The Greenfield Formation Contest



Attention all callers, wannabe callers, musicians and dancers!

The Friends of the Guiding Star Grange (FGSG) is sponsoring a *contra dance formation* contest with the winner to be announced at our 2013 Fall Frolic. The person winning the contest will be awarded \$100.00.

Much like the Becket Formation was named after the Camp Becket in Becket, MA, this contest challenges our community of callers, musicians, and dancers to invent a new "formation" to be used in future dances choreography. The "formation" is to be called the Greenfield Formation, and must be the first formation in the dance submitted. To clarify, you are not only asked to come up with a formation that has never been used before, but to submit this new formation within a new dance.

As Bob Isaacs, versatile and accomplished contra dance caller who made "Grid Squares" so very popular, stated when first hearing about this contest, "A word of caution; finding a contra formation as useable as Becket formation will not be easy, as all the obvious ones (proper, improper, indecent, Becket) are already taken."

The challenge is on!

Contest Rules:

- A maximum of two formation entries can be submitted per person.
- The winning entry dance's first formation is to be named, "The Greenfield Formation"
- Judging will be by a panel chosen by the Friends' Board of Directors. (Pres. Val LaBelle will be the only person knowing the identities of the submissions' owners/artists).
- Submissions are to be sent by email to the following email address: friends@guidingstargrange.org
- The deadline for all submissions is October 15, 2013.
- The winning entry will be announced at our Annual Fall Frolic on November 10, 2013.
- The creator of the winning entry will be awarded a prize in the amount of \$100.
- The Greenfield Formation dance will have its debut at our 2013 Fall Frolic.

This fun contest is the brainchild of dancer, former FGSG Board Member, and long time Guiding Star Grange dance community member, **Ray Sebold**. Thank you, Ray!