

SOME DANCES FOR FLEET 1997

STICK

Blue Bells of Scotland - Adderbury (for 8)

Figure Order: as *The Bell*

Sticks : o o e e / o o e e / o e o e / x - jump - // repeat with different partner

Chorus : with partner, then jump to new pattern with someone different.

1 = neighbour on the side,

2 = change direction 90 deg, ends with one on same side and middle with neighbours,

3 = diagonals, middles face out and ends in,

4 = middles only, across and neighbours, rest pose.

Fleet Pond - Lichfield (for 8) (music : *Girl with a Blue Dress On*)

Sticks : hold at the two third points to leave tip and butt free for hitting.

Each Change: takes two bars of double step, the first on the spot facing in pairs, clash tips right to left on first beat. The second, pass by the left shoulder, every time, clashing butts on the first beat as start to pass.

Pattern : change with partners, change with neighbours along the side, change back with partners, those now in middle face neighbour and pass two places to reverse the set. Repeat to place. In this last bar 1 & 7, 2 & 8 hit butts on first beat, 1 & 5, 2 & 6, 3 & 7, 4 & 5 hit butts on second beat, and 3 & 5, 4 & 6 hit butts on the third beat.

Directions of hits and place changes made :

2 4 6 8	1-3 5-7	3 1 7 5	4 2-8 6	4-8 2-6	8 4-6 2
	to	to		to	to
1 3 5 7	2-4 6-8	4 2 8 6	3 1-7 5	3-7 1-5	7 3-5 1

Country Gardens - Adderbury

Sticks : double hold below the middle towards the butt. All clashes by tips.

Chorus : Bar 1 - tops, middles, bottoms, middles, in turn,

Bar 2 - tops, middles, bottoms, middles, in turn,

Bar 3 - tops, middles, bottoms, middles, in turn,

Bar 4 - tops, middles, bottoms.

Half hey and repeat all to place.

Sweet Jenny Jones - Adderbury

Sticks : alternate "double" and "single" holds : hit o e o e, etc.

Figures : normal, but different step with a pause : 1 2 3 / 4 - s / 1 2 3 / 1 2 3//

HANDKERCHIEFS

The Bell - Adderbury (for 8 + musician) (music : *Minstrel Boy*)

- Set : in a square, three per side, musician standing in the centre.
Entry : come in in single file, led by person who is to dance at the back right corner, and walk all the way round.
Figures : *Whole Rounds* clockwise ending with plain capers facing up, immediately into,
Foot-up for all, two double steps, backsteps and two plain capers, repeated.
Process Down - top line dance down, rest face up, then the two middles turn in and dance second half together with the top line.
Process Up - the reverse.
Foot-down for all twice.
Chorus : All four corners : open sidestep to left and right, four plain capers, dance a "foot-up" towards the musician in the centre of the set.
: All four centres repeat.
Final Chorus: All face out from the centre of the set, and all dance the chorus once simultaneously. End with pause facing out, turn to right to walk off in single file.

Highland Mary - Bampton

- Chorus : All face up and angle to the left, dance in that direction 1 2 3 hop, 1 hop 2 hop and turn 180 deg to **right** to face back the other way and repeat off the **other** foot. Half hey and repeat all to place but facing down to start. The first 1 2 3 hop is a sidestep, not a double, with the feet crossed, and a slightly crouching posture. End sidesteps with inward turn into the half hey. *Dancing two doubles or two sidesteps* makes the 180 deg turn more difficult.
Hands : two low circles for the sidestep and two pushes on the hopsteps. Avoid sticking backside up in the air.

Matilda's Weave - Bampton (for 8) (music : *Raggle Taggle Gypsies*)

- Figures : as normal, but for eight dancers, so no whole hey, and end on a chorus.
Chorus : *The Weave* : all dance 6 sidesteps with leading hands flipped up forward and to the side, ending with 4 plain capers, on the same side as started but in reversed positions. Led by two of the middles, 4 and 5, the two ends of the set, following in single file, (4,2,1,3 & 5,7,8,6) weave through each other, keeping the weave in synch., going across the "second" diagonal, the first two turning to the left at the end and coming up on their starting side to end, and the following two moving up and around to be behind the first two on the diagonal quickly, but coming out onto their starting side at the end. The chorus is not repeated immediately, but the "second half" is done after another figure, coming back on the other diagonal, therefore led by the same two dancers..

Over the Hills and Far Away - Bampton - "Denise's Dance"

Chorus - the three corners dance something different simultaneously.

: 1st corners : foot-up to meet in centre (yell?) and retire to place.
open side step to left and right and 2 spring capers.

: 2nd corners: as the first but the halves in reverse order.

: middles : dance half rounds clockwise, with two sidesteps to
change sides, passing behind the moving first corners
and in front of the second, then loop outwards on 2
spring capers. For second half do the same, still going
clockwise.

Ending : dance off in single file with sidesteps, last dancer turns and bows
at edge of dance spot to tell musicians when to stop.

RoseTree - Bampton (changing patterns)

To be added

Teapots - Bampton (music : *Bobbing Around*)

Chorus : danced in threes. Top (1,2 & 3) and bottom (4,5,6) threes go to
their left and dance a right hand star, all,going around one place
on 2 spring capers, than all face across for 4 plain capers. Dance a
half hey from these positions, new middles going up. In repeat the
new middles go to their right to right hand star around one place
and half hey back to starting places.

2 4 6	to	1 5 4	to	4 5 1	to	6 4 2	to	2 4 6
1 3 5		3 2 6		6 2 3		5 3 1		1 3 5

JIGS

Widdecombe Fair - Ducklington for all - a get others to join in dance

Set : all stand in a circle facing in.

Once to Yourself : tune played with room for four hockles in the second part.

Foot-up : half a foot-up of 2 double steps and 2 spring capers, 2 double
steps, six hockle-back-steps moving backwards, 2 spring capers on
the spot and 4 plain capers moving back to starting place.

Sidestep : 2 open sidesteps and 2 spring capers, two open sidesteps and eight
hockle-back-steps moving further back, 2 spring capers on the spot
and 4 plain capers back to starting place.

Slows : 2 slow capers and 2 spring capers, two slow capers and ten hockle-
back-steps, etc.

Princess Royal - Ducklington for two

Jockey to the Fair - Ducklington for two

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 to to to to
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DANCES SEEN

1. Source : Ewell at Horsham.
Music : no idea now.

CHORUS

- Bar 1 : Middles dance to their right to be between the two ends,
Bar 2 : All turn the easy way to face up and down in lines of three,
Bars 3/4 : All cross-over with new opposite, passing right shoulders and turn into next movement,
Bars 5/8 : Half hey along the lines of three.

Repeat all this to place.

2. Source : Windsor at Farnham, (I taught them this originally).
Music : *Rodney* or *Country Gardens*.
Sticks : long sticks, held in a double hold at the third-way points, sloping up to the right, sticks held so that hits are at eye level.

CHORUS

- Bar 1 : pause, pause, odds hit their tips on evens middles twice,
Bar 2 : pause, pause, evens hit their tips on odds middles twice,
Bar 3 : odds hit evens stick : tip onto tip going down, butt onto middle going up, tip onto butt going down, butt onto middle going up.
Bar 4 : evens hit odds stick : tip onto tip going down, butt onto middle going up, tip onto butt going down, both clash tips.

Perhaps it is better not to include the final clash. Either repeat the sticking or do a half hey before the repeat.

3. Source : Playford dance.
Music : *Parson's Farewell*, on the slow side.
Concept : Comic dance, with or without handkerchiefs, and can bring in unsuspecting dancers. Idea is that the choice of chorus actions is ad libbed.

CHORUS

- Bar 1 : First corner nod/bow or gesture to each other,
Bar 2 : Second corner ditto copying,
Bar 3 : 1 does to 3, 6 does to 4; 3 does to 5, and 4 to 2,
Bar 4 : 5 does to 6 and 2 does to 1; pause.

Half hey etc.

SHEEPSKIN DANCES

The Sheepskin Hey involves three dancers going round three things placed in a line, either objects or people. The line weaves a three loop figure of eight, but the last one past the centre turns back by going right around whatever it is, thus changing from the back to the front of the line of dancers. Traditionally, as a game or stunt, this was continued with the music getting faster until someone made a mistake. Assuming that the dancers enter the weave from one end, it is conventional to pass the first object by the right shoulder, but this can vary, depending on the overall pattern, for example see below. For set dances it is normal for each dancer to turn back in the centre once only. The signal for returning to place is therefore following the original leader doing the turn back. The turn back around the centre should take as long as half a loop around the end objects. The sheepskin can be used in a number of patterns when six dancers are available. Common tunes : *Hunt the Squirrel* and *Mad Moll of the Cheshire Hunt*.

POSSIBILITIES SEEN

1. Three Dancers

Each file in turn does a sheepskin hey around the other file, who either stand still or dance on the spot, with or without turning on the spot. The active file dances up towards the top of the set and casts around the top of the other file to start. When 1 finally turns back, they should be thus : 1 between 2 and 4, 3 between 4 and 6, 5 below 6 : 1 and 5 will be facing back to their starting place, but 3 has to half turn to face back. It looks good to hold in this line for a step or two before crossing back to starting place.

2. Three Objects

Alternatively three objects, or members of the audience, can be placed in a row down the centre-line of the set. Each file dances in turn. A possible longer exit is for the file to continue out to the top and cast around the back of the row to come up to place on their own side, eventually. Possible objects to dance round are glasses or tankards, hats, handbags, or anything obvious found at the dance spot.

3. Line of Six

The dancers start in a single file line of six, three facing down and three facing up, and each three simultaneously dances a sheepskin around the other three, all moving! The last in each three go round each other to turn back, while the other two loop at the end.

4. Double Sheepskin

With three objects along the centre-line, both files can dance simultaneously in opposite directions, the odds going up to the top to start and the evens going down to the bottom.

5. Double Row

For this there would be two parallel rows of objects/people to dance around, and it allows of greater pattern symmetry. Both files dance up to start and cast around, passing each other, to sheepskin along the far row of objects. They dance a mirror image so that if they carry a short stick each, the pairs can clash each time they approach. Done properly this means that there is one pair clashing once every bar. The exit can be like in the No.2 example above.

With the two files working together it is possible also to complicate the track by having pairs of dancers change from one file to the other to some agreed pattern. Such as the pair that has turned back in the middle when they were going down, can exchange places when they next reach the top. However too complex a rule makes it hard to get it right!

6. Clover Leaf

This involves only five objects placed in a cross with one of them at the centre. It can be something special (perhaps a stuffed owl?). Until it is tried out it is not obvious that the four corner objects need to be real.

It starts with the two files, lead by 1 and 6, as per pattern No 4 above, going to the ends of one of the diagonals, eg. 1 to the top and 6 to the bottom. Then dancing a sheepskin along the diagonal, but this time when the last turns back they go round three quarters rather than half, so that they lead out on another diagonal, followed by the rest of their line.

As it could involve working on four arms, how to get out of this and back to place needs to be resolved.