Coop’s C4 Calls

May 2023

¼ or ¾ Cross

[ { Any Call } ] and ¼ More

{ Fractional } Chain and Circulate In

¼ or ¾ the Alter

¼ or ¾ the Alter and Circulate

N-N-N ¼ the Alter

N-N-N-¾ the Alter and Circulate

N-N-N-N-¼ 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 } ¾ and Trade

{ Any Tagging Call } (Back) and Dodge

{ Any Tagging Call } ‘ers Dream

{ Any Tagging Call } ‘ers Nightmare

{ Any Tagging Call } Eeroo

{ 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

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 \{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
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
Explosion

Fall into a Column
Fan Back
Fan the Gate
Fan the Gating \{Any Call\}
Fan (and Cross) Thru
Ferris Trade and Wheel

\{Anyone\} Cross Drop {Direction}
\{Anyone\} Cross Follow Thru
\{Anyone\} Cross Hop
\{Anyone\} Cross Horseshoe Turn
\{Anyone\} Cross Linear Cycle
\{Anyone\} Cross Pair the Line
\{Anyone\} Cross Sashay
\{Anyone\} Cross the Ocean
\{Anyone\} Cross the Top
\{Anyone\} Cross to a (Diamond, Hourglass, Interlocked Diamond)
\{Anyone\} Cross to a Line or Wave
\{Anyone\} Crosstown Roll
\{ Anyone \} Curl Apart
\{Anyone\} Curl Thru
\{Anyone\} Curve \{Direction\}
\{Anyone\} Cut Across
\{Anyone\} Cycle and \{Any Call\}
\{Anyone\} (Cross) Cy-kick

\{Anyone\} Detract \{N\} or \{Any Call\}
\{Anyone\} Deuces Wild
\{Anyone\} Diamond Recycle
\{Anyone\} Diamond Inlet
\{Anyone\} Diamond Outlet
\{Anyone\} Divi Up
\{Anyone\} Divide
\{Anyone\} Dixie Chain
\{Anyone\} Dixie Daisy
\{Anyone\} Dixie Hourglass
\{Anyone\} Dixie Interlocked Diamond
\{Anyone\} Dixie Spin
\{Anyone\} Dixie \{Fraction\} Tag
\{Anyone\} (Cross) Double Down
\{Anyone\} Double the Wave
\{Anyone\} \{(Criss) Cross\} Double Your Pleasure

\{Anyone\} Easy Does It
\{Anyone\} Ends Cut Out
\{Anyone\} Erase
\{Anyone\} Explosion

\{ Anyone \} Fall into a Column
\{Anyone\} Fan Back
\{Anyone\} Fan the Gate
\{Anyone\} Fan the Gating \{Any Call\}
\{Anyone\} Fan (and Cross) Thru
\{Anyone\} 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
{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
Sockit to the Diamond
Sock to a Wave
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 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
(¼ or ⅔) Wheel to a Diamond
(¼ or ⅔) Wheel to an Interlocked Diamond
(¼ or ⅔) 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