

Chilham Square

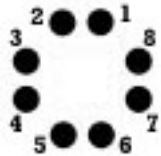
Music: The Maid and the Palmer AAB

Single Steps + Feet Together Jump (FTJ)

Sticks resting against right shoulder when not in use.

Home is where you start the dance.

Chorus ends with FTJ and clash, facing Partner. Turn AFTER the clash to face the right way for the next figure. Always turn towards the centre of the set (unless otherwise specified).



1 & 2 and 5 & 6 are Heads. The others are Sides. Your Corner is the person beside you who is not your Partner.

One to Yourself

Two notes, then sing (optional):

Oh, the maid went down to the well for to wash
And the dew fell down from her snow-white flesh
The dew fell down from her snow-white flesh
As the sun shone down so early.

In with a jump and clash.

Chorus

Stick clashing: Face Partner. Two hands on stick: Strike tip out to the ground on the right; partner forehand tips; strike tip out to the ground on the left; partner backhand tips; dib (butt to ground) and throw to exchange sticks with partner; face corner, dib (butt to ground) and throw to exchange sticks with corner.

Clover Leaf: Turn away from the centre of the set (odds turn left, evens turn right) and dance around your own wide circle to finish back at home facing your partner. Six single steps, FTJ & clash.



Sequence

Once to Yourself

Heading North; Chorus

Grand Square; Chorus

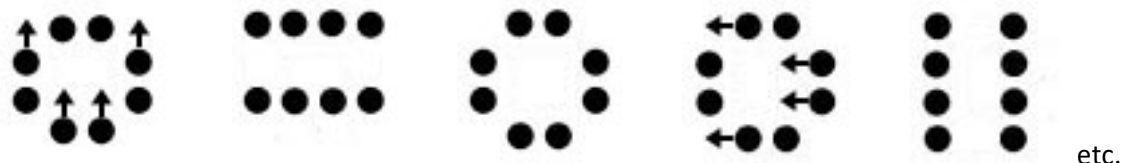
Devil's Elbow; Chorus

Doubling Up; Chorus

Lock Chain Swing; Chorus

Figures

Heading North



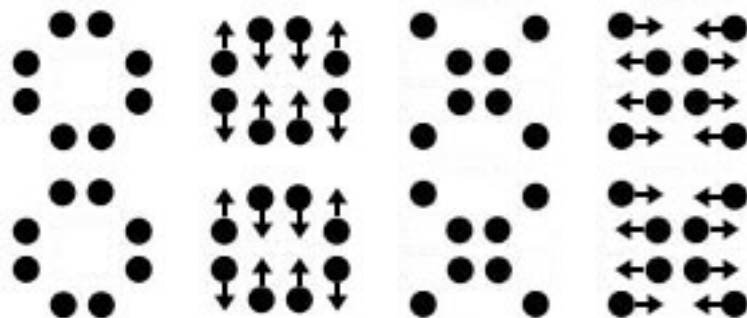
1, 2, 4, 7 face up and dance on the spot.
3, 8, 5, 6 face up and dance up into lines with the others.

Stepping: Two single steps on the spot or forwards; two single steps on the spot; two single steps back to place and face partner; FTJ & clash.

Repeat to 3 & 4's direction; repeat to 5 & 6's direction; repeat to 7 & 8's direction.

The one's whose direction it is, do not move; having turned, if your partner is in front of you, don't move.

Grand Square (<http://contrafusion.co.uk/GrandSquare.html>)



As in the diagrams (details below), then "Reverse": go back the way you came. Each person is dancing around their own little square in the corner of the main square. You should always be looking at someone, either your partner or your opposite; you should always be able to see the centre of the square.

Stepping: Two single steps; FTJ & clash.

Clashing: if you are heading towards someone clash with them before turning.

Heads: Face In, dance forwards and clash with your opposite; turn to face your partner and dance backwards, turn and clash with your opposite (who is beside you); dance backwards, turn towards your partner and clash in the air by yourself; dance forwards and clash with your partner; reverse.

Sides: Facing your partner, dance backwards, turn towards your opposite and clash in the air by yourself; dance forwards and clash with your opposite; turn to face the middle, dance forwards and clash with your partner; turn to face your opposite, dance backwards, turn to face your partner and clash with your partner; turn back to the centre to reverse.

Devil's Elbow

1 and 5 are leaders. 2, 3, 4 follow 1; 6, 7, 8 follow 5.

Stepping: single steps all the way with FTJ & clash at the end.

The component moves are:

Heads Lead Right: move as a couple so 1 is facing 4, 2 is facing 3; other Heads do the same.

In fours Star Right – sticks vertical, right fists together.

Devil's Elbow: (sticks on shoulders) leaders pass each other by the left shoulder (everyone else following in lines), curve left then right – make the line nicely serpentine.

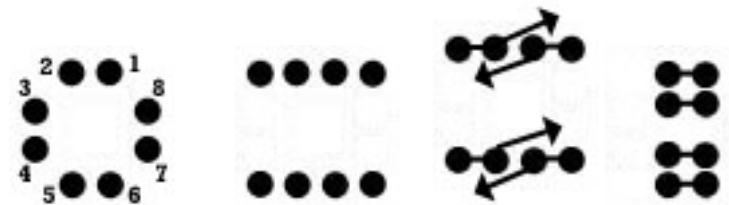
Sequence:

Heads Lead Right; Star Right; Devil's Elbow; Star Right (where the other four did their first star);

Devil's Elbow; Star Right (back where you did your first star); go Home.

Make the moves flow into one continuous serpentine figure. Time it so that the second star starts at the beginning of the second A music, and so that you get home just in time for the clash.

Doubling Up



Stepping: singles steps throughout until the final FTJ & clash.

Whole Gyp – Side Go Wide

Everyone does a Whole Gyp with their partner; the Heads finish where they started; the Sides go wide to finish behind their Corner in Head Lines. 3 is now behind 2 and they work as a single unit; 8 is now behind 1 and they act as a single unit. 1 and 2 are facing each other with 3 and 8 behind them. The other four likewise.

Doubling Up (a Lichfield Figure): the pairs do a standard back to back; leaders have to go well forwards so that trailers can pass each other back to back. As you go back stop when you have lines up and down as in the last diagram above; then go forward again to finish the back to back.

Left Shoulder Whole Gyp with **Partner** to get Home.

Lock Chain Swing

Arming: To make a comfortable hold put your right forearms together, gently hook your hand above your partner's elbow. Make sure your thumb is with your fingers so you can't grip.



It is like a Grand Chain in that you are working your way around the circle going right arm, left arm, right arm, left arm. Odds are going anti-clockwise; Evens are going clockwise.

Stepping: six single steps, FTJ & clash.

Start facing your partner.

Arm right with this person once and a half, move on to the next person and clash with them.

With this person arm left once and a half, move on to the next person and clash with them.

Repeat right and left and you should meet your partner for the final clash, but you are now opposite your Home.

Always clash with your right hand, then switch your stick to your other hand if necessary. Sticks held vertically at arm's length.

Final Chorus

This is done with everyone diagonally opposite their Home. Make the Clover Leaf wide, then four Capers into the middle with a final raise of the sticks.