

# CALLERLAB BASIC PROGRAM

May 9, 2017

## 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
  - a. Around 1 or 2 to a Line
  - b. Around 1 or 2 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
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

**\* Suggested Teaching Order.** Calls in *italics* may be deferred until later in the teaching sequence. Recommended placement of some of these calls has been indicated with an asterisk.

CALLERLAB recommends that the BASIC Programs, calls 1-51, be taught in not less than 44 hours. CALLERLAB also recommends that calls be taught from more than a single position (formation and arrangement) and that styling and timing be included as part of the teaching program.

## Basic Program List (May 09, 2017)

**教える順序の提案** リスト上のイタリック書体で書かれたコールは、教える順番を後に遅らせても構いません。これらのコールを教えるのに推奨される順番は、アスタリスク（\*）をつけて表示してあります。

CALLERLAB では、ベーシック プログラムのコール（1～51）は、44時間以上の時間をかけて教えるよう推奨しています。

さらにコールを講習する際に複数の位置（フォーメーションとアレンジメント）からの動きを教えたり、講習プログラムにスタイリングやタイミングも含むよう推奨しています。

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