

Jolly Roger

Tune: *Üsküdar Gideriken* (traditional Turkish song) **Set:** 6 dancers, 28 ¼" (medium) sticks, single steps
Source: [Beltane Border Morris](#) (via YouTube video), with modifications by Red Herring **Chorus:** middles clash forehand-backhand with 1st corners, then spin over left shoulder and clash forehand-backhand-forehand with 2nd corners. Then spin over left shoulder back to 1st corners. Repeat a total of 4 times.
Figures: [square hey](#), [implode & explode](#), [solar system](#), [\(square\) bombast](#), [rounds & off](#)

Detailed Description

Chorus

Outer dancers are in a square. Inner dancers are standing back-to-back, facing first corners.

Beats 1-2: middles clash forehand-backhand with 1st corners, then spin over non-stick (left) shoulder to face second corners. Beats 3-4: middles clash forehand-backhand-forehand with 2nd corners, then spin over non-stick shoulder to face first corners. Repeat sequence a total of four times.

Figures

Square Hey

Beats 1-2: Dancers move across the set, passing right shoulders. Beats 3-4: Dancers turn 3/4 (hard turn) out from the center. Beats 5-6: Dancers cross up & down, passing left shoulders. Beats 7-8: Dancers turn 3/4 (hard turn) out from the center.

Repeat on beats 9-16.

All turns are out from the center, *i.e.*, first corners will turn over their left shoulders and second corners will turn over their right shoulders.

Implode & Explode

Beats 1-2: Dancers cross through the center, passing right shoulders and clashing on beat 1. Beats 3-4: Dancers continue moving out from the set. Beats 5-6: Dancers turn and start back in toward the center. Beats 7-8: Dancers come back in toward the center. (Dancers are now corner-crossed from their original places.)

Repeat on beats 9-16 to get home. (The turn is a little later the second time because the dancers have less far to go.)

Solar System

Beat 1: Dancers clash as they pass by the right shoulder. The clash defines which direction they travel around the circle and how far out. Beat 2: Dancers continue around in their orbit. Beat 3: Dancers clash as they pass, $\frac{1}{4}$ of the way around the circle (90°) from their starting point. Beat 4: Dancers continue. Beat 5: Dancers clash as they pass, $\frac{1}{2}$ way around the circle (180°) from their starting point. Beat 6: Dancers continue. Beat 7: Dancers clash as they pass, $\frac{3}{4}$ of the way around the circle (270°) from their starting point. Beat 8: Dancers continue.

Repeat on beats 9-16.

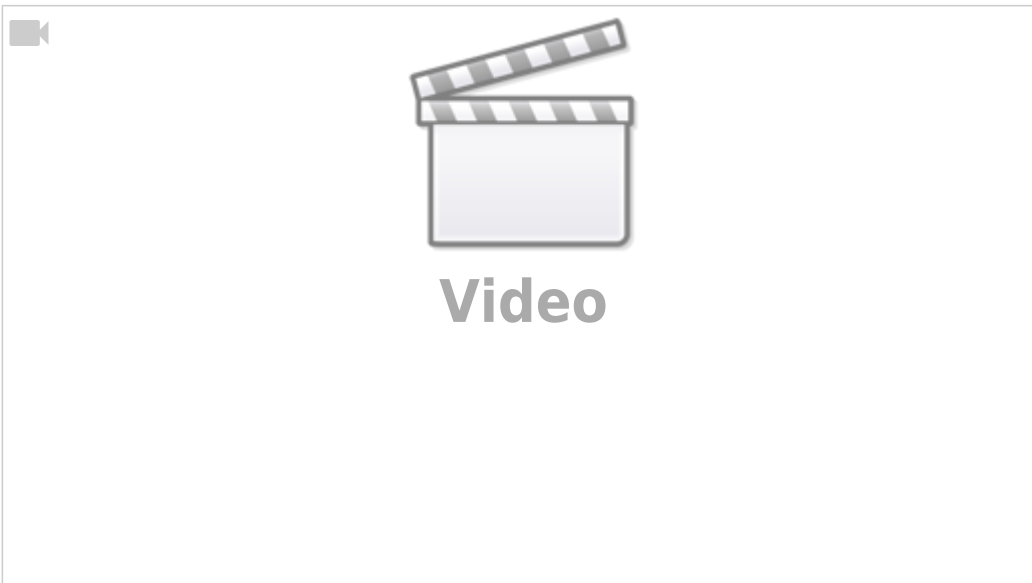
(Square) Bombast

We sometimes describe this as “hookers and sliders”. On beats 1-4, the dancers in positions 1 and 4 (“sliders”) move straight along the sides of the set, #1 heading for position #3, and #4 heading for position #2. The dancers in positions 2 and 3 (“hookers”) hook around each other (and also around #5), with #2 ending up in position #1 and #3 ending up in position #4. On beats 5-8, the same thing happens. Note that the dancers who were “sliders” on beats 1-4 are now “hookers”, and the dancers who were “hookers” on beats 1-4 are now “sliders”.

The same happens on beats 9-16, at which point the dancers are back in their original positions.

Rounds & Off

Beats 1-8: Dancers dance around in a circle. Beats 9-16: #1 leads the dancers off into the audience.



Tune

- [dances:border:1_ueskuedara_gideriken.abc](#)
- [dances:border:1_ueskuedara_gideriken.mid](#)
- [dances:border:1_ueskuedara_gideriken.pdf](#)

Üsküdar Gideriken (Jolly Roger)

traditional Turkish song

$\text{♩} = 132$
A

5 B

9

```
X:1
T:Üsküdar Gideriken
T:(Jolly Roger)
C:traditional Turkish song
M:4/4
L:1/4
K:Em
Q:132
V:1 clef=treble
%%MIDI channel 1
%%MIDI control 7 100 % melody volume = 100 %%
%%MIDI program 41 % General MIDI violin %%
P:A
B, |: E>B B B | c/B/ c B2 | A>A G A | 1 B/c/B/A/ G/F/E/D/ :| 2 B4 ||
P:B
A>A G A | B G E2 | A>A G A | B2 B2 |
A>A G A | B G E>F | G G F/E/ D | E E/E/ E |]
```

From:

<https://www.wiki.redherringmorris.com/> - **Red Herring Morris Wiki**

Permanent link:

<https://www.wiki.redherringmorris.com/doku.php?id=dances:~border:jolly-roger>

Last update: **2019/07/12 10:20**

