

Commentary on the “Parallelogram Triple Boxes” Concept

Bill Ackerman

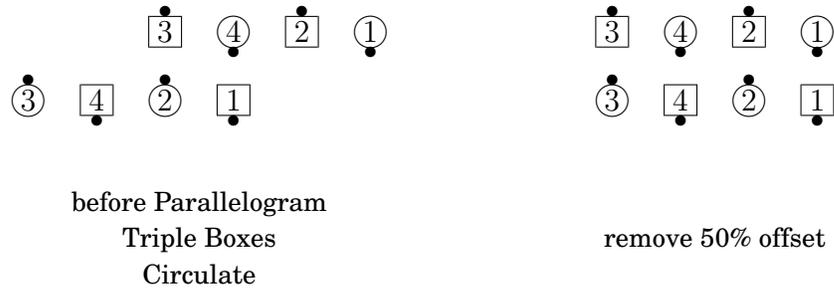
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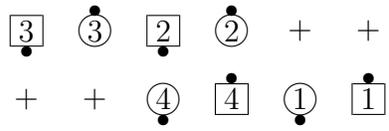
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This is an explanation of the deprecated “Parallelogram Triple Boxes” concept. This material previously resided in the “Combining Offset Concepts and Phantom Concepts” section of <http://www.challengedance.org/sd/book3.pdf>

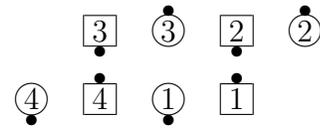
The “Offset Triple Boxes” concept has replaced this concept. See <http://www.challengedance.org/sd/book2.pdf>.

When the direction in which the phantoms are placed is parallel to the offset direction, there are problems. Consider Parallelogram Triple Boxes as an example. Once the offset is measured (50%) and is taken out, we have a virtual 2x4. When we do Triple Boxes in a 2x4, we place phantoms at each end to make a 2x6. After doing the call, the result of the Triple Box call is often a 2x6 from which phantoms can't be stripped. 50% of that is 3 people, so, when the offset is re-imposed, the setup is a 2x9. (But it often goes to a 2x7 or 2x5 because phantoms can now be stripped.) This formulation has sometimes been used.





do the Triple Box call



re-impose 50% offset on a 2x6. Is this correct?

While knowledgeable and widely respected people embrace this interpretation, I believe there are problems with it.

The Triple Box call doesn't necessarily end in a 2x6. It could remain a 2x4 after phantoms are stripped (Triple Boxes Zing, for example.) In that case, if the phantoms are stripped before re-imposing the offset (which seems logical, since they were placed after measuring the offset), the result is a 2x6 rather than a 2x9, 2x7, or 2x5. What's wrong with that? It means that the people in the center triple box need to know what happened in the outer triple boxes in order to figure out their own local offset. Callers sometimes use the "Triple Formation" concept when the inner and outer formations are different and/or the calls are different. People in the center formation shouldn't need to know where the phantom spots in the outer formations are located in order to figure out whether their result is a 2x2 box or some kind of "Z".

If the phantoms are not stripped before re-imposing the offset, there is another problem, admittedly a theoretical one. Everyone wants the formulation of "Parallelogram Triple Boxes" to be a simple nesting of the two concepts, just as "Tandem Stable" is a simple nesting of two concepts. "Parallelogram Nothing" is the same as "Nothing"—it goes from a 2x6 Parallelogram to the same thing. "Triple Boxes Nothing" is also "Nothing"—it goes from a 2x4 to the same thing. If the two concepts nest properly, "Parallelogram Triple Boxes Nothing" on a 2x6 Parallelogram should be "Nothing". But if the phantoms are not stripped before re-imposing the offset, people would move. The result is a 2x7.



before Parallelogram Triple Boxes Nothing

result?

This is an unsettling result.

There is a formulation that solves these problems, but it is not particularly palatable or intuitive. Do things in the following order:

Place the phantoms for the Triple Box concept or other phantom concept. In this example, the setup is now two 1x6 formations offset by 2 people.

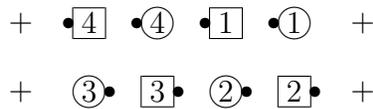
Measure the offset in terms of these “positions”, even though they include phantoms. It is 33% in this example.

Remove that offset, do the Triple Box or other phantom call in the expanded setup, and re-impose the offset.

Strip phantoms from the actual result.

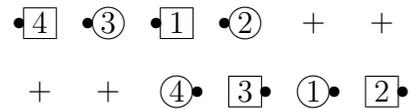


before Parallelogram
Triple Boxes
Circulate

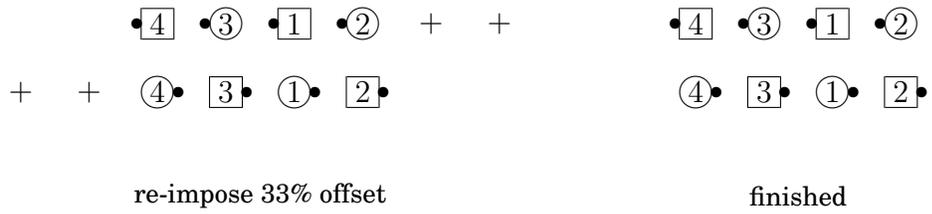


remove 33% offset

place phantoms



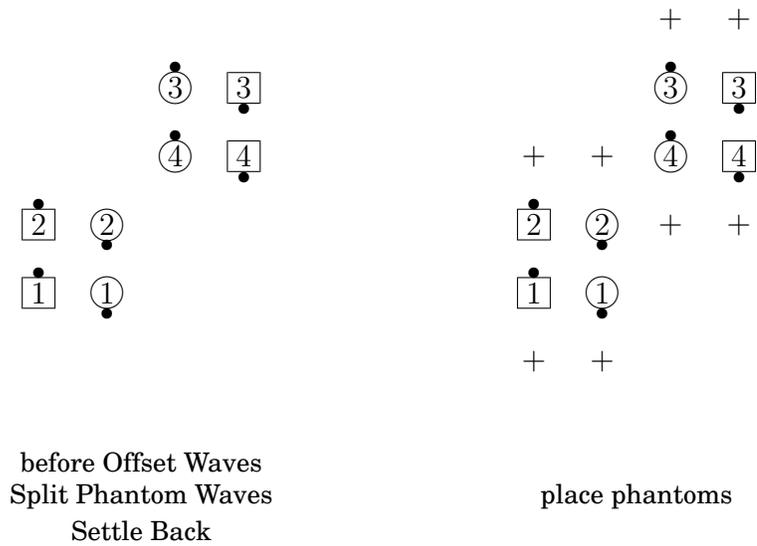
do the Triple Box call

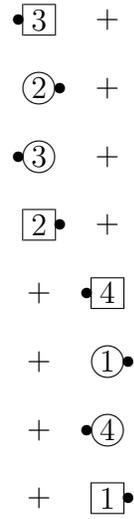
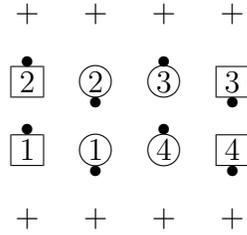


This method is logically consistent but not very intuitive.

Because of these problems, Offset and Phantom concepts, in which the shear direction is parallel to the phantom placement direction, are hardly ever used.

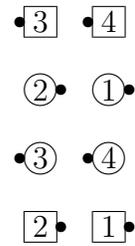
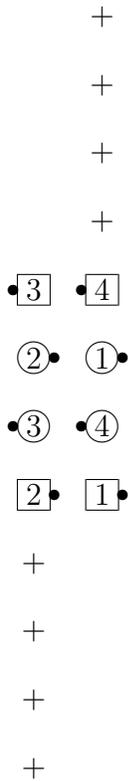
Here is another example:





remove 50% offset

do the Split Phantom Waves call



re-impose 50% offset

finished