



CALLERLAB ADVANCED PROGRAM

Effective September 1, 2026

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)
 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
 Pass In / Out
 Quarter In / Out
 Right (Left) Roll to a Wave
 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
 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 and variations

In Advanced dancing, the “Left” versions of the calls are part of the program even though they are not explicitly listed. “Reverse” versions of some calls are also included. (There is a list in the *Advanced Definitions* Preface.)

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

The Preface of the CALLERLAB Advanced Definitions contains important information regarding such rules as Facing Couples Rule; Ocean Wave Rule; Right Shoulder Rule; Split versus 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.



TEACHING ORDER FOR A1 AND A2 PROGRAMS

Effective September 1, 2026

A1 PROGRAM

Belles and Beaus (to name dancers)
 Brace Thru
 Cross Trail Thru
 Grand Follow Your Neighbor
 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
 Turn and Deal (ocean waves & other lines)
 Quarter In / Out
 Cross Over Circulate (two-faced lines)
 Horseshoe Turn
 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
 Double Star Thru
 Left Wheel Thru
 (Anything) and Cross
 (Named Dancers) Cross
 Fractional Tops
 Triple Star Thru
 Cycle and Wheel
 Explode and (Anything)
 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 and variations
 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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