

# Furstenhagen 2023

¼ | ¾ the Alter  
I-J-K ¼ the Alter  
I-J-K-L ¼ the Deucey  
(Swing) About  
{Anyone} Advance to a Column  
Alter the Diamond  
(Cast) An Anchor  
    (Cast) An Anchor But {Any Call}  
{Any Tagging Call} (Back) and Dodge  
{Any Tagging Call} 'ers Flow (Criss Cross It)  
{Any Tagging Call} the Yellow Brick Road ({Any Call})  
{Any Tagging Call} to a ((Interlocked) Diamond, HG)  
{Any Call} the Hinge  
Barge Thru  
Barge the Action  
Barrel of Fun  
Beep Beep  
Bits and Pieces  
Bridge the Gap  
Bring Us Together  
Buckle and {Any Call}  
Cast a Net  
(Reverse) Change-O  
Circle the {Fraction} Tag  
Clean Sweep {N}/4  
({Any Call}) Clear Out  
Collapse the {Setup}  
Connect the Diamond  
Continue to (Cross) Invert Another {Fraction}  
Contour the Line  
Coordinate to a Diamond  
Counteract  
Counterpoint (NOT CROSS)  
Countershake  
({Any Call}) Cover Up (But {Any Call})  
Crackle  
Create a Diamond  
Cross {N} Steps at a Time  
Cross Cloverleaf  
Cross Follow Thru  
Curl Apart  
Centers Cut Out  
Cy-kick (NOT CROSS)  
Deuces Wild  
Diamond Inlet | Outlet  
Dixie Spin  
Dream  
(Cross) Double Down  
Double the Wave  
(Cross) Double Your Pleasure  
Easy Does It  
Ends Cut In  
Fall into a Column  
Fan Back  
Fan Tag the Deucey  
Fan the Gate (Gating {Any Call})  
Fan (and Cross) Thru  
First Choice  
    First {Any Call}  
Follow and (Criss) Cross  
Follow the Yellow Brick Road  
    Follow the Yellow Bricking {Any Call}  
Go First Class  
Gravitate  
Hammerlane  
Hang a (Right, Left)  
Hang Loose  
Hinge the Top  
Hit the Wall  
Hot Foot Spin  
Jam Thru  
Kick the Habit  
Long Trip  
(Cross) Make a Pass (But {Any Call})  
({Anyone}) Mark Time  
(Cross) Mini Pleasure  
Nicely  
Nightmare  
Nip and Tuck  
Outpost  
Pass the Top  
Plus {N}  
Pop  
Presto  
Push Off  
Quick Change  
Quickwrap  
Reactivate to a Diamond  
Recount  
Relay the Diamond  
I-J-K-L Relay the Top  
Relay Your Pleasure

(Cross) Replace the Column (But {Any Call})  
 Ride the Tide  
 Ripsaw  
 Roll 'em  
 Roll Out the Barrel  
 Roll Out to a Column  
 (Cross) Run Away  
 {Anyone} (Cross) Run the Top  
 {Anyone} Run the Wheel  
 Run Wild  
 (Criss Cross) Scoot Apart  
 Settle Back  
 (Criss Cross) Shadow the Column  
 Shadow to a Diamond  
 Short and Sweet  
 Shortcut  
 Short Cycle  
 Short Trip  
 Single Hinge and Trade  
 Single Scoot and Trade  
 Slimdown  
 Snap  
 Snap the {Fraction} Tag  
 Soft {Any Call}  
 Spin Back  
 Spin Tag the Deucey ({Direction})  
 ({Fraction}) Split Cast  
 Split the Difference  
 Square Out  
 Square the Barge {N}  
 Square Turn Thru {N}  
 Stack The Wheel  
 Star to a Wave  
 Step Lively  
 Straight Fire  
 Strike Out  
 Stroll and Cycle  
 Stroll Down the Lane  
 Swing to a Column  
 {Anyone} (Cross) Swivel

Tag the Star {Fraction}  
 The Action  
 The Difference  
 The Plank  
 Tickle  
 (Cross) {Anyone} Tie  
 Touch and Go {Fraction or Call} by {Fraction or Call}  
 Touch of Class  
 (Cross) Trade your Neighbor {Direction}  
 Trail Chain Thru  
 Trans {Any Call}  
 Transaction  
 Triple Cast  
 Tunnel {Direction or Any Call} (Thru)  
 Turn and Q  
 Turn and Weave  
 Turn Away  
 Turn On  
 Turnover  
 Turntable  
 Veer and Turn {Fraction} by {Fraction}  
 Vertical Turn and Deal  
 Walk out to a Column  
 (Cross) Walk the Clover (But {Any Call})  
 Walk the Plank  
 Wheel and Spread  
 ( $\frac{1}{4}$  |  $\frac{3}{4}$ ) Wheel to a ((Interlocked) Diamond, Hourglass)  
 Wipe Out  
 With Finesse  
 You All  
 Zip the Top

### CONCEPTS and IDENTIFIERS

{n} Matrix  
 {n} By {n} e.g. 3x3  
 {m} By {n} e.g. 3x1  
 {n-thly} Add {Call1} to {Call2}  
 Common (Spot, Point, Centers, Ends) {Formation}  
 Grand Working {Direction, as Centers, as Ends}

{Inner, Outer} Actives  
 (Interlocked) Phantom {Formations}  
 Like A  
 {Head, Side} Liners  
 Parallelogram Split Phantom {Formation}  
 Phantom As Couples (Twosome)  
 Phantom Tandem (Twosome)

Piecewise {Concept} {Call}  
Reverse Echo {Concepts} {Call}  
Sandwich {Call1} Around {Call2}  
Shadow {Formation}  
Shift {n}  
Single  
{Fractional} Stable  
Supercalls Meta Concept  
Twisted  
{Fractional} Twosome  
{N-thly} Use {Call1} In {Call2}  
{Right, Left, Other} Wing  
{Anyone} Work {Concept}  
Multiple {Formations} Working {Direction}  
Yo Yo  
Z {Columns, Lines, Waves}  
Zippered Formation