

Skelton 3.

1st roll  
to the lock. i left

Figure Five

High Salute - facing anticlock - sword in left hand.

High Clash

High Basket - take 4 steps, turning in to face clockwise, changing hands on sword & raising sword again.

Left Turn - starting at No.1 - take 4 steps, anticlockwise turn, Raise right hand above head as make 1/4 turn anticlock to face out, bring hands together crossed at wrists, right in front of left, continue completing anticlock turn bringing hands, still crossed at wrist, over in an arc, till on inside of circle. Left hand behind right at right side of body. As each man turns, circle tightens. Ring for 4 bars.

Left unturn - raise hands still crossed over head in an arc & uncross near end of turn (clockwise)

Preparatory Windows - 12b. - 2 preparatory rolls, top couples up, bottom couple down (4b), all face down, make windows, but not in usual way but both low down, rear one lowest & nearest as Loftus, 4 steps (2b) All step through, left over first, turn out (2b) get straight, from facing out, Downside arm brought over head in the turn - other arm got straight by doing a small circle. Eg no.1 goes over sword in right hand - other sword held forward - sword held in left hand brought over head - right arm will be twisted, needs straightening. (2b) another roll as before (2b)

Progressive Windows - when forming windows - upper arm to top.

Window not so high that couples do not have to duck through.

Take 4 bars for two couples to pass, under going down, during passing neutral does a roll out then one in. Agree that couple who pass do a roll in direction they are going & neutral do one in direction they are to go. At end couple will do two out, then two in in succession. At end of movement top couple does 4 rolls up (35 bars)

Hey - mirrors, top between middle, bottom face up at start.

From Open ring straight into right and left lock - seemed to have trouble - took 24 bars to form lock - didnt turn over.

Problem of nature of Windows due to being Sleights for 8?

Over fool's head in first figure instead of distinctive movement.

In our detail the film appears - in Kenney notation which is present 5 years before the film.

The significant differences are at level of 1.11 & 1.12, also booklet doesn't have clear explanation

Details of planning etc might depend on composition of particular team, and not be rigidly explained. Dances were obviously following the music.

Just the advice is to simplify the notation in an attempt to give the detail that makes the dance flow smoothly

## THE GRENOSIDE SWORD DANCE

The present side has developed by gradual loss and replacement from a team formed just after World War II. A number of Grenoside and Ecclesfield lads who had learned the dance in the Rover Scouts, became the active side replacing an older team that had largely fallen apart. The post war team received instruction from two brothers, Colin and Harrington Houseley whose father had been an earlier dancer. The present captain Ted Frost, was one of the Rover Scouts who formed the side. He and three others are still in the side after 25 years whilst the remainder have served various terms from 20 years down to about 4 or 5 years. The uniform has not been consistent: One team between the wars wore Officers Mess jackets in pink calico rather like the Handsworth jackets-lion tamer style. The present uniforms are tailor made from the pattern devised by loving housewives from Paisley pattern furniture fabric kept in the house for furniture repairs or making settee covers. Glogs being the normal footwear not only for working in the pits and quarries, but for ordinary outdoor wear too, it was natural that the dance should be structured to accommodate stepping. There used to be much more stepping in the dance, and there was also an item of entertainment that earlier teams offered called "Ring o' Roses" where each man in turn offered a clog step. The instructions in Sharp's Sword Dance Book Part I are rather out of date in some minor respects but the main structure is unaltered. The characteristic steady tramp remains and the climax is achieved by the increasing tempo in the roll but older dancers watching the dance performed on Boxing Day can usually find something to grumble about in the way the "break" is performed or what is the correct foot to start on. In this side at least tradition is not static. Subtle changes occur almost without conscious effort. Other changes are deliberate when men feel there's an improvement to be made and its rather the luck of the draw which changes stay and which changes are discarded.

### The Dance

General form	Pt.1.	1. Captains Song
		2. Ring, lock and clash.
	Pt.2.	1. Over Your Neighbours Sword.
		2. Single Sword Down
		3. Single Sword Up.
		4. Double Swords Down
		5. Double Swords Up.
	Pt.3.	1. Tantiro (pronounced tantairo)
		2. The Reel
3. The Roll.		
4. Jolly Lads.		

### 1. The Captains Song

O Ladies and gentlemen, I'll have you make room		
Contented awhile for to be		
It is I an myself that has brought us along		
And my trade you will quickly see.	4	3
Whilst in foreign parts we rambled	5	Capt. 2
All both proper stout and tall		
Though we passed through many dangers	6	1
And at length I caught a fall.		
Wounded by a charming lady		
Her charms I almost dread		
To die for her I am quite ready		
And at length I conquered her.		

Six stout lads have I abye me  
 Both of honour and renown  
 Festive time tis drawing nigher  
 And since we've come in this town.

Since that we have all come hither  
 Fiddler draw thy strings advance.  
 PLAY beside us HERE to guide us  
 And these lads will show 'em a dance.

(On PLAY, men take hold, hilt and point. On HERE, men step into circle, swords over right shoulder).

(All men now silently say-one).

2. Immediately after saying "One" all march round clockwise 3 steps to the bar, starting left foot and transferring swords from shoulder to shoulder on each mainbeat.

In your head say or sing the rhythm

1 di diddly diddly 2 di diddly diddly etc ----- (9/8 time)  
 5 di diddly diddly 6 2.3.4.5.6. (All turn inwards 6 steps and march counter clockwise)

1 di diddly diddly 2 di diddly diddly etc -----  
 5 di diddly diddly 6 (Make lock R over left round captain's neck still tramping on the spot.)

Men tramp round clockwise round to places (no particular count) turn inwards and march back to places counter clockwise. Meanwhile the Captain displays the lock then kneels with it round his neck. All draw swords, the Captain falls dead, No.2 endeavouring to tip off his animal head. Men clash swords in pairs (1 & 6, 2 & 3, 4 & 5) marching clockwise to places, turn inwards and clash back to places. The musician judges when the men are all in places and the music stops abruptly.

- Pt.2. The tune changes immediately to the last two bars of the Broken Time Hornpipe (Roxburgh Castle or Wonder Hornpipe). The men come in with a shuffle or break and take hold of swords hilt and point.

Shuffle - L, r.toe, r hl, r. toe; R, l.toe, l.hl, l.toe; L, r.toe, Stamp R.

1. Over Your Neighbours Sword.

Beginning with No.1 each man in turn steps over the sword on his left from inside to outside (L. foot in front, R foot over) This takes 12 beats, then all shuffle. This manoeuvre is done six times, each man in turn beginning the movement.

2. Single Sword Down

The sword between 6 & 1 goes down. Opposite couple lead over and separate, followed by middles, but 1 & 6 retire backwards without going over. Take 12 beats then all shuffle. The manoeuvre is done 6 times, Nos. 1 & 2 lowering No 1's sword next, etc.

3. Single Sword Up.

The sword between Nos 6 & 1. goes up. The holders mark time for 4 beats then pass over the heads of the opposite couple and middles who then separate as in single sword down. No 6 & 1 turn in towards each other lead back to places and turn under their sword. Take 12 beats and shuffle. The manoeuvre is done 6 times as before.

4. Double Swords Down.

Preparation must be made during the shuffle. No.1 prepares to go down, both hands together. No. 6 prepares by changing his grip to dagger grip. He approaches No.2 who also approaches him. No.6. places his handle by the tip of No.1's sword held by No.2. No.6. goes over in 2 beats L. foot in front of the two swords R. foot over the swords. Each man in turn goes over, No.5 following No. 6. taking 10 beats. No. 1 takes two beats to spin counter clockwise under the two swords which he has by now lifted, then all shuffle. The manoeuvre is performed 6 times, No. 1 next going over his own sword alongside No. 2's sword, and so on.

5. Double Swords Up.

No.1 raises both hands together. No.6. goes under his own sword which is held alongside No.1's sword held by 1&2. Avoid making an ellipse with 5 men. Keep a good circle No.1. meantime slowly circles clockwise for 12 beats until all are in places then all shuffle. No.1. then leads under his own and No.2's sword, each man leading in turn. After No.6. has held up No. 5's sword and his own and all men are back in places make 2 lines again to shuffle. On the last beat drop swords by sides.

Part 3. 1. Captain Since that we have all come hither  
And so sweetly I do sing  
Now my lads you'll take to singing  
When you hear these swords to ring.

Capt. lowers his sword on to the rising swords of the team to make a clash.

All Tantairo, tantairo, the drums they do beat.  
The trumpets they do sound upon call.  
Methinks music's here,  
Some bold Captain's near,  
March on ye brave soldiers away.

2. The Reel.

1 & 6 face, 2 & 3 face, 4 & 5 face.

Tramp round in a circular hey, clashing swords in pairs every 1st beat of four, when passing right hand to right hand. Take 12 beats to be round to own place then shuffle.

This is done 4 times.

3. The Roll.

Pass point of sword to opposite No. 1 & 6, 2 & 5, 3& 4. Begin roll with 1 & 6 passing over 2 & 5 then under 3 & 4. At each end dancers spin under their own pair of swords prior to passing over the next pair of heads into middle place. Dance twice through the roll with a slight pause still stepping on the spot before dancing the roll twice more gathering speed.

4. Jolly Lads.

Without any break in the music, the men hold swords upright at shoulder height in the centre of the circle, left hand on shoulder of neighbour and step in position as follows:-

L r. hl. r.toe L R lhl. l.toe R etc finishing R L.hl.  
J. J. J. J. J. J.

On the last beat all plant Left heel in centre (avoid friends toe) and raise swords, holding this position for a second or two. March off behind Captain.

Approximate time for the whole dance 12 minutes.

### THE GRENSIDE SWORD DANCE

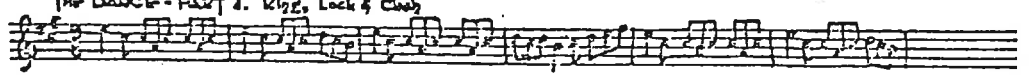
VERSE 1 The Captain's Song



VERSES 2, 3, 4 & 5



THE DANCE - PART 1. Rise, Lock & Clash



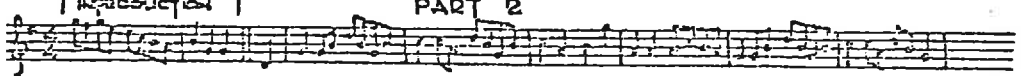

REPEAT THE TUNE UNTIL THE END OF THE CLASH

INTRODUCTION PART 2



PLAY 4 TIMES

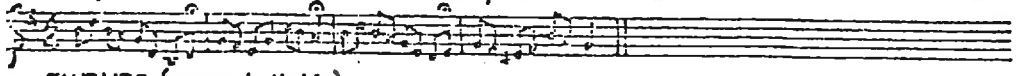
CAPTAIN'S VERSE PART 3



TANZAIRO (accomp. by Hesidor)



THE REEL



PLAY 2 TIMES

THE ROLL



PLAY 5 TIMES