The Callerlab A1 Program - Teaching Order revised August 2005 hg20070120

Session	TO #	Call	1	2	3	4	5	6	7	8	9	10	11	12
1	1	Belles and Beaus (pair only)												
	2	Cross Trail Thru												
	3	Triple Trade												
	4	Triple Scoot												
2	5	Grand Follow Your Neighbor												
	6	Quarter Thru												
	7	Wheel Thru												
	8	Turn and Deal (out-/2-faced lines)												
3	9	Pass In												
	10	Chain Reaction (1/4 Tag)												
	11	Mix												
	12	Lockit												
4	13	Right (Left) Roll to a Wave												
	14	Cast A Shadow												
	15	Six-Two Acey-Deucey												
	16	Clover and (Any Call)												
5	17	Turn and Deal (OW, other L)												
	18	Quarter In												
	19	Cross Over Circulate (2-faced lines)												
	20	Partner Tag												
6	21	Partner Hinge												
	22	Horseshoe Turn												
	23	Pass the Sea												
	24	Split Square Thru												
7	25	Step and Slide												
	26	Transfer the Column												
	27	Cross Over Circulate (OW, other L)												
	28	Swap Around												
8	29	Explode the Line												
	30	As Couples Concept												
	31	Ends Bend												
	32	Pass Out												
9	33	Square Chain Thru												
	34	Scoot and Dodge												
	35	Double Star Thru												
	36	Left Wheel Thru												
10	37	(Any Call) and Cross												
	38	Half Breed Thru												
	39	Fractional Tops												
	40	Three Quarter Thru												
11	41	Triple Star Thru												
	42	Cycle and Wheel												
	43	Grand (Three) Quarter Thru												
	44	Quarter Out												
12	45	Explode and (Any Call)												
	46	Pair Off												
	47	Reverse Swap Around												
	48	Cross Clover and (Any Call)												