

# CALLERLAB ADVANCED PROGRAM

September 13, 2012

## 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 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 13, 2012

<u>A1 PROGRAM</u>	<u>A2 PROGRAM</u>
Belles and Beaus (couple facing only)	Single Wheel
Brace Thru (formerly Half Breed Thru)	In Roll Circulate
Cross Trail Thru	Slip
Triple Trade	Scout and Weave
Triple Scoot	Split/Box Counter Rotate
Grand Follow Your Neighbor	Swing
Quarter Thru	Swing and Mix
Wheel Thru	Trade Circulate (from ocean waves)
Turn and Deal (two-faced lines, lines facing out)	Motivate
Pass In/Out	Switch the Wave
Chain Reaction (1/4 tag only)	Pass and Roll
Mix	Scout Chain Thru
Lockit	Slide
Right (Left) Roll to a Wave	Recycle (facing couples)
Cast A Shadow	Spin the Windmill
Six-Two Acey-Deucey	Out Roll Circulate
Clover and (Anything)	Switch to a Diamond (from waves only)
Turn and Deal (ocean waves & other lines)	Hourglass Circulate
Quarter In/Out	Cut the Hourglass
Cross Over Circulate (two-faced lines)	Flip the Hourglass
Partner Tag	Pass and Roll Your Neighbor
Partner Hinge	Trade Circulate (from two-faced lines)
Horseshoe Turn	Zig Zag / Zag Zig
Pass the Sea	Checkmate the Column
Split Square Thru	Mini-Busy
Step and Slide	Slither
Transfer the Column	Trail Off
Cross Over Circulate (ocean waves & other lines)	Remake Family
Swap Around	Remake
Explode The Line	Grand Remake
As Couples Concept	Remake The Thar
Ends Bend	Switch to an Hourglass (from parallel waves only)
Square Chain Thru	Split/Box Transfer
Scout and Dodge	Diamond Chain Thru
Double Star Thru	Peel and Trail (from completed double pass thru)
Left Wheel Thru	Peel and Trail (from columns)
(Anything) and Cross	Transfer and (Anything)
(Named Dancers) Cross	All 4 Couples / All 8 Concept, such as:
Fractional Tops	All 4 Couples Right and Left Thru
Three Quarter Thru	All 4 Couples Star Thru
Triple Star Thru	All 4 Couples Chase Right
Cycle And Wheel	All 8 Swing Thru
Grand Quarter Thru	All 8 Switch the Wave
Grand Three Quarter Thru	All 8 Walk and Dodge
Explode and (Anything)	All 8 Mix
Pair Off	
Reverse Swap Around	
Cross Clover and (Anything)	
Any Hand Concept	
Split Square Chain Thru	

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