

CALLERLAB BASIC and MAINSTREAM PROGRAMS

Approved September 3, 2015

Basic Program - Part 1	Basic Program - Part 2	Mainstream Program
<ol style="list-style-type: none"> 1. Circle Left / Circle Right 2. Forward and Back 3. Dosado / <i>Dosado to a Wave</i> 4. Swing 5. Promenade Family <ol style="list-style-type: none"> a. Couples (Full, 1/2, 3/4) b. Single File Promenade c. <i>Wrong Way Promenade</i> d. <i>Star Promenade</i> 6. Allemande Left 7. Arm Turns 8. Right and Left Grand Family <ol style="list-style-type: none"> a. Right and Left Grand b. Weave the Ring c. <i>Wrong Way Grand</i> 9. Left-Hand Star / Right-Hand Star 10. Pass Thru 11. Half Sashay Family <ol style="list-style-type: none"> a. Half Sashay b. Rollaway c. Ladies In, Men Sashay 12. Turn Back Family <ol style="list-style-type: none"> a. U-Turn Back b. Backtrack 13. Separate <ol style="list-style-type: none"> a. Around 1 or 2 to a Line b. Around 1 or 2 and Come Into the Middle 14. Split Two 15. Courtesy Turn 16. Ladies Chain Family <ol style="list-style-type: none"> a. Two Ladies Chain (Reg. & 3/4) b. Four Ladies Chain (Reg. & 3/4) c. <i>Chain Down the Line</i> 17. Do Paso 18. Lead Right 19. Veer Left / Veer Right <ol style="list-style-type: none"> *16 c. <i>Chain Down the Line</i> 20. Bend the Line 21. Circulate Family <ol style="list-style-type: none"> a. (Named Dancers) Circulate b. Couples Circulate c. <i>All Eight Circulate</i> d. <i>Single File Circulate</i> e. <i>Split/Box Circulate</i> 22. Right and Left Thru 23. Grand Square 24. Star Thru 25. California Twirl 26. Walk Around the Corner 27. See Saw 28. Square Thru (1, 2, 3, 4) / Left Square Thru (1, 2, 3, 4) 29. Circle to a Line 30. Dive Thru 	<ol style="list-style-type: none"> 31. Wheel Around 32. Thar Family <ol style="list-style-type: none"> a. Allemande Thar b. Allemande Left to an Allemande Thar c. <i>Wrong Way Thar</i> 33. Slip the Clutch 34. Shoot the Star / Shoot the Star Full Around 35. Box the Gnat <ol style="list-style-type: none"> *8 c. <i>Wrong Way Grand</i> 36. Trade Family <ol style="list-style-type: none"> a. (Named Dancers) Trade b. Couples Trade c. Partner Trade 37. Ocean Wave Family <ol style="list-style-type: none"> a. Step to a Wave b. Balance *21 c. <i>All Eight Circulate</i> 38. Alamo Style 39. Swing Thru / <i>Left Swing Thru</i> 40. Run / <i>Cross Run</i> 41. Pass the Ocean 42. Extend 43. Wheel and Deal 44. Double Pass Thru 45. First Couple Go Left/Right, Next Couple Go Left/Right 46. Zoom 47. Flutterwheel / <i>Reverse Flutterwheel</i> 48. Sweep a Quarter 49. Trade By 50. Touch 1/4 <ol style="list-style-type: none"> *21 d. <i>Single File Circulate</i> *21 e. <i>Split/Box Circulate</i> 51. Ferris Wheel 	<ol style="list-style-type: none"> 52. Cloverleaf 53. Turn Thru 54. Eight Chain Thru / Eight Chain 1, 2, 3, Etc. 55. Pass to the Center 56. Single Hinge / Couples Hinge 57. Centers In 58. Cast Off 3/4 59. Spin the Top 60. Walk and Dodge 61. Slide Thru 62. Fold / <i>Cross Fold</i> 63. Dixie Style to an Ocean Wave 64. Spin Chain Thru 65. Tag the Line (In/Out/Left/Right) 66. Half Tag 67. Scoot Back 68. Recycle (From a Wave Only)
		<p>Callers are reminded to limit their calls to the advertised program. Calls from a list other than advertised should not be used unless they are walked through or workshopped first.</p>
	<p><u>NOTE TO DANCE PROGRAMMERS</u></p> <p>There is NO program called the Mainstream/Plus Program. No dancer is required to know Plus calls to attend a Mainstream open dance. Please advertise dance programs as Mainstream or Plus, NOT Mainstream/Plus.</p> <p>These lists are furnished through the courtesy of CALLERLAB and your local CALLERLAB callers.</p>	<p>* Suggested Teaching Order. Calls in <i>italics</i> may be deferred until later in the teaching sequence. Recommended placement of some of these calls has been indicated with an asterisk.</p> <p>CALLERLAB recommends that the BASIC and MAINSTREAM Programs, calls 1-68, be taught in not less than 58 hours. CALLERLAB also recommends that calls be taught from more than a single position (formation and arrangement) and that styling and timing be included as part of the teaching program.</p>

CALLERLAB PLUS PROGRAM

REVISED September 3, 2015

Plus List – Teaching Order

1. Acey Deucey
2. Teacup Chain
3. Ping Pong Circulate
4. Load the Boat
5. Peel Off
6. Linear Cycle (From Waves Only)
7. Coordinate
8. (Anything) & Spread
9. Spin Chain the Gears
10. Track II
11. (Anything) & Roll
12. Follow Your Neighbor
13. Fan the Top
14. Explode the Wave
15. Explode & (Anything) (From Waves Only)
16. Relay the Deucey
17. Peel the Top
18. Diamond Circulate
19. Single Circle to a Wave
20. Trade the Wave
21. Flip the Diamond
22. Grand Swing Thru
23. Crossfire
24. All 8 Spin the Top
25. Cut the Diamond
26. Chase Right
27. Dixie Grand
28. 3/4 Tag the Line
29. Spin Chain & Exchange the Gears

Plus List – Alphabetical Order

Acey Deucey
All 8 Spin the Top
(Anything) & Roll
(Anything) & Spread
Chase Right
Coordinate
Crossfire
Cut the Diamond
Diamond Circulate
Dixie Grand
Explode the Wave
Explode & (Anything) (From Waves Only)
Fan the Top
Flip the Diamond
Follow Your Neighbor
Grand Swing Thru
Linear Cycle (From Waves Only)
Load the Boat
Peel Off
Peel the Top
Ping Pong Circulate
Relay the Deucey
Single Circle to a Wave
Spin Chain the Gears
Spin Chain & Exchange the Gears
3/4 Tag the Line
Teacup Chain
Track II
Trade the Wave

Callers are reminded to limit their calls to the advertised program. Calls from a list other than advertised should not be used unless they are walked through or workshoped first. If conducting a PLUS workshop, use only PLUS calls. If conducting a workshop for PLUS Dancers who want more, workshop should be labeled appropriately.

NOTE: the Plus Program is understood to include more creative use of the Mainstream moves from other than standard positions. For this reason, CALLERLAB recommends that the Plus Program calls be taught in not less than nineteen sessions of two hours each (total 38 hours).

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CALLERLAB ADVANCED PROGRAM

December 21, 2016

<u>A1 PROGRAM</u>	<u>A2 PROGRAM</u>
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/Double Cross Triple Scoot Triple Trade Turn and Deal Wheel Thru / Left Wheel Thru	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

<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	
Triple Cross/Double Cross	

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

CALLERLAB Challenge C-1 Program

May 4, 2016 (revised)

Ah So
Alter the Wave
Beaus and Belles Naming Convention (from all appropriate formations)
Block Formation
Butterfly Formation / Concept
Cast Back / Cross Cast Back
Chain Reaction (from all appropriate formations)
Checkover
Circle By
Concentric Concept
Counter Rotate
Cross and Turn / Reverse Cross and Turn
Cross By
Cross Chain Thru / Cross Chain and Roll
Cross Extend
Cross Roll to a Wave/Line
Diamond Chain Thru variation:
 (Anything) Chain Thru
Dixie Diamond
Dixie Sashay
Flip the Line (1/4, 1/2, 3/4, Full)
Follow Thru
Follow Your Neighbor variations:
 Chase Your Neighbor
 Cross Your Neighbor
Galaxy Formation / Galaxy Circulate
 Cut the Galaxy
 Flip the Galaxy
Interlocked Diamond Formation:
 Interlocked Diamond Circulate
 Cut/Flip the Interlocked Diamond
Jaywalk
Linear Action
Magic Column Formation / Concept
Make Magic
O Formation / Concept
Pass the Axle / The Axle
Percolate
Phantom Formation / Concept
Press Ahead
Recycle variations:
 All 8 Recycle
 2/3 Recycle
 Split/Box Recycle
Regroup
Relay the Shadow
Relay the Top
Reverse Explode (from waves)

Rotary Spin
Rotate Family (From squared set only at C-1)
 Rotate / Reverse Rotate
 Single Rotate / Reverse Single Rotate
Scatter Scoot / Scatter Scoot Chain Thru
Scoot and Little / Little
Scoot and Plenty / Plenty
Scoot and Ramble / Ramble
Shakedown
Siamese Concept
Spin The Windmill variation:
 (Anything) the Windmill
Split Square Thru variations:
 Split Square Chain the Top
 Split Dixie Style to a Wave
 Split Dixie Diamond
Square Chain the Top
Square the Bases
Squeeze
 Squeeze the Galaxy
 Squeeze the Hourglass
Step and Flip
Step and Fold
Stretch Concept
Substitute
Swing and Circle (1/4, 1/2, 3/4, Full)
Swing the Fractions
Switch the Line
Switch to an Interlocked Diamond
T-Bone Formation
(Any Tagging Call) Back to a Wave
 Flip Back
 Tag Back to a Wave
 Vertical Tag Back to a Wave
Tally Ho
Tandem Concept
3 by 2 Acey Deucey
Triangle Formation / Triangle Circulate
 Inpoint/Inside/Outpoint/Outside Triangles
 Tandem-Based/Wave-Based Triangles
Triple Box/Column/Line/Wave Concept
Twist the Line / Twist and (Anything)
Vertical Tag (1/4, 1/2, 3/4, Full)
(Anything) to a Wave
Weave
Wheel and (Anything) /
 Reverse Wheel and (Anything)
Wheel Fan Thru
With The Flow
Zing

1. Dancers at C-1 are expected to be familiar with the Glossary of Modifying Terms, found in the C-1 Definitions. These terms are: Start, Finish, Replace, But, Ignore, Interrupt, Skip, Delete, Prefer, and Left.
2. The calls on this list were selected by vote of the members of the CALLERLAB Challenge Committee as of the 2015 Triennial Review.
3. Consult the C-1 Definitions document for guidance and examples on how calls are used and delivered.

CALLERLAB Challenge C-2 Program

December 21, 2016

Alter and Circulate
(Anything) Concept (for Motivate, Percolate, Coordinate, and Perk Up)
Bounce the (Anyone) /
Single Bounce the (Anyone)
Catch 1, 2, 3, 4
Chain the Square
Checkpoint (Anything) by (Anything)
Chisel Thru
Circle to a Wave
Crazy Concept / Reverse Crazy Concept
Criss Cross the Shadow
Criss Cross Your Neighbor
Cross and Wheel Family
Cross and Wheel
Cross Trade and Wheel
Grand Cross Trade and Wheel
Single Cross and Wheel
Single Cross Trade and Wheel
Grand Single Cross and Wheel
Grand Single Cross Trade and Wheel
Cross Back / Grand Cross Back
Cross Concentric Concept
Cross the K / The K
Detour
Disconnected Concept
Dodge (Anything)
Drop In/Out/Right/Left
Exchange the Diamond (1/4, 1/2, 3/4, Full)
Fascinate / Fascinating (Anything)
File to a Line
Funny Concept
Galaxy Formation
Reverse Cut/Flip the Galaxy
Grand Chain Eight
Hocus Pocus
Inlet / Outlet
Interlocked Triangle Formation
Inpoint/Inside/Outpoint/Outside Interlocked Triangles
Invert the Column (1/4, 1/2, 3/4, Full) /
Cross Invert the Column (1/4, 1/2, 3/4, Full)
Kick Off / Cross Kick Off
Lateral Substitute
Lines (Anything) Thru
Right/Left Loop 1, 2, 3
Offset Waves/Lines/Columns Concept
Once Removed Concept
Parallelogram Concept
Peel/Trail to a Diamond
Perk Up
Press In/Out/Right/Left
Relocate the (Formation)
Reshape the Triangle
Reverse Cut/Flip The Diamond
Rims/Hubs Trade Back /
Rims/Hubs Trade (Anything)
Ripple the Wave
Designated Dancers Ripple 1, 2, 3
(Anyone) Like a Ripple (Call #1, Call #2, ...)
Rotary (Anything)
Rotate Family (From lines/waves added at C-2)
Rotate / Reverse Rotate
Single Rotate / Reverse Single Rotate
Scoot and Counter / Counter
Scoot and Cross Ramble / Cross Ramble
Scoot and Little More / Little More
Sets in Motion
Shazam
Sock It To Me / Here Comes the Judge
Solid Concept
Split Swap Around / Reverse Split Swap Around
Split Trade Circulate
Stack the Line
Stagger Concept
Stretched (Formation) Concept
Swap the Wave
Swing Along / Along
Swing and Circle variation:
(Anything) and Circle (1/4, 1/2, 3/4, Full)
(Any Tagging Call) Your Neighbor
Flip Your Neighbor
Tag Your Neighbor
Vertical Tag Your Neighbor
Tandem-Based Triangle Calls
Peel Off
Trail Off
Peel and Trail
3 by 1 Checkmate the Column
3 by 1 Transfer The Column
3 by 1 Triangle Formation/Circulate
Interlocked 3 by 1 Triangle Circulate
Truck / Reverse Truck
Turn to a Line
Unwrap the (Formation)
Vertical (Anything)
Walk Out to a Wave
Wheel the Ocean/Sea
Zip Code 1-6

1. The calls on this list were selected by vote of the members of the CALLERLAB Challenge Committee as of the 2009 Triennial Review.
2. Consult the C-2 Definitions document for guidance and examples on how calls are used and delivered.

CALLERLAB Challenge C-3A Program

July 22, 2017

1/4 | 3/4 Mix
1/4 | 3/4 the Deucey
1/4 | 3/4 Wheel the Ocean/Sea
Bias Circulate
Big Block Concept
Breaker 1, 2, 3 / Breaker (Anything)
Catch (Anything) 1, 2, 3, 4
(Any Tagging Call) Chain Thru
Checker Board/Box (Anything)
Choice / Locker's Choice /
 (Anything) Choice
Couple Up / Like a Couple Up
Cross Chain Reaction
Cross Counter / Scoot and Cross Counter
Delight/Dilemma /
 (Any Tagging Call) er's Delight/Dilemma
Drift Apart
Ease Off
Eight By (Anything)
Exchange the Boxes/Triangles
Expand the Column
Explode the Top
Fancy / Scoot and Fancy
Finally Concept
Flare Out to a Line
Follow to a Diamond
Follow Your Leader /
 (Any Tagging Call) Your Leader
Grand Mix / Grand Swing and Mix /
 Grand 1/4 | 3/4 Mix
(Anyone) Hop
Initially Concept
Interlocked Little / Interlocked Scoot and Little
Interlocked Little More /
 Interlocked Scoot and Little More
Interlocked Plenty / Interlocked Scoot and Plenty
Interlocked Scoot Back
Jay Concept
Keep Busy
Latch On (1/4, 1/2, 3/4)
Link Up
Lock the Hinge / Hinge the Lock (and variations)
Mini-Chase
Open Up the Column / Open Up and (Anything)
Own the (Anyone), (Anything) by (Anything)
Patch the (Anyone)
Peel Chain Thru
Plan Ahead
Polly Wally / Reverse Polly Wally
Quick Step / Quick (Anything)
Rally / Scoot and Rally
 Rally But (Anything) /
 Scoot and Rally But (Anything)
Reach Out
Scoot (Chain Thru) (Cross) Reaction /
 (Any Tagging Call) (Cross) Reaction /
 (Anything) (Cross) Reaction
Recoil
Release (Anything)
Scatter Circulate
Scoot the Diamond
Single Calls
 Single Checkmate
 Single Ferris Wheel
 Single Polly Wally / Reverse Single Polly Wally
 Single Rotary Spin
 Single Turn to a Line
Single File Calls
 Single File Recycle
 Single File Recoil
Slant Touch and Wheel
 Slant (Anything) by (Anything)
Snap the Lock
Something New
Spin Chain the Line
Split Phantom Columns/Lines/Waves Concept
Stable Concept
Stampede
Strip the Diamond/Hourglass
Swap the Top/Reverse Swap the Top
Swing Chain Thru
Team Up
The Gamut / Swing the Gamut
The Pulley / Spin the Pulley
 The Pulley But (Anything) /
 Spin the Pulley But (Anything)
Touch By
Trade the Deucey
Travel Thru
Trip the Set
Triple Diamond Concept
Triple Play
Couples/Tandem/Siamese Twosome Concept
Wind the Bobbin
Wrap to a (Formation)

1. The calls on this list were selected by vote of the members of the CALLERLAB Challenge Committee as of the 2015 Triennial Review.
2. Consult the C-3A Definitions document for guidance and examples on how calls are used and delivered.