

SD APPLICATION NOTE 4

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COMMON SPOT

There are several “common spot” concepts available in **Sd**. They were designed to reflect the way these concepts are used by top challenge callers.

The general way these concepts work is that some or all of the people in the formation are in right-handed miniwaves. They are to act as though they got there by colliding from the previous call, and are to do the “common spot” call as though they hadn’t taken right hands, but actually occupied the spot where the previous call would have left them.

```

      .      .      1B>  1G>
      .      .      2G<  2B<

4B>  4G>      .      .
3G<  3B<      .      .

COMMON SPOT COLUMNS circulate

3G>  2G<  2B<  1B>
3B<  4B>  4G>  1G<

```

There are many concepts in this family. They name the formation that the dancers are supposed to imagine themselves in, as opposed to the actual setup. Sometimes “common spot” is used, and sometimes a more specific designation, such as “common point” or “common end”. In many cases it doesn’t matter whether “common spot” or a more specific concept was used.

If the concept names a formation with specific facing direction assumptions, such as “waves” or “1/4 tag”, there will be an implicit assumption given to the computer dancers after they separate themselves. That is, after “common spot waves”, the separated dancers may assume that they are in waves of the appropriate handedness.

Common point galaxy is done from a “rigger” or “bat” setup (box with miniwave “wings”). The wings act as collided galaxy points. The other points are absent.

```

      4GV  1B^
4B^ 3GV          1G^ 2BV
      3BV  2G^

```

COMMON POINT GALAXY galaxy circulate

```

      1B<
      4B^ 1G^
4GV          2G^
      3GV 2BV
      3B>

```

Common point diamonds and **common spot diamonds** are they same. They are done from the setup obtained by doing a **6x2 acey deucey** from facing diamonds.

```

      .      4B>
      .      2G<
3B^  1G^  3GV  1BV
      4G>          .
      2B<          .

```

COMMON SPOT DIAMONDS exchange the diamonds 1/4

```

      3B>      1G>
      2B^  4G^  2GV  4BV
      3G<      1B<

```

Common point hourglass and **common spot hourglass** are similar.

```

      .      4B>
      .      2G<
      1G<
3B^          1BV
      3G>
      4G>          .
      2B<          .

```

COMMON SPOT HOURGLASS unwrap the hourglass

```

      2G<  2B>  3B>  3G<
      1G>  1B<  4B<  4G>

```

Common spot point-to-point diamonds are done from point-to-point diamonds in which either the interior points have collided or the centers of each diamond have collided. The latter situation can arise from partial **exchange the diamonds**. It can not arise from a **diamond circulate**, because the Callerlab definition specifically makes the dancers recenter themselves.

```

      .           3B>
      .           2B<
2G^   3GV  1G^   4GV
      4B>           .
      1B<           .

```

COMMON SPOT POINT-TO-POINT DIAMONDS diamond circulate

```

      2G>           1G>
1B^   4B^   2BV   3BV
      3G<           4G<

```

```

4B>           1G>
      4G^   3BV  1B^  2GV
3G<           2B<

```

COMMON SPOT POINT-TO-POINT DIAMONDS diamond circulate

```

      4G<           1B>
3G^   4BV   2B^   1GV
      3B<           2G>

```

Common spot 1/4 tags and **common spot 1/4 lines** are done from a tidal wave. The live dancers imagine that they have collided in the center wave or 2-faced line. The name of the concept determines how they collect themselves into groups, in case that matters. Nothing is implied about the facing directions of the phantom outsides. You may add something like **assume 1/4 tags** or **assume normal diamonds** if you wish.

```
4B^  3GV  4G^  3BV  1B^  2GV  1G^  2BV
```

COMMON SPOT 1/4 TAGS fall into a column

```
4B^  1G^
```

```
3B^  2G^
```

```
4GV  1BV
```

```
3GV  2BV
```

4B^ 3GV 4G^ 3BV 1B^ 2GV 1G^ 2BV

COMMON SPOT 1/4 LINES, ASSUME 1/4 LINES, make a pass

1B> 4G<

3G< 2B>

4B< 1G>

2G> 3B<

The various types of **common spot lines** concepts may be done from a 2x4, 2x6, or 2x8.

From a 2x4, everyone has collided in the center. The ends of the imagined lines are all phantoms. You may use **common spot** or **common center**, indicating either lines or waves. If you indicate waves, there will be an implicit **assume waves** on the result.

3G^ 4BV 2G^ 1BV

3B^ 4GV 2B^ 1GV

COMMON CENTER WAVES touch of class

4G^ 1BV 4BV 1G^

3GV 2B^ 3B^ 2GV

From a 2x6 that is a parallelogram, the “wings” are ends that have collided, and the center box are normal centers. You may use **common spot lines** or **common end lines**.

. . 3B^ 4GV 2B^ 1GV

3G^ 4BV 2G^ 1BV . .

COMMON END LINES switch to an hourglass

2B<

3BV 4G^

3G^ 1GV

2GV 1B^

4B>

From a 2x6 that has only the outer triple boxes occupied, everyone are ends that have collided. You may use **common spot** or **common end**, indicating either lines or waves. If you indicate waves, there will be an implicit **assume waves** on the result.

```

4B^  1BV  .    .    4G^  1GV
3G^  2GV  .    .    3B^  2BV

```

COMMON END WAVES scatter scoot

```

4GV  1B^  1G^  4BV
2B^  3GV  3BV  2G^

```

From a 2x8 that has everyone in a miniwave with someone, with those miniwaves arranged as either a fully offset parallelogram or as a “miniwave zipper”, everyone has collided on the spot in the imagined 2x4 that corresponds to the location of their miniwave in the actual 2x8. You may use **common spot lines**, **common spot waves**, or **common spot two-faced lines**. If you indicate waves or two-faced lines, there will be an implicit assumption on the result, and people will be grouped in a way consistent with that, in case it matters.

```

.    .    3G^  4BV  .    .    2G^  1BV
3B^  4GV  .    .    2B^  1GV  .    .

```

COMMON SPOT TWO-FACED LINES double down

```

2GV  3BV  3GV  2BV
4B^  1G^  1B^  4G^
.    .    3G^  4BV  .    .    2G^  1BV
3B^  4GV  .    .    2B^  1GV  .    .

```

COMMON SPOT WAVES double down

```

2GV  3BV  2B^  1G^
3GV  4BV  1B^  4G^

```

```

.      .      .      .      3G^  4BV  2G^  1BV
3B^  4GV  2B^  1GV      .      .      .      .

```

COMMON SPOT LINES presto

```

4B^  3BV

```

```

2GV  1G^

```

```

3GV  4G^

```

```

1B^  2BV

```

The **common spot columns** concept may be done from “clumps”, “stairsteps”, Z columns, or waves. From waves, everyone has collided and are the centers of the imagined columns.

From “clumps” or “stairsteps”, everyone has collided.

```

.      4G>      .      4B>
.      1B<      .      1G<
3G>      .      3B>      .
2B<      .      2G<      .

```

COMMON SPOT COLUMNS cross your neighbor

```

2BV  3G^  1BV  4G^  2GV  3B^  1GV  4B^

```

From Z columns, some people (those that aren't centered) have collided, and the others are normal.

```

.      4G>      .      .
1G>  1B<      .      4B>
2B<      .      3B>  3G<
.      .      2G<      .

```

COMMON SPOT COLUMNS follow thru

```

2B^  1BV  1GV  4GV  2G^  3G^  3B^  4BV

```