

Drowsy Maggie (Ockington Stick Dance)

Music: Drowsy Maggie

Set:

2 1
3 4 Music

1, 3 are active, do figure first.

Figures:

Rounds	just once around, not back
Back to back	hit on 2, 6
Baseball	hit on 2, 5, ...squat on 4
Innies	hit 1 to the left, 3 to partner, 5 to the right, 7 to partner.
aka Visitation	Surging motion, rocking back and forth
Outies	1, 3 – turn left the 1 st time
aka Outside Hay	1, 3 – turn right the 2 nd time
Fast Sticking	Active hits R, L , partner cross & hit. Repeat
	Inactive hits L, R, pause. Repeat

Chorus:

Swing on the left side and hit up in the middle.

Order: 1, 2, 3, 4, 1, 2, 3, 4, hit 3 times on ground

Style question: There was a pause partway through the stroke, as the stick came to the shoulder. Should this pause remain, or is the swing a smooth circle?

Video: GNB <http://www.youtube.com/watch?v=rwit8OTP-jQ>

Notes from http://www.blackwrenmorris.com/?attachment_id=30

Ockington

Tune: Drowsy Maggie (traditional) as (AB)₃A₃ (A=figures, B=chorus). The B part is truncated to half the usual length, and both it and each half of the A part end with an extra three notes on the tonic.

Formation: A square set of 4, each with one long stick. These are the dancer positions:

2 4
1 3

Sequence: Once to Yourself & Rounds, Chorus, Back-to-Backs, Chorus, Samurai, Chorus, Inside Circle, Chorus, Square Hey, Chorus, Right and Left.

WWW=Whump whump whump: At the end of each chorus or half-figure, face into the set and tap the ground three times.

Chorus: Starting with #1 and proceeding clockwise twice around the set, each dancer swings their stick down and around in a vertical circle, ending in a pile in the center of the set. To do this, the first dancer stops when their stick is waist high (#3 brings their stick up to clash) and the remaining dancers continue until #3 clashes in the 2nd time (twice around). At the end of the chorus, all WWW.

Rounds: During the second half of the A music, all WWW, step to their right (with the left foot), turn 180 clockwise on the second step, and then circle once clockwise to place, then all WWW.

Back-to-Backs: First corners (1 and 4) do a right-shoulder back-to-back, clashing forehand on beat 2 while moving forward and backhand on beat 6 (move the stick from forehand to backhand position on beat 5) while moving backward, then all WWW. Second corners do the same.

Samurai: First corners clash forehand on beat 2, then pass right shoulders to the other's place, facing out. Crouch on beat 4, jump and turn 180 degrees over your left shoulder, land and clash forehand on beat 5 (not 6), then pass by right shoulders (starting on right foot) back to place, turn over right shoulders, and all WWW. Second corners do the same.

Inside Circle: First corners circle each other clockwise inside the square, clashing forehand on beat 1 with the dancer to their left, forehand on beat 3 with each other, forehand on beat 5 with the (other) dancer now on their left, and forehand on beat 7 with each other, then all WWW. Second corners do the same.

Square hey: 1 and 2, 3 and 4 pass right shoulders across the set, clashing forehand on beat 1, and turn to face someone up or down the set (when turning through set positions 1 and 4, it's a 270 turn). Pass left shoulders up/down the set, clashing backhand on beat 3, and turn to face someone across the set. Repeat, clashing on beats 5 and 7, then all WWW. Now reverse the entire sequence, starting by passing left shoulders up/down the set. (Tips: Clashes are always forehand when crossing the set, Backhand when going up/down the set. When turning 270, through positions 1 and 4, you will always be passing outside through the next clash; conversely, when turning 90, you'll be passing inside on the next clash). Never turn 270 on beat 8 (returning to place).

Spirals: First corners clash backhand on beat 1 with the dancer on their right, step forward as if to pass right shoulders with their partner while spinning 270

degrees over their right shoulder (this creates a diagonal line of 4), clash backhand on beat 2 with the dancer in front of them (who had been on their left), step forward into their partner's original spot while spinning 270 degrees over their right shoulder (this creates a square set), clash backhand on beat 3 with their partner, then spin in place 360 degrees over their right shoulder. Repeat to get back to place, then all WWW. Second corners do the same. Repeat the entire sequence a total of three times to increasingly fast music.