

CALLERLAB ADVANCED PROGRAM

September 15, 2018

A1 PROGRAM

Any Hand Concept
(Anything) and Cross / (Named Dancers) Cross
As Couples Concept
Belles and Beaus (to name dancers)
Brace Thru (formerly Half Breed Thru)
Cast A Shadow
Chain Reaction (1/4 tag only)
Clover and (Anything) /
 Cross Clover and (Anything)
Cross Over Circulate
Cross Trail Thru
Cycle And Wheel
Double Star Thru / Triple Star Thru
Ends Bend
Explode and (Anything)
Explode The Line
Fractional Tops
 Quarter Top
 Half the Top
 Three Quarter Top
Grand Follow Your Neighbor
Horseshoe Turn
Lockit
Mix
Pair Off
Partner Hinge
Partner Tag
Pass In/Out
Pass the Sea
Quarter In/Out
Quarter Thru / Three Quarter Thru
 Grand Quarter Thru /
 Grand Three Quarter Thru
Right (Left) Roll to a Wave
Scoot and Dodge
Six-Two Acey-Deucey
Split Square Chain Thru
Split Square Thru
Square Chain Thru
Step and Slide
Swap Around / Reverse Swap Around
Transfer the Column
Triple Cross/Double Cross
Triple Scoot
Triple Trade
Turn and Deal
Wheel Thru / Left Wheel Thru

A2 PROGRAM

All 4 Couples / All 8 Concept, such as:
 All 4 Couples Right and Left Thru
 All 4 Couples Star Thru
 All 4 Couples Chase Right
 All 8 Swing Thru
 All 8 Switch the Wave
 All 8 Walk and Dodge
 All 8 Mix
Checkmate the Column
Diamond Chain Thru
Hourglass Formation:
 Hourglass Circulate
 Cut/Flip the Hourglass
In/Out Roll Circulate
Mini-Busy
Motivate
Pass and Roll
Pass and Roll Your Neighbor
Peel and Trail
Recycle (facing couples)
Remake Family
 Remake
 Grand Remake
 Remake The Thar
Scoot and Weave
Scoot Chain Thru
Single Wheel
Slip / Slide / Swing / Slither
Spin the Windmill
Split/Box Counter Rotate
Split/Box Transfer
Swing and Mix
Switch the Wave
Switch to a Diamond/Hourglass (waves only)
Trade Circulate
Trail Off
Transfer and (Anything)
Zig Zag / Zag Zig

In an Advanced Dancing program, dancers are expected to understand the Mainstream, Plus and Advanced calls from most, but not necessarily all, formations, positions and arrangements. Dancers are also expected to understand the concept of calls they dance.

The Preface of the CALLERLAB Advanced Definitions contains important information regarding such rules as Facing Couple Rule; Ocean Wave Rule; Right Shoulder Rule; Split vs. Box; How dancers are named; Starting Formations; Glossary of Description Terms; etc. All callers that call the Advanced Program should be thoroughly familiar with the Preface and should be able to explain how these rules are used at the Advanced Program to their dancers.

In Advanced dancing, the "left" version of the calls is part of the program even though they are not explicitly listed.

TEACHING ORDER FOR THE A1 AND A2 PROGRAMS

Revised September 15, 2018

A1 PROGRAM

Belles and Beaus (to name dancers)
Brace Thru (formerly Half Breed Thru)
Cross Trail Thru
Triple Trade
Triple Scoot
Grand Follow Your Neighbor
Quarter Thru
Wheel Thru
Turn and Deal (two-faced lines, lines facing out)
Pass In/Out
Chain Reaction (1/4 tag only)
Mix
Lockit
Right (Left) Roll to a Wave
Cast A Shadow
Six-Two Acey-Deucey
Clover and (Anything)
Turn and Deal (ocean waves & other lines)
Quarter In/Out
Cross Over Circulate (two-faced lines)
Partner Tag
Partner Hinge
Horseshoe Turn
Pass the Sea
Split Square Thru
Step and Slide
Transfer the Column
Cross Over Circulate (ocean waves & other lines)
Swap Around
Explode The Line
As Couples Concept
Ends Bend
Square Chain Thru
Scoot and Dodge
Double Star Thru
Left Wheel Thru
(Anything) and Cross
(Named Dancers) Cross
Fractional Tops
Three Quarter Thru
Triple Star Thru
Cycle And Wheel
Grand Quarter Thru
Grand Three Quarter Thru
Explode and (Anything)
Pair Off
Reverse Swap Around
Cross Clover and (Anything)
Any Hand Concept
Split Square Chain Thru
Triple Cross/Double Cross

A2 PROGRAM

Single Wheel
In Roll Circulate
Slip
Scoot and Weave
Split/Box Counter Rotate
Swing
Swing and Mix
Trade Circulate (from ocean waves)
Motivate
Switch the Wave
Pass and Roll
Scoot Chain Thru
Slide
Recycle (facing couples)
Spin the Windmill
Out Roll Circulate
Switch to a Diamond (from waves only)
Hourglass Circulate
Cut the Hourglass
Flip the Hourglass
Pass and Roll Your Neighbor
Trade Circulate (from two-faced lines)
Zig Zag / Zag Zig
Checkmate the Column
Mini-Busy
Slither
Trail Off
Remake Family
 Remake
 Grand Remake
 Remake The Thar
Switch to an Hourglass (from parallel waves only)
Split/Box Transfer
Diamond Chain Thru
Peel and Trail (from completed double pass thru)
Peel and Trail (from columns)
Transfer and (Anything)
All 4 Couples / All 8 Concept, such as:
 All 4 Couples Right and Left Thru
 All 4 Couples Star Thru
 All 4 Couples Chase Right
 All 8 Swing Thru
 All 8 Switch the Wave
 All 8 Walk and Dodge
 All 8 Mix

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