C4 Calls
June 2023

1/4 or 3/4 Cross
{Fractional} Chain and Circulate In
1/4 or 3/4 the Alter
1/4 or 3/4 the Alter and Circulate
Alternative Cast Calls, e.g.
  I-J-K 1/4 the Alter
  I-J-K-L 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} 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
\hspace{1em} Square Chain Cross the Top
Cross to a (Diamond, Hourglass, Interlocked Diamond)
Cross to a Line or Wave
Ferris \{Any Call\}
Crosstown Roll
Ferris Trade and Wheel
Cross Walk and Dodge
Fiddle Around
Curl Apart
\{Anyone\} Finish the Stack
Curl Thru
First Choice / First Any Call
Curlcross
Flare the Star
Curlicross
Fly the Coop
Curlicross the Top
Follow and (Criss) Cross
Curli Pass
Follow the Yellow Brick Road
Curlique
Follow the Yellow Bricking \{Any Call\}
Curli Wheel
Follow to a \{Formation\}
Curve \{Direction\}
(Reverse) Cut/Flip the \{Formation\}
Cut Across
Go First Class
Cycle and \{Any Call\}
Grand Cross Roll to a Wave
(Cross) Cy-kick
Grand Run Wild
Detact \(N\) or \{Any Call\}
Gravitate
Deuces Wild
Hammerlane
Diamond Inlet / Outlet
Hang a Right or Left
Diamond Recycle
Hang Loose
(Dixie) Derby
(Single) Hinge and Trade
Detact \{Dixie\}
Deter \{Dixie\}
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
First Choice / First Any Call
Flare the Star
Fly the Coop
Follow and (Criss) Cross
Follow the Yellow Brick Road
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

(Pass) 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
(Restore) 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 \{\textit{Direction}\} or \{\textit{Any Call}\} (Thru)
Turn and Left Thru
Turn and Q
Turn and Weave
Turn Away
Turn By
Turn On
Turnover
Turntable
\textit{Twin Orbitboard/Box}
Twin Orbit Circulate

Veer and Turn \{\textit{Fraction}\} by \{\textit{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 ¾) Wheel to a Diamond
(¼ or ¾) Wheel to an Interlocked Diamond
(¼ or ¾) Wheel to an Hourglass
Wheel to a Line
Who’s on First (Second, Third, Fourth)
Wipe Out
With Finesse

You All

\{\textit{Anyone}\} Zing \{N\}
Zip the Top
\{\textit{Anyone}\} Zoom \{N\}
Zoom Roll Circulate