

# The Unified C4 List

compiled by

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## Introduction:

This list is the union of the calls found in the following lists:

Clark Baker's C4 list from June 1996 (as revised June 1997)

Vic Ceder's C4A through C4D lists (as revised June 1997)

Mike Jacobs Limited C4 Tapes call list from June 1993

Lynette Bellini's list from January 1996 (as revised June 1997)

Ben Rubright's list from January 1996 (as revised June 1997)

Dave Wilson's 2006 list (as revised January 1996)

My thanks to the above folks for providing the source materials, especially to Clark Baker, whose list provided the template for this. Any mistakes are of course my own responsibility, and I'd appreciate hearing about them. I plan to have further editions to reflect future changes.

Concepts with multiple names are cross-referenced. In an effort to keep the number of lines from expanding further than necessary, similar calls are often listed on the same line (such as Any Tagging Call To An Hourglass | Interlocked Diamond | Z). In such cases, not all callers listed may use all possible listed variations.

Each call has a code to indicate which callers use it. Each caller is represented by initial, as follows:

B = Clark Baker

C = Vic Ceder

J = Mike Jacobs

L = Lynette Bellini

R = Ben Rubright

W = Dave Wilson

\* C \* L R W 1 x N Solid Concept

\* C \* L R W 1 x Nsome Concept

B C \* L R W  $M \times N$  Concept e.g. 2 x 1 Quick Wrap,  $M \times N$  Beau/Belle Tie,  $M \times N$  Mark Time,  $M \times N$  Checkmate The Column,  $M \times N$  Transfer The Column,  $M \times N$  Turn Away

\* C \* \* \* W  $M \times N$  Matrix Concept

\* \* \* \* R \* (M x N)some Concept [where (2x2)some would be Boxsome]  
 \* C \* L R W Nsome Concept [Note: The N may mean the (M x N) of (M x N)some.]  
 B C \* L R W N Matrix Concept e.g. 12 Matrix, 16 Matrix, 36 Matrix  
 B C \* \* R W 1/4/ 3/4 Cross  
 B C J L R W 1/4/ 3/4 The Alter  
 \* C \* L R W 1/4 Wheel To A Diamond| Hourglass| Interlocked Diamond  
 \* C \* L R W 3x1 Concept  
 \* C \* \* R W 3x1 Diamond Concept  
 B C \* L R W 3x3 Concept/4x4 Concept/NxN Concept  
 B C \* \* \* W 4 Phantom Interlocking Blocks Concept  
 \* \* \* \* R \* 6x2 Concept  
 B \* \* \* \* 8 Roll Away With A Half Sashay  
 B C \* L R W About  
 B C J L R W Advance To A Column (Finish)  
 \* C \* L R W All 8 Concept  
 B \* \* L R W All 8 Recycle Variations e.g. All 8 Cross Cycle, All 8 Cycle And Wheel  
 B C \* L R W Alter The Diamond  
 \* C \* \* \* \* Alternate From Formation 1 To Formation 2  
 B C \* L R \* (Right/Left) Anchor  
 B C \* L R \* Anchor The Anyone  
 B C \* L R W Any Hand Concept  
 B \* \* \* \* W Any Tagging Call 3/4 And Trade e.g. 3/4 Flip And Trade  
 B C J \* R W Any Tagging Call And Spin e.g. Flip And Spin, Track And Spin  
 B C J L R \* Any Tagging Call Back And Dodge e.g. Flip Chain Thru And Dodge  
 B C J L R \* Any Tagging Call Back To A Wave  
 B C \* L R W Any Tagging Call Er's Dream/Nightmare e.g. Loop And Tagger's Nightmare  
 B C \* L R W Any Tagging Call Er's Flow (Cross) (Criss Cross)  
 B C J L R W Any Tagging Call Eroo e.g. Tag The Star'eroo, Flipperoo, Switcheroo  
 B C J L R W Any Tagging Call To A Diamond e.g. Cross Flip To A Diamond, Track To A Diamond  
 \* C \* L R W Any Tagging Call To An Hourglass | Interlocked Diamond | Z  
 \* C \* L R \* Any Tagging Call Your Neighbor  
 \* C \* L R \* Any Tagging Call Your Cross/Criss Cross Neighbor  
 \* C \* L R W Anyone Hop/Cross Hop  
 B C \* \* R W Anything And 1/4 More  
 \* \* \* L R \* Anything And Hinge a.k.a. Anything The Hinge  
 B C J L R W Anything An Anchor (But)  
 \* C \* \* \* W Anything The Key [Turn The Key is now C3]  
 \* C \* L \* \* Anything The [Fan The] Top e.g. Hinge The Top  
 B C \* L R \* Anything The Wave e.g. Peel, Trail, Clover, Loop And Tag, Peel and Trail  
 B C \* L R W Anything To A Diamond e.g. Chain Reaction, Reactivate, Coordinate  
 \* C \* \* \* \* Arced Wave/Line Formation  
 \* \* \* \* W Arky Concept e.g. Arky Star Thru  
 B C \* L R \* Back/Front/Left/Right J's

\* \* \* \* \* W Back To Back Formation/Front To Back Formation Concept  
 \* \* \* L R \* Bail Out/Bail Out But  
 \* C J L R W Barge The Action  
 B C J L R W Barge Thru  
 B C J L R W Barrel Of Fun  
 B \* \* \* \* \* Beau/Belle/Anyone Cross  
 B C J L R W Beau/Belle Tie (Cross)  
 B C \* L R W Beep Beep  
 \* C \* \* R W Bent Wave/Line  
 B C \* \* \* \* \* Bias Trade Circulate  
 B C J L R W Bits And Pieces  
 B C \* L R W Boxsome Concept  
 B \* \* L R \* Brace Yourself  
 B C \* L R W Break The Alamo  
 B C J L R W Bridge The Gap  
 B C J L R W Bring Us Together  
 B C \* L R W Buckle And Anything  
 B \* \* \* \* \* Bypass  
 B C J L R W Cast A Net  
 B C J L R W Cast An Anchor/Anything An Anchor/Cast An Anchor But/Anything An Anchor  
 But  
 B \* \* \* \* \* W Cast Away  
 B C \* L R W Centers Cut Out  
 B \* \* L R \* Centers Out  
 B \* \* \* \* \* W Centers Thru And Close The Gate  
 \* C \* L R \* Chain Reaction But (Cross)  
 B \* \* \* \* \* Chain The Glade  
 \* \* \* \* \* W Change J's | Z's  
 B C J L R W Change Lanes  
 B C J L R W Change O/Reverse Change O  
 B C \* L R W Change The Apex  
 B C \* \* \* \* \* Change The Web  
 B C \* L R W Chase Used As A Tagging Call  
 \* C \* L R \* Checker Diamond  
 B C \* L R W Cheerio  
 B C \* L R W Chip Off  
 B C J L R W Circle n/4 To A Wave [some callers believe this is simply C2]  
 B C \* L R \* Circle The Tag  
 B C \* \* \* \* \* W Circle To A Two-Faced Line  
 B \* J L R W Clean Sweep (n/4)  
 B C J L R W Clear Out/Anything Clear Out e.g. Bias Trade Clear Out  
 \* C \* L R \* Clear The Centers  
 B \* \* \* \* \* Clear The Way

B C \* L R W Clover The Horn (Cross)  
 B C J L R W Cloverflow  
 B C \* L R W Cloverleaf Turn  
 B C J L R W Collapse The Formation  
 B C J L R W Common Spot Formation Concept  
 \* C \* \* \* \* Complete The Tag  
 B C \* L R W Concentric Variations:  
 B C \* L R W Grand Single Concentric Concept  
 B C \* L R W Grand Single Cross Concentric Concept  
 B C \* L R W Single Concentric Concept  
 B C \* L R W Single Cross Concentric Concept  
 B C \* \* \* \* Concentric Triple Box Concept  
 B C J L R W Connect The Diamond  
 B C \* L R W Continue To Invert (Cross)  
 B C J L R W Contour The Line  
 B C \* L R \* Convert The Triangle  
 B \* J L R W Cooperate/Cooperate But/Anything Cooperate (But) e.g. Split Counter Cooperate  
 B C J L R W Counter Point/Cross Counter Point  
 B C J L R W Counter Shake (Single)  
 B C \* L R W Counteract  
 B C J L R W Cover Up/Cover Up But/Anything Cover Up (But) e.g. Trade Cover Up  
 B C \* L R W Crackle  
 B C \* L R W Crazy Phantom C/L/W Concept  
 B C J L R W Create A Column  
 B \* \* L R W Create A Diamond  
 \* C \* L R W Criss Cross Follow To A Diamond  
 B C \* L R \* Criss Cross The Diamond  
 B C \* L R \* Cross And Divide  
 B C \* \* \* R \* Cross Breed Thru  
 \* C \* \* \* \* Cross Cloverleaf  
 B C J L R W Cross Cycle (Facing Couples)  
 \* C \* \* \* \* Cross Drop  
 \* C \* \* \* W Cross Extend  
 B C \* L R W Cross Follow Thru  
 B C \* \* \* \* Cross Horseshoe Turn  
 \* \* \* L R W Cross Linear Cycle (a.k.a. Linear Cycle But Cross It)  
 B C \* \* \* W Cross Lock The Hinge/Hinge The Cross Lock [some callers believe this is C3]  
 B C \* L R W Cross Sashay  
 \* C \* \* \* \* Cross Scoot And Weave  
 B \* \* \* \* \* Cross The Ocean  
 B C \* \* \* W Cross The Top  
 B C \* L R W Cross To A Diamond | Hourglass | Interlocked Diamond  
 B C \* L \* W Cross To A Wave

B \* J L R W Cross Town Roll  
 B C J L R W Cross Walk And Dodge  
 \* \* \* L R W Cross/Criss Cross Wind The Bobbin  
 B C J L R W Curl Apart  
 B \* \* \* \* \* Curli Cross  
 B \* \* \* \* W Curli Cross The Top  
 B \* \* \* \* W Curli Pass  
 B \* \* \* \* W Curli Wheel  
 B \* \* \* \* W Curlique  
 B C \* L R W Curve In/Out Left/Right  
 B \* \* L R W Cut Across  
 \* C \* \* R W Cut The Anything (a la Cut The Galaxy); e.g. Cut The X, Cut The O  
 \* C \* L R \* Cycle And Anything e.g. Cycle And Ferris Turn And Deal  
 B C J L R W Cykick (Cross)  
 \* C \* L R W Delete Concept  
 B \* \* L R W Derby  
 B C \* L R W Deuces Wild  
 \* C \* \* \* \* Diagonal 1/4 Tag Concept  
 B C \* L R W Diamond Concept e.g. Diamond Swing Thru  
 B C \* L R W Diamond Concept with partnership moves e.g. Diamond Single Wheel  
 B C \* L R \* Diamond Inlet/Outlet  
 B C \* L R \* Diamond Recycle  
 B \* \* L R \* Diamondsme Concept  
 \* C \* L R W Distorted Formation Concept e.g. Distorted Interlocked Triangle, Reshape The Triangle  
 B \* J L R W Divi Up  
 B C \* L R W Divide  
 B \* \* \* \* \* Divide And Pair  
 B C \* L R W Dixie Chain  
 B C \* L \* W Dixie Daisy  
 B C \* L R W Dixie Derby  
 \* C \* \* \* \* Dixie Hourglass | Interlocked Diamond  
 B C J L R W Dixie Spin  
 B C J L R W Double Down (Cross)  
 B C \* \* R \* Double Offset 1/4 Tag/3/4 Tag Concept  
 B \* \* L R W Double The Wave  
 B C J L R W Double Your Pleasure (Cross, Criss Cross)  
 \* C \* \* \* \* Drag The Anyone  
 B \* \* \* \* W E.R.A.  
 B \* J L R W Easy Does It  
 B \* \* L R \* Emulate  
 B C \* L R W Ends Cut In  
 B C \* L \* W Erase  
 \* C \* L \* W Exchange The Formations (with fractions)

B \* \* \* \* W Explode The Clover  
 B C J L R W Explosion  
 B C J L R W Fall Into A Column  
 B C J L R W Fan The Gate/Fan The Gating Anything  
 B C J L R W Fan Thru  
 B C \* L R W Fan And Cross Thru  
 B \* \* \* \* \* Ferris Anything  
 \* C J \* \* W Ferris Trade And Wheel  
 B \* J \* \* \* Fiddle Around  
 B C \* L R W Finally (Concept) Concept  
 \* C J L R W Finish Anything e.g. Finish Advance To A Column [not to be confused with  
 "finish" used in directional cueing, as in "finish in normal lines."]  
 B C \* L R W Finish The Stack  
 B C J L R W First Choice/First Anything  
 B C \* L R W Flare The Star  
 \* C \* \* \* W Flip The Anything e.g. Flip The O, Flip The X  
 B \* \* \* \* \* Fly Away  
 B C \* L R W Follow And Cross/Follow And Criss Cross  
 B C J L R W Follow The Yellow Brick Road/Any Tagging Call The Yellow Brick Road  
 B C \* L R W Follow The Yellow Bricking Anything/Any Tagging Call The Yellow Bricking  
 Anything  
 B C J L R W Follow To A Diamond | Hourglass | Interlocked Diamond (Cross) (Criss Cross)  
 B C \* L R W Fractional Chain And Circulate In e.g. 1/4 Chain And Circulate In  
 B C J L R W Fractional Stable Concept e.g. 1/4 Stable Concept, 1/4 Stable Recycle  
 B C \* L R W Fractional Twosome Concept/Fractional Solid Concept e.g. Tandem 1/4 Twosome  
 Swing Thru  
 B C J L R W Go First Class  
 \* C \* \* \* \* Grand [usually meaning Grand Working somehow], e.g. Grand Cross Roll, Grand  
 Spin The Top, Grand Run Wild  
 B C \* \* \* \* Grand Switch The Wave  
 B C J L R W Grand Working Right/Left/Forward/Back/Together/Apart/As Centers/As  
 Ends/Clockwise/Counterclockwise/Toward The Center Of The Set  
 B C J L R W Gravitate  
 B C J \* \* W Gruesome Twosome Concept  
 \* C \* L R \* H Formation  
 B \* \* L R W Hammerlane  
 B C J L R W Hang A Left/Right (Single)  
 B \* J L R W Hang Loose  
 B C \* L R W Head/Side Liners Naming Convention  
 B \* \* \* \* \* Here Comes The Wave (as in In Roll To A Wave)  
 B C \* L R W Hinge And Trade (Single) [seldom used non-Single]  
 B C \* \* \* W Hinge By  
 B \* J L R W Hit The Wall  
 B C \* L R W Hop The Lock/Top

B C J L R W Hot Foot Spin  
 B C \* L R \* Hourglass Inlet/Outlet  
 B C J L R W I-J-K 1/4 The Alter (And Circulate)  
 B C J L R W I-J-K-L 1/4 The Deucey e.g. 1-3-2-1 1/4 The Deucey  
 \* C \* L R W I-J-K Alter And Circulate  
 \* C \* \* \* \* I-J-K-L Change The Web  
 \* C \* \* \* R \* I-J-K-L Relay The Top  
 B C \* L R W Ignore Concept  
 B C J L R W In/Out/Zoom Roll To A Wave  
 B C \* L R \* Inner/Outer Active Naming Convention  
 B C \* L R W Interlace Concept  
 B C \* L R W Interlocked Boxes Concept  
 \* C \* \* \* \* Interlocked Extend (from a 1/4 tag)  
 \* C \* L R \* Interlocked (Formation) Concept  
 B C \* L R W Interlocked Parallelogram Concept  
 B C J L R W Interlocked Phantom Lines/Waves/Columns/Boxes  
 B \* J \* \* \* Interlocked Scoot Chain Thru  
 \* C \* L R W Interlocked Scoot The Diamond  
 \* \* \* L R \* Interlocked Turnstyle  
 \* C \* L R W Interrupt  
 B C \* L R \* Invert Concept [interchange ends' and centers' parts] e.g. Invert Acey Deucey  
 B C \* L R W Invert Used As A Tagging Call e.g. Invert Your Leader, Invert Your Neighbor  
 B C J L R W Jam Thru  
 B C J L R W Kick The Habit  
 \* C \* \* \* \* L Concept  
 B \* J L R W Lead The Class  
 B \* \* L R \* Lead The Way  
 B \* \* \* \* \* Left And Right Thru  
 \* C \* L R W Lift Off But  
 \* \* \* \* R \* Like A Rigger  
 Like An Anything e.g. Like A Recoil, Like A Couple Up, Like A Patch, Like A Squeeze [sort of, anyway] [Note that some callers may prepend the word "Finish" as a quasi-cue; do not be misled into taking that to mean the same as the Finish Concept. Note that Like A Rolling Ripple (C2) is not like Like used with other calls. Finally, note that there is another Like applied by some callers to formations instead of calls, as in Like A Rigger (q.v.)]  
 \* C \* L R W  
 \* C \* L R W Linear Action But  
 \* C \* \* \* W Linear Action But Cross It  
 B C J \* \* W Linear Flow (Cross, Criss Cross)  
 B C \* \* \* \* Lines Walk In/Out  
 B C J L R W Lock 'Em Up/Anything 'Em Up  
 B C \* L R W Long Trip  
 B \* \* \* \* W M.C.P.  
 B C J L R W Make A Pass (But, Cross)

B C J L R W Mark Time (Split = Single)  
 B C \* L R W Matrix Concept e.g. Matrix Split Phantom Column Expand The Column  
 B C \* L R W Mesh  
 \* C \* L R W Mini Butterfly Concept  
 \* \* \* L R W Mini O Concept  
 B C \* L R W Mini Pleasure (Cross)  
 B C \* L R W Mix The Line (Single)  
 \* C \* \* \* \* Mixed Up Anything/Split Mixed Up Anything/Split Mixed Up Square Thru  
 B C \* L R \* More Or Less Anything e.g. More Or Less Peel And Trail  
 \* \* \* \* R \* Move Out -- a.k.a. Unwrap  
 B C \* L R W Multiple Formations Working /Right/Left/Forward/Back/Together/Apart /As  
 Centers/As Ends/Clockwise/Counterclockwise /Toward The Center Of The Set  
 B C J L R W Mystic Concept  
 \* C \* L R W Near/Far Concept  
 B C \* L R W Nice And Easy  
 B C J L R W Nicely  
 B \* J L R W Nip And Tuck  
 \* C \* L R W Offset Formation  
 \* C \* \* \* \* Opt for a  
 \* \* \* L R \* Orbit Board/Twin Orbit Board  
 \* C \* \* R \* (Right/Left/Twin) Orbit Circulate  
 B C J L R W Outpost  
 B C \* L R W Overlapping Diamond Concept  
 \* C \* L R \* OX Formation  
 B C \* L R W Pair The Line (Cross)  
 \* C \* \* \* \* Parallelogram Blocks  
 B C \* \* \* \* Partner Hinge  
 \* \* J \* \* \* Pass And Roll The Axle  
 \* C \* L R \* Pass And Roll Your Criss Cross Neighbor/Pass And Roll Your Cross Neighbor  
 B C J L R W Pass The Top  
 B \* \* \* \* W Pass To The Outside  
 B C \* L R W Peel And Trail The Deal/Trail And Peel The Deal/Trail The Deal  
 \* C \* L R W Phantom 1/4 Tag/3/4 Tag Concept  
 B C \* L R W Phantom As Couples/Tandem Concept (Twosome)  
 \* \* \* L R W Phantom C/L/W Concept (From A Parallelogram)  
 B C J L R W Phantom Box Concept (Interlocked)  
 B C \* L R W Phantom Diamond Concept (Split, Interlocked)  
 B \* \* \* R W Phantom Interlocked 1/4 Tag/3/4 Tag Concept  
 B C J L R W Phantom Interlocked Lines/Waves/Columns/Boxes Concept  
 B C \* L R W Phantom O/Butterfly  
 \* C \* L R \* Phantom Offset C/L/W Concept  
 B C \* L R W Piecewise Concept  
 B C J L R W Pinwheel  
 B C \* \* \* W Plus 1/Plus 2/Plus N Lateral Concept

B C \* L R W Pop  
\* C \* L R W Prefer(red) Concept  
B \* \* L R \* Press For Time  
B C J L R W Presto  
B C J L R W Push Off  
B C \* L R W Push Open The Gate  
B C \* L R W Quadruple Formation Concept  
B C \* L R W Quadruple Formations Working /Right/Left/Forward/Back/Together/Apart /As  
Centers/As Ends/Clockwise/Counterclockwise /Toward The Center Of The Set  
B C J L R W Quick Change  
B C \* L R W Quick Wrap  
\* C \* L R \* Randomize Between Concept A And Concept B  
B \* \* L R W Reciprocate  
B C J L R W Recount  
B C J L R W Relay The Diamond  
B C J L R W Relay Your Pleasure  
B C \* L R W Remember The Alamo  
\* C \* L R W Replace Concept  
B C J L R W Replace The Column (Cross) (But)  
B C \* \* \* \* Retreat The Line  
B C \* L R W Reverse Crazy Concept  
\* C \* \* \* \* Reverse Cut/Flip The Hourglass | Triangle | Formation  
\* C \* \* \* W Reverse Explode (Line)  
B C \* L R W Reverse Order [some callers prepend the word "In" as a quasi-cue]  
\* C \* \* \* W Reverse Random Concept e.g. Reverse Random Tandem  
B \* \* \* \* W Reverse Stack The Line  
B C \* L R W Reverse The Diamond  
B C \* L R W Rewind Concept  
B C J L R W Ride The Tide  
B C \* L \* W Right/Left Roll The  
B \* \* L R W Rigger Concept (In/Out, Left/Right, Front/Back)  
B \* \* \* \* W Right And Left Roll  
B \* \* \* \* Right And Left By/(Any Call Ending With Courtesy Turn) By  
B C J L R W Right/Left On (N)  
B \* J L R W Rip Saw  
B \* \* L R W Rip The Line  
B C \* L R W Roll 'Em  
B C J L R W Roll Out The Barrel  
B C J L R W Roll Out To A Column  
B \* \* L R W Roll The Wave  
B C \* \* R W Round Off  
B \* \* \* \* W Round And Cross  
B C \* L R W Round The Horn

B C J L R W Run Away (Cross)  
\* C \* \* \* \* Run By  
B C \* L R W Run The Top (Cross)  
B C J L R W Run The Wheel  
B C J L R W Run Wild  
B \* \* L \* W Sashay Thru  
\* \* \* L \* \* Scamper  
\* \* \* L R \* Scatter Follow To A Diamond  
B C \* L R W Scoot Apart (Cross) (Criss Cross)  
\* C \* \* \* \* Select A(n) Anything  
B C J L R W Set Back  
B \* \* \* \* \* Set Your Pace  
B C \* \* \* W Sets In Motion Plus 1/Plus 2  
B \* \* L R W Settle Back  
B C \* L R W Shadow Formation e.g. Shadow Box, Shadow Diamond (Cross)  
B C \* L R W Shadow The Column (Criss Cross)  
B C J L R W Shadow To A Diamond (Cross, Criss Cross)  
B C \* L R \* Shift N Concept [Shift 1 is also known as Shifty]  
B \* \* L R W Ship Ahoy  
B C J L R W Short And Sweet  
B C \* L R W Short Cut  
B C J L R W Short Cycle  
B C \* L R W Short Trip  
\* C \* \* \* W Shuffle And Wheel  
B C \* \* \* W Shuffle The Deck  
B C \* \* R W Single Shuffle  
B C \* L R W Shuttle In/Out Left/Right/Anything  
B C \* L \* \* Siamese Breakdown  
B C J L R \* Single File Concept e.g. Single File Recycle, Single File Recoil  
B C J L R W Single Scoot And Trade [listed separately because Scoot And Trade not used]  
\* C \* L R W Skew Concept  
B C \* L R W Skewsome Concept  
B \* \* L R W Melded Skewsome Concept  
B \* \* L R W Slim Down  
B C \* L R W Snag Circulate/Snag Anything e.g. Snag Acey Deucey  
B C J L R W Snake  
B C \* L R W Snap  
B C J L R W Snap Crackle And Pop  
B C \* L R W Snap The Diamond  
B C \* L R W Snap The Tag  
B \* \* \* \* \* Sock It To The Wave  
B C J L R W Soft Touch/Soft Anything  
B C J L R W Spin A Wheel

B C J L R W Spin Back/Fan Back  
 \* C \* \* \* \* Spin Chain And Anything/Anything And Anything/Diamond Chain And Anything  
 B C \* L R W Spin Chain And Circulate In/Fan Chain And Circulate In/ n/4 Chain And Circulate In  
 B C \* L R \* Spin Chain And Circulate The Gears  
 B C J L R W Spin Chain The Star  
 B C \* L R W Spin Tag The Deucey  
 B C \* L R W Splash In/Out Left/Right/Anything  
 \* \* \* \* \* W Split And Cross [Ben R. and Lynette B. believe this to be A2 as "<> And Cross"]  
 B C J L R W Split Cast/ n/4 Split Cast  
 B \* \* L R W Split Phantom 1/4 Tag/3/4 Tag Concept (in a 3 by 8 matrix)  
 \* C \* L R W Split Phantom 1/4 Tag/3/4 Tag Concept (in a 6 by 4 matrix)  
 B C \* L R W Split Phantom Parallelogram C/L/W Concept (From Parallelogram) a.k.a. Split Phantom C/L/W from an actual parallelogram  
 B C J L R W Split Phantom Diamonds (by extension from S.P. 1/4 Tags in a 3 x 8)  
 \* C \* L R \* Split Phantom Diamonds (by extension from S.P. 1/4 Tags in a 6 x 8)  
 \* C \* \* \* \* Split Phantom Formations  
 B \* \* \* \* \* Split Ping Pong Circulate  
 B C J L R W Split The Difference/Anything The Difference  
 B C J L R W Square Out  
 B \* \* L R W Square The Barge (n/4)  
 B \* \* \* \* W Square The Bases Plus 2  
 B C J L R W Square Turn Thru  
 B C \* L R W Stack The Wheel  
 \* C \* \* \* \* Staggered Box/Wave/Column/Single 1/4 Tag Concept  
 B C \* L R W Standard Concept  
 B C J L R W Star To A Wave  
 \* C J L R W Start A Concept (Anyone)  
 B C \* \* \* \* Step And Anything  
 B C J L R W Step Lively  
 B C \* \* \* W Steps At A Time Variations: (Criss) Cross Steps At A Time  
 B \* \* L R W Straight Away (Cross, But)  
 B C J L R W Straight Fire/Straight Anything  
 \* C \* \* \* W Stretched Formation Concept e.g. Stretched Diamond, Stretched Triangle  
 B C J L R W Strike Out  
 B C J L R W Stroll And Cycle  
 B C J L R W Stroll Down The Lane  
 \* C \* \* R W Substitute  
 B C \* \* \* W Swap The Windmill (Cross) (Reverse) (Reverse Cross)  
 B \* \* \* \* W Swat The Flea  
 B C \* L R W Swing About  
 B C J \* \* W Swing Chain Concept e.g. Swing Chain The Line  
 B C \* L R W Swing To A Column  
 B C \* L R W Swivel (Cross)

B \* \* L R W Tag Circulate  
 B C J L R W Tag The Star  
 B C \* L R W Tall Six/Short Six Concept  
 \* C J L R W Tally Ho But  
 B \* J L R W Tap The Anyone  
 B \* \* \* \* \* Teacup Like A Daisy Chain  
 B C \* L R W The Action e.g. Stretch Recycle The Action  
 B \* \* \* \* \* The Boat  
 B \* \* L R \* Tickle  
 \* C \* L R W Touch 1/2, 3/4  
 B C J L R W Touch And Go (n/4/Anything By n/4/Anything)  
 B C J L R W Touch Of Class  
 B C J L R W Touch Tone  
 \* \* \* \* \* W Tow Truck  
 B C \* L R W Trace Concept/Interlocked Trace Concept  
 B C \* L R W Track 0 1 3 4  
 \* C \* \* \* \* \* Track And Trade/Track And Anything e.g. Track And 1/4 Thru, Track And Bingo  
 B C \* L R \* Trade Your Neighbor/Cross Trade Your Neighbor  
 B C \* L R W Trail And Peel  
 B C J L R W Trail Chain Thru  
 B C \* L R W Trail Instead Of Peel Concept e.g. Trail The Top  
 B C J L R W Trans Anything e.g. Trans Cross Chain Reaction, Transaction, Transactivate  
 \* C \* L R W Triangle Calls  
 \* C \* \* \* \* \* W Triangular Box Concept  
 B C \* L \* W Trim The Web  
 B C J L R W Triple Cast  
 B C \* L R W Triple Formation Concept e.g. Triple Z Concept, Triple Column Concept  
 B C \* L R W Triple Formations Working Right/Left/Forward/Back/Together/Apart/As  
 Centers/As Ends/Clockwise/Counterclockwise/Toward The Center Of The Set  
 \* C \* L R \* Triple Play But  
 B \* \* L R W Triple Turn  
 B C \* L R W Triple Twin C/L/W Concept  
 B \* \* \* \* \* Triple Wheel/Single Triple Wheel  
 B C \* L R W Trixie  
 B C \* L R W Trixie Spin  
 B C \* L R W Tunnel In/Out/Left/Right/Thru/Anything  
 B C \* L R W Turn And Left Thru  
 B C \* L R W Turn And Q  
 B C \* L R W Turn And Weave  
 B C J L R W Turn Away  
 B C \* L R W Turn By  
 B C \* L R W Turn On  
 B C J L R W Turn Over  
 B C J L R W Turntable (Centers Go As You Are)

\* C \* \* \* \* \* Twin Formations Identification  
 \* \* \* L R W Twin Parallelograms  
 \* C \* L R W Twin Phantom 1/4 Tags/3/4 Tags/Diamonds a.k.a. Split Phantom Quarter Tag [in a 6x4 matrix]  
 \* C \* L R W Twin Phantom Tidal Waves  
 \* C \* \* R \* Twice/Thrice Removed  
 B C \* L R \* Twisted  
 \* \* \* \* R \* Unwrap Concept a.k.a. Move Out e.g. Someone, Take Your Formation, Use Some-Call, Unwrap Some-Number  
 B C \* L R W Veer And Turn (m/4 By n/4)  
 B C J L R W Vertical Turn And Deal  
 B C J L R W Walk Out To A Column  
 B C J L R W Walk The Clover  
 \* C \* L R W Walk The Cross Clover  
 B C J L R W Walk The Plank/Anything The Plank  
 B C \* \* R W Wheel Fan And Cross Thru  
 B C \* L R W Wheel To A Diamond | Hourglass | Interlocked Diamond  
 B C J \* \* W Wheel To A Line  
 \* C \* L \* \* Who's On First  
 B C J L R W Wipe Out  
 B C J L R W With Finesse  
 B \* \* \* R \* With Magnetism  
 \* C \* \* \* \* X Concept  
 Yo Yo Concept e.g. Yo Yo Change The Centers, Yo Yo Relay The Top [Note:  
 B C J L R W Some callers may use Relay The Yo Yo for Yo Yo Relay The Top, and Spin The Yo Yo for Yo Yo Spin The Top.]  
 B C \* L R W You All  
 B C J L R W Z Line/Wave/Column Concept  
 \* C \* \* \* \* Zing N  
 B C J L R W Zip The Top  
 \* C \* \* \* \* Zoom N  
 B C \* L R W Zoom Roll Circulate/Zoom Roll To A Wave