

Saturday Night

Tune: *Saturday Night* (Bledington) **Source:** ? **Sequence:** Additive dance. First #1 solo, then add one dancer each time through the sequence (#3, then #5, 6, 4, 2). Once all six dancers are in the set, two [half heys](#) ending all up.

Detailed Description

Sequence

Part A: two [double steps](#), [hop backs](#), [foot-together-jump](#).

Part B: [open side step](#) right, [double step](#), [open side step](#) left, [foot-together-jump](#). Two "beetle crusher" [capers](#) in place. Process to the next position on four [plain capers](#).

Adding Dancers

Dancer #1 starts facing up. Each dancer comes in facing #1 (*i.e.*, facing down). During the caper sequence, dancers facing up remain in place. Dancers facing down pass the dancer in front of them by the right shoulder and end up back-to-back with the dancer they just passed. If a dancer is facing down and is not partnered with another dancer, that dancer progresses by capering forward, turning over their right shoulder and facing up for the next sequence.

Once the set is complete, the dancers do two [half heys](#), ending all up.

Tune

- [dances:fieldtown:1_saturday_night.abc](#)
- [dances:fieldtown:1_saturday_night.mid](#)
- [dances:fieldtown:1_saturday_night.pdf](#)

Saturday Night

A.(AB)6.A

Traditional (Bledington)

A

4 G

9 2 2 2

```

X:1
T:Saturday Night
M:6/8
L:1/8
C:Traditional
O:Bledington
A:
P:A.(AB)6.A
K:G Major
%%MIDI channel 1
%%MIDI control 7 100 % volume = 100
%%MIDI program 41 % General MIDI violin
%%MIDI transpose 0
%%MIDI gchordoff
%%partsfont Times-Bold 16.0
V:1 clef=treble
P:A
|: A | B>(AB/c/) d2 D | E>FG F>ED | B>(AB/c/) d2 D | D>EF G2 :|
P:G
B \
%%setbarnb 5
| A>FD D2 D | E>FG F>ED | BAG Bcd | DEF G2 B |
(2 AF D3 | D3 D3 | (2 EF G3 | (2 FE D3 | BAG Bcd | DEF G3 |]

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