



Knights of King Ina
Progressor's Jig Workshop 8th April 2018

Sherborne

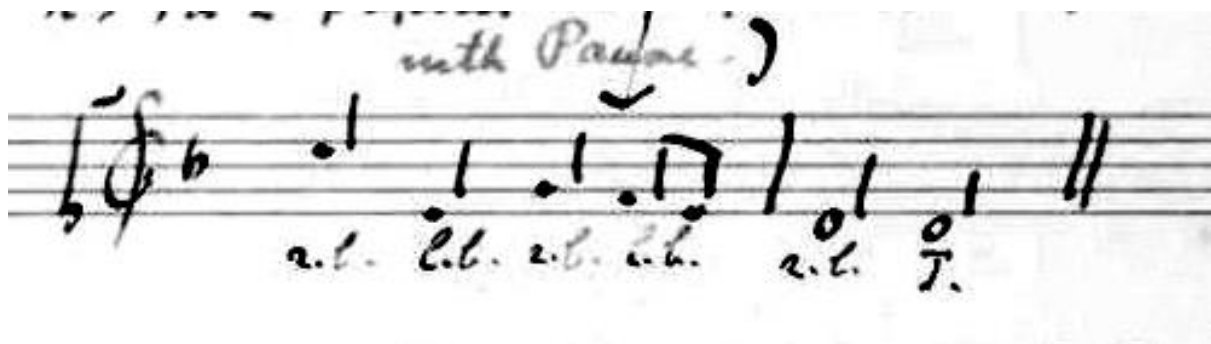
Double Jig information for
I'll Go Enlist for a Sailor and Sherborne Jig

Double Jig information is given in C# 2452 collected in 1910 from George Simpson. Modern interpretation is that the Sherborne Jig and I'll go enlist are double Jigs but C# 2452 gives notation for Solo and Double.

In C# 2452 he notes the jigs as a dance phrase with a walk round interspersing each of the dancing figures. Also published in MB4. In the Double Form he only notes a walk round for the non-dancer; by the time of the publishing of MB4 C# defines other "walk rounds" and noted this occurs in solo and double jigs.

C# 2452 17/3/1910 informs as follows:-

"During walk round of No 1, No 2 repeats last figure. The walk round is done in a circle, r to l, in a stepping walk minimum steps, the left foot scraping ground as it goes forward. The hand movement is a mild s.b. and s.f. In double Handed Jig No 1 walks round while no 2 is dancing and so measures his time that he arrives behind no 2 in time to begin next figure without pause last bars of once to yourself danced as follows (in concluding dances No 1 and 2 perform side by side facing Audience, with Pause)



This r.b. etc is a cross between back step and cross step. The feet remain on the ground throughout, but shuffle back by swinging heels in and out.

In dance, bars 3 and 4 may be shake leg, 5 and 6 ordinary step, 7 and 8 capers. Very often too at the end of the caper movements shake leg was substituted in penultimate bar for the 2 capers.

The hand movements throughout swing (high and low) and circles all used rather sparingly. Often in alternate bars no hand movements at all.

KJ means a jump with R kicked in front and L backwards alighting feet together”

The sequence for the dance I’ll Go Enlist is given as

Dance, Walk Round, Sidestep, Walk Round, Fore Capers, Walk Round, Sidestep, Walk Round, Half Capers, Walk Round, Sidestep, Walk Round, Uprights, Walk Round, Sidestep, Walk Round, Dance.

And for Sherborne Jig

Dance, Walk Round, kneeling, Walk Round, Dance, Walk Round, Fore Capers, Walk Round, Dance, Walk Round, Half Capers, Walk Round, Dance, Walk Round, Uprights, Walk Round, Dance.

With a note to “see previous Jig for the Double (this is I’ll Go Enlist in the MSS).

Both these sequences are for the single handed Jig as well as the double.

Modern practice is to perform this as a double with specific movements being made in the Walk Round and amending it to a Dance Round and Caper Round.

Bert Cleaver gives this -

I’ll Go Enlist

Dance round when the other is performing a Foot Up or Sidestep section

Walk round when the other is dancing the Half Capers

Caper Round when the other is dancing the Upright Caper.

The modern dance omits the Fore Capers entirely.

Dance Round is 4 bars of double step; 2 bars galleys (the Morris Ring Instructional shows a full 360° turn for each galley performed without a Jump) shuffles FTJ.

Caper Round is 3 Fore Capers (Forrie) left foot start, galley / shake leg r; repeat whole, stepping shuffles and FTJ.

Walk round is 16 steps, 2 bars Galley / Shake Leg, shuffles FTJ the music is “Slow” for this move.

The final ance or Foot Up sequence is danced Fast and ends with 4 plain capers.

Sherborne Jig

Dance round while the other dances Foot Up

Walk Round while the other dances the Capers

The dance round as / DS / DS / Gal / FTJ / a full turn in the Gal.

The walk round as walking for 6 bars 2 shuffles and FTJ

The final “dance” / Foot Up is done “fast” and ends with 4 Plain Capers. The dancers facing each other on the FTJ before the tempo changes.

The modern dance uses the “kick Capers” which are given as a footnote only in C#2453

The collected music shows no augmented music (slows or “C” music), even the footnote shows no variation; the implication here is that the kick part of the caper would not be slowed down in performance.

The final ance or Foot Up sequence is danced Fast and ends with 4 plain capers.

From the Original notes...

I'll Go Enlist for a Sailor

Once to yourself

Foot Up = 4 Double steps / GR / GL / sh / ft J/

Hands = s.b and s.f on alternate bars including the Galleys and backsteps, s.b on FT and s.hf. on the jump.

Sidestep = oss r (r l r l) / sh hr / ossl (l r l hl) / sh Ju / 2 DS / 4PC /

Hands = show R (twists hair back) 2x per bar including the sh. None on bar 5 back and fwd on bar 6, high swing on the capers

Fore Caper = Quick caper R; hop R; then 7 Forries (L rl etc), hop l / DSr/ G or Shake Leg / 4PC

(Forries danced to Medium time C# 2451) (C# and BC notes give Caper L step R but this does not work as the R leg is in the air after the previous Chorus.)

Hands = none given not even to indicate no movement.

Sidestep = oss r (r l r l) / Sh hr / ossl (l r l hl) / sh Ju / 2 DS / 4PC /

Hands = show R (twists hair back) 2x per bar including the sh. None on bar 5 back and forward on bar 6, high swing on the capers

Half Caper = 4 Kick Capers / DS / Galley or Shake Leg / 4 PC / (Capers danced to Slow Time C# 2451)

Hands = none given not even to indicate no movement.

Sidestep = oss r (r l r l) / sh hr / ossl (l r l hl) / sh Ju / 2 DS / 4PC /

Hands = show R (twists hair back) 2x per bar including the sh. None on bar 5 back and forward on bar 6, high swing on the capers

Upright Caper = 4 Kick Jump (splitters) foot going forward is the same as foot to cross / DS / Galley or Shake Leg / 4 PC / (Capers danced to Slow Time C# 2451)

Hands = none given not even to indicate no movement.

Sidestep = oss r (r l r l) / sh hr / ossl (l r l hl) / sh Ju / 2 DS / 4PC /

Hands = show R (twists hair back) 2x per bar including the sh. None on bar 5 back and forward on bar 6, high swing on the capers

Foot Up = as above (BC gives this as a Fast Foot Up but finish with 4 Plain Capers.)

Sherborne Jig

Once to yourself /sh /ft J /

Foot Up = 2 Double steps / sh / ft J/; repeated

Hands = s.b and s.f on alternate bars including the backsteps, s.b on FT and s.hf. on the jump.

Kneel Caper = 3 cross hops weight emphasis on rear foot, right foot behind 1st then left, then right again with the free foot swung across in front; toe touches the ground. (MB3 p12 gives even weight bearing.)

Kneel on left knee.

All that again on the other foot, and a third time, footing as first time.

Shuffles and FTJ.

Hands = balanced ("is it raining") advised though not given. Swing back, swing forward for the shuffles and FTJ.

Foot Up = as above

Fore Caper = Step on left, right, left (replaces the cross hops and is timed the same); then launch as high as possible from right foot to land on the left foot (usually written as SC or step and Caper)

All that again starting Right foot. And a third time footing as first time.

Shuffles and jump (note – shuffles and jump is not the same as shuffles and feet together Jump – in shuffles and jump the jump is simply a landing rather than a take off and landing.)

Hands = none given not even to indicate no movement. Swing back and swing forward presented for consistency.

Foot Up = as above

Half Caper = Shake Leg – left; hop left; hop left, then launch as high as possible (SC) from right foot to land on the left foot. (note - C#2453 gives an alternative footing – step left, back kick with right 2 heel strikes with the right and SC launch right and land on left to allow alternative foot start on the second and third

elements. Also given is an alternative to the SC movement – step right hop right PC L, again this allows alternate foot use in this figure.)

All that again starting on the right foot; and a third time beginning left foot again.

Hands = none given not even to indicate no movement. Swing back and swing forward presented for consistency.

Foot Up = as above

Upright Caper 3 cross hops weight emphasis on rear foot, right foot behind 1st then left, then right again with the free foot swung across in front; toe touches the ground. (MB3 p12 gives even weight bearing.)

Kick Jump.

All that again on the other foot, and a third time, footing as first time.

Shuffles and FTJ.

Hands = balanced (“is it raining”) advised though not given for cross hops. Swing high forward for the Jump then swing back and forward for the shuffles and FTJ.

Foot Up = as above (BC gives this as a Fast Foot Up but finish with 4 Plain Capers.)

References

C# Folk Tunes 2451 2452 from George Simpson of Upton ne Didcot 17th March 1910 (also 2448 5th March 1910 crossed out and refers to 2451)

Other C# refs that assist Sherborne as a style –

FT 1724 – 29 incl; 2447 – 62 incl. 2450, 5 and 7 yield some info re steps but no info from any re hands in Slows.

FDN v1 p40 – ref to Sherborne only; p53 noted 2 jigs Sherborne and Bonny Green

p69 ref to Jim Hopkins Musician, p94 words to Go enlist from John Mason (Musician); 101a ref to Handkerchief, Galley, step timing, hands in the show.

C# FDN V4 P119 Words of Go Enlist from a Norwich Carpenter.

C# MDT 8 No 6 (1911)

C# Morris Book 4 P79ff (1911)

C# Folk Notes v4 p139 – 1913 costume.

C# Folk dance notes 1 pp 40, 53, 69, 94, 101a

EFDSS news Jan 1921 No 1 Jockie notes

EFDSS 2nd No 1 1927 p43 Princess Royal Notes

LB 1974 A Handbook of Morris Dances

BC 1983/4 Sherborne Dances and notes for Workshop

RD 1980 Notes, Retyped as Notes v2 1995 – shuffles

RD 1980 Workshop Notes

RD 1982 Notes, collected by A. Barrant

Morris Ring Jig Instructional 2010, 2011 – Video

Easeman – Dave – Workshop Notes 2014

Wortley v1 p 19,20,61,62. – not seen