

# Keith's Class by Keith Rubow

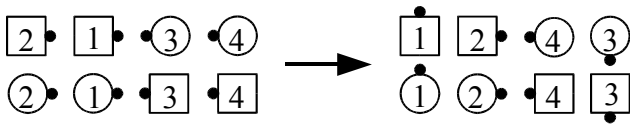
## PITCH

Welcome to the first in the new series called Keith's Class. This month we will look at Pitch.

Pitch is an interesting call because it has many variations. There are two optional directions which may be given, one of which may also be an optional call. We will also look at how the call is affected by Mirror.

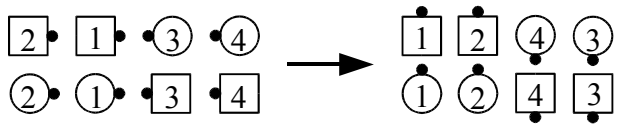
**DEFINITION:** <direction1> Pitch <direction2/call2>: Leads Right (or <direction1>) Zing, Trailers Circulate and either turn 1/4 in <direction2> (if a direction2 is given), or do <call2> if a call2 is given. If no direction2 or call2 is given, Trailers simply Circulate.

### Pitch



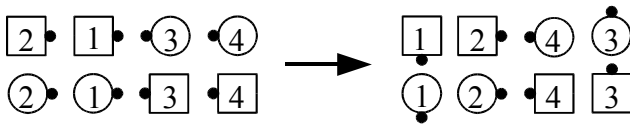
Leads default Right,  
Trailers had no direction.

### Pitch Left



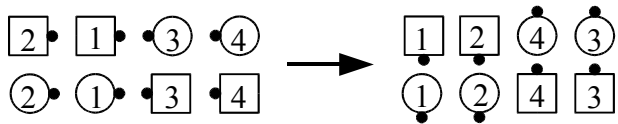
Leads default Right,  
Trailers 1/4 Left.

### Left Pitch



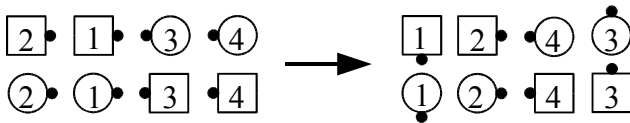
Leads Left Zing,  
Trailers had no direction.

### Left Pitch Right

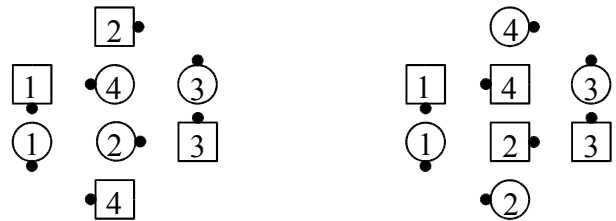


Leads Left Zing,  
Trailers 1/4 Right.

### Left Pitch Swing Thru



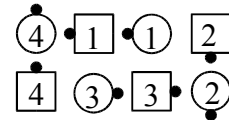
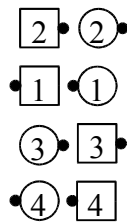
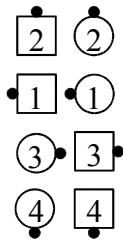
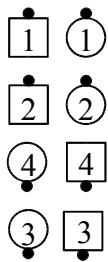
Leads Left Zing,



Trailers step to a wave,

and Swing Thru  
(right, of course)

### Pitch a Little

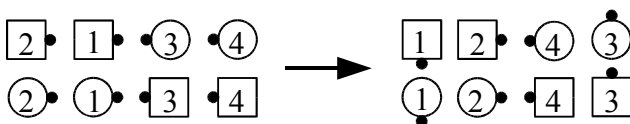


Leads Right Zing,

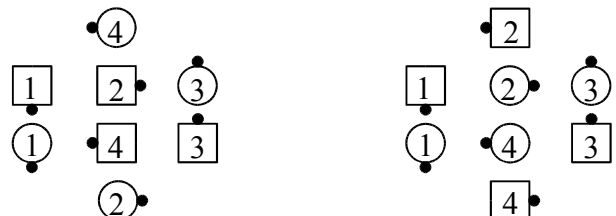
Original Trailers 1/4 Right,

and Counter Rotate

### Mirror Pitch Swing Thru



Leads Left Zing,



Trailers step to a LEFT  
HAND wave,

and LEFT Swing Thru  
(Mirror affects call2)

Note: This is one of those cases where Left <call> is NOT the same as Mirror <call>.