

C4 Class 2022

Module 1 Calls

Module 1 Concepts

{Anyone} Advance to a Column
(Cast) An Anchor (But {Any Call})
Bridge the Gap
Circle the {N/4} Tag
({Any Call}) Cover Up
Connect the Diamond
Contour the Line
Counterpoint
Dixie Spin
Gravitate
(Cross) Make a Pass
Open Ups {Any Call}
Outpost
Presto
Quickwrap
Run Wild (1/4, 3/4)
Snake
Stack The Wheel
the Action
Trans {Any Call}
Transactivate
Transaction
Turn On
Walk out to a Column
(Walk) the Plank

{Any Call1} But {Any Call2}
{Direction} Jay
Any Hand {Any Call}
Finish {Any Call}
Like A {Any Call}
n-thly (Secondly, Thirdly, Fourthly) {Concept} {Any Call}
Phantom O or Butterfly
Quadruple Formations Working
Forward/Backward/Right/Left

C4 Class Module 2

1/4 or 3/4 Cross
1/4 or 3/4 the Alter

Alter the Diamond
{Any Tagging Call} 'ers Flow (Criss Cross It)
{Any Tagging Call} the Yellow Brick Road
{Any Tagging Call} the Yellow Bricking {Any Call}
{Any Tagging Call} to a {Dia., Hourglass, Intlk. Dia.}
{Direction} Anchor {Fraction}

Barge Thru
Barge the Action
Bits and Pieces
Bring Us Together
Buckle and {Any Call}

Collapse the Setup
Countershake
Curl Apart
Cy-kick

(Cross) Double Down

Easy Does It

Fall into a Column
Fan the Gate
Fan the Gating {Any Call}
Follow the Yellow Brick Road
Follow the Yellow Bricking {Any Call}

Go First Class

Hammerlane
Hot Foot Spin

Kick the Habit

Long Trip

Plus {N}
Push Off

(Cross) Replace the Column
Ride the Tide
Roll Out to a Column

Scoot Apart
Settle Back
Short Trip
Single Scoot and Trade
Slimdown
Spin Tag the Deucey {Direction}
Step Lively
Strike Out
($\frac{2}{3}$) Stroll Down the Lane

Tag the Star {Fraction}
The Difference
Tickle
Touch of Class
Turn Away

($\frac{1}{4}$) ($\frac{3}{4}$) Wheel to a {Diamond, Hourglass, Intlk. Dia.}
Wipe Out
With Finesse

CONCEPTS

3x3 and 4x4
Anchor the {Anyone} for {Call}
Commonspot {Formation}
Reverse Echo {Concept} {Call}
Fractional Stable
Grand Working {Direction, as Centers, as Ends}
Multiple Formations Working {Forward, Backward, Right, Left}
Sandwich {Call1} Around {Call2}
Shadow {Formation} {Call}
Supercalls Meta Concept
Yoyo

C4 Class Module 3

CALLS

1/4 | 3/4 the Alter and Circulate

I-J-K 1/4 the Alter

I-J-K 1/4 the Alter and Circulate

I-J-K-L 1/4 the Deucey

I-J-K-L Relay the Top

{Any Call} the Hinge

{Any Tagging Call} (Back) and Dodge

{Anyone} Finish the Stack

{Anyone} Run the Top

Continue to (Cross) Invert Another Fraction

Crackle

Criss Cross Follow to a Diamond

Criss Cross Scoot Apart

Criss Cross Wind the Bobbin

Cross Cloverleaf

Cross Counterpoint

Cross Cy-Kick

Cross Drop Direction

Cross Follow Thru

Cross Horseshoe Turn

(Criss) Cross N Steps at a Time

Double the Wave

Follow to a {Formation}

Hinge the Top

Pop

Reverse Flip the Hourglass

Scoot Chain Thru and Dodge

Sets In Motion Plus 1 or 2

Snap

Split the Difference

Split Trade the Difference

Square the Bases Plus 2

Square Turn Thru N

Trail and Peel

Trail Chain Thru

Trail The Bobbin

Trail the Top

Wheel and Spread

Wheel Fan and Cross Thru

CONCEPTS AND DESIGNATORS

{n-thly} Add {Call1} to {Call2}

Headliners / Sideliners

Overlapped {Formations}

Rolling/Flowing/Veering/Sweeping {Call}

Twisted

{N-thly} Use {Call1} In {Call2}

C4 Class Module 4

(Cross) {Anyone} Tie
Bail Out
Barrel of Fun
By Golly
Cast a Net
Change-O
Circle to a Two Faced Line
Clean Sweep {N}/4
{Any Call} ers) Clear Out
Coordinate to a Diamond
Counteract
Create a Diamond
Divide
((Criss) Cross) Double Your Pleasure
Dream
Fan Back
Fan (and Cross) Thru
First Choice
First {Call}
Follow and (Criss) Cross
Hang a Right or Left
Hang Loose
Hit the Wall
Jam Thru
(Criss Cross) Linear Flow
(Anyone) Mark Time
Nicely
Nightmare
Nip and Tuck
Pass the Top
Quick Change
Reactivate to a Diamond
Recount
Relay the Diamond
Ripsaw
Roll Out the Barrel
(Cross) Run Away
{Anyone} Run the Wheel
(Criss Cross) Shadow the Column
Shortcut
Short and Sweet
Short Cycle
{Anyone} Shove Off
Snap the ({N}/4) Tag
Soft {Call}
Spin Back
({Fraction}) Split Cast
Square Out
Star to a Wave
Swing to a Column
Touch and Go {Fraction or Call} by {Fraction or Call}
Track and {Call}
Track and Trade
Tunnel {Direction or Call} (Thru)
Turn and Q
Turnover
Turntable
Vertical Turn and Deal
Walk the Clover (But {Call})
You All
Zip the Top

CONCEPTS

Fractional Twosome / Twosome Fractional Solid
Interlocked Phantom Columns/Lines/Waves/Boxes
Phantom Tandem (Twosome) / As Couples (Twosome)
Shift {N}
Single

C4 Class Module 5

CALLS

(Swing) About
Beep Beep
Break the Alamo
{Fractional} Chain and Circulate In
Cross and Divide
Curve {Direction}
Centers Cut Out
Deuces Wild
Diamond Inlet/Outlet
Dixie {Fraction} Tag
Ends Cut In
Ferris Trade and Wheel
Fly the Coop
Hinge By {Fraction} By {Fraction} By {Fraction}
{Anyone} Kick By {N}
(Cross) Mini Pleasure
Relay Your Pleasure
Remember the Alamo
Revert the {Tagging Call} {Fraction}
Reverse Change-O
Roll 'em
{Anyone} Rolling Ripple {N} by {N}
(Criss Cross) Shadow to a Diamond
Shuffle the Deck
Shuffle and Wheel
Single Shuffle
Single Hinge and Trade
Spin a Wheel
Square the Barge {N}
Straight Fire
Stroll and Cycle
Stroll and ({Any Call})
{Anyone} (Cross) Swivel
(Cross) Trade your Neighbor {Direction}
Triple Cast
Turn and Left Thru
Turn and Weave / Weave (from non-box formations)
Veer and Turn {Fraction} by {Fraction}

CONCEPTS

{m} By {n} Matrix e.g. 3x4 Matrix
{n} Matrix e.g 16 Matrix
3x1 / 1x3
Parallelogram Split Phantom {Formation}
Piecewise
Skew
Skewsome
Twin Phantom Tidal Columns/Lines/Waves
Right/Left Wing
{Anyone} Work {Concept}
Z Columns/Lines/Waves

C4 Class Module 6

CALLS

{Any Tagging Call} 'ers Motion
Cheerio
Chip Off
Cloverflo
(Cross) Clover the Horn
Convert the Triangle
Cooperate (But {Any Call})
Cross Follow to a Diamond
Cross Sashay
Cycle and {Any Call}
(Dixie) Derby
Deduct {N} or {Call}
Diamond Recycle
Erase
Explosion
Lead the Class
Line to Line
Mesh
Nice and Easy
(Cross) Pair the Line
Press for Time
(Any Courtesy Turn) By (By By)
Rotary Circulate
Round Off
{Anyone} Run By {N}
Set Back
Shuttle {Direction} or {Any Call}
Siamese Breakdown
Splash {Direction} or {Any Call}
Tap the {Anyone}
Trixie (Spin)

CONCEPTS

Checker {Formation}
Half and Half {Call1} and {Call2}
Mimic (Centers or Ends) In {Formation}
Mystic
Skew
Skewsome
Swing Chain
Twin Phantom Tidal Columns/Lines/Waves

C4 Class Module 7

CALLS

{Any Tagging Call} Eroo / Switcheroo
Clear the Centers for {Any Call}
Cloverleaf Turn
Create a Column
Criss Cross the Diamond
Cross Linear Cycle
Cross Lock 'Em Up
{Any Call} 'Em Up
Cross to a Diamond / Hourglass /Intlk. Diamond
Crosstown Roll
Divi Up
Dixie Chain
Hourglass Inlet / Outlet
In Style
(Interlocked) Inroll / Outroll to a Wave
Lead the Way
Pitch {Direction}
Push Open the Gate
Reciprocate
Reverse the Diamond
Right (or Left) on {N} (Fractional)
Roll the Wave
Round and Cross
Round the Horn
Sashay Thru
Scamper
Ship Ahoy
Snap the Diamond
Spin Chain and Circulate the Gears
I-J-K-L Spin Chain the Gears / Circulate the Gears
(Cross) Straight Away (But {Any Call})
Trim the Web
Triple Turn
Turn By
Zoom Roll Circulate

CONCEPTS

Diamond Concept
Multiple Formations Working {Right, Left, Together, Apart,
Inward, Outward, (Counter) Clockwise}
Mimic (Leads, Trailers, etc)
Offset Triple {Formation}
Scatter
Single File
Fractal

ADDITIONAL TERMINOLOGY

6x2 (Acey Deucey, Turnstyle, You All)
(Double) Bent Line/Wave/Column
Head / Side Corners
Gruesome Twosome
Mini O or Butterfly
Near / Far
Twice/Thrice Removed
Twin Phantom Formations (extended from Tidal Waves)