



# TIMING THE CALLERLAB ADVANCED 1 (A-1) PROGRAM



Revised December 15, 2015

(Anything) and Cross.....	2 + call
As Couples Concept .....	Not Timed
Brace Thru (formerly Half Breed Thru).....	SS-8, Box 6
Cast A Shadow .....	10
Chain Reaction (1/4 Tag).....	12
Clover and (Anything) .....	4 + call
Cross Clover and (Anything).....	10 + call
Cross Over Circulate .....	6
Cross Trail Thru .....	SS heads or sides across set - 6
.....	Around one to a line - 10
.....	Around two to a line - 12
.....	Across the set to corner - 6
Cycle and Wheel .....	4
Double Star Thru (Pt Con).....	SS-6, Box 6
Ends Bend .....	2
Explode and (Anything).....	2 + call
Explode The Line.....	6
Fractional Tops .....	1/4 the Top (Pt Con) - 4
.....	1/2 the Top (Pt Con) - 6
.....	3/4 the Top (Pt Con) - 8
Grand Quarter Thru.....	6
Grand Three Quarter Thru.....	8
Grand Follow Your Neighbor.....	6
Horseshoe Turn.....	6
Left Wheel Thru.....	SS-6, Facing couples - 4
Lockit.....	4
Mix.....	6
Partner Hinge .....	2
Partner Tag.....	3
Pair Off.....	2,SS-4
Pass In.....	4
Pass Out.....	4
Pass the Sea.....	6
Quarter In.....	2
Quarter Out.....	2
Quarter Thru .....	6
Right (Left) Roll to a Wave.....	4 & 2
Scout and Dodge.....	8
Six-Two Acey-Deucey .....	4
Split Square Chain Thru.....	12
Split Square Thru.....	From SS: full-12, 3/4-10, 1/2-8
.....	From Box: full-10, 3/4-8, 1/2-6
Square Chain Thru (Pt Con).....	SS-14, Box 14
Step and Slide .....	4
Swap Around/Reverse Swap Around.....	4
Three-Quarter Thru .....	8
Transfer the Column .....	10
Triple Cross.....	4
Triple Scoot .....	6
Triple Star Thru (Pt Con).....	10
Triple Trade .....	4
Turn and Deal.....	4
Wheel Thru .....	SS -6, Facing couples - 4
Definitions: SS = Static Square    Box = Box 1-4    Pt Con = Point of Contact	



# TIMING THE CALLERLAB ADVANCED 2 (A-2) PROGRAM

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All 4 Couples Chase Right .....	10
All 4 Couples Cross Trail Thru .....	10
All 4 Couples Pass Thru .....	8
All 4 Couples Right & Left Thru.....	10
All 4 Couples Star Thru .....	6
All 8 Swing Thru.....	8
All 8 Dixie Style to a Wave .....	8
All 8 Walk and Dodge.....	6
All 8 Mix .....	10
Checkmate the Column .....	10
Cut the Hourglass.....	6
Diamond Chain Thru .....	10
Flip the Hourglass .....	4
Hourglass Circulate.....	4
In Roll Circulate .....	4
Mini-Busy.....	6
Motivate .....	16
Out Roll Circulate.....	6
Pass and Roll.....	10
Pass and Roll Your Neighbor.....	12
Peel and Trail.....	from completed DPT - 4
.....	from Columns - 6
Recycle.....	from facing couples - 6
Remake .....	Alamo 12, Others 10
Remake The Thar.....	10
Scoot and Weave .....	Waves - 10, 1/4 Tag - 10
Scoot Chain Thru.....	Waves - 12, 1/4 Tag - 12
Single Wheel .....	Couples back to back - 4
.....	Any wave - 4
Slide.....	3
Slip.....	3
Slither.....	3
Spin the Windmill.....	12
Split/Box Counter Rotate .....	4
Split/Box Transfer .....	8
Swing.....	3
Switch the Wave .....	6
Switch to a Diamond .....	from waves - 4
Switch to an Hourglass .....	from waves - 4
Trade Circulate .....	6
Trail Off.....	6
Transfer and (Anything) .....	8
Zig-Zag/Zag-Zig .....	2/2

Definitions:

Pt Con = Point of Contact     DPT = Double Pass Thru