

# Checkpoints for Learning the Modern Square Dancing (MWSD) “Plus” Program

This list arranges the calls from the CALLERLAB Basic, Mainstream, and Plus Programs into a series of 8 “Checkpoints” (milestones) that can be used as targets for classes to reach along the way toward full Plus. Detailed teaching order and class speed is up to each instructor, but these Checkpoints can be used to measure progress, or to identify intermediate dance levels for “Newer Dancer Hoedowns” or workshops for students from multiple classes.

## Checkpoint 1

### Dancer Naming:

Boys/Girls/Partner/Corner

### Couple Naming:

Heads/Sides/Home

“Square Your Sets”, “Tip”

“Bow to Your Partner/Corner”

“Thank Your Square”

“Don’t Stop, Don’t Slow Down”

“Wheel Around and Make Lines”

Circle Left/Right (4, 8; ½, ¼, ¾)

Forward & Back

Dosado

Swing (Your Partner)

Couples Promenade (Home, ½, ¾)

Single File Promenade

Ladies/Men Promenade Inside

Allemande Left

Arm Turns (Right/Left)

“Right / Left Pull By”

Right & Left Grand (RLG)

Weave The Ring (WTR)

Star Right/Left (from S.S, 8-Chain)

Star Promenade

Pass Thru (from S.S, Lines, 8-Chain)

<Passing Rule (pass right shoulders)>

Courtesy Turn

Ladies Chain (2, 4; across, ¾)

Rollaway (to/from Circle Left)

Ladies In, Men Sashay

Grand Square

Right & Left Thru (normal couples)

Star Thru

California Twirl

Bend The Line (from 1FL)

Dive Thru

Square Thru (1-4) [NOT Left]

U-Turn Back

Backtrack

Singing call “Star Routes”

## Checkpoint 2

### Dancer Naming:

Centers/Ends

Leaders/Trailers/Tandems

Terminology: Sashayed, Normal

“Yellow Rock” / “Stack the Wood”

Lead Right / Left

Veer Left / Right

[...] Bend The Line (from 2FL)

Boys/Girls/Centers/Ends/Couples

... Circulate (from 2FL only)

... Trade (from 2FL)

Chain Down The Line (RH2FL, LHW)

[M] Slide Thru

Partner Trade

Wrong Way Promenade

[ Reverse ] Flutterwheel

Sweep 1/4

Double Pass Thru (DPT)

“Face In/Out/Left/Right” (after DPT)

First/Next Go Left/Right

Wheel & Deal (from 2FL, Lines)

Separate

... and Anything

... Around 1 or 2

... To A Line

... Come Into The Middle

Split (The Outside) Two

Ferris Wheel

Alamo Style Wave (“Alamo Ring”)

Alamo Swing Thru

Alamo Boys/Girls Run <default: Right>

(Alamo) Wave Balance

Step To A Wave / Dosado To A Wave

Boys/Girls/Centers/Ends

... Circulate (from Waves)

... Trade (to/from Waves)

... Run (to/from Waves)

Swing Thru [NOT Left]

<Facing Couples Rule (step to wave)>

## Checkpoint 3 (SSD 50)

### Couple Naming: #1,2,3,4

Circle To A Line

Pass The Ocean

Extend (from ¼ Tag only [for now])

[ Left ] Touch 1/4

Column Circulate

All 8 Circulate (from Waves)

Split / Box Circulate

Trade By

Left Square Thru (1-4)

Left Swing Thru

Cross Run

Half Sashay

[...] Rollaway (from Couples)

(Known Calls from Sashayed Position)

Zoom

Box The Gnat

Wrong Way Grand

[M] Hinge (Single, Couples)

[M] Centers In

[M] Cast Off 3/4

[M] Tag The Line (In/Out/Left/Right)

[M] Half Tag

[M] [ Cross ] Fold

[M] Scoot Back (from Waves, Columns)

[M] Recycle (from Waves)

[...] Wheel Around (general)

[...] Square Thru, on the Nth Hand

[...] RLG, on the Nth Hand

[...] = More applications of prior calls  
[M] = Calls from “Mainstream” Program  
(+) = Calls from the “Plus” Program  
Other calls are from the “Basic” Program  
<xxx> = “General Rules”  
“xxx” = Miscellaneous Terms  
“S.S.” = Squared Set, a.k.a. Static Square

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#### Checkpoint 4

[M] Cloverleaf  
[M] Walk & Dodge  
[M] Eight Chain Thru / Eight Chain  $n$

[M] Spin The Top  
"Step Thru" (from Waves)  
<Ocean Wave Rule (RLT after STT)>  
<Circle Rule (fwd/back -> square off)>

(+) Diamond Circulate  
(+) Cut The Diamond  
(+) Load The Boat  
(+) Ping Pong Circulate  
(+) Track 2

[...] Extend (General)  
(+) 3/4 Tag The Line  
(1/4 Tag & 3/4 Tag Formations)  
[...] Scoot Back (from 1/4 Tag)

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#### Checkpoint 5 (MS Completed)

(+) Teacup Chain  
(+) Flip The Diamond

Allemande Thar  
Allemande Left to an Allemande Thar  
(Go Forward 2...)  
Slip The Clutch  
Shoot The Star (1/2, Full)  
Wrong Way Thar

Walk Around The Corner  
See Saw  
Do Paso

[M] [ Single File ] Dixie Style  
[M] Spin Chain Thru  
[M] [ Left ] Turn Thru  
[M] Pass To The Center

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#### Checkpoint 6

(+) Acey Deucey  
(+) Single Circle To A Wave  
(+) Grand Swing Thru

(+) *Anything* & Roll  
(+) Spin Chain The Gears  
(+) Explode and *Anything*  
(+) Explode The Wave

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#### Checkpoint 7

(+) Peel Off  
(+) Fan The Top  
(+) Chase Right / *Left* Chase  
(+) Trade The Wave  
(+) Relay The Deucey

(+) Spin Chain & Exchange The Gears  
(+) All 8 Spin The Top

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#### Checkpoint 8 (Plus for Newer Dancers)

(+) Coordinate  
(+) Peel The Top  
(+) Linear Cycle (from Waves only)  
(+) Crossfire  
(+) Follow Your Neighbor  
(+) *Anything* & Spread (all 3 cases)  
(+) Dixie Grand