

# Keith's Klass

by Keith Rubow

Welcome to Keith's Klass. This month we will take a look at **Grand Square**. While this is a Mainstream call, there are some interesting variations of the call from some starting formations that you may not have seen before.

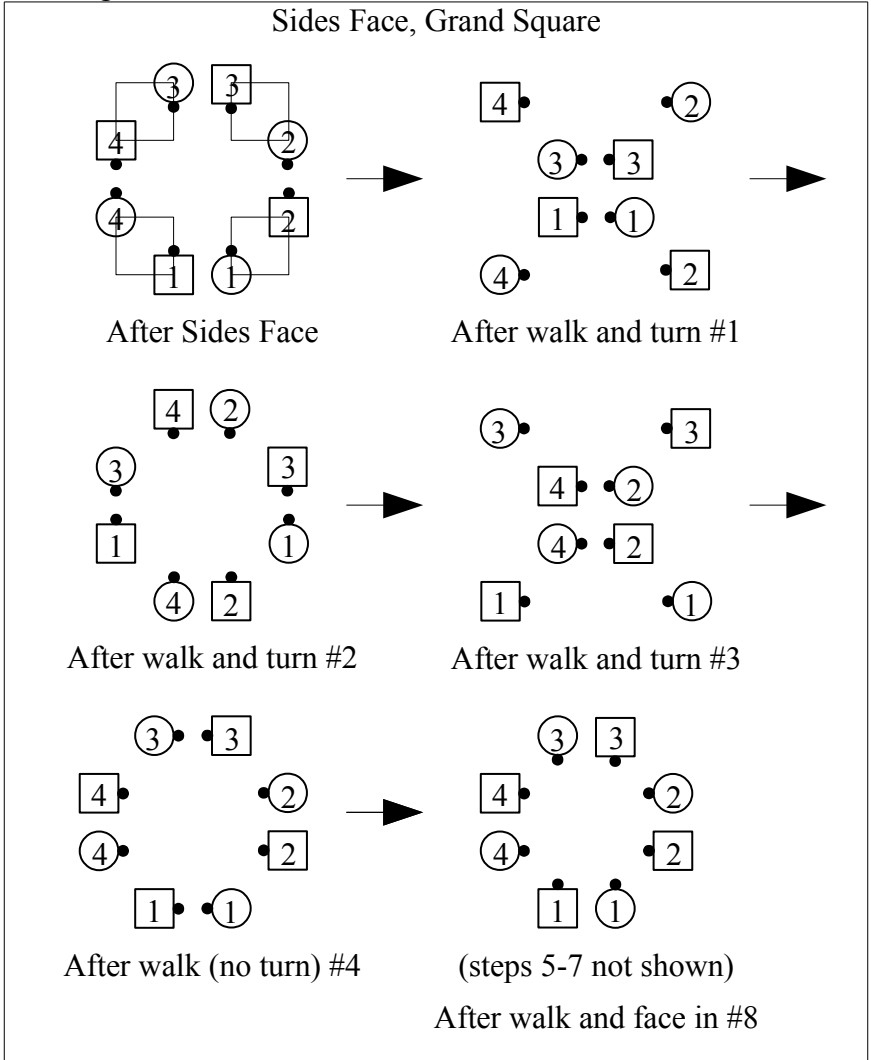
Definition: If the caller designates some dancers to “Face”, those dancers Face In (I.e. turn  $1/4$  towards the center of the set. Then each dancer walks along the four edges of an imaginary square in his (or her) quadrant of the set, then reverses to retrace his path back to where he started. This is done in exactly 32 beats of music (or 8 measures of 4 beats each) as follows.

- 1) Walk 3 steps (forward or backward) and turn  $1/4$  towards the center of the set on count 4.
- 2) Walk 3 steps (forward or backward) and turn  $1/4$  towards the center of the set on count 4.
- 3) Walk 3 steps (forward or backward) and turn  $1/4$  towards the center of the set on count 4.
- 4) Walk 3 steps (forward or backward) and pause (without turning) on count 4.
- 5) Start retracing your steps by walking 3 steps (forward or backward) and turn  $1/4$  towards the center of the set on count 4.
- 6) Walk 3 steps (forward or backward) and turn  $1/4$  towards the center of the set on count 4.
- 7) Walk 3 steps (forward or backward) and turn  $1/4$  towards the center of the set on count 4.
- 8) Walk 3 steps (forward or backward) and, if you were the ones designated to “Face” at the start of the call, turn  $1/4$  towards the center of the set on count 4.

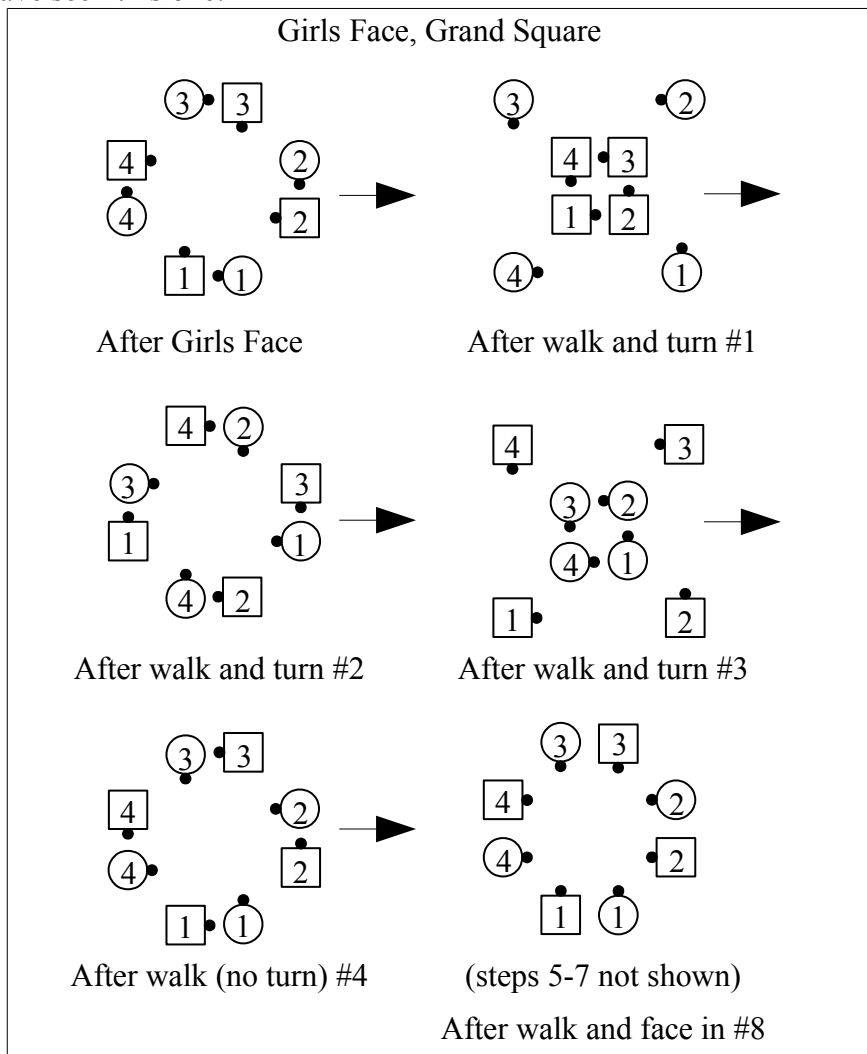
Note that at no time during this call will anyone ever have their back to the center of the set. Also, the 3 steps of walking will always be forward if you are facing into your quadrant, and backwards if you are

facing out of your quadrant. This means you never leave your quadrant.

Let's start out with a simple case before moving on to the more interesting ones.

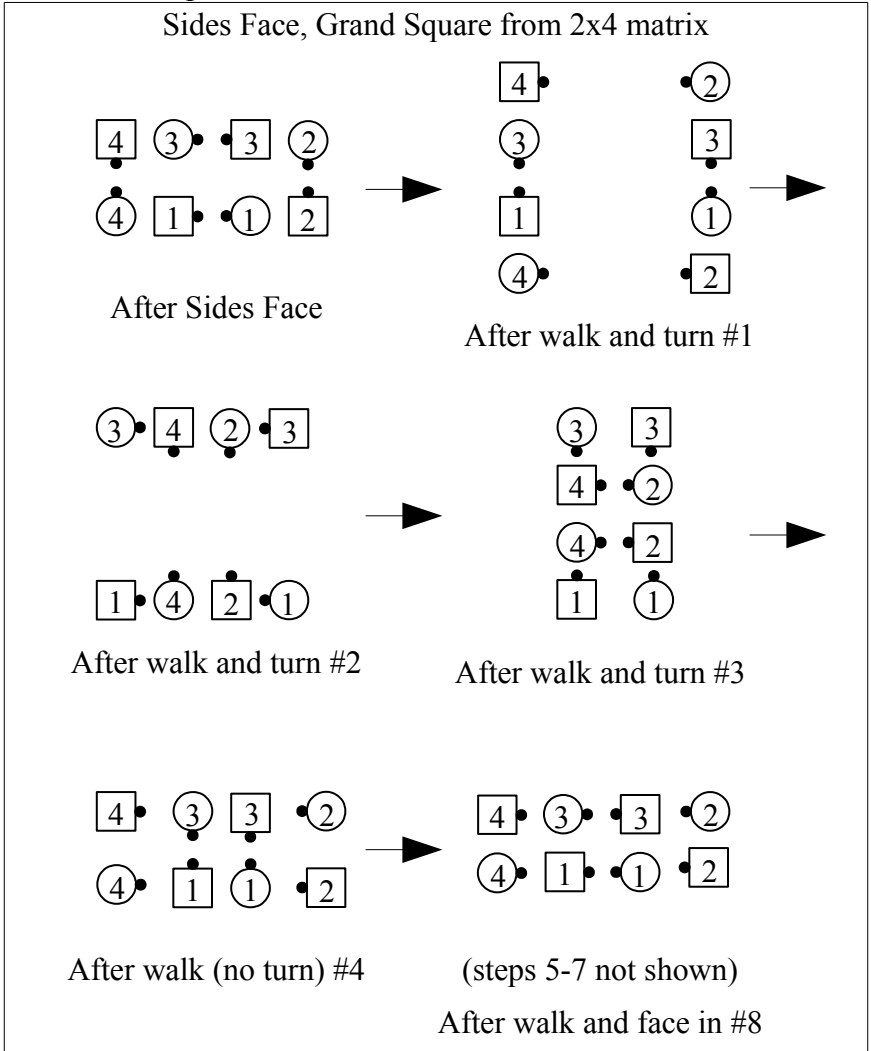


That was kind of boring, just the same old Grand Square you have been doing since beginners class. Note that I showed the four “imaginary squares” in the first picture above. Every dancer walks along the edges of these squares when doing a Grand Square. Of course there are other starting formations for Grand Square. You may have seen this one:



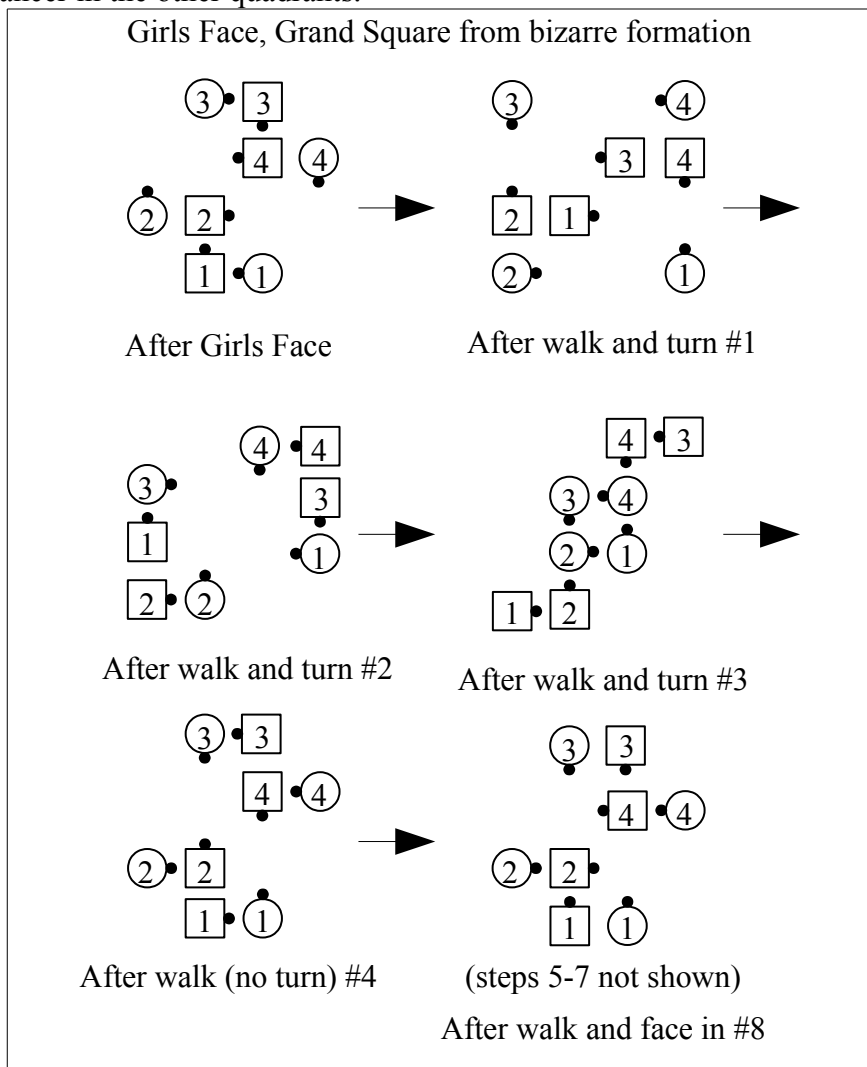
So far both of these examples have started and ended on squared set spots, but nothing in the definition says that it has to start and end that way. Let's look at some other examples where not everyone starts on squared set spots.

Here is an example that starts and ends in a 2x4 matrix.



Surely Grand Square can't get any more bizarre than that! Or maybe it can. So far all the examples have shown two dancers in each quadrant of the square. It is actually possible to have either more, or fewer, than two dancers in each quadrant of the square.

Here is an example with three dancers in some quadrants, and only one dancer in the other quadrants.



You may never see some of these really outlandish Grand Squares, but other variations do crop up from time to time. The caller may tell you how many steps of the Grand Square to do (for example, 6 steps or 22 steps. This means it is very important to always dance this call to the beat of the music, taking a full 32 beats to complete the whole call. Grand Square is not a race to see who can finish first. And if you do run into a strange Grand Square that you have never seen before, just remember that you simply need to do your part of walking around the four edges of that imaginary square in your quadrant, first in one direction, then reversing and retracing your steps in the other direction. Grand Square never should be rushed. There is always plenty of time to do this call.