The Callerlab A2 Program - Teaching Order revised August 2005 hg20070120

Session	TO #	Call	1	2	3	4	5	6	7	8	9	10	11	12
1	1	Single Wheel												
	2	In Roll Circulate												
	3	Slip												
2	4	Scoot and Weave												
	5	Split / Box Counter Rotate												
	6	Swing												
3	7	Trade Circulate (waves only)												
	8	Motivate												
	9	Switch the Wave												
4	10	Pass and Roll												
	11	Scoot Chain Thru												
	12	Slide												
5	13	Recycle (facing couples)												
	14	Spin the Windmill												
	15	Out Roll Circulate												
6	16	Switch to a Diamond (waves only)												
	17	Hourglass Circulate												
	18	Cut the Hourglass												
7	19	Flip the Hourglass												
	20	Pass and Roll Your Neighbor												
	21	Trade Circulate (2-faced lines)												
8	22	Zig-Zag / Zag-Zig												
	23	Checkmate the Column												
	24	Mini Busy												
9	25	Slither												
	26	Trail Off												
	27	Remake Family (thar, box, diamond)												
10	28	Switch to an Hourglass												
	29	Split/Box Transfer												
	30	Split Square Chain Thru												
11	31	Diamond Chain Thru												
	32	Peel and Trail (completed DPT)												
	33	Peel and Trail (columns)												
12	34	Transfer and (Any Call)												
	35	All 4 Couples Concept												
	36	All 8 Concept												