OF QUAKES AND QUAICHS

32 bar strathspey for 3 couples in a 4-couple longwise set by Tim Wilson, 2019

- 1-8 1st couple, nearer hands joined, dance down the middle for 4 steps. 2nd couple step up on bars 3-4. On bar 5, 1st woman dances under their raised arms as 1st man dances below his partner to change places and face up (California twirl variation), and 1st couple dance up the middle to finish in second place on opposite sides facing out.
- 9-16 2nd, 1st and 3rd couples dance reels of three on the sides. 2nd couple dance in and down, 1st couple out and up, and 3rd couple in and up, to begin. All join nearer hands with partners as convenient. 1st couple finish in the center facing first corners.
- 17-20 1st couple and first corners dance corners pass and turn. Corners turn with right hands. On bars 19-20, 1st couple, giving right hands, turn to finish in the center facing one another (man faces down, woman up).
- 21-24 1st couple and second corners dance corners pass and turn. 1st couple pull back by the right to cast into second corner positions. Corners turn with right hands. On bars 23-24, 1st couple, giving right hands, turn to face one another in the center with backs to own side of the dance.
- 25-26 2nd and 3rd couples set, while 1st couple pull back by the right to cast into second place on own side.
- 27-28 2nd, 1st and 3rd couples set.
- 29-32 2nd, 1st and 3rd couples, giving both hands, turn once round.

Repeat, having passed a couple.

Note: For Donna Weidenfeller and Harry Andrews in celebration of their wedding. Donna is from Wisconsin originally but has been living in San Francisco, California for most of her adult life. Harry is from Edinburgh. They met several years ago in the San Francisco Scottish dance class and began a friendship that has grown deeper over time.

For the dance, they both requested the half turn and twirl figure (bars 18-22, 23-26). I added the California twirl variation (bars 5-6), and the two-handed turn which is a nod to the quaich often used in Scottish weddings.