

# CALLERLAB BASIC PROGRAM

May 9, 2017

## Basic Program – Part 1

1. Circle Left / Circle Right
2. Forward and Back
3. Dosado / *Dosado to a Wave*
4. Swing
5. Promenade Family
  - a. Couples (Full, 1/2, 3/4)
  - b. Single File Promenade
  - c. *Wrong Way Promenade*
  - d. *Star Promenade*
6. Allemande Left
7. Arm Turns
8. Right and Left Grand Family
  - a. Right and Left Grand
  - b. Weave the Ring
  - c. *Wrong Way Grand*
9. Left-Hand Star / Right-Hand Star
10. Pass Thru
11. Half Sashay Family
  - a. Half Sashay
  - b. Rollaway
  - c. Ladies In, Men Sashay
12. Turn Back Family
  - a. U-Turn Back
  - b. Backtrack
13. Separate
  - 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
  - a. Two Ladies Chain (Reg. & 3/4)
  - b. Four Ladies Chain (Reg. & 3/4)
  - c. *Chain Down the Line*
17. Do Paso
18. Lead Right
19. Veer Left / Veer Right
  - \*16 c. *Chain Down the Line*
20. Bend the Line
21. Circulate Family
  - a. (Named Dancers) Circulate
  - b. Couples Circulate
  - c. *All Eight Circulate*
  - d. *Single File Circulate*
  - e. *Split/Box Circulate*
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

## Basic Program - Part 2

31. Wheel Around
32. Thar Family
  - a. Allemande Thar
  - b. Allemande Left to an Allemande Thar
  - c. *Wrong Way Thar*
33. Slip the Clutch
34. Shoot the Star /  
Shoot the Star Full Around
35. Box the Gnat
  - \*8 c. *Wrong Way Grand*
36. Trade Family
  - a. (Named Dancers) Trade
  - b. Couples Trade
  - c. Partner Trade
37. Ocean Wave Family
  - a. Step to a Wave
  - b. Balance
  - \*21 c. *All Eight Circulate*
38. Alamo Style
39. Swing Thru / *Left Swing Thru*
40. Run / *Cross Run*
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 / *Reverse Flutterwheel*
48. Sweep a Quarter
49. Trade By
50. Touch 1/4
  - \*21 d. *Single File Circulate*
  - \*21 e. *Split/Box Circulate*
51. Ferris Wheel

**\* Suggested Teaching Order.** Calls in *italics* may be deferred until later in the teaching sequence. Recommended placement of some of these calls has been indicated with an asterisk.

CALLERLAB recommends that the BASIC Programs, calls 1-51, be taught in not less than 44 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.