

## Free Style Ballroom Amalgamations

1. BASIC ROCK - FALLAWAY ROCK ;;;
2. RK, REC, THROWAWAY - LINK ROCK ;;;
3. RK, REC, THROWAWAY - CHG L to R ;;;
4. CHG PLACES R to L - CHG PLACES L to R ;;;
5. RIGHT TURNING FALLAWAY (TWICE) ;;;
6. CHANGE HANDS BHD BACK (TWICE) ;;;
7. CHG HANDS BHD BACK – LINK ROCK  
(with / TURN) ;;;
8. (SCP) 2 FWD TRIPLES – SWIVEL WALK 4 –  
THROWAWAY ;;;
9. (SCP) 2 FWD TRIPLES – SWIVEL WALK 4 –  
4 POINT STEPS ;;;

## SWING (JIVE)

[Timing is 4/4] Figures are usually written in 1 1/2 measures.

Jive may be done as Single Swing with timing QQSS; Double Swing with timing 1,2,3,4; 1,2 and Triple Swing with timing 1,2,3a,4; 1a,2, . In free-style dancing, the speed of the music usually dictates which of the 3 timings is more comfortable. In Round Dancing, Triple Swing is the most common. In Ballroom dancing, Single Swing (or Jitterbug) is very popular.

Figures are done with soft knees. Rock-Recover steps are taken with a forward poise and on the ball of the foot.

Rock-Recover steps, which start most figures, may be done as Rock Back to SCP, Rec or Rock Apart, Rec to Open Facing Position.

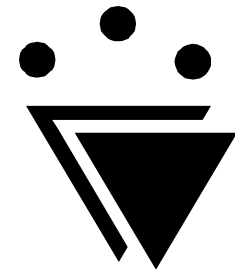
### CENTRE ROUNDS

Sponsor:  
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Carter & Ruby Ackerman  
(238-8949)

CENTRE ROUNDS

# Introductory Swing (Jive) Basics

*Carter & Ruby Ackerman*



Fall 2003

## JIVE

### INTRODUCTORY BASICS

Basic Rock	Kick Ball Change
Chg Hands Behind Back	Link Rock
Change L to R	Point Steps
Change R to L	Right Turning Fallaway
Chasse	Swivel Walks
Fallaway Rock	Throwaway
Jive Walks	Triple

[Descriptions are given for TRIPLE SWING]  
[For SINGLE SWING replace Sd/Cl, Sd, with Sd,-, ]

### BASIC ROCK [L Open Facing Pos]

M: Rk Apt L, Rec R, Sd L/Cl R, Sd L; Sd R/Cl L, Sd R,  
W: Rk Apt R, Rec L, Sd R/Cl L, Sd R; Sd L/Cl R, Sd L,

### CHANGE HANDS BEHIND BACK [L Open Facing Pos]

M: Rk Apt L, Rec R, Fwd L/Cl R, Fwd L turning 1/4  
LF; Sd & Bk R/Cl L, Sd R turning 1/4 LF to Fc Ptr,  
W: Rk Apt R, Rec L, Fwd R/Cl L, Fwd R turning 1/4  
RF; Sd & Bk L/Cl R, Sd L turning 1/4 RF to Fc Ptr,  
[M changes W's R hand to his R hand on the 1st triple  
and back to his L hand on the 2nd triple.]

### CHANGE (PLACES) LEFT TO RIGHT [L Open Facing Pos]

M: Rk Bk L, Rec R, Sd L/Cl R, Sd L turning 1/4 RF;  
Sd R/Cl L, Sd R to fc Ptr,  
W: Rk Bk R, Rec L, Fwd R/Cl L, Fwd R turning 3/4 LF  
under joined Lead hands; Sd L/Cl R, Sd L to fc Ptr,

### CHANGE (PLACES) RIGHT TO LEFT [CP or SCP]

M: Rk Bk L to SCP, Rec R, Sd L/Cl R, Sd L turning  
1/4 LF; Sd & Fwd R/Cl L, Sd R to L Op Fcg Pos,  
W: Rk Bk R to SCP, Rec L, Sd R/Cl L, Fwd R turning  
3/4 RF under joined Lead hands; Sd & Bk L/Cl R,  
Sd & Bk L,

### CHASSE

M or W: side/close, side, [may also be turned]

### FALLAWAY ROCK [CP or SCP]

M: Rk Bk L to SCP, Rec R to fc ptr, Sd L/Cl R, Sd L;  
Sd R/Cl L, Sd R,  
W: Rk Bk R to SCP, Rec L to fc ptr, Sd R/Cl L, Sd R;  
Sd L/Cl R, Sd L,  
[May start and/or end in either CP or SCP]

### JIVE WALKS [CP or SCP]

M: Rk Bk L to SCP, Rec R to SCP, two Fwd Triples ;,  
W: Rk Bk R to SCP, Rec L to SCP, two Fwd Triples;,,

### KICK BALL CHANGE

M or W: Kick free foot fwd / take weight on ball of that foot,  
replace weight on other foot,  
[May start with either foot]

### LINK ROCK [L Open Facing Pos]

M: Rk Bk L, Rec R, small chasse fwd L/R, L; Sd R/L, R to CP,  
W: Rk Bk R, Rec L, small chasse fwd R/L, R; Sd L/R, L,  
[Can turn as much as 1/2 RF]

### POINT STEPS [SCP, CP or Butterfly Pos]

M: Point L fwd, step fwd L, point R fwd, step fwd R;  
W: Point R fwd, step fwd R, point L fwd, step fwd L  
[Look in direction of foot on first 2 beats, look in opposite  
direction on second 2 beats.]

### RIGHT TURNING FALLAWAY [CP or SCP]

M: Rk Bk L to SCP, Rec R to fc ptr, turning RF 1/4 Sd L/  
Cl R, Sd L; turning RF 1/4 Sd R/Cl L, Sd R,  
W: Rk Bk R to SCP, Rec L to fc ptr, turning RF 1/4 Sd R/  
Cl L, Sd R;  
[May start and/or end in either CP or SCP]

### SWIVEL WALKS [SCP or OP]

M or W: Walk fwd indicated number of steps placing each  
foot directly in front of the other. Usually 2 slow or 4  
quick even counts.

### THROWAWAY [Ends in Left Open Facing Pos.]

M: Sd L/Cl R, Sd L, Sd R/Cl L, Sd R making 1/4 LF turn  
on triples;  
W: Pickup R/L, R, Sd & Bk L/Cl R, Sd L making 1/2 LF turn  
on triples;

### TRIPLE [Usually starts in SCP]

M: In designated pos beginning with free foot Fwd/Cl, Fwd,  
W: Beginning with free foot Fwd/Cl, Fwd,  
[May be done forward or backward with or without turn]

### ABBREVIATIONS

S (Q): Slow (Quick)	COH: Center of Hall
Fwd: Forward	LOD: Line Of Dance
Bk: Back	RLOD: Reverse LOD
Sd: Side	BFLY: Butterfly Pos.
Tch: Touch	SCP: Semi-closed Pos.
Cl: Close	OP: Open Position
M: Man	CP: Closed Position
W: Woman	Rk: Rock
L (R): Left (Right)	Rec: Recover
LF(RF): L (R) Face	Apt: Apart
Fc: Face	Bhd: Behind
Ptr: Partner	(2x): Do the figure twice

; Semicolon indicates end of a measure  
, Comma divides a measure into counts

### INTRODUCTORY DANCE

#### NIGHT TRAIN (Lawson)

##### (Triple Jive)

INTRO: (SCP/LOD) 4 POINT STEPS;;  
A: (CP/Wall) CHASSE L & R;  
FALLAWAY ROCK – THROWAWAY ;;;  
LINK RK – R TURNING FALLAWAY (TWICE) -  
CHANGE R to L ;;;;;; CHANGE L to R – RK, REC;;  
B: (SCP/LOD) 2 FWD TRIPLES;  
SWIVEL WALK 4 ; 4 POINT STEPS ;;  
(REPEAT 2 MORE TIMES)

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