

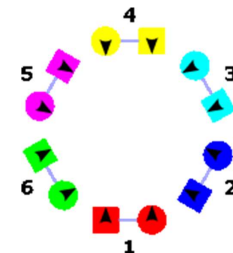
6. **If you're broken, go Home.** If your Hex is broken, don't try to randomly form lines. Twelve dancers will insist on 12 ways to do so. In a singing call, calmly say, "Let's All Go Home." In a Hex, when you dance Square choreography, you often don't get your Original Partner back anyway, so don't worry whether the Girls are with the correct Boy. In Patter, calmly say, "Let's all go Home, and then make Lines." Once Home, Head Girls take the hand of their Corner Boy, then all slide over to make three bent Lines such that one leg of the "Y" points to the Caller Wall. If the Caller resolves before you can resume dancing from Lines, then with a slight shift, you easily return Home and are ready for the next sequence. For an animated illustration, see <https://www.hexcellentsquares.com/MakeLines.html>.
7. **Count up.** Count upward to count dancers, hands, or spots ("1, 2, 3..." and not "3, 2, 1"). Countdowns can cause confusion, such as when a Caller changes the number of turns or hands at the end of a call delivery. For example "Right And Left Grand but on the 3rd hand..." or "Square Thru 3. No, make it 5".
8. **Forget about fractions.** If you don't like fractions, just "underachieve" when you dance around the center point. Travel just a little less than you would in a Square. Even better, think about the number of dancers and dancer spots you would count in a Square. In a Squared Set, each 1/4 movement puts you in the next Home spot axis. It's the same in a Hex.
 - **Weave The Ring.** Pass four dancers just like you do in a Square.
 - **Promenade 1/2.** That's two quarters, or two spots, *not the spot directly across*.
 - **Chain 3/4.** That's three spots. (In a Hex, that's directly across.)
 - **Star Left or Promenade Once Around.** Look for the fourth dancer. Not counting the one you left, Once Around is four quarters, after all. If you are a Head, you will meet a Head, just like you do in a Square. (Your new Partner is the dancer two spots before the one that you left.)
 - **Boy Star Right and Allemande Left your Corner.** Pass by four Girls, and the next Girl is your Corner. If you're a Head Boy, look for a Side Girl, just like in a Square. (After the Star Right, your Corner is the Girl just before the one you left.)
 - **Centers Star Right with the Outside Two, then Star Left Once Around in the middle, back to the "same two" (or Corner).** When you Star Left in the center, "underachieve" and do not turn a full turn. Just like you would in a Square, you skip one Couple and move to the next. (In this choreography, despite what the Caller might say to Squares, you do not go back to the "same two".)
9. **Be a good team member.** Help and support your Hex teammates, and accept help when needed. Square Dancing is a "team sport" and Hex Dancing is even more so.
10. **Have fun!** Smile! Remember, *this is a hobby!*

Dancing Easy "Hex in the Wild"

These protocols and suggestions apply to Hexes in a hall in which the Caller is calling to Squares. They also work at Hex-only events and sessions. *All* symmetric square dance calls can be done in a Hex.

Hex Protocols

1. **Back of Hall.** When dancing in the same hall with Squares, Hex up in the back so that you don't distract the Caller or dancers in Squares.
2. **Couple Identification.** The Couple in front of the Caller Wall is Couple #1 and the other Couples are numbered sequentially in Promenade direction, same as in Squares. Couples #1, #3, and #5 are Heads. Each Side Couple is directly opposite a Head Couple.
3. **#1 Boy Convention.** Hexes break down more than Squares because more dancers means more errors are likely, and the formations look unfamiliar. The #1 Boy Convention is used to keep order and recover from mistakes quickly. The #1 Boy should be a strong dancer.
 - **#1 Boy determines the Head/Side role of all other dancers.** The #1 Boy is always a Head, and all other dancers take on the Head/Side role based on the #1 Boy. If the Boys discover that they are in the wrong order, all Boys adjust their Head/Side role to align with the #1 Boy, even if that means some Heads become Sides and vice versa.
 - **#1 Boy can stop a Promenade at any Head spot.** If you are the #1 Boy and you cannot get Home in time, stop *at any Head spot*. Give the dancers warning. For example, at a Side spot, call out, "Almost" and then "Home" as you stop at the next Head spot. If possible, stop the Promenade a little early to give the dancers a chance to settle down. If the Head/Side role changes for some dancers, all dancers may need time to reorient and adjust their position.
 - **#1 Boy is always the #1 Boy.** The #1 Boy is always the same Boy for the tip. Keeping a specific dancer in charge takes the guesswork out of when and where the Promenade will stop and gives you more time to determine your Head/Side role even while you Promenade.



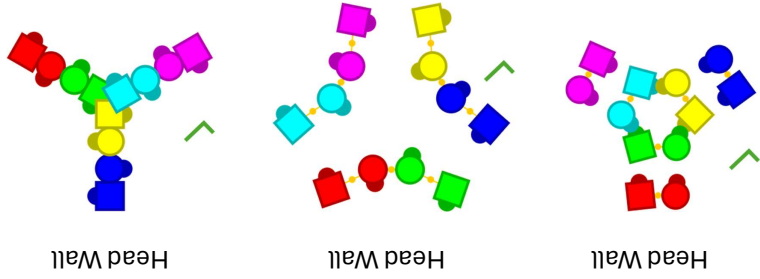
Hex vs Squares

1. **Change of Partner.** Calls and choreography that resolve in Squares often don't resolve in a Hex. For example, when you Right and Left Grand, you and your Partner go 2/3 of the Set in opposite directions, so you will not finish together. That's OK. You're still dancing and having fun!

2. Formation Adjustments. Formations adapt to Hex geometry.

- **Lines/Columns and Boxes.** In a Square, you are often in a general 4-Dancer Line or Column and simultaneously in a Box. To form proper Boxes in a Hex, each Line/Column must be bent slightly inwards at the center. The three Boxes form an evenly-spaced "Y";
- **Grand Line.** In a Hex, a Grand Line (such as a Tidal Wave) is a three-spoked formation. It also forms an evenly-spaced "Y";

(The pictograms in the rest of this document were created by manipulating images generated in Brad Christie's Tamlations program.)



3. **2-Couple dancing.** As long as four dancers dance in their own "pods" and stay there, 2-Couple calls are done exactly the same way as in a Square.
4. **Dancing around the center point.** Calls that require dancers to move around the center point involve 50% more dancers, so some adjustment is needed.

- Promenades and moves around the outside are only 2/3 of what you do in a Square. When you Promenade 1/2 in a Square, you skip one spot and go to the next spot. In a Hex, this spot is only 1/3 of the way around the Hex.
- Stars, Turns, and Promenades in the center are also 2/3 of what you would do in a Square. From a Hex Set, 2/3 around is the fourth dancer, which is two dancers short of where you started.

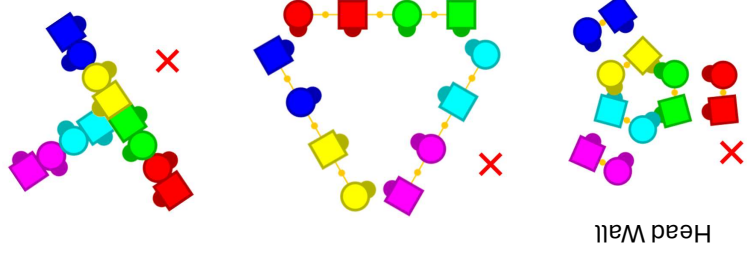
- Trades in the very center involve three people, so instead of turning 1/2, turn only 1/3. For example, in a Grand Swing Thru, the three very center dancers move from one dancer position to the next, and they turn 1/3 to do so. Make sure all three dancers are joined before turning.
- Calls in which dancers in the center face and interact require Couples to split apart and push slightly away from each other because three Couples are involved now. The Rightside dancer turns slightly right, and the Leftside dancer slightly left. From a Hex Set, Heads who Pass Thru finish facing a Head spot, as they do in a Square, but each dancer in a Couple finishes facing different Head spots. (Think of a clock superimposed on a Hex. If a Couple starts at 6 o'clock, the Leftside dancer finishes facing 10 o'clock and the Rightside dancer at 2 o'clock.)

Strategies for Success

1. **Keep an eye on the #1 Boy.** Check your position relative to the #1 Boy (a Head) while Promenading or in a Hex Set to determine your Head/Side role. Fixing dancers out of order in a Hex can be chaotic, so don't even try. Just embrace whatever role you find yourself.

2. **Heads, identify yourself.** Each time you return to a Hex Set, if you're the #1 Boy, pat your head and use both arms to point to the other Head Boys to identify them as Heads. This is helpful to Boys who have switched Head/Side roles and aren't aware, and to Girls who are doing Corner progression. Other dancers: once you have confirmed your Head role, you can also pat your head. (Some Hex dancers pat the side of their body when they think they are Sides.)
3. **Make eye contact.** The dancer that you interact with next in a Hex may be at a different angle than what you would expect in a Square. The dancer that you should face directly in the center of a Hex will be slightly to your right or left. Make eye contact with that dancer to make sure you both know where you are headed. Don't stare at your feet!

4. **Avoid Side Walls.** In a Squared Set, Couples are aligned with Head and Side Walls. (In this document, wall names are based on Squares.) Most Square choreography align formations with these walls. In a Hex Set, no one stands directly in front of a Side Wall, so aligning with a Side Wall is like aligning with the corner of a Square. In standard choreography, if any leg of your "Y" points to a Side Wall, adjust to form an equally spaced "Y" in which one leg points towards either of the two Head Walls, unless the Squares around you are also catywampus.
5. **Don't turn your Hex into a triangle.** Triangles (with straight lines) easily break down Box calls. Also, the Ends in a triangle are so close together that the Hex is likely to mistakenly morph into a Circle.



One Box is aligned with a Side Wall. This is equivalent to a catywampus Square.

The Hex is a triangle, which easily and mistakenly becomes a Circle. Box calls will likely break down.

The "Y" is not evenly spaced. Love math? Think 120° angles.

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