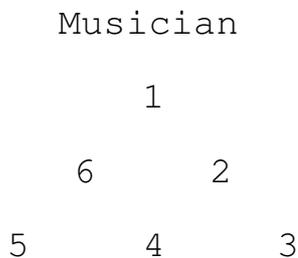


# Exeter Triangle Dance

## Introduction

The Exeter Triangle Dance was devised at a Foreman's Workshop hosted by Great Western Morris. It is a stick dance for 6 dancers in a triangular formation:



- Partners are **#1 & #2, #3 & #4, #5 & #6**
- The tune is the 'Great Western Jig', sequence **A.(A<sup>2</sup>B<sup>2</sup>)<sup>2</sup>AB<sup>2</sup>A.**
- The basic stepping pattern for most movements is 2 double steps (*ds*), 2 single steps (*ss*), feet together jump and strike (*ftj+s*).
- Left foot start *everywhere*.
- The double stepping should be similar to the style of Ascott under Wychwood ("1, 2, 3, hop") with the arms swinging down (on "1, 2") then up (on "3, hop").
- The single stepping should be in a simple style (e.g. no "cycling", no shuffle-backs) whether moving forwards or backwards. The arms swing down on the first *ss* and up on the second.

The sequence is:

1. Dance on, Chorus
2. Rounds, Chorus
3. Hey, Chorus
4. Dance off.

## Dance on (Strike, Strike)

Starting with a jump and strike the ground, dance on in single file in the order **#5, #3, #6, #2, #1, #4**, using *2ds*, *2ss* and *ftj+s* (striking the ground). Use one A music to position **#5, #3, #6** and **#2** then repeat the stepping with the second A music to allow to get **#1** and **#4** into position (as the others dance on the spot).

## Chorus (Strike, Clash)

1. #1 faces the centre of the triangle and all other dancers face #1.
2. In 2 beats (1 bar), #1 clashes forehand with #2 then backhand with #6, the 'receivers' keeping their sticks still in front of them.
3. Immediately, #2 and #6 turn inwards together - #2 turns to face #4 and #3, while #6 turns to face #5 and #4. #1 does not move.
4. In 2 beats (1 bar), #2 clashes forehand with #3 then backhand with #4 while, at the same time, #6 clashes forehand with #4 then backhand with #5, the 'receivers' again keeping their sticks still in front of them.
5. #5 faces the centre of the triangle and all other dancers face #5.
6. In 2 beats (1 bar), #5 clashes forehand with #6 then backhand with #4, the 'receivers' keeping their sticks still in front of them.
7. Immediately, #6 and #4 turn inwards together – #6 turns to face #1 and #2, while #4 turns to face #2 and #3. #5 does not move.
8. In 2 beats (1 bar), #6 clashes forehand with #1 then backhand with #2 while, at the same time, #4 clashes forehand with #2 then backhand with #3, the 'receivers' again keeping their sticks still in front of them.
9. Repeat the 'cascading' sticking a third time, starting from #3.
10. Everyone dances 2 single-steps and strikes the ground on the *ftj+s*.
11. Repeat the whole sequence but, at the end, each clashes with a **partner** on the *ftj+s*.

## Rounds (Strike, Strike)

1. All dancers turn to face clockwise – the corner dancers turn left, the middle dancers  $\frac{3}{4}$  turn right to move outwards to make a circle.
2. All dance 2ds clockwise, turn round (by turning **right** - inwards) on the final hop, then dance 4ss backwards (i.e. still travelling clockwise). Stand still, facing around the circle. #6, #4 and #6 present their sticks overhead.
3. In 3 consecutive beats, #1 strikes #6, #5 strikes #4 and #3 strikes #2.
4. #1, #5 and #3 now present their sticks overhead.
5. In the next 3 consecutive beats, #2 strikes #1, #6 strikes #5 and #4 strikes #3.
6. All jump and strike the ground.
7. Dance 2 ds anti-clockwise, turn round (by turning **right** - outwards) followed by 4ss backwards. #2, #6 and #4 present their sticks overhead.
8. In 3 consecutive beats, #1 strikes #2, #3 strikes #4 and #5 strikes #6.
9. #1, #5 and #3 now present their sticks overhead.
10. In 3 consecutive beats, #6 strikes #1, #6 strikes #3 and #4 strikes #5.
11. All jump and strike the ground.

## Hey (Clash, Clash)

1. Turn to face partner (**#1**, **#3** and **#5** face clockwise; **#2**, **#4** and **#6** face anti-clockwise).
2. Dance a reel in *2ds*, *2ss* and *ftj+s*, passing right shoulders first, clashing with **partner** on the *ftj+s*.
3. Continue the reel back to place, starting right shoulders again, and clash with partner at the end.

## Finish

On the final jump, instead of a clash, hold all sticks to create a 'teepee' for 3 beats (while the music pauses with an extra bar). Dance off in a clockwise circle, holding the teepee until the next floor strike, then **#1** leads the set off.

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