Single Divide the Ocean/Sea

By Keith Rubow

To understand what happens on a Single Divide the Ocean/Sea we must first understand Divide the Ocean/Sea. The centers Hinge, Partner Tag, Press Ahead, and face direction or do the any call. The ends Cast Off 3/4 and Cross Concentric Vertical Half Tag (for Ocean) or Left Half Tag (for Sea).

Since this is an 8 person call, the single version is a 4 person call. The most common starting formation for Single Divide the Ocean/Sea is a line of 4, for example:

<1 2> <3 4>

Since in the Single concept each live dancer acts as the "cheese" between two imaginary phantom dancers, we must determine where those imaginary phantoms are. This is easy for the ends. The imaginary phantoms that the "cheese" is between must both be facing the same direction. Therefore the end is acting like the "cheese" between two phantoms which are as a couple, and therefore must be doing a push cast ³/₄. Since the center always pushes the end on a push cast, the ends part of Single Divide the Ocean/Sea becomes a ³/₄ Out.

The centers part is a little harder to see. One possibility is that the imaginary phantoms are as couples in a 2 faced line. This would be as follows:

Live dancers	Imaginary phantoms
	2a>
2>	2b>
<3	<3a
	<3b

This does not work, however, since the phantoms would have to do a partner hinge, which would put the facing opposite directions, and the live dancer could no longer be the "cheese" between them.

In fact, the live dancer must be the "cheese" between two imaginary phantoms which are once removed from each other in a wave as follows:

Live Dancers	Imaginary phantoms
	2a>
2>	<3a
<3	2b>
	<3b

Now after the hinge, the live dancers and imaginary phantoms appear as follows:

Live Dancers Imaginary phantoms

				2
			3	а
^	2		а	
3	v		^	2
			3	b
			b	v

Now the live dancers continue to be the "cheese" between the imaginary phantoms for the Hinge, the Partner Tag, the Press Ahead, and the face direction.

Consider the possibility that the centers might start out as a couple on a Single Divide the Ocean/Sea:

1> 2>

- 3>
- 4>

The imaginary phantoms (for the centers) must now be as follows:

Live dancers	Imaginary phantoms
	2a>
2>	3a>
3>	2b>
	3b>

Note that this starting formation would require an asymmetric setup to do the normal 8 person call, but the Single version requires no asymmetry since a group of 4 can be asymmetrical with each other without having the entire square be asymmetrical. After the Hinge, the dancers are as follows: Live dancers Imaginary phantoms

lancers	Imaginary phant
	^ 2
	3 a
^ 2	a v
3 v	^ 2
	3 b
	b v

Note that the imaginary phantoms still had to start once removed from each other. The live center dancers part is simply a Hinge (or Partner Hinge) in any case, followed by a Partner tag, Press Ahead and face direction or do any call.

The definition of Divide the Ocean/Sea does not specify that the starting formation must be a tidal line, so The Single version can be done from some interesting formations other than lines of 4. This is left as an exercise for the reader.