

CALLERLAB (NEW) PLUS PROGRAM

Effective September 1, 2026

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| <ol style="list-style-type: none">1. (Anything) & Roll2. (Anything) & Spread3. Acey Deucey4. All 8 Spin the Top5. Chase Right6. Circle to a Line7. Clover and (Anything)8. Cloverleaf9. Coordinate10. Crossfire11. Cut the Diamond12. Diamond Circulate13. Dixie Grand14. Dixie Style to an Ocean Wave15. Do Paso16. Eight Chain Thru/Eight Chain 1, 2, 3, etc17. Explode & (Anything) (From Waves Only)18. Explode the Wave19. Fan the Top20. Flip the Diamond21. Follow Your Neighbor22. Grand Swing Thru23. Linear Cycle (From Waves Only)24. Load the Boat25. Pair Off26. Partner Hinge27. Partner Tag | <ol style="list-style-type: none">28. Pass the Sea29. Pass to the Center30. Peel Off31. Peel the Top32. Ping Pong Circulate33. Quarter Thru / Three-Quarter Thru / Grand Quarter Thru / Grand Three-Quarter Thru34. Relay the Deucey35. Scoot & Dodge36. See Saw37. Shoot the Star/Shoot the Star Full Around38. Slip the Clutch39. Spin Chain & Exchange the Gears40. Spin Chain the Gears41. Spin Chain Thru42. Teacup Chain43. Thar Family<ol style="list-style-type: none">a. Allemande Tharb. Allemande Left to an Allemande Tharc. Wrong Way Thar44. Track 245. Trade the Wave46. Triple Scoot47. Triple Trade48. Turn Thru49. Walk and Dodge50. Walk Around |
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Suggested Teaching Order

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<ol style="list-style-type: none"> 1. Acey Deucey 2. Cloverleaf 3. Ping Pong Circulate 4. Turn Thru 5. Pass to the Center 6. Spin Chain Thru 7. Scoot & Dodge 8. Pair Off 9. Teacup Chain 10. Dixie Style to an Ocean Wave 11. Walk Around the Corner 12. See Saw 13. Load The Boat 14a. 1/4 Thru 15. Walk & Dodge 16. Spin Chain The Gears 17. Grand Swing Thru 14b. 3/4 Thru 18. Triple Scoot 19. Track 2 14c. Grand 1/4 Thru 14d. Grand 3/4 Thru 20. (anything) & Roll 21. Diamond Circulate 22. Pass the Sea 23. Flip the Diamond 24. Follow Your Neighbor 25. Cut The Diamond 	<ol style="list-style-type: none"> 26. Thar Family <ol style="list-style-type: none"> a. Allemande Thar b. Allemande Left to an Allemande Thar c. Wrong Way Thar 27. Slip the Clutch 28. Triple Trade 29. Shoot the Star/Shoot the Star Full Around 30. Peel Off 31. Coordinate 32. (anything) & Spread 33. Fan the Top 34. Relay the Deucey 35. Partner Tag 36. Dixie Grand 37. Explode the Wave 38. Crossfire 39. Explode & (anything) 40. Partner Hinge 41. Spin Chain & Exchange The Gears 42. Linear Cycle 43. Peel the Top 44. Circle to a Line 45. Chase Right 46. Clover and (anything) 47. Trade the Wave 48. Eight Chain Thru/Eight Chain 1, 2, 3, etc 49. All 8 Spin the Top 50. Do Paso
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Callers are reminded to limit their calls to the advertised program. Calls from a list other than advertised should not be used unless they are walked through or workshopped first. If conducting a PLUS workshop, use only PLUS calls. If conducting a workshop for PLUS Dancers who want more, workshop should be labeled appropriately.

NOTE: the Plus Program is understood to include more creative use of the Mainstream moves from other than standard positions. For this reason, CALLERLAB recommends that the Plus Program calls be taught in not less than 40 hours of instruction (20 two-hour classes or 27 ninety-minute classes).

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