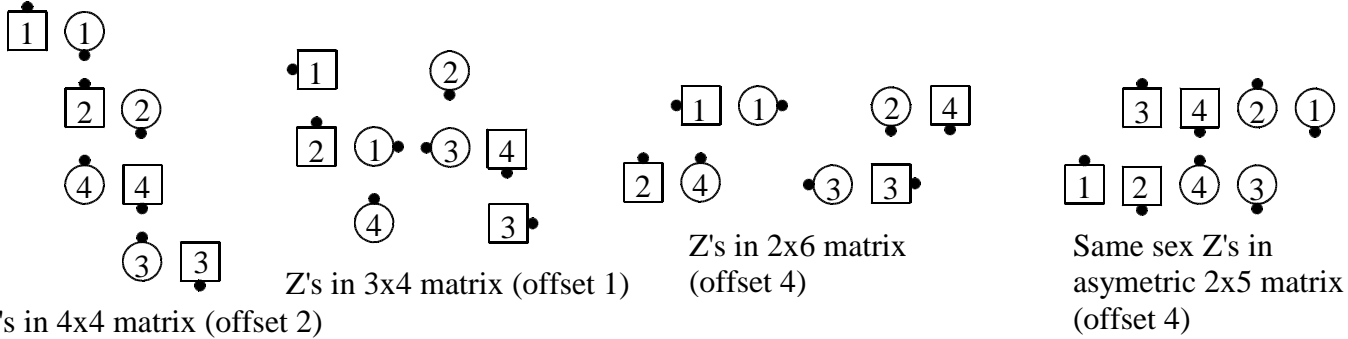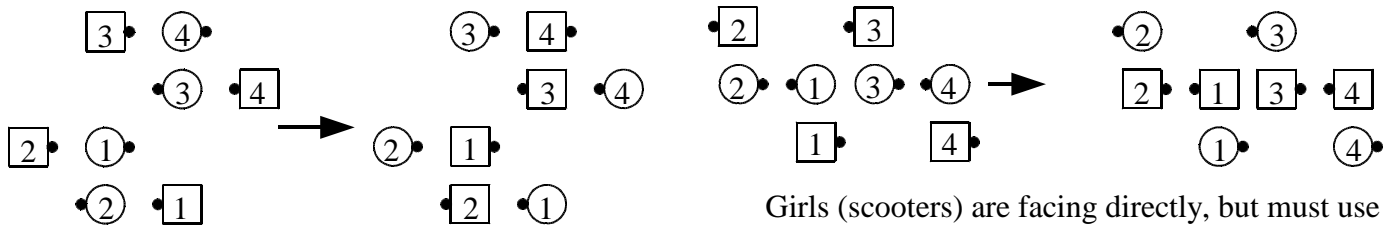# Keith's Klass by Keith Rubow

Z Concept

Welcome to Keith's Klass. This month we will look at the Z concept. A "Z" is just an offset (distorted) box of four. Calls done in the Z concept must end on the same footprints, so only calls that start and end in a box of four are legal. This sounds simple enough, but you must remember both the offset direction <u>and</u> the position of your Z relative to the other Z to get back to the proper footprints at the end of the call.

DEFINITION: Work in your offset box of four (you will only work with the four dancers in your own Z), and do the call (which must end in a box of four), to end on the same footprints as you started.
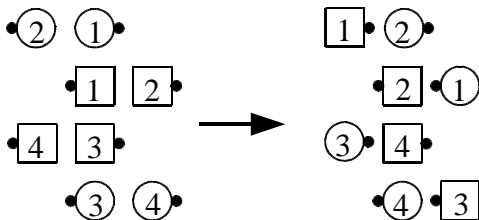
Examples of Z's

Z's can exist in many formations. Half of the problem is finding your Z in the first place! Hint: If there is a phantom directly between you and another dancer, he is NOT in your Z.
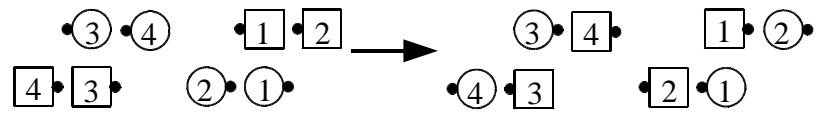

Z's in 4x4 matrix (offset 2)

Z's in 3x4 matrix (offset 1)

Z's in 2x6 matrix (offset 4)

Same sex Z's in asymetric 2x5 matrix (offset 4)

Z Scoot back

Boys (scooters) have a long way to go before they meet.

Z Scoot back

Girls (scooters) are facing directly, but must use left hands because it is a left hand Z.

Z Vertical ½ Tag

The ½ Tag almost feels like a ¼ Tag because you must end on the Z footprints.

Z Vertical ½ Tag

The ½ Tag almost feels like a ¾ Tag because of the Z offset.

Z Catch 2

In your Z, Square Thru 2 To a Wave.

Slip

Step and Fold

And get back to your Z spots (you DO remember the offset and matrix, right?)