

Using BLC

A Guide to Every Screen

BLC is the West Coast Swing learning and teaching app. This guide walks through every screen - what it is for, who can reach it, and how to use it.

To use it with an AI assistant, download this file and upload it to ChatGPT, Claude, or any AI assistant, then ask it questions about BLC.

Generated October 6, 2026

Using BLC - A Guide to Every Screen

What this is. A plain-English, screen-by-screen guide to using BLC, the West Coast Swing learning and teaching app. It is written for anyone who teaches or dances WCS - or for an AI assistant helping them. If you want to answer "what is this screen for" or "how do I do X in BLC," start here.

How to use it with an AI assistant. Download this guide and upload it to ChatGPT, Claude, or any AI assistant, then ask questions about BLC - "how do I record a lesson?", "what is the difference between Pathways and Drills?", "how does a student find a teacher?" The assistant can answer from this document.

A few notes.

- Each entry says who can open a screen (dancer/student, teacher, guest, or anyone with a link) and what you can do there.
- BLC uses one account per person; the same person can be both a student and a teacher, and the app changes to match whichever role is active.
- Some learning features are part of BLC Pro, a paid upgrade. Teachers are unlocked automatically. Where a screen needs Pro, the entry says so.
- Features marked "coming soon" are on the way but not yet available.

Generated October 6, 2026. BLC is in active development, so this guide is regenerated on each release to stay current.

The two home bases: bottom navigation

BLC shows one bottom navigation bar that follows you across the whole app. Which five tabs it shows depends on whether you are signed in as a student or a teacher.

- Students get: Home, Learn, Community, Progress, Record.
 - Teachers get: Home, Dancers, Schedule, Studio, Profile.
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STUDENT SURFACES

Home

Home

the student dashboard and launchpad. Your day-to-day starting point.

- What you can do: resume or start your current pathway from the "Continue Pathway" hero (its headline names today's drill, and the pill beside it names the series); log a quick free-practice session (opens a bottom sheet where you tap which of the nine pillars you worked on); tap your Spark card to jump to your progress; and open either of the two cards below it - "My Lessons" and "Calendar", shown side by side.
- Your Teachers is NOT on Home. It lives one level in, reached from the button in the My Lessons header or from the "Your teachers" row in Settings. It was moved off Home deliberately: it is rarely used and did not warrant top-level placement.
- Depends on: your pathway progress, your Spark/streak stats, your bookings, and your next calendar event - each part is empty until that data exists. A brand-new account sees mostly empty states and a greeting.
- Who reaches it: everyone signed in (student, teacher, guest). Teachers see a different Home - see the Teacher section. Guests see a generic greeting.

Learn

The Learn tab opens a hub of study surfaces. From here you choose how you want to learn.

Learn hub

the landing page for Learn. Five cards: Glossary across the top as the wide card, then Pathways, Flashcards, Drills and Visual Aids as a two-by-two grid beneath it.

- What you can do: pick a study surface.
- Who reaches it: student (the Learn tab). The hub itself is free; Flashcards, Drills, and Visual Aids enforce the BLC Pro paywall when you tap them.

Curriculum

browse the whole BLC glossary organised by the nine pillars (Timing, Grounding, Framing, Music, Connection, Momentum, Movement, Structure, Patterns).

- What you can do: tap a pillar on the wheel to see its terms; filter by level (All / L1 / L2 / L3); search by term, concept, or kingdom.
- Depends on: the curriculum term data (it shows "Loading curriculum..." until that arrives). This is the free anchor feature - no paywall.
- Who reaches it: student. This is where the Learn "Glossary" card actually goes.

Pathways

structured daily-practice series. Each pathway walks you through a core WCS area one drill a day.

- What you can do: switch between the "Series" list and the "All Drills" library; expand the "How Pathways Work" explainer; open a pathway and "Start Series"; on a step, watch the drill video and

mark the step complete for XP.

- Depends on: pathway/drill content and your own progress. The Timing pathway is free; every other pathway requires BLC Pro. There is also a progression lock - pathways outside Timing, Grounding, and Framing stay locked until you complete a step in one of those three.
- Who reaches it: student. Timing free; the rest paywalled.

Flashcards

a flashcard quiz for memorising glossary terms toward "mastery."

- What you can do: choose direction (Term->Definition, Definition->Term, or Review All); filter by pillar; answer each card "Got it" or "Missed it." A term is mastered after three correct answers, which triggers a celebration overlay and awards XP.
- Depends on: BLC Pro (locked otherwise, with a paywall prompt), plus glossary data. Progress is saved server-side.
- Who reaches it: student with BLC Pro (teachers/admins unlocked).

Visual Aids

a gallery of teaching diagrams you can tap to view full size.

- What you can do: browse the image grid and open any image in a full-screen viewer.
- Depends on: BLC Pro (it goes straight to the paywall if you are not unlocked), and on the gallery being populated (empty shows "No visual aids available yet"). The Learn hub advertises a set of cards.
- Who reaches it: student with BLC Pro, and teachers via Studio -> Teaching Visuals.

Community

The Community tab is your local dance scene.

Community hub

quick-access cards plus your joined communities.

- What you can do: search for and browse communities to join; create a new community (name, description, open vs invite-only); open the Calendar or Local Dances from the two "Explore" cards; and open any community you belong to.
- Who reaches it: student (the Community tab). Not open to guests.

Community detail

a single community: its members and its forms.

- What you can do: see the member roster; if you are an admin of that community, promote/demote or remove members; open any form to fill it in; and, as an admin, open a form's response dashboard (summaries, averages, per-response drill-down with filters) or edit/create forms. Forms are BLC's replacement for the old Evaluations feature.
- Depends on: belonging to the community; admin controls need owner/admin standing.

- Who reaches it: student members; admin controls for community admins. Not guests.

Discover communities

browse and join communities.

- What you can do: see joinable communities and tap Join, which adds you and opens the community.
- Who reaches it: student (via the Community hub's search icon). Not guests.

Local Dances

a city-based directory of weekly social dances you can find, save, and list yourself.

- What you can do: switch between "My week" (dances you have listed or saved) and "Find dances" (search by city and dance style); list a new dance of your own.
- Who reaches it: students via the Community "Local Dances" card; teachers via Studio -> Communities. Not guests.

List / edit a local dance

the form for creating or editing one local dance listing.

- What you can do: enter city, dance name, style, day of week, start time, cover charge (or mark it free entry), venue, address, an optional website/RSVP link, and a description; publish it, or (when editing) remove it from your list.
- Who reaches it: any signed-in user, reached from the Local Dances workflow - it is not a public URL.

Calendar

a shared student-and-teacher calendar: a month grid with an inline detail list for the selected day. Students reach it from the Community hub's "Calendar" card (and the Home next-event strip); teachers use it for trip and event setup.

- What you can do (student): tap a day to see what is on it; use the drag palette to add Competition, Workshop, Lesson, or Social blocks to your own week; and open the WSDC event browser via the "Find WSDC Events" pill.
- What you can do (teacher): everything above, plus add an open booking slot, log a lesson, start a multi-day trip (tap-to-select a weekend), and create events through the add-event sheet and the visual event scheduler.
- Depends on: your own blocks and events; the surface changes with your role.
- Who reaches it: student, teacher, and guest (it is guest-allowed).

WSDC events

a region-filtered browser of WSDC-sanctioned events.

- What you can do: filter events by region and search by name or city.
- Depends on: the WSDC events dataset; it opens from the Calendar's "Find WSDC Events" action, so in practice you need Calendar access.

- Who reaches it: anyone who can open the Calendar (student, teacher, guest) via that action.

Progress

The Progress tab is a small hub that routes you to the four progress-related destinations.

Progress hub

four cards: My Spark (your progress/profile), My Dance Nights (marked "Private" - your social-dancing log), WSDC Points (marked "Lookup" - your competition record), and Leaderboard (marked "Coming Soon").

- What you can do: navigate. This screen holds no data of its own. (Badges is reached one level deeper, from the My Spark screen, not from here.)
- Who reaches it: student (the Progress tab).

My Spark / Profile

your identity and progress surface. For a student this is titled "My Spark"; the same screen is the teacher's "Profile" (see the Teacher section).

- What you can do (student): see your Spark flame, level, and badges; open your BLC Certification page; view your XP card (streak, XP bar); customise your Spark - pick a flame colour (orange is unlocked from the start; red, blue, green, purple, pink, ice, and rainbow unlock at higher levels) and set a Spark name; read your stats (total XP, terms mastered, sessions, pathways); jump to Badges or Communities; and scroll your activity feed.
- Depends on: your Spark/XP data and level.
- Who reaches it: student (from the Progress hub or the Home Spark card). Guests can reach their profile too.

Badges

your Spark badge collection (33 badges total).

- What you can do: see how many you have earned; tap any badge for its detail. Badges split into two groups - "Achievements," earned automatically as you use BLC, and "Log it yourself," an honour-system set (first social dance, road trip, first competition, first time dancing your non-primary role) where you tap "I did this" to claim the XP yourself.
- Who reaches it: student (from the My Spark screen).

Leaderboard

A weekly XP leaderboard.

- Coming soon.

WSDC record

your West Coast Swing Dance Council competition history. (Shared with the Community/Calendar area;

reached from the Progress hub's "WSDC Points" card.)

- What you can do: if not yet linked, enter your WSDC ID, look it up, and confirm it is you; once linked, sync your record, follow other dancers, and view your points progression chart, division breakdown, placement history, a world map of the cities you have competed in, and a name/ID search with a "Following" list. You can also add events you attended manually.
- Depends on: a linked WSDC ID and synced data from the WSDC lookup service.
- Who reaches it: student and guest (it is guest-allowed); teachers reach the same screen from Studio.

My Teachers

the student's list of linked teachers.

- What you can do: see your teachers (with their photos); search for a teacher to add, either by name/email or by zip code with a distance radius (10/25/50/100 miles).
- Depends on: your linked-teacher data and the teacher directory/geocoding for search.
- Who reaches it: student, from the Home lesson tile or the booking empty state.

My Lessons

the student's list of lesson bookings (requests, upcoming, past). Despite its internal name this is a list of lessons, not the book-a-lesson flow; you actually book through a teacher's public booking page.

- What you can do: review your booking cards and their status.
- Depends on: your bookings.
- Who reaches it: student, from Home; teachers also link here from their Profile.

Record

Record

capture a practice or lesson recording, then send it off for automatic transcription and an AI summary.

- What you can do: fill in the setup (title; recording type - Private Lesson, Lecture, Workshop, or Group Class; for a private lesson, the other person's email with a live BLC-user lookup and an option to email you the transcript); start recording; use the floating recorder bar (timer, pause/resume, stop) which survives navigating around the app and auto-stops at two hours; then review duration and file size and either send for transcription or discard. After sending, you see upload progress and, once processing finishes, the summary, an expandable transcript, and a shareable link (for private lessons).
- Depends on: being signed in, microphone permission, and a working local recording store; the transcript and summary are produced by an external background worker, so a fresh recording shows "Processing..." until that finishes. No paywall - any signed-in user can record. If a recording is interrupted, the app can recover the unsent draft.
- Who reaches it: student (the Record tab); teachers reach recordings via Studio.

My Recordings

the list of your past recordings.

- What you can do: start a new recording, or open any past one; each row shows title, type, date, duration, and a status chip (Processing / Complete / Failed).
- Who reaches it: student (from Record), and teachers from the Studio "Recordings" card.

Recording detail

one recording's player, summary, transcript, and actions.

- What you can do: play or download the audio; show/hide the full transcript; review vocabulary candidates the system flagged and add any to the curriculum glossary (or dismiss them); if you made the recording, toggle a public share link; and open the related message thread if one exists.
 - Depends on: the recording having finished processing - until then it shows "still preparing"; a failed recording shows a friendly error and no audio. The share toggle only appears to the person who made the recording.
 - Who reaches it: student/teacher who owns or received the recording.
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HOW XP, SPARK LEVELS, STREAKS AND BADGES WORK

This section exists so the guide can answer "how do I level up?" without anyone having to guess.

Earning XP

XP is awarded automatically as you use BLC. The only thing you claim by hand is the honour-system badge set.

Things you can earn again every time you do them:

- Daily login - 5 XP.
- Flashcards - 1 XP a card you get right, 5 XP a card you master, 10 XP a session, and 50 XP for finishing a whole kingdom.
- Reading a curriculum topic - 5 XP.
- Logging practice - 10 XP free practice, 20 XP solo, 30 XP group.
- Logging a drill - 15 XP. Completing a pathway step - 15 XP. Completing a whole pathway - 100 XP.
- Recording a lesson - 25 XP. Passing a quiz at 80% or better - 25 XP.
- Logging a competition - 30 XP. Attending a social - 40 XP.
- Uploading a video - 50 XP. Hitting your weekly goal - 50 XP.
- Earning any badge - 25 XP on top of whatever earned it.

One-time milestones, paid once each:

- Your first social dance logged - 20 XP.

- Dancing in a new city - 75 XP. Your first video upload - 75 XP.
- A 7-day streak - 50 XP. A 30-day streak - 200 XP.
- Your first competition - 100 XP. Mastering a kingdom - 100 XP.
- A division promotion - 150 XP. Mastering all of Level 1 - 200 XP.
- Advancing a BLC level - 250 XP. Completing every pathway - 500 XP.

Exploration XP - rewards for looking around

The first time you ever open each explorable section of the app, you earn XP for finding it. This pays out once per section, ever. Browsing around inside a section you have already opened does not earn it again, and Home does not count - it is where you land, not somewhere you discover.

How much depends on how early you find it: 25 XP on your first day, 20 on day two, 15 on day three, 10 on day four, 5 on day five, and nothing from day six onward. The point is to reward exploring early, not to punish exploring late - the sections are all still there, they just stop paying.

Coming back on your second day of activity earns a flat 50 XP bonus, once, whatever else you do that day. It exists so someone who explored everything on day one still has a reason to return.

Spark levels

Your Spark has ten levels, and your level never goes down - XP only accumulates. The totals are 0 for Level 1 (Ember), 150 for Level 2 (Small Flame), 450 for Level 3 and 900 for Level 4 (both Medium Flame), then 1,000 for Level 5, 1,750 for Level 6, 2,750 for Level 7, 4,000 for Level 8 and 5,500 for Level 9 (all Bonfire), and 7,500 for Level 10 (Inferno).

The first few levels are deliberately quick, a sprint across your first two or three sessions. From Level 5 the curve stretches into a genuine weeks-to-months climb. Level 4 to 5 is a short hop straight after the longer Level 3 to 4 gap - the last of the easy points.

Reaching a new level raises a celebration you can open on the My Spark screen.

Spark rewards

You customise your Spark on the My Spark screen, not in Settings: you choose its colour and give it a name.

Colours unlock as you level - orange from the start, red at 2, blue at 3, green at 4, purple at 5, pink at 6, ice at 8, and rainbow at 10.

Two levels give you something other than a colour. Level 7 unlocks a prop from the accessory set: headphones, a star aura, a gold halo, a graduation cap, a medal, dance shoes, a music-note halo, a bow tie, a slot arc, a diamond, a coffee cup, a night-owl hat, heart eyes, or an event wristband. Level 9 unlocks a mini flame sidekick - a second companion character alongside your Spark, not a restyle of it.

Flame - separate from your Spark level

Your Spark level is permanent progress and never falls. Your Flame is the day-to-day picture, and it moves both ways.

Flame has five stages. Every committed practice day you complete adds a stage, and every committed day you miss takes one away. It reflects how you are going right now, which is why it can drop when your Spark level cannot.

Streaks and your weekly goal

Your streak counts consecutive days on which you did something that counts as practice: logging a drill, solo, group or free practice; completing a pathway step or a whole pathway; a flashcard session; reading a curriculum topic; attending a social; logging a competition; or recording a lesson. Logging in on its own does not keep a streak alive - you have to practise.

Your streak only has to cover the days you committed to. You set a weekly goal, five days by default, and choose which days those are, so a day you never committed to cannot break it.

If you do miss a committed day, a streak freeze protects it. Inviting a friend to BLC earns you one.

Badges

Badges come in two groups. Achievements are awarded automatically as you use BLC. "Log it yourself" is an honour-system set - your first social dance, a road trip, a first competition, the first time you danced your non-primary role - where you tap "I did this" to claim it. There are also badges for discovering everything the app has to offer. Badges live one level in from My Spark, not on the Progress hub.

Sound

Actions have sound: XP going up, a level-up fanfare, the daily login welcome, finishing a drill or pathway day, earning a badge, and your Flame rising a stage. BLC gets used in studios and around real music, so sound can be muted from Settings.

TEACHER SURFACES

A teacher's bottom nav replaces the student tabs with Home, Dancers, Schedule, Studio, Profile. Teacher screens are gated to teacher (and admin) accounts.

Home (teacher)

Home (teacher)

the teaching cockpit. Same screen slot as the student Home, but a different layout for teachers.

- What you can do: see your next lesson ("Up Next"), a pending-requests banner, today's strip, quick actions (share your signup link, add a lesson), and a grid of Studio tools (Communities, Broadcast, Press Kit).
- Depends on: your bookings and requests.
- Who reaches it: teacher.

Dancers

Dancers

your roster of BLC students.

- What you can do: search the BLC student directory by name to add someone; add a dancer manually; and open any dancer on your roster.
- Depends on: your linked students and the student directory.
- Who reaches it: teacher (and admins via role switching).

Dancer detail

one student's record.

- What you can do: keep private notes on the student (they autosave); review their lesson history; and switch to a Progress tab to see how they are doing.
- Depends on: the student's record, notes, and lesson history.
- Who reaches it: teacher/admin only.

Schedule

Schedule

the teacher's booking and calendar management, with Calendar, Trips, and Setup sections.

- What you can do: add an event or manual booking; switch a partner teacher into view; open the Weekend Schedule; in the Calendar (agenda) tab, page through weeks and see your agenda, with an inline banner to triage pending requests; in the Trips tab, manage event weekends; in Setup, configure lesson types, block types, and your public booking-page settings.
- Depends on: your bookings, lesson-type and block-type configuration.
- Who reaches it: teacher only.

Weekend Schedule

your upcoming event weekends (trips) with their booking status.

- What you can do: see each upcoming trip and jump into managing it, or open the full Trips tab in Schedule.
- Depends on: your events/trips (it fetches them live).

- Who reaches it: teacher only, from the Schedule "Weekend Schedule" card.

Event editor

build or edit an event/trip day by day, laying out lesson slots on a day grid.

- What you can do: move through the days of the event; place lesson-type slots on a day; set recurrence (none/daily/weekly/weekdays/custom); copy a day's layout to others; share a day; and save.
- Depends on: the event and your lesson types.
- Who reaches it: teacher only, reached from Schedule and Trips.

Lesson detail

one lesson/booking from the agenda.

- What you can do: view the lesson's details and act on it from a sticky action bar (with a "more" menu).
- Depends on: a selected booking.
- Who reaches it: teacher only, from the Schedule agenda.

Request triage

swipe through pending booking requests.

- What you can do: accept or decline each pending request in a card stack.
- Depends on: having pending requests (the banner that opens this only appears when some exist).
- Who reaches it: teacher/admin only.

Studio

Studio

the teacher's hub of teaching tools. Seven cards, each opening a tool.

- The cards: Recordings, Broadcast, Communities, Submit to Jesse, Teaching Visuals (the Visual Aids gallery), Press Kit, and WSDC Points.
- Who reaches it: teacher only.

Broadcast

send a message to your students or a community.

- What you can do: compose an Email broadcast or a Notify (push/notification) broadcast to your recipient lists.
- Depends on: your student/community lists.
- Who reaches it: teacher only.

Submit to Jesse

Record a teaching clip for Jesse & Ariel to review, tagged by pillar with a specific feedback question, plus

a list of your past submissions.

- Coming soon.

Press Kit editor

edit your public press/profile page.

- What you can do: edit your press-kit content and preview the public version.
- Depends on: your teacher profile/press-kit data.
- Who reaches it: teacher/admin only. The public version is a separate page (see Public pages).

Profile (teacher) and teacher-only extras

Profile (teacher)

the teacher view of the shared Profile screen (students see "My Spark").

- What you can do: see your certified status; edit your bio, years teaching, specialties, and base rate; manage your Teacher Directory listing (city, country, and whether you appear in the directory); and share your student signup link and QR code. Teacher-only action buttons here also lead to Certification, Financials, and your Bookings.
- Who reaches it: teacher (the Profile tab).

Financials

Teacher earnings and payouts.

- Coming soon.

Certification

A teacher-certification programme.

- Coming soon.

HOW TEACHING ON BLC WORKS

The teacher screens above say where things are. This section answers the questions teachers actually ask.

Getting students onto your roster

Two routes. You can search the BLC student directory by name from the Dancers tab and add someone directly, or you can share your signup link - the quick action on your teacher Home - and let them come to you. You can also add a dancer manually for someone who is not in BLC yet.

Your public booking page

Every teacher gets a public booking page at a web address ending in /book/ followed by your booking username, which BLC assigns for you. Share that link and anyone can open it, without signing in, and request a lesson.

What they see there is what you configured in Schedule -> Setup: your lesson types, your availability, and any questions you want answered before the lesson.

Lesson types

A lesson type is a bookable offering - a name, a length in minutes, a price, and a colour that identifies it on your calendar. Set them up in Schedule -> Setup. New accounts start with four sensible examples (a 45-minute Private Lesson, a 90-minute Deep Dive, a 60-minute Routine Coaching, and a 20-minute Quick Check-in) which you can rename, reprice or replace.

Block types are the counterpart: the non-lesson time you want reserved on your own calendar.

Getting paid

You set a price on each lesson type, and you can be paid two ways.

Direct payment. Switch on the methods you accept - cash, Zelle, Venmo, or PayPal - and enter your handle for each. When a booking is confirmed, the confirmation email tells the student what to pay and lists exactly those methods and handles, asking them to pay before the lesson. Money goes straight from the student to you; BLC only passes on the instructions.

Card payment through BLC. Most teachers take cash or Venmo in person, and nothing here changes that. Card payment exists for the teachers and students who would rather not - the student pays by card at the time of booking instead of settling up in the room.

It works through your own Stripe account, connected to BLC. The payment goes to your account and a 5% platform fee comes out automatically on the way through. That 5% is the whole cost, not an extra on top of card-processing charges - it covers Stripe's own fees and leaves BLC a margin. BLC never holds your money, and payouts land in your bank on your own Stripe schedule.

The student's BLC Pro subscription is separate from all of this and has nothing to do with your lesson rates.

Questions students answer when they book

You can define the questions a student answers while booking - their role, their level, what they want to work on, whatever you need. Their answers arrive with the booking and appear in your confirmation email under Form Answers, so you know what the lesson is for before you walk in.

When a request comes in

Requests arrive as pending rather than as confirmed lessons. A banner on your Home and an inline banner in the Schedule agenda appear whenever any are waiting, and both open Request triage, where you swipe through the stack accepting or declining each one. Confirmed bookings then appear on your agenda, and both sides get a confirmation email with a calendar invite attached.

Event weekends and trips

If you teach at events, the Trips tab in Schedule is where you set them up, and Weekend Schedule gives you the upcoming list at a glance. The Event editor lets you build an event day by day: place lesson slots on a day grid, set recurrence, copy one day's layout across the others, and share a day so students can book into it.

Your teaching tools

Studio holds seven: Recordings, Broadcast, Communities, Submit to Jesse, Teaching Visuals (the same visual-aid gallery students see), Press Kit, and WSDC Points.

What you can see about a student

Open anyone on your roster to get their record: private notes that autosave and that only you can see, their lesson history with you, and a Progress tab showing how they are doing in the curriculum.

GLOBAL OVERLAYS (available from the header)

These are not tabs; they slide in over whatever screen you are on, opened from the top header.

Settings

your account and preferences drawer, opened from the header avatar/gear.

- What you can do: upload a profile photo; edit your display name; manage your subscription; set your dance role (Leader/Follower/Both) and see your computed level; toggle notifications; set your practice commitment (every day, or choose specific days); invite friends via your referral card; change your password; and sign out. Teachers additionally get Partners (invite by BLC username/email, with active and pending lists), their teaching profile fields, the Teacher Directory, and their student signup link.
- Note: your Spark flame colour and name are not here - they are on the My Spark/Profile screen. A teacher's booking username and promo codes live in a separate teacher booking-settings area, not in this drawer.
- Who reaches it: everyone signed in; teacher- and dancer-specific sections show or hide by role.

Notifications

the notification centre, opened from the header bell.

- What you can do: read your notifications and mark them all read.

- Who reaches it: everyone signed in.

Messages: Inbox / Thread / Compose

the in-app messaging system, opened from the header message button (which carries the unread badge).

- Inbox lists your conversation threads (system threads show a "BLC *" avatar). Open a thread or start a new message.
 - Thread shows one conversation; you can read and reply (system-only threads are read-only, and messages that contain a shared transcript render a "View Transcript ->" button).
 - Compose starts a new message to another BLC user, looked up by email; you set a subject and body and send.
 - Who reaches it: everyone signed in. Not paywalled.
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SIGNING UP AND GETTING STARTED

Sign in

email and password login for existing accounts.

- What you can do: sign in; recover a forgotten password; or switch to sign-up.
- Who reaches it: anyone signed out. This is the default screen when signed out.

Sign up

create a BLC account.

- What you can do: enter your full name, optionally resolve your city (or skip), email (entered twice), password (twice, minimum six characters), and your date of birth (required). Pick a role: Dancer (the default), Guest, or Teacher. If you arrived through a referral link, entry defaults to this screen and your referral is remembered.
- Who reaches it: anyone signed out.

Onboarding

the short wizard that runs right after sign-up.

- What you can do: step through Welcome, your dance role, your practice commitment, WSDC/level info, a "ready" step, and (for students) a Timing pathway intro. The number of steps adapts to your role - guests skip the practice-commitment step, and only students get the Timing intro.
 - Who reaches it: a newly created student or guest account. Teachers have their own onboarding deck with free-trial messaging.
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PUBLIC PAGES (reached by link, usually signed out)

These open from a shared URL and mostly work without an account.

Book a lesson (public)

a teacher's public booking page.

- What you can do: pick a lesson type, choose a date/time slot, and submit a booking request, entering a promo code if you have one - no BLC account needed. If the teacher has no open slots, you get a request form instead.
- Who reaches it: anyone with the link. (Opened at /book/<teacher-username>.)

Teacher press kit (public)

a teacher's public profile/press page (bio, photos, links).

- Who reaches it: anyone with the link. (Opened at /kit/<teacher-username>.)

Local dances for a city (public)

an anonymous listing of weekly dances in a city; dances run by teachers with a booking username link through to their booking page.

- Who reaches it: anyone with the link. (Opened at /dances/<city>.)

Shared dance link

view one shared local dance and add it to your own list ("adopt" it); it de-duplicates against the directory rather than making a copy.

- What you can do: view the dance; "Add to my list" (if signed out, you are sent to log in first; if you already list it, the button is disabled).
- Who reaches it: anyone can view; adding requires an account. (Opened at /d/<id>.)

Event join

a pre-login landing page to join an event before entering its feed.

- What you can do: see the event (title, teacher, date, location, attendee count); if signed in, "Join Event Feed"; if signed out, sign in first and the join resumes afterward.
- Who reaches it: anyone can view; joining needs a free account. (Opened at /event/<id>.)

Event feed

an event's announcements stream for people who have joined.

- What you can do: read the event's announcements (they refresh automatically) and share the event link.
- Who reaches it: signed-in users who have joined the event, reached after joining or from an event-announcement notification - not a direct public URL.

Shared transcript (public)

a public, no-login view of a recording's summary and transcript.

- What you can do: read the summary and expand the full transcript.
 - Depends on: the recording's owner having enabled sharing (the link carries a token). An invalid or disabled link shows a "not available" message.
 - Who reaches it: anyone with the link. (Opened at /transcript/<token> or /recording/<token>.)
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