

Once Removed Notes and Diagrams

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Introduction

The Once Removed concept is one of the hardest and least understood concepts in Challenge square dancing. The call was conceived by Norm Poisson in the early 1980s. It is currently on the C2 list.

This paper provides an explanation of this concept for most of us. This will be done by showing sample calls with some discussions of the nuances of the examples including discussion of the strategy to be used for the call.

The Callerlab Definition:

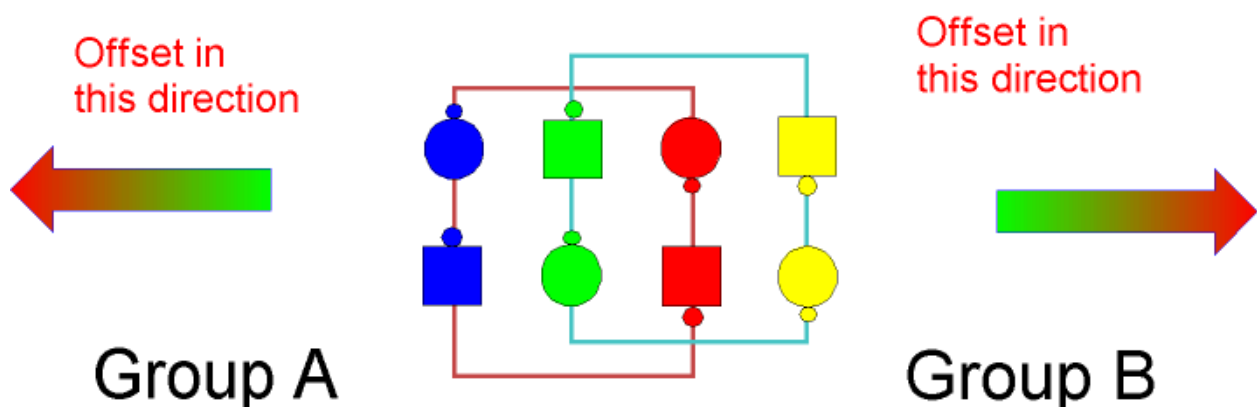
The four dancers who are once removed from each other do the call with each other, usually ending back on the same 4 spots.

e.g., Once Removed Walk and Dodge:

When the call changes the shape of the formation (e.g. "Once Removed Ah So"), the two resulting formations are interleaved with each other the same way the original formations were. For example, Once Removed Ah So:

This explanation is not clear and is not inclusive of many of the possibilities for using this concept. Some believe that those dancing Once Removed work only within their own Once Removed group. This is only true for relatively simple calls like Once Removed Shakedown or Once Removed Mini Chase. Many other Once Removed calls are more difficult and involved. This is demonstrated in the examples.

Let's look at a diagram of a Once Removed formation and examine the various parts.



Once Removed Partners

The four dancers in each group work together during the call. Sometimes the two groups work separately, sometimes they work interleaved. Depending upon the particular call, the groups may have to work together to reestablish the Once Removed nature of the setup at the end of the call. If the call is a partner call, like Single Wheel, then just work with your Once Removed partner.

If the call is a foursome call, then you may not be Once Removed from your partner

after the call although you will still be in the same Once Removed foursome at the end of the call. For example, Once Removed Reach Out from lines.

The long axis of the formation is called the formation axis. If the formation axis at the end of the call is different from what it was at the beginning of the call, the Once Removedness of the call is gone. The dancers no longer need to be concerned about who is in their Once Removed group.

You must be constantly aware of the following in a Once Removed setup:

- Who is in your Once Removed group.
- How the Once Removed groups are offset. You must pay attention to the wall your Once Removed group is nearest to.
- Where the formation axis is.

NOTE: There are Once Removed setups where the offset direction is not relevant. See the example for Initially Once Removed Beau Hop in the Once Removed Columns section.

Taking It Out

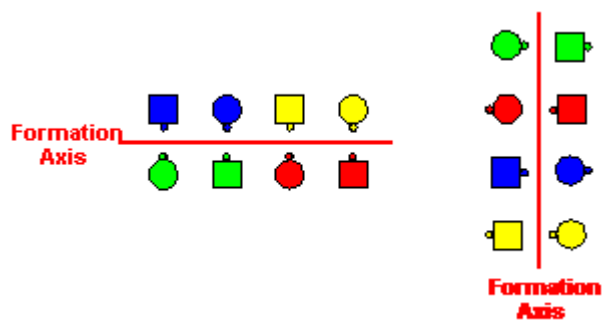
Once Removed calls are often done by first taking them out. This is not always necessary and sometimes is not the correct way to do the call. There are some instances where taking it out is not usually done and others where it is absolutely necessary to take it out.

Many dancers take out Once Removed formations immediately upon hearing the call.

BIG MISTAKE.

Many Once Removed calls dance better if they are not taken out, such as, Slide Through, Star Through and Square Through. Once Removed Square Chain Thru, Square Chain the Top, Catch [n] and others must be taken out in order to do the call.

An important case of not taking it out first is when the call causes the long axis of the formation to change which cancels the Once Removed concept, for example, Once Removed Pass the Ocean. See the example below.



This call can be taken out first but the result is the same as if you danced it in your Once Removed box. And, you didn't waste time and cause confusion by taking it out first. Experience will be your guide as to when to take a call out or not before

executing the call. Everyone in the square must do call in the same way or the square will break down.

Some Once Removed calls can be done from either lines or columns. The outcome of these calls can be completely different. For example, Once Removed Pass the Ocean from facing lines is a very simple call that doesn't need to be taken out to do. The dancers are also not Once Removed at the end of the call because the formation axis has changed.

Once Removed Pass the Ocean from a beginning Double Pass Thru setup is a different proposition.

- At the end of this call, the dancers must be Once Removed from each other because the formation axis doesn't change.
- There are two different ways to do this call. At the end of the call some adjusting is required to put the dancers Once Removed from each other. Each method uses a different resolution procedure. If everyone in the square doesn't do this call in the same way, the square will break down. See the example in the Once Removed Columns section.

Once Removed Tidal Formation Notes

There are many Once Removed situations where you are in a tidal wave at the completion of the call part of the concept/call.

This situation is practically impossible to resolve for most dancers because they have no idea of their position in any tidal formation. Additionally, there is no time for each person to resolve his or her position within the tidal formation within the time allotted for the call.

If you are facing out of a Once Removed formation, a Once Removed call can cause big problems because you may not know who is in your Once Removed group. This may not be a problem with simple calls such as Once Removed Circulate or Once Removed Shakedown. However, if the ending formation is a tidal setup, then you may have no clue as to who is in your Once Removed group. The resolution of Once Removed calls that end up in tidal formations is difficult and confusing.

When a Once Removed call ends in a tidal formation, dancers are required to adjust their positions to become Once Removed from others in their group. There are three ways to adjust; center wave as couples Slither, each wave centers Slither or both of them in that order. The slushing done to return to the original Once Removed relationship between the dancers must be done from memory -- it cannot be done by each person seeing his or her position within the tidal formation. See the examples for Once Removed Peel Off and Reach Out in the Once Removed Lines section.

Any dancer's failure to understand where he or she is in a tidal wave will inevitably cause the square to break down.

When beginning in a tidal formation, the dancers must be aware of the nature of the formation, i.e., tidal wave, as couples tidal wave, tidal line composed of inverted lines or grand two-faced tidal line.

The strategy for dealing with each of these situations is different.

General Notes

Memory is an important element in dancing Once Removed situations. Some calls have such a short duration that there is not enough time to figure out where you are in the formation, who is in your Once Removed group and what you have to do from that position. There is no time for a dancer to orient himself before the call is over. Hence, the need to recognize the call and formation and just do it without really thinking about it.

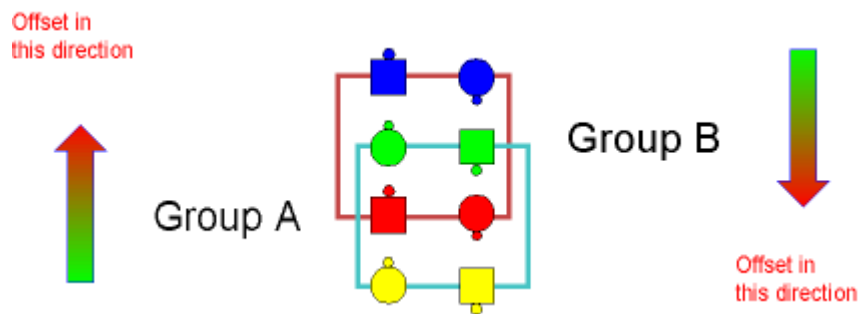
Many calls can be done without worrying about where you end up at the end of the call as long as you follow the rule for the call. This is not true for Once Removed calls. It is critical that the dancers know who their Once Removed group includes **before** beginning to move. This is very difficult in situations where you are facing out of the formation.

There are four Once Removed setups in general use today shown below:

- Once Removed Columns
- Once Removed Diamonds
- Once Removed Lines
- Once Removed Tidal Formations

Each of these groups will be discussed individually followed by examples of various Once Removed setups within each group.

Once Removed From Columns Diagrams



Those Once Removed are the ends and the furthest centers. Group A is one Once Removed box and Group B is another.

Notice the boxes. You usually work with your Once Removed partner and/or the dancers in your box.

Notice how the boxes are offset top and bottom. This offset is important. You must be aware of the offset before you execute a Once Removed call so that when the call is over you will still be **Once Removed** and **still offset in the same direction** as when you started with the exception of calls that cancel the once-removed positioning.

The formation could be any kind of column. Remember that "O", Butterfly and Staggered formations are distorted columns so you may be asked to execute Once Removed column calls from these formations.

Many calls can be done from both Once Removed Lines and Once Removed Columns.

You may be asked to execute any partner or box of four call from this setup.

Notice the formation axis.

Once Removed Turn to a Line

Once Removed Turn to a Line

This is a C3A call

	Start		Finish
Right Hand Columns			
Completed Double Pass Thru			
Beginning Double Pass Thru			
Beginning Eight Chain Through			
Completed Eight Chain Through			

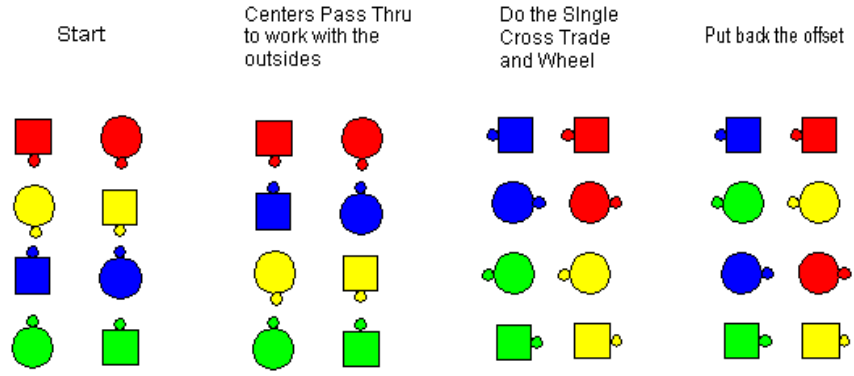
All of these calls are not Once Removed at the end of the call because the formation axis changed

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Once Removed Single Cross Trade and Wheel, Single Turn To a Line (C3)

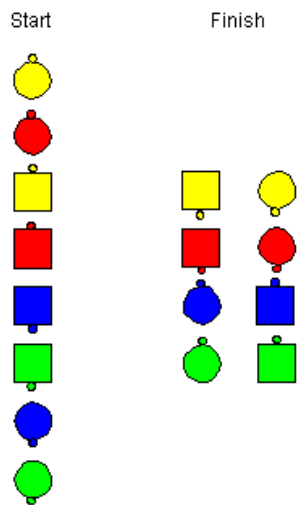
Once Removed Single Cross Trade and Wheel

This is a C3A call



Once Removed Single Turn To A Line

This is a C3A call



Once Removed Pass the Ocean

Once Removed Pass the Ocean

Option 1

Start **(2)** **(3)** **(4)** **Finish**

Centers Pass through

Each box Pass The Ocean. The very 4 centers slide past each other as a pair

Centers of each wave Slither

Option 2

Start **(2)** **(3)** **Finish**

All double pass through

All Quarter In and step to a wave. Centers of each wave Slither.

Both these options produce the same result. However, Option 2 is the better of the two.

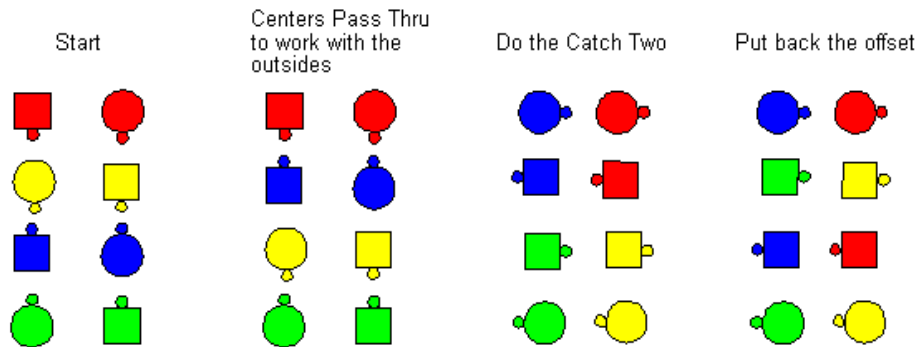
In any event, everyone in the square must do this call in the same way or the square will break down.

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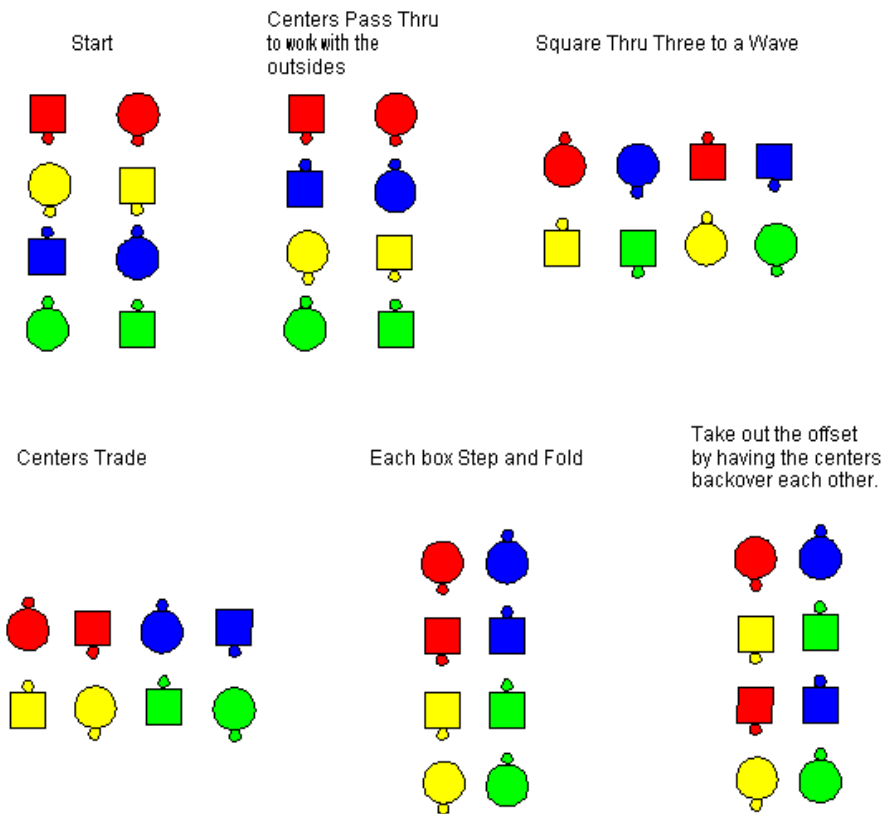
Once Removed From Columns -Page 4

Once Removed Catch Two, Catch Three

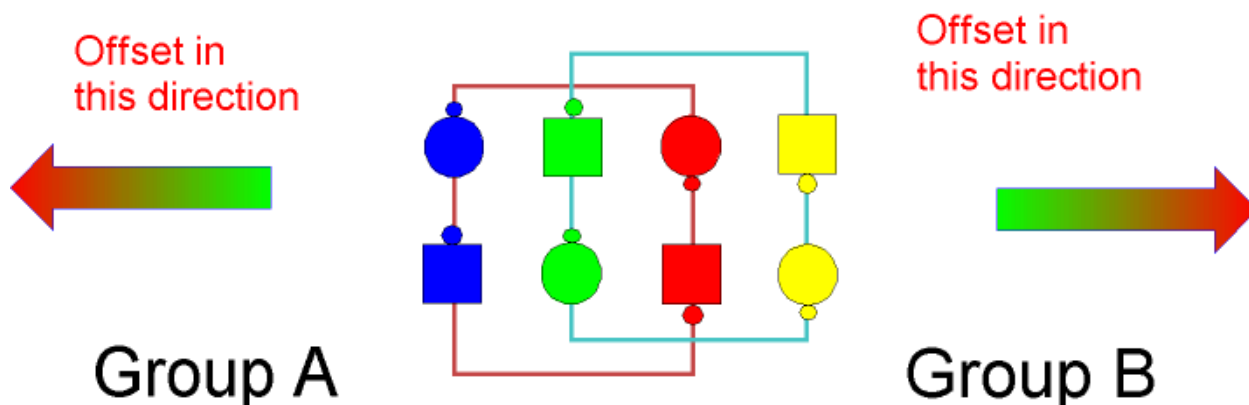
Once Removed Catch Two



Once Removed Catch Three



Once Removed From Lines



Those Once Removed in this formation are the ends and the furthest centers. Group A is one Once Removed box and Group B is another. Other Once Removed formations may have different Once Removed relationships.

Notice the boxes. You usually work with your Once Removed partner and/or the dancers in your box.

Notice how the boxes are offset to the left and right. This offset is important. You must be aware of the offset before you execute a Once Removed call so that when the call is over you will still be **Once Removed** and **still offset in the same direction** as when you started with the exception of calls that cancel the once-removed positioning.

The formation could be lines, waves, inverted lines or 3 and 1 lines. Remember that Big Block formations are distorted lines so you may be asked to execute Once Removed line calls from this formation.

Many calls can be done from both Once Removed Lines and Once Removed Columns.

You may be asked to execute any partner or box of four call from this setup.

Notice the formation axis.

Once Removed Shakedown, Mini Chaes(C3), Right and Left Through, Reach Out

Once Removed Shakedown

Start Finish

Once Removed Mini Chase

Start Finish

Once Removed Right and Left Through

Start Take it out. Centers Slither Courtesy Turn Put back the offset Centers Slither

Once Removed Reach Out

Start

This is a
C3A call

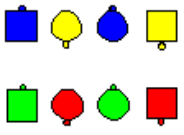


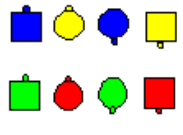



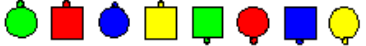

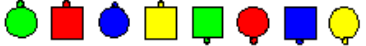

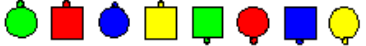

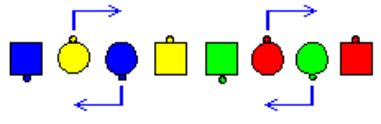
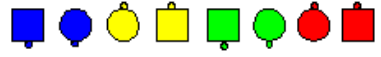
These are leaders. They box circulate 1 1/2 in the ONCE REMOVED BOX.

These are trailers. They 1/2 circulate in the ONCE REMOVED BOX and flip away from the center.

Finish

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Once Removed Peel Off, Trail Off, Peel and Trail

<h3 style="text-align: center;">Once Removed Peel Off From Ocean Waves</h3> <p>Start</p>  <p>Centers of each line slither</p>  <p>Finish</p> 	<h3 style="text-align: center;">Once Removed Peel Off From Two-Faced Lines</h3> <p>Start</p>  <p>Centers of each line slither</p>  <p>Finish</p> 				
<h3 style="text-align: center;">Once Removed Trail Off</h3> <table style="width: 100%; border: none;"> <tr> <td style="text-align: center; width: 50%;">Start</td> <td style="text-align: center; width: 50%;">Finish</td> </tr> <tr> <td style="text-align: center;">  </td> <td style="text-align: center;">  </td> </tr> </table>		Start	Finish		
Start	Finish				
					
<h3 style="text-align: center;">Once Removed Peel and Trail</h3> <p>Start</p>  <p>Centers Slither</p>  <p>Finish</p> 					
<p>Charles Young <coyoungjr@worldnet.att.net> March 17, 1999 9:30pm Once Removed From Lines -Page 2</p>					

Once Removed Square Thru 3 to a Wave

Once Removed Square Thru 3 to a Wave

Square Thru 3 to a Wave is normally done without taking out the once removed setup.

Start



Square thru 3 to a wave and centers of each wave slither



Finish



Once Removed Square Thru 3 to a Wave

This is the same call done by taking it out

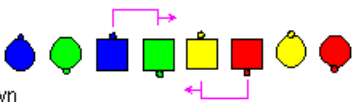
Start



Take it out



Square Thru 3 to a Wave and very four center couples slidepast each other as shown



Centers of each wave slither



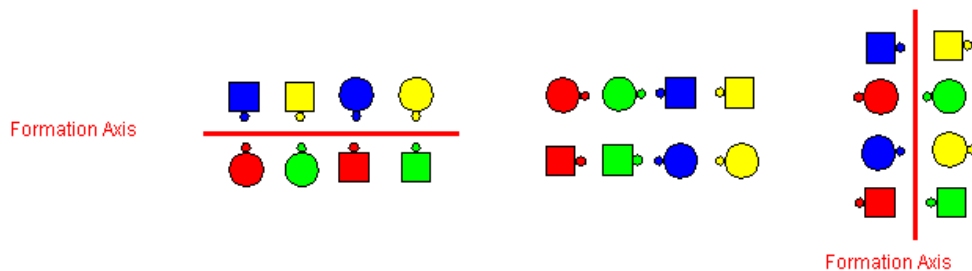
Finish



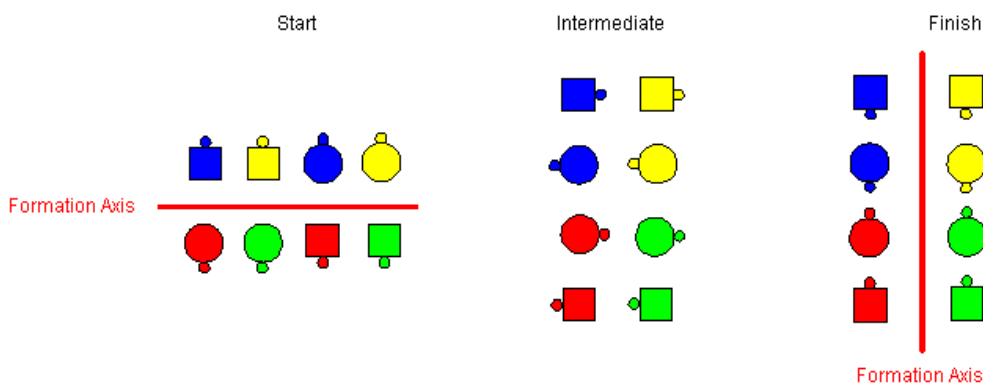
Notice the simplicity of the first method versus the second.

Once Removed Circle By 1/4 by 1/2, Single Wheel, Pass the Ocean

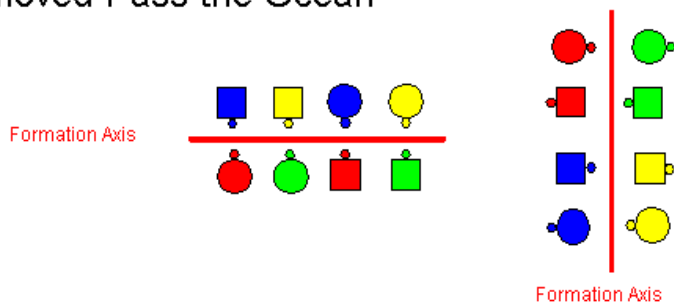
Once Removed Circle By 1/4 By 1/2



Once Removed Single Wheel



Once Removed Pass the Ocean



The dancers are no longer Once Removed at the end of these calls because the formation axis has changed.