CALLERLAB ADVANCED (A-1) TEACHING LIST Revised December 21, 2016

ClubInstructor#Graduated StartComplete#Students started#Graduated																						
Sta	rtComplet	e _						_#	St	tuc	de	nts	s s	ta	rte	ed			#(ъr	a	duated
МО	LESSON VEMENT	1	2	C.O	$\begin{vmatrix} 1 \\ 4 \end{vmatrix}$	5	6	7	8	9	1 0					1 5		1 8	1 9			REMARKS
1.	Belles and Beaus (couples facing same direction only)																					
2.	Brace Thru																				Ī	
3.	Cross Trail Thru																					
4.	Triple Trade																					
5.	Triple Scoot																				Ī	
6.	Grand Follow Your Neighbor																					
7.	Quarter Thru																					
8.	Wheel Thru																					
9.	Turn and Deal (2-faced lines, lines facing out)																					
10.	Pass In/Out																				Ī	
11.	Chain Reaction (1/4 tag)																				Ī	
12.	Mix																				Ī	
13.	Lockit																					
14.	Right (Left) Roll to a Wave																					
15.	Cast a Shadow																					
16.	Six-Two Acey-Deucey																					
17.	Clover and (Anything)																					
18.	Turn and Deal (ocean waves & other Lines)																					
19.	Quarter In/Out																					
20.	Cross Over Circulate (two faced lines)																					
21.	Partner Tag																				Ī	
22.	Partner Hinge																					
23.	Horseshoe Turn																				Ī	
24.	Pass the Sea																				Ī	
25.	Split Square Thru																				Ī	
26.	Step and Slide																				Ī	

LESSON MOVEMENT	1	2	3	4	5	6	7	8	9	1 0	1 1	$\frac{1}{2}$	1 3	1 4	1 5	1 6	1 7	1 8	2 0	
27. Transfer the Column																				
28. Cross Over Circulate (ocean waves & other lines)																				
29. Swap Around																				
30. Explode the Line																				
31. As Couples Concept																				
32. Ends Bend																				
33. Square Chain Thru																				
34. Scoot and Dodge																				
35. Double Star Thru																				
36. Left Wheel Thru																				
37. (Anything) and Cross (Named Dancers) Cross																				
38. Fractional Tops																				
39. Three Quarter Thru																				
40. Triple Star Thru																				
41. Cycle and Wheel																				
42. Grand Quarter Thru																				
43. Grand Three Quarter Thru																				
44. Explode and (Anything)																				
45. Pair Off																				
46. Reverse Swap Around																				
47. Cross Clover and (Anything)																				
48. Any Hand Concept																				
49. Preface Items																				
50. Split Square Chain Thru																				
51. Triple Cross/Double Cross																				

^{*}Suggested Teaching Order

SUGGESTIONS FOR USE OF CHECK OFF LIST:

Put an X in the box corresponding to the movement and the night it was introduced.

Put an X in the box corresponding to the movement and the night it was next called and work shopped.

Put a / in the boxes when the movement is danced without difficulty and there after to keep track of calling the movement

The Preface of the CALLERLAB Advanced Definitions contains important information regarding such rules as Facing Couple Rule; Ocean Wave Rule; Right Shoulder Rule; All Four Couples vs. All Eight; Split vs. Box; How dancers are named; Starting Formations; Glossary of Descriptive 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.