CALLERLAB (NEW) PLUS PROGRAM

Effective September 1, 2026

1. (Anything) & Roll
2. (Anything) & Spread
3. Acey Deucey
4. All 8 Spin the Top
5. Chase Right
6. Circle to a Line
7. Clover and (Anything)
8. Cloverleaf
9. Coordinate
10. Crossfire
11. Cut the Diamond
12. Diamond Circulate
13. Dixie Grand
14. Dixie Style to an Ocean Wave
15. Do Paso
16. Eight Chain Thru/Eight Chain 1, 2, 3, etc
17. Explode & (Anything) (From Waves Only)
18. Explode the Wave
19. Fan the Top
20. Flip the Diamond
21. Follow Your Neighbor
22. Grand Swing Thru
23. Linear Cycle (From Waves Only)
24. Load the Boat
25. Pair Off
26. Partner Hinge
27. Partner Tag
28. Pass the Sea
29. Pass to the Center
30. Peel Off
31. Peel the Top
32. Ping Pong Circulate
33. Quarter Thru / Three-Quarter Thru / Grand Quarter Thru / Grand Three-Quarter Thru
34. Relay the Deucey
35. Scoot & Dodge
36. See Saw
37. Shoot the Star/Shoot the Star Full Around
38. Slip the Clutch
39. Spin Chain & Exchange the Gears
40. Spin Chain the Gears
41. Spin Chain Thru
42. Teacup Chain
43. Thar Family
    a. Allemande Thar
    b. Allemande Left to an Allemande Thar
    c. Wrong Way Thar
44. Track 2
45. Trade the Wave
46. Triple Scoot
47. Triple Trade
48. Turn Thru
49. Walk and Dodge
50. Walk Around

CALLERLAB (NEW) PLUS PROGRAM
Suggested Teaching Order
Effective September 1, 2026

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
26. Thar Family
    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

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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