

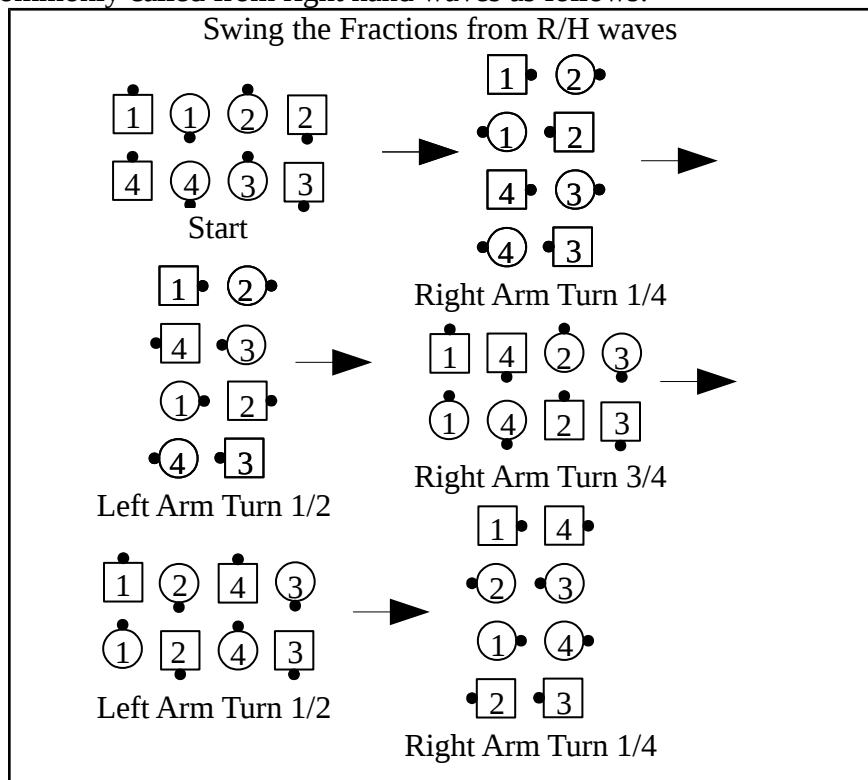
Keith's Klass

by Keith Rubow

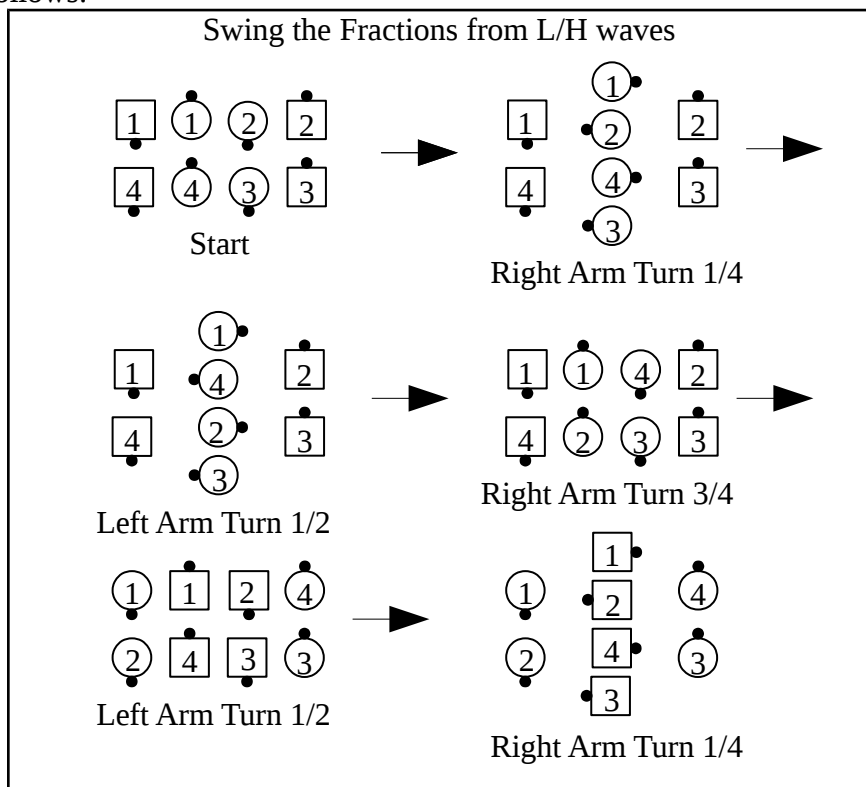
This month we will look at **Swing the Fractions**. This is a very versatile call that can be done from many different starting formations.

Definition: Those who can Right Arm Turn $\frac{1}{4}$. Those who can Left Arm Turn $\frac{1}{2}$. Those who can Right Arm Turn $\frac{3}{4}$. Those who can Left Arm Turn $\frac{1}{2}$. Those who can Right Arm Turn $\frac{1}{4}$.

Swing the Fractions is a 5 part call (can you think of any other calls that have 5 parts?), and is often fractionalized. There is also an “unwritten rule” about this call that I will get to a little later. It is commonly called from right hand waves as follows:



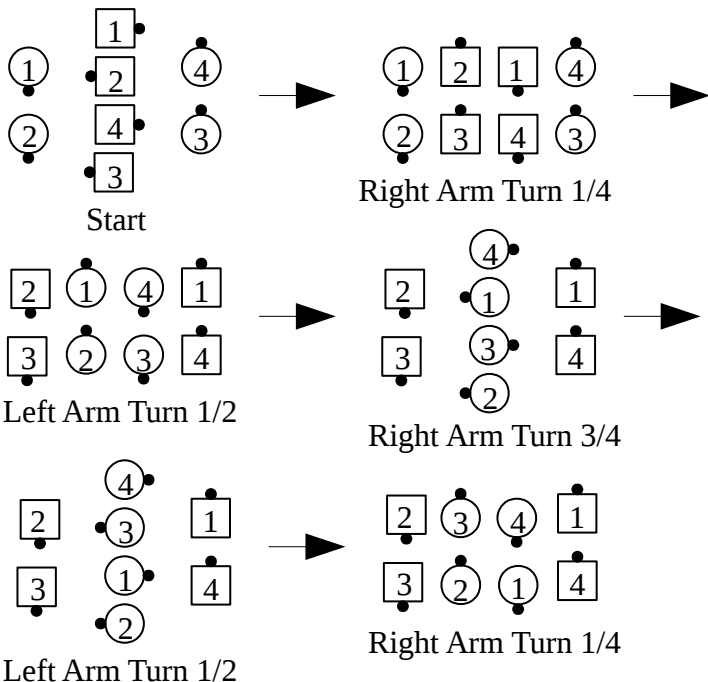
Swing the Fractions is also commonly called from left hand waves as follows:



From left hand waves Swing the Fractions will create facing diamonds. Notice also that the original ends of the waves did not get involved in any arm turns until the fourth part of the call. Patience is a virtue when executing this call. You must pay attention to what other dancers are doing to see if (or when) someone comes to you with the correct hand for the next arm turn.

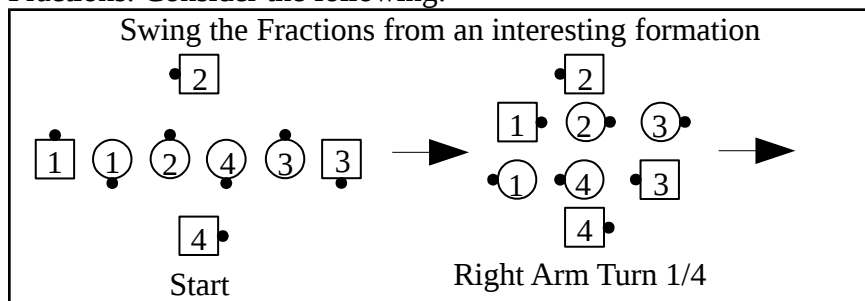
Swing the Fractions can also start in facing diamonds, in which case it will end in left hand waves as follows:

Swing the Fractions from diamonds

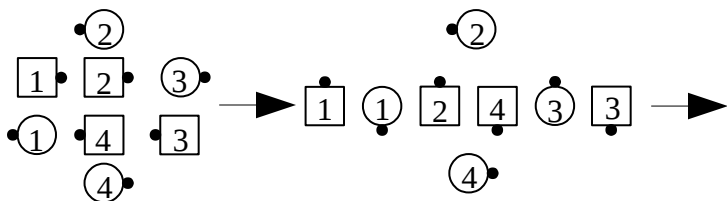


From diamonds the original centers only take part in the first two parts of the call. Then they are done, and get to wait patiently while the new centers finish the rest of the call. Once again, patience is a virtue.

There are some other interesting starting formations for Swing the Fractions. Consider the following:

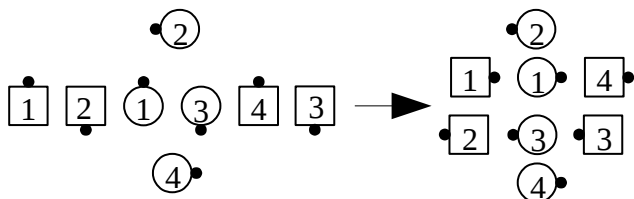


Swing the Fractions from an interesting formation (continued)



Left Arm Turn $1/2$

Right Arm Turn $3/4$

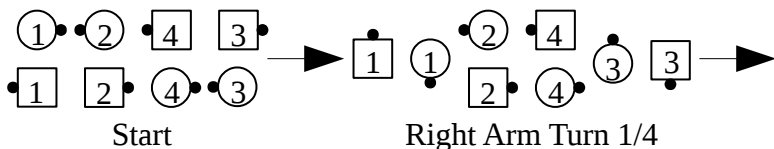


Left Arm Turn $1/2$

Right Arm Turn $1/4$

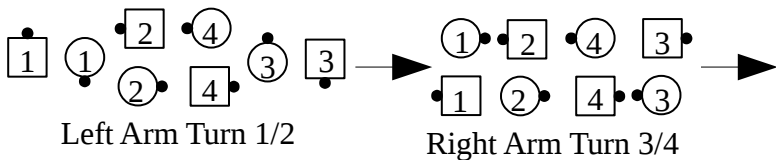
Let's look at a very unusual swing the fractions from a magic column:

Swing the Fractions from a magic column???



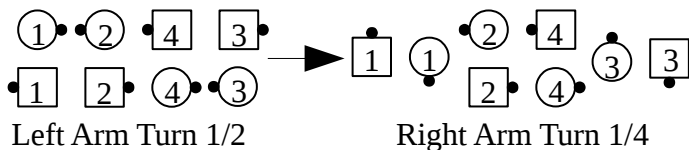
Start

Right Arm Turn $1/4$



Left Arm Turn $1/2$

Right Arm Turn $3/4$



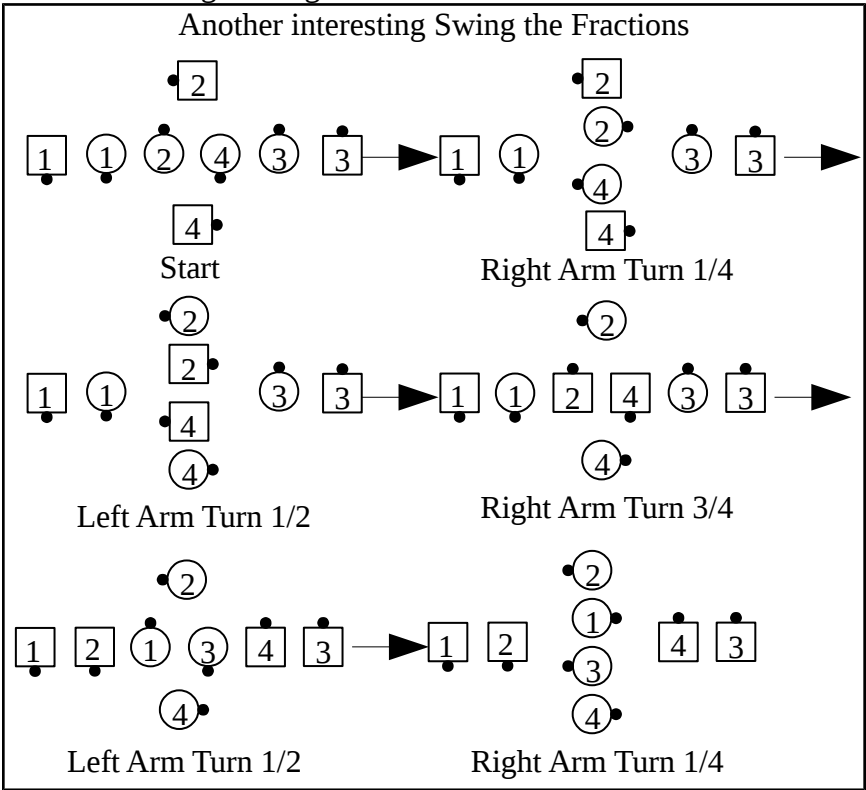
Left Arm Turn $1/2$

Right Arm Turn $1/4$

NO NO, WE CAN'T DO THIS! WHY NOT?

Let's talk about that strange Swing the Fractions from magic columns. What is wrong with it? The dancers doing right arm turns never interact with the dancers doing left arm turns. Remember when I said there was an “unwritten rule” about Swing the Fractions? That rule is that for each arm turn (except for the first one) there must be at least one dancer doing the arm turn who also did the previous arm turn. That didn't happen here, so I consider this example to be illegal.

Look back at my example of “Swing the Fractions from an interesting formation”, where there was a right handed wave of 6 dancers with a diamond in the center. In that case the heads did a right arm turn $\frac{1}{4}$, skipped the left arm turn $\frac{1}{2}$, and then did the right arm turn $\frac{3}{4}$. That was OK because there were some dancers (the side boys) who did do the left arm turn $\frac{1}{2}$ before they did the right arm turn $\frac{3}{4}$. Now here is another interesting starting formation:



Did you notice anything odd about that last example? The head boys never got to play. They didn't do any arm turns at all! That's OK, because it doesn't say anything in the definition about this being an 8 dancer call. It just says "those who can", and in this case the head boys were those who couldn't.

I haven't mentioned anything about fractionalizing Swing the Fractions, but since it is a 5 part call it can be fractionalized into fifths. You can do a $1/5$, $2/5$, $3/5$ or $4/5$ Swing the Fractions. A $3/5$ Swing the Fractions is a Right Arm Turn $1/4$, Left Arm Turn $1/2$, Right Arm Turn $3/4$. That sounds just like a Remake. Is $3/5$ Swing the fractions the same as Remake? No, because Remake is a 4 dancer call, and Swing the Fractions is "those who can", which means $3/5$ Swing the Fractions is the same as a Grand Remake.

Food for thought- How do you do a $3/10$ Swing the Fractions? How about $7/10$ Swing the Fractions? And are there formations from which you can do part of a Swing the Fractions, but you can't do a whole Swing the Fractions? It seems like there are endless possibilities for this simple call.