

CALLERLAB BASIC, MAINSTREAM & PLUS PROGRAMS

Basic & Mainstream revised 12/3/2010 – Plus revised 9/9/2006

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 Around 1 or 2
 - A. to a Line
 - B. 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 (From 1/4 Tag Only)
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

Mainstream Program

52. Cloverleaf
53. Turn Thru
54. Eight Chain Thru /
Eight Chain 1, 2, 3, Etc.
55. Pass to the Center
56. Single Hinge / Couples Hinge
57. Centers In
58. Cast Off 3/4
59. Spin the Top
60. Walk and Dodge
61. Slide Thru
62. Fold / *Cross Fold*
63. Dixie Style to an Ocean Wave
64. Spin Chain Thru
65. Tag the Line (In/Out/Left/Right)
66. Half Tag
67. Scoot Back
68. Recycle (From a Wave Only)

Plus List

1. Acey Deucey
2. Teacup Chain
3. Ping Pong Circulate
4. Load The Boat
5. Extend
6. Peel Off
7. Linear Cycle
(from waves only)
8. Coordinate
9. (Anything) & Spread
10. Spin Chain The Gears
11. Track II
12. (Anything) & Roll
13. Follow Your Neighbor
14. Fan The Top
15. Explode The Wave
16. Explode & (Anything)
(from waves only)
17. Relay The Deucey
18. Peel The Top
19. Diamond Circulate
20. Single Circle To A Wave
21. Trade The Wave
22. Flip The Diamond
23. Grand Swing Thru
24. Crossfire
25. All 8 Spin The Top
26. Cut The Diamond
27. Chase Right
28. Dixie Grand
29. 3/4 Tag The Line
30. Spin Chain & Exchange the Gears

LEGEND:

Based on data from 1987 through 1989 Jubilees, all highlighted calls each represent less 0.2% of the 17580 calls issued. All these call, as a group, were used a total of 853 times during the three Jubilees, representing 4.85% of the total calls delivered.

For comparison, the single most "popular" call (Promenade) was used 1134 times, representing 6.45% of total calls used.

Details

Less than 0.01%

As a group: 6 times (0.03%)

Between 0.011% and 0.05%

As a group: 64 times (0.36%)

Between 0.057% and 0.1%

As a group: 226 times (1.29%)

Between 0.102% and 0.2%

As a group: 557 times (3.17%)