TIMING - THE CALLERLAB PLUS PROGRAM
Revised April 8, 2019

ACEY DEUCEY ............................................................................................................. 4
ALL 8 SPIN THE TOP ............................................................................................... 10
(ANYTHING) & ROLL .............................................................................................. 2
(ANYTHING) & SPREAD .......................................................................................... 2
CHASE RIGHT ........................................................................................................... 6
COORDINATE ......................................................................................................... 8
CROSSFIRE .............................................................................................................. 6
CUT THE DIAMOND ................................................................................................. 6
DIAMOND CIRCULATE ............................................................................................. 3
DIXIE GRAND .......................................................................................................... 6
EXPLODE FAMILY
(a) Explode the Wave ............................................................................................. 6
(b) Explode and ........................................................................................................ 2 + (Anything) call
FAN THE TOP .......................................................................................................... 4
FLIP THE DIAMOND ............................................................................................... 3
FOLLOW YOUR NEIGHBOR .................................................................................. 6
GRAND SWING THRU ............................................................................................ 6
LINEAR CYCLE ....................................................................................................... 8-10
LOAD THE BOAT ..................................................................................................... 12
PEEL FAMILY
(a) PEEL OFF .......................................................................................................... 4
(b) PEEL THE TOP ................................................................................................... 6
PING PONG CIRCULATE ......................................................................................... 6
RELAY THE DEUCEY ............................................................................................... 20
SINGLE CIRCLE TO A WAVE .................................................................................. 4
SPIN CHAIN & EXCHANGE THE GEARS ............................................................. 26
SPIN CHAIN THE GEARS ....................................................................................... 24
TEACUP CHAIN ....................................................................................................... 32
TRACK II .................................................................................................................... 8
TRADE THE WAVE ................................................................................................. 6

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