

# CALLERLAB ADVANCED PROGRAM

December 21, 2016

<u>A1 PROGRAM</u>	<u>A2 PROGRAM</u>
<p>Any Hand Concept            (Anything) and Cross / (Named Dancers) Cross            As Couples Concept            Belles and Beaus (couple only)            Brace Thru (formerly Half Breed Thru)            Cast A Shadow            Chain Reaction (1/4 tag only)            Clover and (Anything) /                Cross Clover and (Anything)            Cross Over Circulate            Cross Trail Thru            Cycle And Wheel            Double Star Thru / Triple Star Thru            Ends Bend            Explode and (Anything)            Explode The Line            Fractional Tops                Quarter Top                Half the Top                Three Quarter Top            Grand Follow Your Neighbor            Horseshoe Turn            Lockit            Mix            Pair Off            Partner Hinge            Partner Tag            Pass In/Out            Pass the Sea            Quarter In/Out            Quarter Thru / Three Quarter Thru                Grand Quarter Thru /                Grand Three Quarter Thru            Right (Left) Roll to a Wave            Scoot and Dodge            Six-Two Acey-Deucey            Split Square Chain Thru            Split Square Thru            Square Chain Thru            Step and Slide            Swap Around / Reverse Swap Around            Transfer the Column            Triple Cross/Double Cross            Triple Scoot            Triple Trade            Turn and Deal            Wheel Thru / Left Wheel Thru</p>	<p>All 4 Couples / All 8 Concept, such as:                All 4 Couples Right and Left Thru                All 4 Couples Star Thru                All 4 Couples Chase Right                All 8 Swing Thru                All 8 Switch the Wave                All 8 Walk and Dodge                All 8 Mix            Checkmate the Column            Diamond Chain Thru            Hourglass Formation:                Hourglass Circulate                Cut/Flip the Hourglass            In/Out Roll Circulate            Mini-Busy            Motivate            Pass and Roll            Pass and Roll Your Neighbor            Peel and Trail            Recycle (facing couples)            Remake Family                Remake                Grand Remake                Remake The Thar            Scoot and Weave            Scoot Chain Thru            Single Wheel            Slip / Slide / Swing / Slither            Spin the Windmill            Split/Box Counter Rotate            Split/Box Transfer            Swing and Mix            Switch the Wave            Switch to a Diamond/Hourglass (waves only)            Trade Circulate            Trail Off            Transfer and (Anything)            Zig Zag / Zag Zig</p>

In an Advanced Dancing program, dancers are expected to understand the Mainstream, Plus and Advanced calls from most, but not necessarily all, formations, positions and arrangements. Dancers are also expected to understand the concept of calls they dance.

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

In Advanced dancing, the "left" version of the calls is part of the program even though they are not explicitly listed.

## Advanced Program List (December 21, 2016)

アドバンスド ダンス プログラムでは、ダンサーはメインストリーム、プラス そして、アドバンスドのコールをすべてとは言わないまでも、ほとんどのコールで隊形、位置、アレンジメントを理解していることが望まれています。ダンサーはまた彼らが踊るダンスプログラムの概念(コンセプト)も理解していることも望まれています。

CALLERLAB Advanced Definitions の「前書き」に、Facing Couples Rule (向き合っているカプルの規則)、Ocean Wave Rule (オーシャンウェイブの規則)、Right Shoulder Rule(右肩での規則 (注: Passing Rule と Same Position Rule を含んでいる。))、Split vs. Box (Split と Box の違い)、ダンサーにはどんな名前がつけられているか、始めの隊形、定義で使われている記述用語の用語解説などの重要な情報が含まれています。アドバンスド プログラムのコールを行うすべてのコーラーはこの「前書き」に書かれている事柄に精通しているべきであり、かつこれらのルールがどのようにアドバンスド プログラムで使われているかをダンサーに説明できなければいけません。

アドバンスド ダンスでは、「Left」と明確にリストに記述されていなくとも、コールの“レフト”版は、このプログラムの一部です。

**【編者追記】:**「当資料の脚注翻訳と原典への挿入については、2016年10月4日付けで、CALLERLABの同意を得ています。」

# TEACHING ORDER FOR THE A1 AND A2 PROGRAMS

Revised December 15, 2015

<u>A1 PROGRAM</u>	<u>A2 PROGRAM</u>
<p>Belles and Beaus (couple facing only)                      Brace Thru (formerly Half Breed Thru)                      Cross Trail Thru                      Triple Trade                      Triple Scoot                      Grand Follow Your Neighbor                      Quarter Thru                      Wheel Thru                      Turn and Deal (two-faced lines, lines facing out)                      Pass In/Out                      Chain Reaction (1/4 tag only)                      Mix                      Lockit                      Right (Left) Roll to a Wave                      Cast A Shadow                      Six-Two Acey-Deucey                      Clover and (Anything)                      Turn and Deal (ocean waves &amp; other lines)                      Quarter In/Out                      Cross Over Circulate (two-faced lines)                      Partner Tag                      Partner Hinge                      Horseshoe Turn                      Pass the Sea                      Split Square Thru                      Step and Slide                      Transfer the Column                      Cross Over Circulate (ocean waves &amp; other lines)                      Swap Around                      Explode The Line                      As Couples Concept                      Ends Bend                      Square Chain Thru                      Scoot and Dodge                      Double Star Thru                      Left Wheel Thru                      (Anything) and Cross                      (Named Dancers) Cross                      Fractional Tops                      Three Quarter Thru                      Triple Star Thru                      Cycle And Wheel                      Grand Quarter Thru                      Grand Three Quarter Thru                      Explode and (Anything)                      Pair Off                      Reverse Swap Around                      Cross Clover and (Anything)                      Any Hand Concept                      Split Square Chain Thru                      Triple Cross/Double Cross</p>	<p>Single Wheel                      In Roll Circulate                      Slip                      Scoot and Weave                      Split/Box Counter Rotate                      Swing                      Swing and Mix                      Trade Circulate (from ocean waves)                      Motivate                      Switch the Wave                      Pass and Roll                      Scoot Chain Thru                      Slide                      Recycle (facing couples)                      Spin the Windmill                      Out Roll Circulate                      Switch to a Diamond (from waves only)                      Hourglass Circulate                      Cut the Hourglass                      Flip the Hourglass                      Pass and Roll Your Neighbor                      Trade Circulate (from two-faced lines)                      Zig Zag / Zag Zig                      Checkmate the Column                      Mini-Busy                      Slither                      Trail Off                      Remake Family                          Remake                          Grand Remake                          Remake The Thar                      Switch to an Hourglass (from parallel waves only)                      Split/Box Transfer                      Diamond Chain Thru                      Peel and Trail (from completed double pass thru)                      Peel and Trail (from columns)                      Transfer and (Anything)                      All 4 Couples / All 8 Concept, such as:                          All 4 Couples Right and Left Thru                          All 4 Couples Star Thru                          All 4 Couples Chase Right                          All 8 Swing Thru                          All 8 Switch the Wave                          All 8 Walk and Dodge                          All 8 Mix</p>

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