

## TERMINOLOGY

And (&) / Syncopation	A step made on the half-beat (e.g. One- <i>And</i> -Two, i.e. 3 steps over two beats). This is called syncopation. E.g. triple step or <i>syncopated</i> grapevine: side, behind, side-cross, touch (1-2-&-3-4)
BPM	Beats per minute. All music can be timed for its speed. Many dances fall between 100 and 140 bpm. Under 100 and the dance will often feel slow and flowing, above 140 and it can be a bit of a race.
Clock	When turning to face different directions, either at the end of each wall ready to start again or during each repetition of steps, it is usual to use the numbers on a clock face as a guide. The front wall is 12 o'clock, the wall on your right is 3, the back wall is 6, the one on your left is 9 <i>from your starting position at the beginning of the dance.</i>
Count	A dance is usually described as a (number)-count dance e.g. 32-count / 64-count, etc. One count is one beat of the music.
Walls	A dance is described by its number of "Walls". A 1-wall dance only ever restarts the pattern of steps facing the front wall; a 2-wall dance starts at the front wall then the back wall in turn; a 4-wall dance starts its repetition facing each wall of the room in turn. NB: it doesn't matter how many turns are put into the dance, which cause you to face any number of walls during the dance, what is important is the direction you're facing when the whole pattern restarts from Count 1.
Tag	An additional number of steps or moves (usually only a very few) that allows the music to catch up before both dance and music can start again at what feels to be the correct point.
Vanilla & Chocolate	If you dance precisely to the script this is called "Vanilla". If you like to add your own extra moves or styling (completely acceptable), this is called "Chocolate". Example – instead of a vine, do a rolling vine; instead of a coaster step, do a triple full turn.