

# Jive Clinic

## Vol. 1

Introduction to Jive

[www.rumsdance.de](http://www.rumsdance.de)

## Pre-Remarks

This clinic is for dancers that are un- or less-experienced in the Jive rhythm. Helpful would be a graduation in Waltz and TS but it is not necessary. It is also written for less experienced teachers that like to have one possible guideline how to start teaching Jive.

Jive is a good example how to teach five dances consecutively starting from a basic repertoire of figures presented in a clinic. The basic repertoire of figures is taught in Sections 1 - 3. The resulting choreographies are: *Little Deuce Coupe*<sup>1</sup>, *Boot Scootin´ Boogie*, *Breaking Up Jive*, *Yo Mama* and *Calendar Girl*. The last four dances are part of the ECTA RD Repertoire.

Every Section needs between ½ and ¾ of an hour time. Advancing thoroughly and allowing many practise dancing the Sections 1 - 3 could be taught in a 2 hour clinic.

## Structure of the Clinic

### Section 1 – Basics I

- Explaining Latin dance hold
- CHASSE L & R
- ROCK REC, CHASSE L & R -> FALLAWAY ROCK (dividing CHASSE and ROCK in this early state of teaching leads to a better understanding of THROWAWAY and JIVE WALKS later)
- RIGHT TURNING FALLAWAY
- LEFT TURNING FALLAWAY (Even when the figure is rare in the choreography (at least in the dances taught in Europe) an explanation is useful. Every dance has basic left and right turns, and it is a good preparation for the turn in WINDMILL.)
- DOUBLE ROCK (easy figure, helps to create 8-measure modules)

Possible modules:

Chasse L & R; Rock Rec, Chasse L & R – Twice;;;  
Right Turning Fallaway - Twice;;; Double Rock;

Chasse L & R; Fallaway Rock – Right Turning Fallaway;;;  
Fallaway Rock – Right Turning Fallaway;;; Double Rock;

Chasse L & R; Fallaway Rock – Left Turning Fallaway;;;  
Fallaway Rock – Left Turning Fallaway;;; Double Rock;

Chasse L & R; Fallaway Rock – Right Turning Fallaway;;;  
Fallaway Rock – Left Turning Fallaway;;; Double Rock;

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<sup>1</sup> Little Deuce Coupe, Choreography by Koozer, Record: Collectables 6037

## Section 2 - Basics II <sup>2</sup>

- CHANGE OF PLACES R TO L
- CHANGE OF PLACES L TO R
- LINK ROCK from different positions:
  1. LOP FC WALL
  2. LOP FC LOD
  3. LOP FC COH
  4. LOP FC RLOD
- CHANGE HANDS BEHIND THE BACK from different positions:
  1. LOP FC WALL
  2. LOP FC LOD
  3. LOP FC COH
  4. LOP FC RLOD

Possible modules:

Chasse L & R; Fallaway Rock – Twice;;;

**Change Places R to L – Change Places L to R to Close;;; Double Rock;**

Fallaway Rock – Change Places R to L;;;

Change Places L to R – **Link Rock**;;; Double Rock; Chasse L & R;

Fallaway Rock - Change Places R to L;;;

**Link Rock** – Fallaway Rock;;; Double Rock; Chasse L & R;

Chasse L & R; Right Turning Fallaway – Change Places R to L;;;

Change Places L to R – **Link Rock**;;; Double Rock;

Chasse L & R; Right Turning Fallaway – Change Places R to L;;;

**Link Rock** – Right Turning Fallaway;;; Double Rock;

Fallaway Rock – Change Places R to L;;;

**Change Hands Behind the Back** – **Twice**;;; Change L to R – Link Rock;;;

Fallaway Rock – Left Turning Fallaway;;; Left Turning Fallaway – Fallaway Rock;;;

Double Rock; Chasse L & R; Fallaway Rock – Change Places R to L;;;

Change L to R – **Change Hands Behind the Back**;;;

**Change Hands behind the back** – Link Rock;;; Fallaway Rock – Left Turning Fallaway;;;

Left Turning Fallaway – Fallaway Rock;;; ( **32 measures** )

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<sup>2</sup> Beginning with this section new figures in the modules are recognized by printed bold. Color indicates that a figure is danced from another room-alignment.

### Section 3 – „Progressive“ Figures

- FALLAWAY THROWAWAY
- ROCK REC, THROWAWAY (This terminology is used to make sure that THROWAWAY can be danced without ROCK REC; see CHASSE L & R Section 1)
- JIVE WALKS
- ROCK REC, JIVE WALKS (s.a.)
- ROCK REC, SWIVEL 4
- ROCK REC, 4 POINT STEPS

Possible modules:

Fallaway Rock – **Fallaway Throwaway**;;;  
Link Rock – Fallaway Rock;;; Double Rock; Chasse L & R;

Fallaway Rock – **Rock Rec**;; **Throwaway**;  
Link Rock – Fallaway Rock;;; Double Rock; Chasse L & R;

Fallaway Rock – **Jive Walks**;;; Chasse L & R;  
Fallaway Rock – **Jive Walks**;;; Chasse L & R;

Fallaway Rock – **Rock Rec**;; **Jive Walks**; Chasse L & R;  
Fallaway Rock – **Rock Rec**;; **Jive Walks**; Chasse L & R;

Fallaway Rock – **Rock Rec**;; **Swivel 4**; Chasse L & R;  
Fallaway Rock – **Rock Rec**;; **Swivel 4**; Chasse L & R;

Fallaway Rock – Jive Walks;;; **Swivel 4**;  
Chasse L & R; Right Turning Fallaway Twice;;;

Fallaway Rock – Jive Walks;;; **Swivel 4**;  
Throwaway; Change L to R – Link Rock;;;

Fallaway Rock – **Rock Rec**;; **4 Point Steps**;;  
Chasse L & R; Right Turning Fallaway Twice;;;

Fallaway Rock – **Rock Rec**;; **4 Point Steps**;;  
Jive Walks; Swivel 4; Throwaway; Change L to R – Link Rock;;;  
Fallaway Rock – **Rock Rec**;; **4 Point Steps**;; Jive Walks; Chasse L & R; **(16 Takte)**

Chasse L & R; Jive Walks – Swivel 4 – **4 Point Steps** - Throwaway – Link Rock;;;;;;  
Double Rock; Jive Walks; Swivel 4; **4 Point Steps**;; Throwaway; Link Rock – Rock  
Rec;; **(16 Takte)**

At the end of **Section 3** dancers are able to dance *Little Deuce Coupe* to cues.

## Section 4 – Dance Section I

- BASIC ROCK (make clear the difference to FALLAWAY ROCK)
- PRETZEL TURN; DOUBLE ROCK; UNWRAP PRETZEL;
- DOUBLE ROCK; CHANGE PLACES R TO L (ONLY TRIPLES)
- WINDMILL
- ROCK REC, WALK 2

Possible modules:

**(LOP) Basic Rock to SCP** – Fallaway Throwaway;;;  
Link Rock – Fallaway Rock;;; Double Rock; Chasse L & R to BFLY;

Change Places R to L – Change Places L to R;;;  
**Basic Rock** – Link Rock;;; Double Rock; Chasse L & R;

Chasse L & R; Double Rock; 4 Point Steps;;  
**Pretzel Turn; Double Rock; Unwrap Pretzel to SCP;** Double Rock;

Double Rock; **Change Places R to L (only Triples);** Link Rock – Rock Rec;; Swivel 4;  
Pretzel Turn; Double Rock; Unwrap Pretzel to SCP;

Right Turning Fallaway Twice;;; Double Rock;  
Pretzel Turn; Double Rock; Unwrap Pretzel to **BFLY;** Basic Rock – Link Rock;;;  
Fallaway Rock – Change Places R to L;;; Change Places L to R – Link Rock;;;

(LOP) Basic Rock to BFLY – **Windmill**;;;  
**Windmill** – Link Rock;;; Double Rock; Chasse L & R to BFLY;

Chasse L & R; Double Rock; 4 Point Steps;;  
Pretzel Turn; Double Rock; Unwrap Pretzel; **Rock Rec, Walk 2;**

Fallaway Rock Twice;;; **Rock Rec, Walk 2;**  
Throwaway; Change L to R – Link Rock;;;

Right Turning Fallaway Twice;;; **Rock Rec, Walk 2;**  
Jive Walks; Swivel 4; Throwaway; Change Hands Behind the Back – Twice;;;  
Link Rock – Change Places R to L;;; Change Places L to R – Link Rock;;;

At the end of **Section 4** dancers are able to dance ***Boot Scootin´ Boogie*** and ***Breaking Up Jive*** to cues.

## Section 5 – Dance Section II

- ROCK REC, KICK BALL CHANGE
- ROCK REC, KICK BALL CHANGE TWICE
- SHOULDER SHOVE from different positions:
  1. LOP FC WALL
  2. LOP FC LOD
  3. LOP FC COH
  4. LOP FC RLOD
- YO MAMA EXPLAIN INTRO
- YO MAMA EXPLAIN ENDING

Possible modules:

Chasse L & R; Fallaway Rock – Fallaway Throwaway;;;  
Link Rock – Fallaway Rock;;; **Rock Rec, Kick Ball Change;**

Chasse L & R; Fallaway Rock – Rock Rec;; **Kick Ball Change Twice;**  
Chasse L & R; Fallaway Rock – Rock Rec;; Kick Ball Change Twice;

Chasse L & R; Fallaway Rock – Rock Rec;; **Kick Ball Change Twice;**  
Pretzel Turn; Double Rock; Unwrap Pretzel; Double Rock;

Change Places R to L – Change Places L to R;;; **Shoulder Shove** – Link Rock;;;  
Double Rock; Chasse L & R;

Change Places R to L – **Shoulder Shove**;;; Change Places L to R – Link Rock;;;  
Double Rock; Chasse L & R;

Chasse L & R to BFLY; Change Hands Behind the Back – **Shoulder Shove**;;;  
Change Hands Behind the Back – Link Rock;;; Double Rock;

Right Turning Fallaway – Fallaway Throwaway;;; **Shoulder Shove** – Link Rock;;;  
Double Rock; Chasse L & R;

At the end of **Section 5** dancers are able to dance **Yo Mama** to cues.

## Section 6 – Dance Section III

- SPANISH ARMS
- AMERICAN SPIN
- CHANGE L TO R END FACE COH
- STOP & GO from different positions:
  1. LOP FC WALL
  2. LOP FC LOD
  3. LOP FC COH
  4. LOP FC RLOD

Possible modules:

(LOP) Basic Rock to BFLY – **Spanish Arms**;;; **Spanish Arms** – Link Rock;;;  
Double Rock; Chasse L & R to BFLY;

Fallaway Rock – Fallaway Throwaway;;; Change Places L to R – **American Spin**;;;  
Change Hands behind the Back – Change Hands Behind the Back;;;  
American Spin – Link Rock;;; Rock Rec, Swivel 4 – Throwaway – Link Rock;;;;

Fallaway Rock – Fallaway Throwaway;;; Change Places L to R – Windmill;;;  
Windmill – **Change Places L to R End Face COH**;;;  
Change Hands Behind the Back – Link Rock:::  
Rock Rec, Swivel 4 – Throwaway – Link Rock;;;;

Change Places R to L - Change Places L to R;;; **Stop & Go**;;  
Link Rock – Fallaway Rock;;;;

Change Places R to L – **Stop & Go** – Change Places L to R;;;;  
Link Rock – Fallaway Rock;;;;

Chasse L & R to BFLY; Change Hands Behind the Back – **Stop & Go** –  
Change Hands Behind the Back;;;; Link Rock – Rock Rec;

Right Turning Fallaway – Fallaway Throwaway;;; **Stop & Go**;;  
Link Rock – Right Turning Fallaway;;;;

At the end of **Section 6** dancers are able to dance **Calendar Girl** to cues.