

Keith's Klass

by Keith Rubow

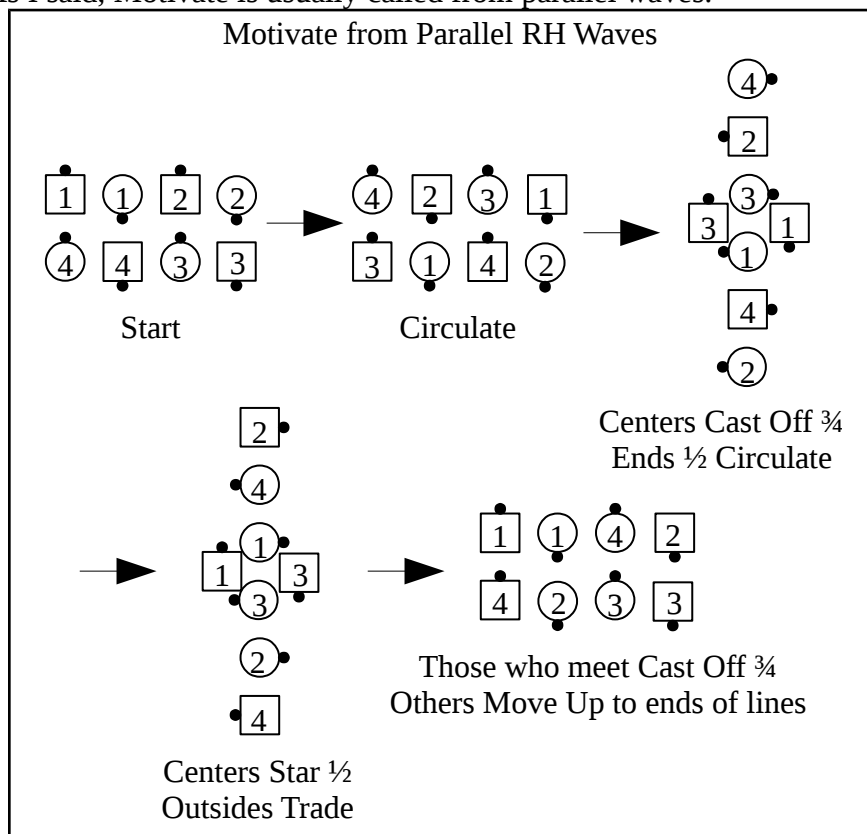
This month we will take a look at **Motivate**. This call is usually called from parallel waves, but can become very interesting when called from some other starting formations. The definition is as follows:

- 1) Circulate.
- 2) Ends $\frac{1}{2}$ Circulate as Centers Cast Off $\frac{3}{4}$.
- 3) Center 4 Turn the Star $\frac{1}{2}$ as Outsides Trade.
- 4) Those who meet Cast Off $\frac{3}{4}$ as others move up to ends of lines (i.e. Phantom Hourglass Circulate).

Note that Motivate is a four part call. There is a common misconception that the Ends start by doing a Circulate $1\frac{1}{2}$. This is not true. First of all, it is important to know what the parts of the call are, and Circulate $1\frac{1}{2}$ is not a part of the call. Ends do a Circulate for the first part. Ends do a $\frac{1}{2}$ Circulate for the second part. But even more importantly, the dancers who do the $\frac{1}{2}$ Circulate for the second part of the call might not be the same dancers who did the Circulate for the first part of the call.

There are several modifications which are frequently done with Motivate. The caller can change how far to turn the center star. The star is usually turned $\frac{1}{2}$, but the caller can say something like "Motivate, but turn the star $\frac{1}{4}$ " or maybe $\frac{3}{4}$. The caller can even say "Motivate, but don't turn the star" (which means turn it zero quarters). This can lead to some momentary confusion as the dancers remember that the the outsides still have to trade, and everyone still has to finish the rest of the call. Another common modification is to FINISH Motivate, which means to leave off the first part. This allows some interesting things because we can FINISH motivate from a formation we can't get to by doing the first part of the call. FINISH is C1, but the caller can directionally call it by just saying "leave off the first part" or some such thing. We can also replace the first part with something else, but now we're getting into C2.

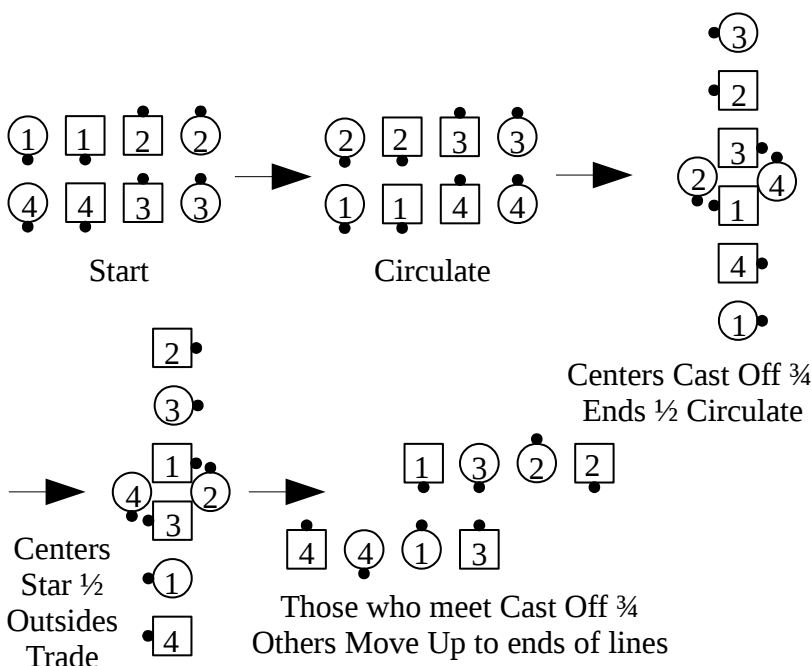
As I said, Motivate is usually called from parallel waves.



There are a few points to consider. The ends who join the center star after they $\frac{1}{2}$ Circulate should slide in towards the center and put their hand in the star. They were ends of lines before the $\frac{1}{2}$ Circulate, and would be far out as points of a diamond if they didn't slide in. It is also good for the dancers in the center star who are going to meet the outsides for the Cast off $\frac{3}{4}$ to raise their hand to indicate to the outsides who they are going to meet. This is especially important if the caller changes how far to turn the star.

Motivate can also be called from two-faced lines. Some interesting things happen when it is done from two-faced lines.

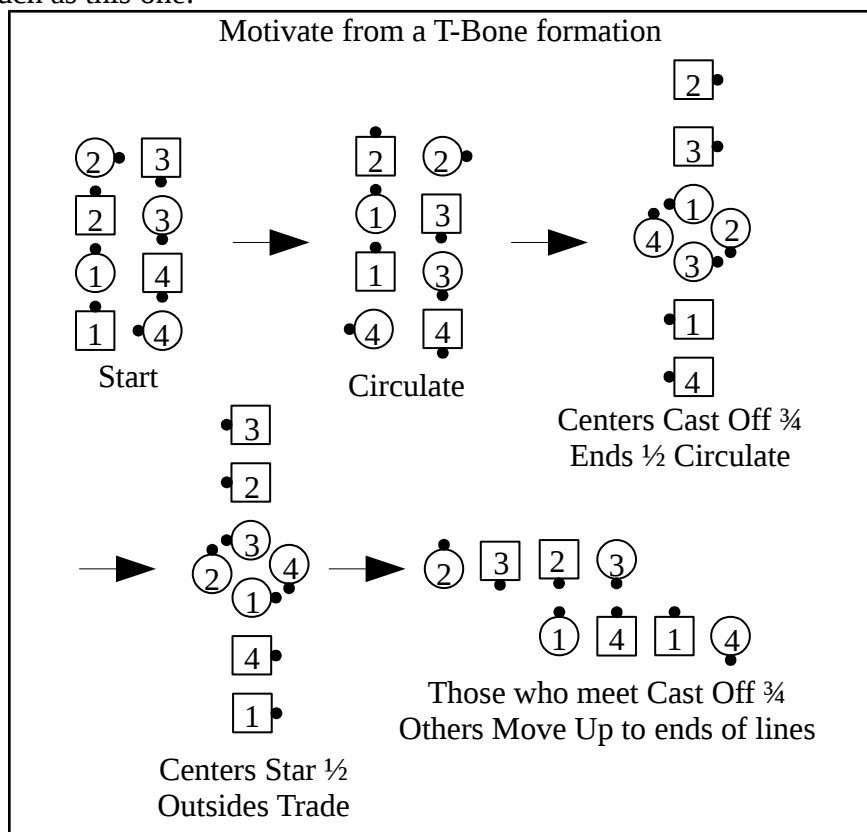
Motivate from Parallel LH Two-Faced Lines



The Circulate is easy. Then things get interesting. After the Centers Cast Off $\frac{3}{4}$ and the Ends $\frac{1}{2}$ Circulate we suddenly find a facing star in the center. This can be surprising. Just remember to pass right shoulders with the one you are facing for each $\frac{1}{4}$ that you turn the star. This is a star (not a diamond) so there is no inside track or outside track. Also, the outsides find themselves as a couple, and must do a partner trade. This is not hard to do, but the outsides are so accustomed to always doing an arm-turn trade, sometimes they think something is wrong and someone turns around to make a mini-wave. Don't do that. After getting through the facing star turn and the partner trade, those who meet must Cast Off $\frac{3}{4}$. They are as a couple, and so must do a "push" cast (with the center most dancer going forward) instead of the usual arm-turn cast. Once again, someone might think this is wrong and will turn around to make it an arm-turn cast. Don't do that. Finally when the others move up to ends of lines they meet another dancer

coming the other way to the same spot. This seems so unusual that someone is likely to turn around and go to a different spot. Don't do that either. "Crashing" to the same spot is fine. Just take right hands and wonder how the caller is going to get you out of this strange formation.

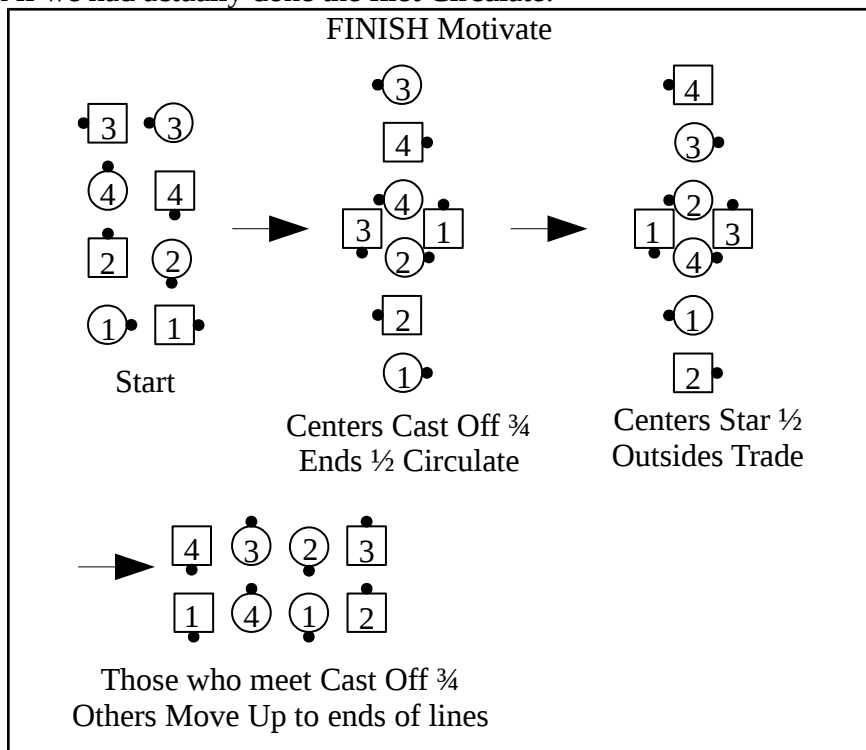
Motivate can also be done from some other interesting formations, such as this one:



Just when you thought it couldn't get any worse, it just did. Now on the Circulate some ends become centers, and some centers become ends. Then the NEW centers have to Cast Off $\frac{3}{4}$ as the NEW ends $\frac{1}{2}$ Circulate. See? I told you the ends don't Circulate $1\frac{1}{2}$! Notice that some ends are doing their $\frac{1}{2}$ Circulate from the end of a column. Also

notice that the ends doing the $\frac{1}{2}$ Circulate from the lead end of a line are the ones joining the center star. Up until now it has always been the TRAILING end of a line that has done a $\frac{1}{2}$ Circulate to join the center star. Then we have the facing star, the outsides doing a partner trade, the push cast, and the ends crashing to right hands when they come to the same spot.

Finally, let's look at FINISH Motivate from a formation we couldn't be in if we had actually done the first Circulate:



We skip the first part of the call (Circulate) because we are finishing the call (good thing too, because we can't circulate from here). So we start with the next part (Centers Cast Off $\frac{3}{4}$ as Ends $\frac{1}{2}$ Circulate) and right away the ends feel that something is unusual. Once again the lead end ends up in the center star as the trailing end becomes an “outside”

dancer. But from there the rest of the call is quite normal, ending in parallel waves.

The key to dancing Motivate from unusual starting formations (or with modifications) is to carefully dance each part. Don't dance it "by rote", thinking you know where you will be and what you will do next. The next part might surprise you. Just be ready to do a partner trade instead of an arm-turn trade, or facing star circulates, or to be in the center star when you didn't expect it. Motivate can be a lot of fun when it is not just a plain vanilla Motivate from parallel waves.