



# TIMING - THE CALLERLAB BASIC AND MAINSTREAM PROGRAMS

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## DEFINITIONS:

SS-Static Square. BOX-8 Chain Thru OW-Ocean Wave. FL-Facing Lines. TFL-2 Faced Line.

## TIMING - THE BASIC PROGRAM

Allemande Thru.....	SS from allemande left to point of back up star	<u>12</u>
Allemande turns.....	full around	<u>8</u> <u>3/4</u> <u>6</u> <u>1/2</u> <u>4</u> <u>1/4</u> <u>2</u>
Bend the Line.....	Lines of Four	<u>4</u> six <u>4</u> eight <u>4</u>
Box the Gnat.....	(from point of contact)	<u>4</u>
California Twirl.....		<u>4</u>
Chains.....	SS two ladies across set	<u>8</u> <u>3/4</u> <u>10</u> four ladies across <u>8</u> <u>3/4</u> <u>10</u> down the line <u>8</u>
Circle.....	SS 8 people full around	<u>16</u> <u>3/4</u> <u>12</u> <u>1/2</u> <u>8</u> <u>1/4</u> <u>4</u>
.....	Box 4 people full around	<u>8</u> <u>3/4</u> <u>6</u> <u>1/2</u> <u>4</u> <u>1/4</u> <u>2</u>
Circle to a Line.....		<u>8</u>
Circulates.....	OW centers	<u>4</u> ends <u>4</u> all <u>4</u> TFL couples <u>4</u>
Couples Lead Right or Left.....		<u>4</u>
Couples Separate.....		<u>2</u>
Courtesy turn.....		<u>4</u>
Dive Thru.....	BOX couple diving	<u>2</u> couple facing out <u>6</u>
Do Paso.....	SS from start to finish of courtesy turn	<u>16</u> to next call <u>12</u>
Dosado.....	SS corner	<u>6</u> partner <u>6</u> BOX <u>6</u> SS across set <u>8</u>
Double Pass Thru.....		<u>4</u>
Extend.....		<u>2</u>
Ferris Wheel.....		<u>6</u>
Flutterwheel.....	SS head or side ladies	<u>8</u> all four ladies <u>12</u>
Forward & Back.....	SS All	<u>8</u> heads or sides <u>8</u> rock F & B <u>4</u> balance <u>4</u>
Grand Square.....		<u>32</u>
Half Sashay.....	<u>4</u> roll away <u>4</u> ladies in, men sashay	<u>4</u>
Ocean Wave is a formation.....	In an alamo style each balance	<u>4</u> each turn <u>4</u>
Pass the Ocean.....		<u>4</u>
Pass Thru.....	SS heads or sides across set	<u>4</u> BOX <u>2</u>
Promenade.....	SS couples full around	<u>16</u> <u>3/4</u> <u>12</u> <u>1/2</u> <u>8</u> <u>1/4</u> <u>4</u> 4 people inside <u>8</u>
Right & Left Grand.....	<u>10</u> weave the ring <u>10</u> (until you meet partner other side.)	
Right and Left Thru.....	SS heads or sides across set	<u>8</u> BOX <u>6</u> OW <u>6</u>
Run.....	OW centers	<u>4</u> centers cross run <u>6</u> ends <u>4</u> ends cross run <u>6</u>
See Saw.....		<u>8</u>
Shoot the Star.....		<u>4</u> full around <u>6</u>
Slip the Clutch.....		<u>2</u>
Split.....	Heads or sides pass thru around one to a line	<u>8</u> around two to a line <u>10</u>
.....	To home	<u>12</u> BOX insides split outsides to a line <u>4</u> to home position <u>6</u>
Square Thru.....	SS four people full	<u>10</u> <u>3/4</u> <u>8</u> <u>1/2</u> <u>6</u> <u>1/4</u> <u>4</u>
.....	BOX four people full	<u>8</u> <u>3/4</u> <u>6</u> <u>1/2</u> <u>4</u> <u>1/4</u> <u>2</u>
Star Promenade.....	four couples full around	<u>12</u> <u>3/4</u> <u>9</u> <u>1/2</u> <u>6</u> <u>1/4</u> <u>3</u>
.....	four couples full around with back out at home	<u>16</u>

Star Thru .....	<u>4</u> (from point of contact)
Stars.....	four people full around <u>8</u> 3/4 <u>6</u> 1/2 <u>4</u> 1/4 <u>2</u>
.....	eight people full around <u>16</u> 3/4 <u>12</u> 1/2 <u>8</u> 1/4 <u>4</u>
Sweep 1/4.....	two couples <u>2</u> all four couples <u>4</u>
<i>Swing</i> .....	<i>Advancing skill, usually 4-8 beats of music, used at caller's discretion</i>
Swing Thru .....	<u>6</u> (from point of contact)
Touch 1/4 .....	<u>2</u>
Trade By .....	<u>4</u>
Trades .....	SS partner <u>4</u> OW centers <u>4</u> ends <u>4</u> from TFL couples <u>6</u>
U Turn Back.....	<u>2</u> Backtrack <u>2</u>
Veer Left or Right .....	BOX <u>2</u> SS heads or sides <u>4</u>
Walk Around the Corner.....	<u>8</u>
Wheel & Deal .....	<u>4</u>
Wheel Around.....	<u>4</u>
Zoom.....	<u>4</u>

### TIMING - THE MAINSTREAM PROGRAM

Cast Off 3/4.....	<u>6</u>
Centers In.....	<u>2</u>
Cloverleaf.....	<u>6-8</u> beats from a completed double pass thru; if called for only ..... four people, the timing is <u>6</u>
Dixie Style to an Ocean Wave .....	SS heads or sides to the wave <u>6</u> all four couples ..... to the wave <u>8</u>
Eight Chain Thru .....	(Eight Hands = <u>20</u> )(Four Hands = <u>10</u> )
Folds.....	any fold <u>2</u> any cross fold <u>4</u>
Half Tag the Line .....	<u>4</u>
Hinge.....	Couples <u>3</u> singles <u>2</u>
Pass to the Center .....	BOX couples facing in <u>2</u> couples facing out <u>6</u>
Recycle .....	<u>4</u>
Scoot Back .....	OW <u>6</u>
Slide Thru.....	SS heads or sides <u>6</u> BOX <u>4</u>
Spin Chain Thru.....	<u>16</u>
Spin the Top .....	<u>8</u> (from point of contact)
Tag the Line .....	<u>6</u>
Turn Thru.....	<u>4</u> (from point of contact)
Walk & Dodge.....	<u>4</u>

\* From point of contact means exactly what it says: if it takes you two steps or beats of music to get to the contact point, then add that to the numbers.

\* From facing lines spaced a normal distance apart such as heads lead right and circle to a line, your timing would be the same as SS-Static Squares. If the line is closer to the other line, the timing would be the same as BOX-ZERO BOX.

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