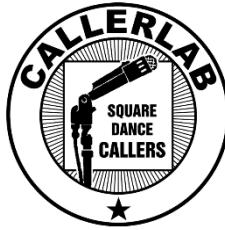


PRESS RELEASE

FOR IMMEDIATE RELEASE

(January 2026)



PRESS RELEASE

***** START *****

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/tippp

- 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/tippp.

***** END *****

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

<ul style="list-style-type: none">1. (Anything) & Roll2. (Anything) & Spread3. Acey Deucey4. All 8 Spin the Top5. Chase Right6. Circle to a Line7. Clover and (Anything)8. Cloverleaf9. Coordinate10. Crossfire11. Cut the Diamond12. Diamond Circulate13. Dixie Grand14. Dixie Style to an Ocean Wave15. Do Paso16. Eight Chain Thru/Eight Chain 1, 2, 3, etc17. Explode & (Anything) (From Waves Only)18. Explode the Wave19. Fan the Top20. Flip the Diamond21. Follow Your Neighbor22. Grand Swing Thru23. Linear Cycle (From Waves Only)24. Load the Boat25. Pair Off26. Partner Hinge27. Partner Tag	<ul style="list-style-type: none">28. Pass the Sea29. Pass to the Center30. Peel Off31. Peel the Top32. Ping Pong Circulate33. Quarter Thru / Three-Quarter Thru / Grand Quarter Thru / Grand Three-Quarter Thru34. Relay the Deucey35. Scoot & Dodge36. See Saw37. Shoot the Star/Shoot the Star Full Around38. Slip the Clutch39. Spin Chain & Exchange the Gears40. Spin Chain the Gears41. Spin Chain Thru42. Teacup Chain43. Thar Family<ul style="list-style-type: none">a. Allemande Tharb. Allemande Left to an Allemande Tharc. Wrong Way Thar44. Track 245. Trade the Wave46. Triple Scoot47. Triple Trade48. Turn Thru49. Walk and Dodge50. Walk Around
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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**