

Coop's C4 Calls

May 2023

$\frac{1}{4}$ or $\frac{3}{4}$ Cross
{Any Call} and $\frac{1}{4}$ More
{Fractional} Chain and Circulate In
 $\frac{1}{4}$ or $\frac{3}{4}$ the Alter
 $\frac{1}{4}$ or $\frac{3}{4}$ the Alter and Circulate
N-N-N $\frac{1}{4}$ the Alter
N-N-N $\frac{1}{4}$ the Alter and Circulate
N-N-N-N $\frac{1}{4}$ the Deucey

About
{Anyone} Advance to a Column
All 8 Cross Cycle
All 8 Cycle and Wheel
Alter the Diamond
An Anchor
An Anchor But {Any Call}
Cast An Anchor
{Direction} Anchor {Fraction}
(Cross) {Anyone} Tie
{Any Tagging Call} and Spin
{Any Tagging Call} $\frac{3}{4}$ and Trade
{Any Tagging Call} (Back) and Dodge
{Any Tagging Call} 'ers Dream
{Any Tagging Call} 'ers Nightmare
{Any Tagging Call} Eroo
{Any Tagging Call} 'ers Flow
{Any Tagging Call} 'ers Flow, (Criss) Cross It
{Any Tagging Call} 'ers Motion
{Any Tagging Call} the Yellow Brick Road
{Any Tagging Call} the Yellow Bricking {Any Call}
{Any Tagging Call} to a Diamond
{Any Tagging Call} to an Hourglass
{Any Tagging Call} to an Interlocked Diamond
{Any Call} the Hinge
{Any Call} the Top

Bail Out
Barge Thru
Barge the Action
Barrel of Fun
Beep Beep
Bias Trade Circulate
Bits and Pieces
Brace Yourself

Break the Alamo
Bridge the Gap
Bring Us Together
Buckle and {Any Call}
(Any Courtesy Turn Call) By (By By)
By Golly
{Anyone} Bypass

Cast a Net
Centers Cut In
(Reverse) Change-O
Cheerio
Chip Off
Circle the {Fraction} Tag
Circle to a Two Faced Line
Clean Sweep {N}/4
({Any Call}) Clear Out
Clear the Centers for {Any Call}
Cloverflo
Tie
Cloverleaf Turn
(Cross) Clover the Horn
Clover the Wave
Collapse the {Setup}
Connect the Diamond
Continue to (Cross) Invert Another {Fraction}
Continue to (Cross) Replace the Column
Contour the Line
Convert the Triangle
Cooperate
Coordinate to a Diamond
Counteract
(Cross) Counterpoint
Countershake
({Any Call}) Cover Up
Crackle
Create a Column
Create a Diamond
Criss Cross the Diamond
(Criss) Cross Follow to a Diamond
Criss Cross Scoot Apart
(Criss) Cross {N} Steps at a Time
Criss Cross Wind the Bobbin
Cross and Divide
Cross Cloverleaf

Cross Drop <i>{Direction}</i>	<i>{Anyone}</i> Finish the Stack
Cross Follow Thru	First Choice / First Any Call
<i>{Anyone}</i> Cross Hop	Flare the Star
Cross Horseshoe Turn	Fly the Coop
Cross Linear Cycle	Follow and (Criss) Cross
Cross Pair the Line	Follow the Yellow Brick Road
Cross Sashay	Follow the Yellow Bricking <i>{Any Call}</i>
Cross the Ocean	Follow to a <i>{Formation}</i>
Cross the Top	
Cross to a (Diamond, Hourglass, Interlocked Diamond)	Go First Class
Cross to a Line or Wave	Gravitate
Crosstown Roll	
Cross Walk and Dodge	Hammerlane
Curl Apart	Hang a Right or Left
Curl Thru	Hang Loose
Curve <i>{Direction}</i>	Here Comes the Diamond
Cut Across	Here Comes the Wave
Cycle and <i>{Any Call}</i>	(Single) Hinge and Trade
(Cross) Cy-kick	Hinge By <i>{Fraction}</i> By <i>{Fraction}</i> By <i>{Fraction}</i>
	Hinge the Top
(Dixie) Derby	Hit the Wall
Detract <i>{N}</i> or <i>{Any Call}</i>	Hot Foot Spin
Deuces Wild	Hourglass Inlet
Diamond Recycle	Hourglass Outlet
Diamond Inlet	
Diamond Outlet	In Style
Divi Up	(Interlocked) Inroll to a Wave
Divide	(Interlocked) Inroll to a Diamond
Dixie Chain	Invert the (<i>{Fraction}</i>) Tag
Dixie Daisy	Isolate
Dixie Hourglass	
Dixie Interlocked Diamond	Jam Thru
Dixie Spin	
Dixie <i>{Fraction}</i> Tag	<i>{Anyone}</i> Kick By <i>{N}</i>
(Cross) Double Down	Kick the Habit
Double the Wave	
((Criss) Cross) Double Your Pleasure	Lead the Class
	Lead the Way
Easy Does It	Linear Flow
Ends Cut Out	Linear Flow, (Criss Cross It)
Erase	Line to Line
Explosion	Long Trip
Fall into a Column	(Cross) Make a Pass
Fan Back	(Anyone) Mark Time
Fan the Gate	Mesh
Fan the Gating <i>{Any Call}</i>	(Cross) Mini Pleasure
Fan (and Cross) Thru	Mix the Line
Ferris Trade and Wheel	

Nice and Easy
Nicely
Nip and Tuck

Open Ups *{Any Call}*
Outpost
(Interlocked) Outroll to a Wave
(Interlocked) Outroll to a Diamond

Pair the Line
Pass the Top
Pass to the Outside
{Anyone} Pinwheel
Peel the Deal
Trail the Deal
Peel and Trail the Deal
Pitch *{Direction}*
Plus *{N}*
Pop
Press for Time
Presto
Push Off
Push Open the Gate

Quick Change
Quickwrap
Reactivate to a Diamond
Reciprocate
Recount
Relay the Diamond
N-N-N-N Relay the Top
Relay Your Pleasure
Remember the Alamo
(Cross) Replace the Column
Reverse Explode (from a Line)
Reverse the Diamond
Reverse Flip the Hourglass
Revert the *{Fraction}* Tag
Ride the Tide
Right (or Left) On *{N}* (*{Fraction}*)
Right/Left Roll The
Ripsaw
Rip the Line
Roll 'em
{Anyone} Rolling Ripple N by N
Roll Out the Barrel
Roll Out to a Column
Roll the Wave
Rotary Circulate

Round and Cross
Round Off
Round the Horn
(Cross) Run Away
{Anyone} Run By N
{Anyone} (Cross) Run the Top
{Anyone} Run the Wheel
Run Wild

Sashay Thru
Scamper
Scatter Follow to a Diamond
Scoot Apart
Set Back
Sets In Motion Plus 1 or 2
Settle Back
(Criss Cross) Shadow the Column
(Criss Cross) Shadow to a Diamond
Ship Ahoy
Short and Sweet
Shortcut
Short Cycle
Short Trip
Single Shuffle
{Anyone} Shove Off
Shuffle and Wheel
Shuffle the Deck
Shuttle *{Direction}* or *{Call}*
Siamese Breakdown
Single Scoot and Trade
Slimdown
Snake
Snap
Snap the Diamond
Snap the *{Fraction}* Tag
Sokit to the Diamond
Sokit to a Wave
Soft *{Any Call}*
Spin a Wheel
Spin Back
Spin Chain and Circulate In
Spin Chain and Circulate the Gears
N-N-N-N Spin Chain the Gears
Spin Chain the Star
Spin Tag the Deucey (*{Direction}*)
Splash *{Direction}* or *{Any Call}*
(*{Fraction}*) Split Cast
Split the Difference
Square Out

Square the Barge (*{N}*)
Square the Bases Plus 2
Square Turn Thru *{N}*
Stack The Wheel
Star to a Wave
Step Lively
(Cross) Straight Away (But *{Any Call}*)
Straight Fire
Strike Out
Stroll and Cycle (or *{Any Call}*)
Stroll Down the Lane
(Reverse) (Cross) Swap the Windmill
Swing About
Swing to a Column
Switcheroo
{Anyone} (Cross) Swivel

Tag Circulate
Tag the Star (*{Fraction}*)
Tap the *{Anyone}*
the Action
The Difference
The Plank
Tickle
Touch and Go *{Fraction}* or *{Call}* by *{Fraction}* or *{Call}*
Touch of Class
Touch Tone *{Fraction}* or *{Call}* by *{Fraction}* or *{Call}*
Track and *{Any Call}*
(Cross) Trade your Neighbor (*{Direction}*)
Trail and Peel
Trail Chain Thru
Trans *{Any Call}*
Transaction
Trim the Web
Triple Cast
Triple Turn
Triple Wheel
Trixie
Trixie Spin
Tunnel *{Direction}* or *{Any Call}* (Thru)
Turn and Left Thru
Turn and Q
Turn and Weave
Turn Away
Turn By
Turn On
Turnover
Turntable

Veer and Turn *{Fraction}* by *{Fraction}*
Vertical Turn and Deal

Walk out to a Column
(Cross) Walk the Clover
Walk the Plank
Wheel and Spread
Wheel Fan and Cross Thru
($\frac{1}{4}$ or $\frac{3}{4}$) Wheel to a Diamond
($\frac{1}{4}$ or $\frac{3}{4}$) Wheel to an Interlocked Diamond
($\frac{1}{4}$ or $\frac{3}{4}$) Wheel to an Hourglass
Wheel to a Line
Who's on First (Second, Third, Fourth)
Wipe Out
With Finesse

You All

Zip the Top
Zoom Roll Circulate
Zoom Roll to a Wave