

THE WOODLAND SPRITE

A 3 couple 32 bar jig in a longwise set.

1-4 First lady dances across the set round her partner, passing him by the right shoulder and finishing in the middle of the set in front of, and facing her partner. First lady might tap first man on their right shoulder as they dance past.

5-8 First lady sets twice to her partner with hands on hips. First lady turns to face her own side on 7-8. First man returns the setting on bars 7-8, showing interest.

9-16 First lady followed by her partner dances behind 2L and then in front of 3L, around 3L then between 3L and 2L up the centre of the set to around top place by in the centre. First lady finishes this ready to cast down on the men's side, and first man on the ladies' side. The man can accelerate to be side by side at the end of bar 16, to touch briefly nearer hands with his partner (his left, her right), before casting.

17-24 Mirror reels of three on the sides, beginning with 1C casting off on opposite sides (i.e. lady to the men's side and man to the ladies' side) sides, 2C in and up and 3C out and up. Hands should be given. First couple finish facing out in partner's place at the top.

25-28 1L with 2M turn LH $1\frac{1}{2}$ to change places, and 1M with 2L turn giving RH $1\frac{1}{2}$ to change places.

29-32 1C turn two hands using pas de Basque either (advancing and then) $\frac{1}{2}$ (or $1\frac{1}{2}$ for the more adept) to return to own sides in second place.

Repeat having passed a couple.

Notes Devised 17/8/2024 in anticipation of a "Scottish Rain Forest" social night. The "woodland" was added on 2/9/2024 at Kristin's request, and I changed 29-32 to be pas de Basque. Revised 21/9/2024 (bars 29-32) after actually dancing it. There are many varieties of Scottish sprites. These are creatures known for their connection to water and natural elements. Woodland sprites are custodians of the soul and heart of the forest. The dance has an elusive forest sprite teasing an unsuspecting visitor to the forest. Symbolism: 1-8 Sprite notices man and teases. 9-16 The sprite is chased. 17-24 Sprite attempts to escape through the trees. 25-32 Sprite is caught.