



TIMING THE CALLERLAB ADVANCED 1 (A-1) PROGRAM



Revised May 30, 2003

(Anything) and Cross.....	2 + call
As Couples Concept	Not Timed
Cast A Shadow	10
Chain Reaction (1/4 Tag).....	12
Clover and (Anything)	4 + call
Cross Clover and (Anything).....	10 + call
Cross Over Circulate	6
Cross Trail Thru	SS heads or sides across set - 6
..... Around one to a line - 10
..... Around two to a line - 12
..... Across the set to corner - 6
Cycle and Wheel	4
Double Star Thru (Pt Con).....	SS-6, Box 6
Ends Bend	4
Explode and (Anything).....	2 + call
Explode The Line.....	6
Fractional Tops	1/4 the Top (Pt Con) - 4
.....	1/2 the Top (Pt Con) - 6
.....	3/4 the Top (Pt Con) - 8
Grand Quarter Thru.....	6
Grand Three Quarter Thru.....	8
Grand Follow Your Neighbor.....	6
Half Breed Thru.....	SS-8, Box 6
Horseshoe Turn.....	6
Left Wheel Thru.....	SS-6, Facing couples - 4
Lockit.....	4
Mix.....	6
Partner Hinge	2
Partner Tag.....	3
Pair Off.....	2,SS-4
Pass In.....	4
Pass Out.....	4
Pass the Sea.....	6
Quarter In	2
Quarter Out	2
Quarter Thru	6
Right (Left) Roll to a Wave.....	4 & 2
Scoot and Dodge.....	8
Six-Two Acey-Deucey	4
Split Square Thru.....	From SS: full-12, 3/4-10, 1/2-8
.....	From Box: full-10, 3/4-8, 1/2-6
Square Chain Thru (Pt Con).....	SS-14, Box 14
Step and Slide	4
Swap Around/Reverse Swap Around.....	4
Three-Quarter Thru	8
Transfer the Column	10
Triple scoot.....	6
Triple Star Thru (Pt Con).....	10
Triple Trade	4
Turn and Deal.....	4
Wheel Thru	SS -6, Facing couples - 4

Definitions:

SS = Static Square Box = Box 1-4 Pt Con = Point of Contact



TIMING THE CALLERLAB ADVANCED 2 (A-2) PROGRAM

Revised January 2001

All 4 Couples Chase Right	10
All 4 Couples Cross Trail Thru	10
All 4 Couples Pass Thru	8
All 4 Couples Right & Left Thru.....	10
All 4 Couples Star Thru	6
All 8 Swing Thru.....	8
All 8 Dixie Style to a Wave	8
All 8 Walk and Dodge.....	6
Checkmate the Column	10
Cut the Hourglass.....	6
Diamond Chain Thru	10
Flip the Hourglass	4
Hourglass Circulate.....	4
In Roll Circulate	4
Mini-Busy.....	6
Motivate	16
Out Roll Circulate.....	6
Pass and Roll.....	10
Pass and Roll Your Neighbor.....	12
Peel and Trail.....	from completed DPT - 4
.....	from Columns - 6
Recycle.....	from facing couples - 6
Remake	Alamo 12, Others 10
Remake The Thar	10
Scoot and Weave	Waves - 10, 1/4 Tag - 10
Scoot Chain Thru.....	Waves - 12, 1/4 Tag - 12
Single Wheel	Couples back to back - 4
.....	Any wave - 4
Slide.....	3
Slip.....	3
Slither.....	3
Spin the Windmill.....	12
Split/Box Counter Rotate	4
Split/Box Transfer	8
Split Square Chain Thru.....	12
Swing.....	3
Switch the Wave	6
Switch to a Diamond	from waves - 4
Switch to an Hourglass	from waves - 4
Trade Circulate	6
Trail Off.....	6
Transfer and (Anything)	8
Zig-Zag/Zag-Zig	2/2

Definitions:

Pt Con = Point of Contact DPT = Double Pass Thru