



TIMING - THE CALLERLAB PLUS PROGRAM

Revised September 3, 2015



3/4 TAG THE LINE	5
ACEY DEUCEY	4
ALL 8 SPIN THE TOP	10
(ANYTHING) & ROLL	2
(ANYTHING) & SPREAD	2
CHASE RIGHT	6
COORDINATE.....	8
CROSSFIRE.....	6
CUT THE DIAMOND.....	6
DIAMOND CIRCULATE	3
DIXIE GRAND.....	6
EXPLODE FAMILY	
(a) Explode the Wave.....	6
(b) Explode and	(Anything) + call
FAN THE TOP.....	4
FLIP THE DIAMOND.....	3
FOLLOW YOUR NEIGHBOR	6
GRAND SWING THRU.....	6
LINEAR CYCLE.....	8-10
LOAD THE BOAT	12
PEEL FAMILY	
(a) PEEL OFF	4
(b) PEEL THE TOP	6
PING PONG CIRCULATE.....	6
RELAY THE DEUCEY.....	20
SINGLE CIRCLE TO A WAVE.....	4
SPIN CHAIN & EXCHANGE THE GEARS.....	26
SPIN CHAIN THE GEARS.....	24
TEACUP CHAIN	32
TRACK II	8
TRADE THE WAVE.....	6

This list is furnished through the courtesy of CALLERLAB. Permission is granted to reproduce this data provided the following notice is included "Reprinted with permission of CALLERLAB."