

C4 Calls, January 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

Centers Thru and Close the Gate

(Reverse) Change-O

Change the Web

N-N-N-N 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

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 Breed Thru
Cross Cloverleaf
Cross Drop {Direction}
Cross Follow Thru
{Anyone} Cross Hop
Cross Horseshoe Turn
Cross Linear Cycle
Cross Pair the Line
Cross Sashay
Cross the Ocean
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}
Cut Across
Cycle and {Any Call}
(Cross) Cy-kick

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

Hammerlane
Hang a Right or Left
Hang Loose
Here Comes the Diamond
Here Comes the Wave
Hinge and Trade
Hinge By {Fraction} By {Fraction} By {Fraction}
Hinge the Top
Hit the Wall
Hot Foot Spin

Hourglass Inlet
Hourglass Outlet

In Style
(Interlocked) Inroll to a Wave
(Interlocked) Inroll to a Diamond
Invert the (*Fraction*) Tag
Isolate

Jam Thru

{*Anyone*} Kick By {*N*}
Kick the Habit

Lead the Class
Lead the Way
Linear Action, Cross It
Linear Flow
Linear Flow, (Criss) Cross It
Line to Line
Lines Walk (*Direction*)
Long Trip

(Cross) Make a Pass
(Anyone) Mark Time
Mesh
(Cross) Mini Pleasure
Mix the Line

Nice and Easy
Nicely
Nip and Tuck

Open Ups (*Any Call*)
(Left) Orbit Circulate
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
Retreat the Line
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
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
Single Shuffle
{*Anyone*} Shove Off
Shuffle and Wheel
Shuffle the Deck
Shuttle {*Direction*} or {*Call*}
Siamese Breakdown
Single Hinge and Trade
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*}
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

Zip the Top

Zoom Roll Circulate

Zoom Roll to a Wave