



TIMING - THE CALLERLAB BASIC AND MAINSTREAM PROGRAMS

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DEFINITIONS:

SS-Static Square. BOX-8 Chain Thru OW-Ocean Wave. FL-Facing Lines. TFL-2 Faced Line.

TIMING - THE BASIC PROGRAM

Allemande Thar.....	SS from allemande left to point of back up star	<u>12</u>
Allemande turns.....	full around	<u>8</u> <u>3/4</u> <u>6</u> <u>1/2</u> <u>4</u> <u>1/4</u> <u>2</u>
Bend the Line	Lines of Four	<u>4</u> six <u>4</u> eight <u>4</u>
Box the Gnat.....	(from point of contact)	<u>4</u>
California Twirl.....		<u>4</u>
Chains.....	SS two ladies across set	<u>8</u> <u>3/4</u> <u>10</u> four ladies across <u>8</u> <u>3/4</u> <u>10</u> down the line <u>8</u>
Circle.....	SS 8 people full around	<u>16</u> <u>3/4</u> <u>12</u> <u>1/2</u> <u>8</u> <u>1/4</u> <u>4</u>
	Box 4 people full around	<u>8</u> <u>3/4</u> <u>6</u> <u>1/2</u> <u>4</u> <u>1/4</u> <u>2</u>
Circle to a Line		<u>8</u>
Circulates.....	OW centers	<u>4</u> ends <u>4</u> all <u>4</u> TFL couples <u>4</u>
Couples Lead Right or Left.....		<u>4</u>
Couples Separate.....		<u>2</u>
Courtesy turn		<u>4</u>
Dive Thru.....	BOX couple diving	<u>2</u> couple facing out <u>6</u>
Do Paso	SS from start to finish of courtesy turn	<u>16</u> to next call <u>12</u>
Dosado	SS corner	<u>6</u> partner <u>6</u> BOX <u>6</u> SS across set <u>8</u>
Double Pass Thru.....		<u>4</u>
Extend.....		<u>2</u>
Ferris Wheel		<u>6</u>
Flutterwheel	SS head or side ladies	<u>8</u> all four ladies <u>12</u>
Forward & Back	SS All	<u>8</u> heads or sides <u>8</u> rock F & B <u>4</u> balance <u>4</u>
Grand Square		<u>32</u>
Half Sashay	<u>4</u> roll away <u>4</u> ladies in, men sashay	<u>4</u>
Ocean Wave is a formation	In an alamo style each balance	<u>4</u> each turn <u>4</u>
Pass the Ocean		<u>4</u>
Pass Thru.....	SS heads or sides across set	<u>4</u> BOX <u>2</u>
Promenade.....	SS couples full around	<u>16</u> <u>3/4</u> <u>12</u> <u>1/2</u> <u>8</u> <u>1/4</u> <u>4</u> 4 people inside <u>8</u>
Right & Left Grand.....	<u>10</u> weave the ring <u>10</u> (until you meet partner other side.)	
Right and Left Thru	SS heads or sides across set	<u>8</u> BOX <u>6</u> OW <u>6</u>
Run.....	OW centers	<u>4</u> centers cross run <u>6</u> ends <u>4</u> ends cross run <u>6</u>
See Saw.....		<u>8</u>
Shoot the Star.....	<u>4</u> full around	<u>8</u>
Slip the Clutch.....		<u>2</u>
Split.....	Heads or sides pass thru around one to a line	<u>8</u> around two to a line <u>10</u>
	To home	<u>12</u> BOX insides split outsides to a line <u>4</u> to home position <u>6</u>
Square Thru	SS four people full	<u>10</u> <u>3/4</u> <u>8</u> <u>1/2</u> <u>6</u> <u>1/4</u> <u>4</u>
	BOX four people full	<u>8</u> <u>3/4</u> <u>6</u> <u>1/2</u> <u>4</u> <u>1/4</u> <u>2</u>
Star Promenade.....	four couples full around	<u>12</u> <u>3/4</u> <u>9</u> <u>1/2</u> <u>6</u> <u>1/4</u> <u>3</u>
	four couples full around with back out at home	<u>16</u>
Star Thru	<u>4</u> (from point of contact)	
Stars.....	four people full around	<u>8</u> <u>3/4</u> <u>6</u> <u>1/2</u> <u>4</u> <u>1/4</u> <u>2</u>

.....	eight people full around	<u>16</u>	<u>3/4</u>	<u>12</u>	<u>1/2</u>	<u>8</u>	<u>1/4</u>	<u>4</u>
Sweep 1/4	two couples	<u>2</u>	all four couples	<u>4</u>				
Swing	Advancing skill, usually 4-8 beats of music, used at caller's discretion							
Swing Thru		<u>6</u>	(from point of contact)					
Touch 1/4		<u>2</u>						
Trade By		<u>4</u>						
Trades	SS partner	<u>4</u>	OW centers	<u>4</u>	ends	<u>4</u>	from TFL couples	<u>6</u>
U Turn Back		<u>2</u>	Backtrack	<u>2</u>				
Veer Left or Right	BOX	<u>2</u>	SS heads or sides	<u>4</u>				
Walk Around the Corner.....		<u>8</u>						
Wheel & Deal		<u>4</u>						
Wheel Around.....		<u>4</u>						
Zoom.....		<u>4</u>						

TIMING - THE MAINSTREAM PROGRAM

Cast Off 3/4.....		<u>6</u>						
Centers In.....		<u>2</u>						
Cloverleaf.....	<u>6-8</u> beats from a completed double pass thru; if called for only							
.....	four people, the timing is	<u>6</u>						
Dixie Style to an Ocean Wave	SS heads or sides to the wave	<u>6</u>	all four couples					
.....	to the wave	<u>8</u>						
Eight Chain Thru	(Eight Hands = <u>20</u>)(Four Hands = <u>10</u>)							
Folds.....	any fold	<u>2</u>	any cross fold	<u>4</u>				
Half Tag the Line		<u>4</u>						
Hinge.....	Couples	<u>3</u>	singles	<u>2</u>				
Pass to the Center	BOX couples facing in	<u>2</u>	couples facing out	<u>6</u>				
Recycle		<u>4</u>						
Scoot Back	OW	<u>6</u>						
Slide Thru	SS heads or sides	<u>6</u>	BOX	<u>4</u>				
Spin Chain Thru.....		<u>16</u>						
Spin the Top		<u>8</u>	(from point of contact)					
Tag the Line		<u>6</u>						
Turn Thru		<u>4</u>	(from point of contact)					
Walk & Dodge.....		<u>4</u>						

* From point of contact means exactly what it says: if it takes you two steps or beats of music to get to the contact point, then add that to the numbers.

* From facing lines spaced a normal distance apart such as heads lead right and circle to a line, your timing would be the same as SS-Static Squares. If the line is closer to the other line, the timing would be the same as BOX-ZERO BOX.

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