

# CALLERLAB ADVANCED (A-1) TEACHING LIST

Revised September 13, 2012

Club \_\_\_\_\_ Instructor \_\_\_\_\_  
 Start \_\_\_\_\_ Complete \_\_\_\_\_ # Students started \_\_\_\_\_ #Graduated \_\_\_\_\_

MOVEMENT	LESSON	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	REMARKS	
1. Belles and Beaus (couples facing same direction only)																							
2. Brace Thru																							
3. Cross Trail Thru																							
4. Triple Trade																							
5. Triple Scoot																							
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																							
11. Chain Reaction (1/4 tag)																							
12. Mix																							
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																							
22. Partner Hinge																							
23. Horseshoe Turn																							
24. Pass the Sea																							
25. Split Square Thru																							
26. Step and Slide																							

MOVEMENT	LESSON																					REMARKS
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
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																						

\*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.

**These lists are furnished through the courtesy of CALLERLAB and your local CALLERLAB callers.**