

Lynette's C4 Call List

August, 2014

1/4 | 3/4 the Alter
N N N 1/4 the Alter
N N N N Alter and Circulate
N N N N 1/4 the Deucey
N N N N Relay the Top
1/4 | 3/4 Wheel to a Diamond | Hourglass | Intlk. Dia.

About
the Action
Anyone Advance to a Column
All 8 Recycle Variations *e.g.*
 All 8 Cross Cycle
 All 8 Cycle and Wheel
Alter the Diamond
(*Anyone*) Right | Left Anchor *Fract*
An Anchor

Bail Out
Barge the Action
Barge Thru
Barrel of Fun
Beep Beep
Bits and Pieces
Brace Yourself
Anyone Break the Alamo
Bridge the Gap
Bring us Together
Buckle and *Call*
By Golly

Cast a Net
Centers Cut Out
Centers Out
Fract Chain and Circulate In
Change Lanes
(Reverse) Change O
Cheerio
Chip Off
Circle the (*Fract*) Tag
Clean Sweep *Fract*
(*Call*) Clear Out
Clear the Centers for a *Call*
Clover the Horn
Clover the Wave
Cloverflo
Cloverleaf Turn
Collapse
Connect the Diamond
Continue to (Cross) Invert the Column another *Fract*
Contour the Line
Convert the Triangle
(*Call*) Cooperate
Coordinate to a Diamond
Counteract
(Cross) Counterpoint
Countershake
(*Call*) Cover Up

Crackle
Create a Column
Create a Diamond
Criss Cross *N* Steps at a Time
Criss Cross the Diamond
Cross and Divide
Cross Sashay
Cross to a Diamond | Hourglass | Intlk. Dia.
Cross to a Wave
Crosstown Roll
Cross Walk and Dodge
Curl Apart
(*Anyone*) Curve Right | Left
Cut Across
Cycle and *Call*
(Cross) Cykick

Derby
Deduct *N* | *Call*
Deuces Wild
Diamond Inlet | Outlet
Diamond Recycle
the Difference
Divi Up
Divide
Dixie Derby
Dixie Spin
(Cross) Double Down
Double the Wave
((Criss) Cross) Double your Pleasure
Dream

Easy Does It
Ends Cut In
Erase
Exchange the *Formation*
Explosion

Fall into a Column
Fan Back
Fan the Gate (ing *Call*)
Fan (and Cross) Thru
Anyone Finish the Stack
First Choice | *Call*
Flare the Star
Follow and Criss Cross
Follow and Cross
Follow the Yellow Brick Road
 Follow the Yellow Bricking *Call*
Follow to an Hourglass | Intlk. Dia.

Go First Class
Gravitate

Hammerlane
Hang a Right | Left
Hang Loose

Hinge By
Hit the Wall
Hot Foot Spin
Hourglass Inlet | Outlet

Inroll to a Wave
In Style
Invert (*Fract*) the Tag

Jam Thru

Anyone (Cross) Kick By *N*
Kick the Habit

Lead the Class
Lead the Way
Lift Off But *Call*
Line To Line
Long Trip

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

Nice and Easy
Nicely
Nightmare
Nip and Tuck

Open Ups *Call*
Outpost
Outroll to a Wave

(Cross) Pair the Line
Pass and Roll Your (Criss) Cross Neighbor
Pass the Top
Peel the Deal
Peel the Wave
Anyone Pinwheel
Pitch In | Out | Right | Left
Pop
Press for Time
Presto
Push Off
Push Open the Gate

Call and 1/4 More
Quick Change
Quickwrap

(Cross) Reactivate to a Diamond
Reciprocate
Recount
Relay the Diamond
Relay your Pleasure
Remember the Alamo
(Cross) Replace the Column
Reverse the Diamond
Reverse Flip the Hourglass
Revert the (*Fract*) Tag
Ride the Tide

Right | Left On *N*
Ripsaw
Rip the Line
Roll Em
Roll out the Barrel
Roll out to a Column
Roll the Wave
Rotary Circulate
Round the Horn
(Cross) Run Away
Anyone (Cross) Run the Top
Anyone Run the Wheel
Run Wild

Sashay Thru
Scamper
Scoot Apart
Set Back
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
Shuttle *Dir* | *Call*
Siamese Breakdown
Single Hinge and Trade
Single Scoot and Trade
Slimdown
Snake
Snap
Snap the Diamond
Snap the (*Fract*) Tag
Soft *Call*
Spin a Wheel
Spin Back
Spin Chain the Star
Spin Tag the Deucey *Dir*
Splash *Call* | *Dir*
Split Cast
Split the Difference
Square Out
Square the Barge (*Fract*)
Square Turn Thru *N*
Stack the Wheel
Star to a Wave
Step Lively
(Cross) Straight Away (But *Call*)
Strike Out
Stroll and Cycle
Stroll down the Lane
Swing About
Swing Chain calls
Swing to a Column

Switcheroo

Anyone (Cross) Swivel

Tag Circulate

Tagging Call and Dodge

Tagging Call Back

Tagging Call and Spin

Tagging Call Eroo

Tagging Call er's Flow (Criss Cross It)

Tagging Call the Yellow Brick Road

Tagging Call the Yellow Bricking (Any Call)

Tagging Call to a Dia. | Hourglass | Intlk. Dia.

Tagging Call your (Criss) Cross Neighbor

Tag the Star

Tap the *Anyone*

Tickle

Anyone (Cross) Tie

Call the Top

Touch (*Fract*)

Touch and Go *Fract* | *Call* By *Fract* | *Call*

Touch of Class

Touch Tone *Fract* | *Call* By *Fract* | *Call*

(Cross) Trade your Neighbor *Dir*

Trans *Call*

Transaction

Trim the Web

Triple Cast

Triple Turn

Trixie (Spin)

Tunnel Thru | *Dir* | *Call*

Turn and Left Thru

Turn and Q

Turn and Weave

Turn Away

Turn By

Turn On

Turnover

Turntable

Veer and Turn *Fract* By *Fract*

Vertical Turn and Deal

Walk out to a Column

Walk the (Cross) Clover

(Walk) the Plank

Wheel to a Diamond | Hourglass | Intlk. Dia.

Wipe Out

With Finesse

You All

Zip the Top