

C4 Calls

June 2023

$\frac{1}{4}$ or $\frac{3}{4}$ Cross

{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

Alternative Cast Calls, e.g.

I-J-K $\frac{1}{4}$ the Alter

I-J-K-L $\frac{1}{4}$ the Deucey

I-J-K-L Relay the Top

About

{Anyone} Advance to a Column

All 8 Cross Cycle

All 8 Cycle and Wheel

Alter the Diamond

An Anchor (But *{Any Call}*)

Cast an Anchor

{Direction} Anchor *{Fraction}*

{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} Eroo

{Any Tagging Call} 'ers Flow ((Criss) Cross) It

{Any Tagging Call} 'ers Motion

{Any Tagging Call} 'ers Nightmare

{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 Lock

{Any Call} the Top

Bail Out

Barge the Action

Barge Thru

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 Out

Centers Thru and Close the Gate

(Reverse) Change-O

Change the Apex {Fraction} by {Fraction}

Change the Web

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}*

Clear the Way

Cloverflo

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

(*{Any Call}*) Cooperate

(*{Any Call}*) 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 {*N*} Steps at a Time
(Criss) Cross Wind the Bobbin
Cross and Divide
Cross Breed Thru
Cross Cloverleaf
Cross Drop {*Direction*}
(Criss) Cross Flare Out to a Line
Cross Follow Thru
{*Anyone*} Cross Hop
Cross Horseshoe Turn
Cross Linear Cycle
Cross Sashay
Cross the Ocean
Cross the Top
 Square Chain Cross the Top
Cross to a (Diamond, Hourglass, Interlocked Diamond)
Cross to a Line or Wave
Crosstown Roll
Cross Walk and Dodge
Curl Apart
Curl Thru
Curlicross
Curlicross the Top
Curli Pass
Curlique
Curli Wheel
Curve {*Direction*}
(Reverse) Cut/Flip the {*Formation*}
Cut Across
Cycle and {*Any Call*}
(Cross) Cy-kick

(Dixie) Derby
Detract {*N*} or {*Any Call*}
Deuces Wild
Diamond Inlet / Outlet
Diamond Recycle

Divi Up
Divide
Dixie Chain
Dixie Daisy
Dixie Hourglass
Dixie Interlocked Diamond
Dixie Spin
Dixie {*Fraction*} Tag
(Cross) Double Down
Double the Wave
((Criss) Cross) Double Your Pleasure

Easy Does It
Ends Cut In
Erase
Explode the Clover
Explosion

Fall into a Column
Fan Back
Fan the Gate
Fan the Gating {*Any Call*}
Fan (and Cross) Thru
Ferris {Any Call}
Ferris Trade and Wheel
Fiddle Around
{*Anyone*} Finish the Stack
First Choice / First Any Call
Flare the Star
Fly the Coop
Follow and (Criss) Cross
Follow the Yellow Brick Road
Follow the Yellow Bricking {*Any Call*}
Follow to a {*Formation*}

Go First Class
Grand Cross Roll to a Wave
Grand Run Wild
Gravitate

Hammerlane
Hang a Right or Left
Hang Loose
(Single) Hinge and Trade

Hinge By *{Fraction}* By *{Fraction}* By *{Fraction}*

Hit the Wall

Hot Foot Spin

Hourglass Inlet / Outlet

In/Out/Zoom Roll to a Wave

In/Out/Zoom Roll to a Diamond

Here Comes the Wave / Sock it to the Wave

Here Comes the Diamond / Sock it to the Dia.

In Style

Invert the (*{Fraction}*) Tag

Isolate

Jam Thru

{Anyone} Kick By *{N}*

Kick the Habit

Lead the Class

Lead the Way

Like a Rigger

Linear Action, Cross It

Linear Flow

Linear Flow, (Criss) Cross It

Line to Line

Lines Walk *{Direction}*

Lock 'Em Up Variations

Cross Lock 'Em Up

{Any Call} 'Em Up

Long Trip

(Cross) Make a Pass

(Anyone) Mark Time

Mesh

(Cross) Mini Pleasure

(Single) Mix the Line

Nice and Easy

Nicely

Nip and Tuck

Open Ups *{Any Call}*

(Left) Orbit Circulate

Outpost

(Cross) Pair the Line

Pass and Roll the Axle

Pass the Top

Pass to the Outside

Peel the Deal

Trail the Deal

Peel and Trail the Deal

{Anyone} Pinwheel

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

Relay Your Pleasure

Remember the Alamo

(Cross) Replace the Column

Retreat the Line

Reverse Explode (from a Line)

Reverse the Diamond

Reverse Flip the Hourglass

Revert the *{Fraction}* Tag

Ride the Tide

Right and Left Roll

Right (or Left) On *{N}* (*{Fraction}*)

Right/Left Roll The

Ripsaw

Rip the Line

Roll 'em

{Anyone} Rolling Ripple *{N}* by *{N}* (x *{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
((Criss) Cross) Scoot Apart
Set Back
Set Your Pace
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
{Anyone} Shove Off
Shuffle and Wheel
Shuffle the Deck
 Single Shuffle
Shuttle {Direction} or {Call}
Siamese Breakdown
Single Scoot and Trade
Slimdown
Snake
Snap
Snap the Diamond
Snap the {Fraction} Tag
Soft {Any Call}
Spin a Wheel
Spin Back
Spin Chain and Circulate In
Spin Chain and Circulate the Gears
Spin Chain the Star
Spin Tag the Deucey ({Direction})
Splash {Direction} or {Any Call}
{Fraction}) Split Cast

Split Ping Pong Circulate
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
Swat the Flea
Swing About
Swing to a Column
Switcheroo
{Anyone} (Cross) Swivel

Tag Circulate
Tag the Star ({Fraction})
Tap the {Anyone}
The Action
The Boat
The Difference
The Plank
Tickle
(Cross) {Anyone} Tie
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}
Trade Counter Rotate
(Cross) Trade your Neighbor ({Direction})
Trail and Peel
Trail Chain Thru
Trail The Bobbin
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
Twin Orbitboard/Box
Twin Orbit Circulate

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

{*Anyone*} Zing {*N*}
Zip the Top
{*Anyone*} Zoom {*N*}
Zoom Roll Circulate