CALLERLAB ADVANCED PROGRAM

December 15, 2015

A1 PROGRAM

Any Hand Concept

(Anything) and Cross / (Named Dancers) Cross

As Couples Concept

Belles and Beaus (couple only)

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

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 December 15, 2015

A1 PROGRAM

Belles and Beaus (couple facing only)
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

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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