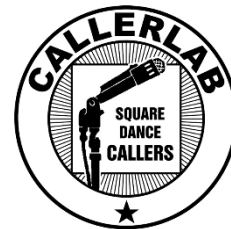


PRESS RELEASE

FOR IMMEDIATE RELEASE (January 2026)



PRESS RELEASE

***** S T A R T *****

CALLERLAB Plus Committee Approves New Plus List

Implementation Date: September 1, 2026

The CALLERLAB Plus Committee has officially approved a new Plus Program list. This list, reflecting the simplified Program structure approved by the membership earlier this year, will go into effect on **September 1, 2026**.

What This Means for You, Your Club, and the Future of Square Dancing

This is not an overnight change. Between now and September 1, 2026, clubs and callers will continue to use the current Mainstream, Basic, SSD and Plus lists. During this transition period, CALLERLAB committees are actively preparing the resources and guidance needed to ensure a smooth worldwide rollout.

What Happens Next?

- The Plus Committee is developing a recommended teaching order for the new list.
- Supporting resources are in progress, including lesson plans, a new Mainstream Playbook, and additional teaching documentation.
- This list includes all original Mainstream, Basic, and SSD calls not included in the new Mainstream list as well as eight calls from the Advanced Program.
- The (new) Plus List will be implemented beginning September 1, 2026.

Stay Connected

A dedicated webpage offers updates, draft documents, a roadmap, and FAQs:

callerlab.org/tipp

- Members will automatically receive updates first via e-news blasts.
- Non-members may sign up for free updates here: callerlab.org/2026subscriber/

CALLERLAB thanks the Mainstream and Plus Committees for their ongoing work to support callers, clubs, and dancers through this important transition.

For more information as available, visit www.callerlab.org/tipp.

***** E N D *****

We thank you for the coverage you have given us in the past and for your continued support in the future.

CALLERLAB (NEW) PLUS PROGRAM

Effective September 1, 2026

1. (Anything) & Roll
2. (Anything) & Spread
3. Acey Deucey
4. All 8 Spin the Top
5. Chase Right
6. Circle to a Line
7. Clover and (Anything)
8. Cloverleaf
9. Coordinate
10. Crossfire
11. Cut the Diamond
12. Diamond Circulate
13. Dixie Grand
14. Dixie Style to an Ocean Wave
15. Do Paso
16. Eight Chain Thru/Eight Chain 1, 2, 3, etc
17. Explode & (Anything) (From Waves Only)
18. Explode the Wave
19. Fan the Top
20. Flip the Diamond
21. Follow Your Neighbor
22. Grand Swing Thru
23. Linear Cycle (From Waves Only)
24. Load the Boat
25. Pair Off
26. Partner Hinge
27. Partner Tag

28. Pass the Sea
29. Pass to the Center
30. Peel Off
31. Peel the Top
32. Ping Pong Circulate
33. Quarter Thru / Three-Quarter Thru / Grand Quarter Thru / Grand Three-Quarter Thru
34. Relay the Deucey
35. Scoot & Dodge
36. See Saw
37. Shoot the Star/Shoot the Star Full Around
38. Slip the Clutch
39. Spin Chain & Exchange the Gears
40. Spin Chain the Gears
41. Spin Chain Thru
42. Teacup Chain
43. Thar Family
 - a. Allemande Thar
 - b. Allemande Left to an Allemande Thar
 - c. Wrong Way Thar
44. Track 2
45. Trade the Wave
46. Triple Scoot
47. Triple Trade
48. Turn Thru
49. Walk and Dodge
50. Walk Around

CALLERLAB (NEW) PLUS PROGRAM

Effective September 1, 2026

Red denotes calls added from Basic & Mainstream

Green denotes calls added from Advanced

1. (Anything) & Roll
2. (Anything) & Spread
3. Acey Deucey
4. All 8 Spin the Top
5. Chase Right
6. **Circle to a Line**
7. **Clover and (Anything)**
8. **Cloverleaf**
9. Coordinate
10. Crossfire
11. Cut the Diamond
12. Diamond Circulate
13. Dixie Grand
14. **Dixie Style to an Ocean Wave**
15. **Do Paso**
16. **Eight Chain Thru/Eight Chain 1, 2, 3, etc**
17. Explode & (Anything) (From Waves Only)
18. Explode the Wave
19. Fan the Top
20. Flip the Diamond
21. Follow Your Neighbor
22. Grand Swing Thru
23. Linear Cycle (From Waves Only)
24. Load the Boat
25. **Pair Off**
26. **Partner Hinge**
27. **Partner Tag**

28. **Pass the Sea**
29. **Pass to the Center**
30. Peel Off
31. Peel the Top
32. Ping Pong Circulate
33. **Quarter Thru / Three-Quarter Thru / Grand Quarter Thru / Grand Three-Quarter Thru**
34. Relay the Deucey
35. **Scoot & Dodge**
36. **See Saw**
37. **Shoot the Star/Shoot the Star Full Around**
38. **Slip the Clutch**
39. Spin Chain & Exchange the Gears
40. Spin Chain the Gears
41. **Spin Chain Thru**
42. Teacup Chain
43. **Thar Family**
 - a. **Allemande Thar**
 - b. **Allemande Left to an Allemande Thar**
 - c. **Wrong Way Thar**
44. Track 2
45. Trade the Wave
46. Triple Scoot
47. **Triple Trade**
48. **Turn Thru**
49. **Walk and Dodge**
50. **Walk Around**