Lynette’s C4 Call List
August, 2014

1/4 | 3/4 the Alter
N N N 1/4 the Alter
N N N N Alter and Circulate
N N N N 1/4 the Deucey
N N N N Relay the Top
1/4 | 3/4 Wheel to a Diamond | Hourglass | Intlk. Dia.

About the Action
Anyone Advance to a Column
All 8 Recycle Variations e.g.
   All 8 Cross Cycle
   All 8 Cycle and Wheel
Alter the Diamond
(Anyone) Right | Left Anchor Fract
An Anchor

Bail Out
Barge the Action
Barge Thru
Barrel of Fun
Beep Beep
Bits and Pieces
Brace Yourself
Anyone Break the Alamo
Bridge the Gap
Bring us Together
Buckle and Call
By Golly

Cast a Net
Centers Cut Out
Centers Out
Fract Chain and Circulate In
Change Lanes
(Reverse) Change O
Cheerio
Chip Off
Circle the (Fract) Tag
Clean Sweep Fract
(Call) Clear Out
Clear the Centers for a Call
Clover the Horn
Clover the Wave
Cloverflo
Cloverleaf Turn
Collapse
Connect the Diamond
Continue to (Cross) Invert the Column another Fract
Contour the Line
Convert the Triangle
(Call) Cooperate
Coordinate to a Diamond
Counteract
(Cross) Counterpoint
Countershake
(Call) Cover Up

Crackle
Create a Column
Create a Diamond
Criss Cross N Steps at a Time
Criss Cross the Diamond
Cross and Divide
Cross Sashay
Cross to a Diamond | Hourglass | Intlk. Dia.
Cross to a Wave
Crosstown Roll
Cross Walk and Dodge
Curl Apart
(Anyone) Curve Right | Left
Cut Across
Cycle and Call
(Cross) Cykick

Derby
Detract N | Call
Deuces Wild
Diamond Inlet | Outlet
Diamond Recycle
the Difference
Divi Up
Divide
Dixie Derby
Dixie Spin
(Cross) Double Down
Double the Wave
((Criss) Cross) Double your Pleasure
Dream

Easy Does It
Ends Cut In
Erase
Exchange the Formation
Explosion

Fall into a Column
Fan Back
Fan the Gate (ing Call)
Fan (and Cross) Thru
Anyone Finish the Stack
First Choice | Call
Flare the Star
Follow and Criss Cross
Follow and Cross
Follow the Yellow Brick Road
   Follow the Yellow Bricking Call
Follow to an Hourglass | Intlk. Dia.

Go First Class
Gravitate

Hammerlane
Hang a Right | Left
Hang Loose
Hinge By
Hit the Wall
Hot Foot Spin
Hourglass Inlet | Outlet
Inroll to a Wave
In Style
Invert (Fract) the Tag
Jam Thru
Anyone (Cross) Kick By N
Kick the Habit
Lead the Class
Lead the Way
Lift Off But Call
Line To Line
Long Trip
(Cross) Make a Pass
Anyone Mark Time
Mesh
(Cross) Mini Pleasure
Mix the Line

Nice and Easy
Nicely
Nightmare
Nip and Tuck
Open Ups Call
Outpost
Outroll to a Wave

(Cross) Pair the Line
Pass and Roll Your (Criss) Cross Neighbor
Pass the Top
Peel the Deal
Peel the Wave
Anyone Pinwheel
Pitch In | Out | Right | Left
Pop
Press for Time
Presto
Push Off
Push Open the Gate

Call and 1/4 More
Quick Change
Quickwrap

(Cross) Reactivate to a Diamond
Reciprocate
Recount
Relay the Diamond
Relay your Pleasure
Remember the Alamo
(Cross) Replace the Column
Reverse the Diamond
Reverse Flip the Hourglass
Revert the (Fract) Tag
Ride the Tide
Right | Left On N
Ripsaw
Rip the Line
Roll Em
Roll out the Barrel
Roll out to a Column
Roll the Wave
Rotary Circulate
Round the Horn
(Cross) Run Away
Anyone (Cross) Run the Top
Anyone Run the Wheel
Run Wild
Sashay Thru
Scamper
Scoot Apart
Set Back
Settle Back
(Criss Cross) Shadow the Column
((Criss) Cross) Shadow to a Diamond
Ship Ahoy
Short and Sweet
Shortcut
Short Cycle
Short Trip
Anyone Shove Off
Shuffle and Wheel
Shuffle the Deck
Shuttle Dir | Call
Siamese Breakdown
Single Hinge and Trade
Single Scoot and Trade
Slimdown
Snake
Snap
Snap the Diamond
Snap the (Fract) Tag
Soft Call
Spin a Wheel
Spin Back
Spin Chain the Star
Spin Tag the Deucey Dir
Splash Call | Dir
Split Cast
Split the Difference
Square Out
Square the Barge (Fract)
Square Turn Thru N
Stack the Wheel
Star to a Wave
Step Lively
(Cross) Straight Away (But Call)
Strike Out
Stroll and Cycle
Stroll down the Lane
Swing About
Swing Chain calls
Swing to a Column
Switcheroo

*Anyone* (Cross) Swivel

Tag Circulate
*Tagging Call* and Dodge
*Tagging Call* Back
*Tagging Call* and Spin
*Tagging Call* Eroo
*Tagging Call* er's Flow (*Criss Cross It*)
*Tagging Call* the Yellow Brick Road
*Tagging Call* the Yellow Bricking (*Any Call*)
*Tagging Call* to a Dia. | Hourglass | Intlk. Dia.
*Tagging Call* your (*Criss*) Cross Neighbor
Tag the Star
Tap the *Anyone*
Tickle
*Anyone* (Cross) Tie
*Call* the Top
Touch (*Fract*)
Touch and Go *Fract* | *Call By Fract* | *Call*
Touch of Class
Touch Tone *Fract* | *Call By Fract* | *Call*
(*Cross*) Trade your Neighbor *Dir*
*Trans Call*
Transaction
Trim the Web
Triple Cast
Triple Turn
Trixxie (*Spin*)
*Tunnel Thru* | *Dir* | *Call*
*Turn and Left Thru*
*Turn and Q*
*Turn and Weave*
*Turn Away*
*Turn By*
*Turn On*
*Turnover*
*Turntable*

Veer and Turn *Fract* By *Fract*
*Vertical Turn* and *Deal*

Walk out to a Column
Walk the (*Cross*) Clover
(*Walk*) the Plank
*Wheel to a Diamond* | Hourglass | Intlk. Dia.
*Wipe Out*
*With Finesse*
*You All*

*Zip the Top*