people promenade home, keep the "wrong" partner, and wait for the caller to proceed with the next sequence. But is this the best way to go?

Technically, it is ok to keep the "wrong" partner. The caller did this to you, so you go with it. But is this best for you?

Let's look at how most callers call a dance today. They use "sight calling" to resolve the square to your original corner and back to your original partner for a Right & Left Grand. To do this, callers memorize two adjacent couples in a square prior to the start of a tip. Ideally they do this for 3 squares, but some callers can not remember this many people.

If the caller gets everyone to the "wrong" partner by mistake, or if some dancers make a mistake and finish with the "wrong" partner, and if in either case the dancers keep this partner - the caller is in trouble. All memorization of who goes with whom is out the window, and there is no time to do new memorization. So the caller becomes very nervous about how to call the rest of the tip and get everyone to their "new" partner.

The result is the caller will generally call unbelievably easy, using simple memorized sequences, anything to get people back to their "new" partner. In other words, the caller is likely to call nothing for the rest of the tip in an effort to survive, and this can affect your enjoyment of what is called.

However, if everyone adjusts at home to get their original partner back, now the caller has no problem. Not only have you done the caller a favor, but you have benefited the entire floor, because now the caller can continue with his/her normal dance. Upon seeing you adjusting to get to your original partner back, the caller will wait for you to do this.

So remember: It benefits the entire floor if you get your original partner back when you are home and before the caller begins the next sequence.

Note: Occasionally a caller may say: "Don't fix it - I intentionally got your to a different partner." If this happens more than once, don't believe it. The square dance game is played by having the caller get everyone back to their "original" partner at the end of each sequence. Callers who say it doesn't matter if you get your original partner back are really saying they are not able to do it, but they don't want you to realize this.