Corrections and Additions 1-2 Jive

In the new edition of the WDSF technique books some changes and additions have been made. Below is a list of all the changes that should be noted also on prior editions of the books due to printing or editing errors. All other additions in the new editions can be considered enhancements in explanation of the technique but do not render the older editions invalid. In case of technique exams both the older and newer explanations are considered correct, except in the cases written below.

**Latin General Principles (all dances).**

**Page 14. Paragraph 4. “Continuous Spin”. Line 9. Add:** ...this coordination of the head will be omitted when the speed of the Continuous Spins is very high (head is maintained in position without spotting).

**Page 15. Paragraph 2. Line 6. Add:** ...(depending on the figure the hip design can be different);

**Page 18. Paragraph 2. Add. Definition of Shuffle Timing:** Slight variations in the beat value used to not compromise the actions danced and body weight transfer. The Timing and accent of the first step of the figure should be respected in any case. When studying the charts, the standardised Beat values should still be observed, however as a guideline and not as fixed rule. Given the introduction of Shuffle Timing, the inclusion of a column for Beat value in the charts is considered superfluous.


**Page 20. Paragraph 1. Add Subtitle Syncopation Rule. Line 4 (after Subtitle Syncopation Rule) should read: “& (and) indicates a ½ beat.”**

**Specific Principles (Jive)**

**Page 34. Paragraph 4. 1st Chart. Row 4.**

<table>
<thead>
<tr>
<th>Swing Jive</th>
<th>Jumping Jive</th>
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<tr>
<td>Rock / Ball Change / Flick Ball Change</td>
<td>Kick Ball Change</td>
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**Page 35. Paragraph 2. 1st Chart. Add Note for Step 3 (Foot Placement-Recovery Phase).** (1) Together with this action, the RK is released towards the LK and the RF recovers slightly, ready for the next step.

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**Page 36. Paragraph 2. 1st Chart. Add Note - Quantity of Turn: Jive Ronde may turn depending on the figure being danced.**

**Page 37. Paragraph 5. 1st Chart. Add Note: Jump with Change.** When the foot is changed during a jump (e.g. - between steps 1 and 2 of a Jumping Chasse):

- the Moving Foot will not be lifted towards the knee of the Standing Leg in phase 2.
- At the maximum height of the jump (phase 3) the Moving Leg will not be lifted (Flight without knee lift).
- Between phases 3and 4 the Moving Leg becomes the Standing Leg and viceversa (Switch).
- The Foot of the new Moving Leg will be lifted towards the knee of the new Standing Leg on phase 4

**Page 39. Paragraph 1. 1st Chart. Add Note – Hip Design: (1) See Jumping Chasse LRL.**

**Page 39. Paragraph 2. 1st Chart. Add Note: Kick Ball Change can be danced on either foot. When danced on the RF all actions are the natural opposite.**

**Page 39. Paragraph 4. Add description of Types of Ball Change:** A Ball Change is type of fast rock usually preceded by an extra action. This action is called Ball Change when the Foot is pointed forward without weight in contact with the floor. Flick Ball Change is when the Foot makes a Flicking action (pointing the foot approx. 15 cm above the floor
with no jumping action from the standing leg). These actions are usually used in Swing Jive style. Furthermore, if no action is danced with the LF but the position is held (Holding Time or Break) this action is called **Break and Ball Change** (see also Steps 1-3 of the Sugar Push). When a Kick is made (a Flicking Action combined with a Jumping Action before a Ball Change this is called **Kick Ball Change**. These actions can be used to substitute the Rock and may be danced on either foot.