

TAP GLOSSARY:

Below are theory questions for the graded tap examinations. A candidate may be asked a maximum of three questions and will be asked to demonstrate certain steps from the tap glossary and define them. The answers do not have to be explained exactly as written below but should have the same meaning. Ask yourself how many sounds does the step make, which direction, which part of the foot and what are the steps put together to make the step in question?

STRAIGHT TAP - Strike ground with the ball of the foot and up (ankle only).

FORWARD TAP - Strike ground with the ball of the foot forward and up (ankle only).

BACKWARD TAP - Strike ground with the ball of the foot **backward** and up (ankle only).

Stand on one foot, spring into the air and land lightly on the ball of the same foot.
JUMP Feet together, bend knees, spring into the air & land feet together (any direction)

SPRING - Stand on **one foot**, spring into the air & land on the ball on the **other foot**.

DROP - Stand on **one foot**, spring into the air & drop heavily on the **ball or flat of other foot**.

STAMP - Heavy down beat onto flat of foot. Weight on either supporting or working foot.

HEEL BEAT - Bend knee, strike ground with heel heavily finishing on the ground. Can be given in

three ways:- standing on one foot; with ball of working foot on ground; a sharp dig.

TOE TAP - Lift one foot, strike ground with **toe** and up sharply **(usually behind)**.

STEP - Transfer of weight from one foot to the ball of the other.

SHUFFLE - A forward and backward tap given to the count of &1 or less.

BALLCHANGE - Change of balance from the ball of one foot to the ball or flat of other foot, in any

direction to the count of &1 or less.

TAP STEP - Forward tap followed immediately by a step. Weight on working or supporting leg.

HEEL TAP - Bend knee, strike ground with **heel down & up sharply**. Can be given in three ways:-

standing on one foot; with ball of working foot on ground; as a sharp dig.

HEEL BEAT - Bend knee, strike ground with **heel finishing heavily on ground**. Can be given in

three ways:- standing on one foot; ball of working foot on ground; as a sharp dig.

TOE BEAT - Bend knee, strike ground with **toe finishing down on ground with heavy tone**.

BALL TAP - Strike ground with the **ball of the foot and up sharply**. Can be given in three ways:-

standing on one foot; with ball of working foot on ground; as a sharp dig.

BALL BEAT - Same ball tap but ball finishes **down on the group with heavier tone**.

F/WARD BRUSH - Broader movement than a forward tap, swing comes from **knee and hip**.

B/WARD BRUSH - Broader movement than a backward tap, swing comes from **knee and hip**.

STOMP - Stand on ball of the foot, **push your foot forward, landing** with a **heavy heel beat**.

SCUFF - A flat foot **stamp carried forward & off ground,** supporting knee bent.

TAP SPRING - Forward tap followed immediately by a **spring**. Can travel or stay on spot, very lightly executed.

PICK-UP - Stand with **feet slightly apart**, turn up toe of one foot then **slap foot back** hitting ground with ball of foot and removing heel.

PICK-UP STEP - Pick-up followed immediately by a step. Can be repeated on alternate feet.

4/B CRAMP ROLL - Spring onto R, ball dig on L, heel beat down on R, heel beat down on L.

5/B CRAMP ROLL - Tap spring onto R, ball dig on L, heel beat down on R, heel beat down on L.

PICK-UP SPRING - A pick-up followed immediately by a spring. Cannot be repeated.

PICK-UP HOP - A pick-up followed immediately by a hop. Cannot be repeated.

FLAP - A **forward tap** followed immediately by a **stamp**. Weight can be on working or Supporting foot.

ARM LINES:

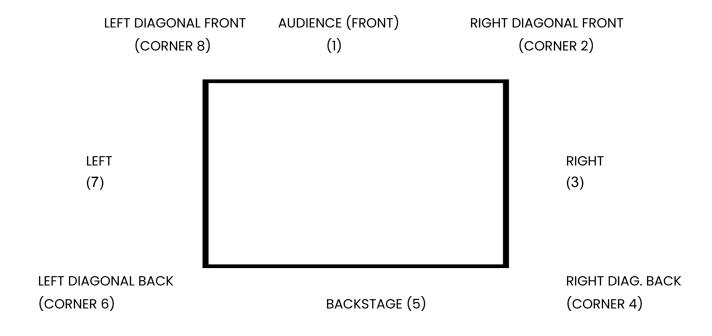
OPPOSITION - The most natural arm movement with arms swinging in opposite directions as we we do when walking.

PARALLEL - Both arms make two straight lines which move in the same direction (like train-tracks). Arms always maintain equal distance apart.

CO-ORDINATED - Both arms move in the same direction at the same time. This line can be taken low, medium or high.

HORIZONTAL OR - An arm line forming a right angle to the body. **OBLIQUE**

DIRECTIONS:



Pick up change: stand on one foot, flex knee, turn toe up of same foot, slap foot back with elevation, hitting ground with ball of foot, removing heel and land on other foot.

Pick up on one foot: as in pick up change but landing on the ball of the same foot. Must not be travelled backwards.

Pull back: pick on r.f, pick up change l.f on to r.f, ball dig l.f

6 beat cramp roll: tap spring r.f tap step l.f, heel beat r.f, heel beat l.f.

3- beat ripple: stand on one foot, pick up change proceeded by a forward tap

3-beat riff: stand on one foot, forward brush, hell dig followed by ball beat.

Toe clip: stand with feet slightly apart, lift the balls of both feet, clip the toes together and finish with ball beat r and ball beat I.

Heel clip: stand with feet slightly apart, lift the balls of both feet, clip the heels together and finish with ball beat r and ball beat I.

Wing preparation: stand with feet together, using ankle slid r.f out to side by scraping outside edge of foot finishing off the ground, with ball of r.f tap ground inwards towards l.f finishing with r.f beside l.f

3 beat wing (from both feet): stand with feet together, flex knees, using ankles shoot both feet outward by scraping outside edges of feet finishing off ground, with balls of feet tap ground inwards landing of both balls of feet.

3 beat wing (from one foot): stand on one foot, flex knee, using ankle shoot foot outward by scraping outside edge of foot finishing off ground, with ball of foot tap ground inwards landing on ball of same foot.

3 beat wing (changing): stand on one foot, flex knee, using ankle shoot foot outward by scraping outside edge of foot finishing off ground, with ball of foot tap ground inwards landing on ball of other foot.