## CALLERLAB ADVANCED PROGRAM

**A1 PROGRAM**

- Any Hand Concept
- (Anything) and Cross / (Named Dancers) Cross
- As Couples Concept
- Belles and Beaus (to name dancers)
- Brace 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 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 Thru
  - 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.
### A1 PROGRAM

Belles and Beaus (to name dancers)  
Brace Thru  
Cross Trail Thru  
Triple Trade  
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  
Clycle 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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