

OLD FRIENDS

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MUSIC: By Scooter Lee [Wal-Mart Music Download]

FOOTWORK: Opposite unless noted [Woman's footwork in parentheses] Time@RPM: 3.51@44

RHYTHM: Waltz RAL Phase III + 1 [Diamond Turn] Degree of Difficulty: AVG

SEQUENCE: INTRO A B C D E B C B C INTL E [Mod.] END

MEAS:

INTRODUCTION

1-4

OP-FCG WALL WAIT 2 MEAS;; APT PT; PICKUP TCH CP DLC;

1-2 Wait ; ;

3-4 Apt L, Pt R fwd,-,tog R trng LF to fc DLC, assuming CP tch L to R [W fwd L trng LF, assuming CP sd R, cl L to R] end in CP fcg DLC;

5-8

DIAMOND TURN;;;;

5-8 Fwd L trn on the DIAG, cont L trn sd R, bk L BJO; trn L fc, stp bk R, sd L, fwd R; stp fwd L tng on DIAG, sd R, bk L; bk R cont trn, sd L, fwd R CP LOD;

PART A

1-4

FORWARD WALTZ TWICE;; 1 LEFT TURN; BACK WALTZ;

1-4 CP LOD fwd L, sd & fwd R, cl L; fwd R, sd & fwd L, cl R;
fwd L trng ½ LF, sd R, cl L; bk R, sd & bk L, cl R;

5-6

SPIN TURN; BACK ½ BOX TO SDCAR;

5-6 Bk pvt RF on L, fwd/rise R, bk L; [W fwd R, bk/rise L & brush R, fwd R] bk R, sd L, cls R SDCAR DLW;

7-8

CROSS HOVER BJO; CROSS HOVER TO SCAR;

7-8 Fwd L xif of R, trng ¼ lf to CP DLC sd R rising, rec fwd L to BJO DLC;
fwd R xif, trng ¼ RF to CP DLW sd L rising, rec fwd R to SCAR DLW;

9-10

CROSS HOVER TO SCP; THRU, FACE, CLOSE;

9-10 Fwd L xif of R, trng ¼ to CP DLW sd R rising, rec fwd L [W fwd R] to SCP LOD;

11-12

CANTER TWICE;;

11-12 Sd L, draw R to L, cl R; sd L, draw R to L, cl R;

PART B

1-2

WALTZ AWAY; & TOGETHER

1-2 Fwd L & slightly awy from ptr R, L; fwd R twd ptr L, R;

3-4

SOLO TURN;;

3-4 Fwd L trng away from ptr, sd R cont trn, cl L to comp ½ turn; bk R cont trn, sd L, cl R to BFLY;

5-6

BALANCE LEFT; REVERSE TWIRL;

5-6 Sd L, xRib, in plc L; sd R, xLib, sd R [W L fc Twrl L,R,L]; LOP RLOD;

7-8

THRU TWINKLE; THRU, FACE, CLOSE;

7-8 xLif, sd R, trng L fc LOD, cl L; xRif, sd L fc ptr, cl R to CP fcg WALL;

FEB 2009
 Cue Sheet Magazine
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OLD FRIENDS Page 2 Of 3

PART C

- 1-4 **LEFT TURNING BOX ;;;;**
 1-4 Fwd L trn LF ¼, sd R, cl L; bk R trn, LF ¼ sd L, cl R; fwd L trn LF ¼, sd R,
 cl L; bk R trn LF ¼, sd L, Cl R, CP WALL;
- 5-6 **HOVER; MANEUVER;**
 5-6 Fwd L, fwd & sd R, rec L SCP LOD; fwd R manuv to CP RLOD, sd L, cl R;
- 7-8 **OVERSPIN TURN [WALL]; BACK ½ BOX BFLY;**
 7-8 Bk L pvt ¾ R fc, fwd R trng risg [W bk L/brush R], rec bk L fcg WALL
 [W fwd R] ; bk R, sd L, cl R;

PART D

- 1-2 **WALTZ AWAY; WRAP LADY;**
 1-2 Fwd L trng away from ptr OP, fwd R, cl L; fwd R, fwd L, cl R [W wrap LF];
- 3-4 **FORWARD WALTZ; PICK-UP SCAR;**
 3-4 Fwd L, sd & fwd R, cl L; fwd R,L,R,
 [W fwd L manuv to SCAR RLOD, sd R, cl L];
- 5-7 **PROGRESSIVE TWINKLE THREE TIMES;;;;**
 5-7 XLif trg to BJO DLC sd R, cl L; xRif trng to SCAR DLW sd L, cl R;
 xLif trng to BJO DLC, sd R, cl L SCAR;
- 8 **FORWARD FACE CLOSE BFLY;**
 8-Fwd R, trng to CP WALL sd L, cl R;
- 9-10 **WALTZ AWAY; WRAP LADY;**
 9-10 Fwd L trng away from ptnr OP, fwd R, cl L; fwd R, fwd L, cl R
 [W wrap LF];
- 11-12 **FORWARD WALTZ; PICK-UP SCAR;**
 11-12 Fwd L, sd & fwd R, cl L; fwd L,R,L pkup SCAR;
- 13-15 **PROGRESSIVE TWINKLES THREE TIMES**
 13-15 Repeat 5-7
- 16 **FORWARD FACE CLOSE BFLY;**
 16- Fwd R, trng to CP WALL sd L, cl R;
- 17-18 **TWIRL/VINE; REVERSE TWIRL;**
 17-18 Sd L, xRib, sd L LOD [W twrl RF R,L,R]
 Sd R, sLif, sd R BFLY WALL [W twrl LF, L,R,L];

PART E

- 1-4 **THRU TWINKLE THREE TIMES;;;; PICK-UP SCAR;**
 1-4 XLiF, sd R, cl L; xRiF, sd L, cl R; xLiF, sd R, cl;
 Fwd L,R,L pkup SCAR;
- 5-7 **PROGRESSIVE TWINKLE THREE TIMES ;;;;**
 5-6 Repeat Part D 5-7
- 8 **FORWARD FACE CLOSE BFLY;**
 8- Repeat Part D 16 CP WALL

OLD FRIENDS Page 3 of 3

- 9-12 **WALTZ AWAY; TURN IN FC RLOD;**
BACK WALTZ; BACK, DRAW, TOUCH;
9-12 Fwd L trng away from ptnr OP; trn in twd ptnr R, sd/bk L, cls R LOP RLOD;
Bk L, bk R, cl L; bk R, draw L, tch L;
- 13-16 **THRU TWINKLE TWICE;; CANTER TWICE;;**
13-16 XLiR, sd R, cl L, xRiL, sd L; cl R; sd L, draw R, cls R; sd L, draw R, cls R BF
- PART B: **REPEAT**
PART C: **REPEAT**
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- INTERLUDE**
- 1-2 **SIDE DRAW TOUCH LEFT & RIGHT;;**
1-2 Sd L, draw R to L, touch R; sd R, draw L to R, touch L;
- 3-4 **SLOW APART POINT; TOGETHER TOUCH; HOLD [BFLY]**
3-4 Apt L, pt R twd ptr,-; tog R, tch L,-; HOLD
- PART E: [Mod]**
- 1-2 **WALTZ AWAY, TURN IN; BACK, DRAW, TOUCH;**
1-2 Fwd L trng away from ptnr OP; trn in twd ptnr R, sd/bk L, cls R LOP RLOD;
Bk L, bk R, cl L; bk R, draw L, tch L;
- 3-4 **THRU TWINKLE TWICE;**
3-4 XLiR, sd R, cl L, xRiL, sd L; cl R; sd L, draw R, cls R; sd L, draw R, cls R BFLY
- 5-6 **TWIRL/VINE; REVERSE TWIRL:**
5-6 Sd L, xRib, sd L LOD [W twrl RF R,L,R]
Sd R, sLif, sd R BFLY WALL [W twrl LF, L,R,L];
- 7-9 **THRU TWINKLE THREE TIMES;;;**
7-9 XLiF, sd R, cl L; xRiF, sd L; cl R; xLiF, sd R, cl L; xRiF L, cl R;
- 10 **PICK-UP TO SDCAR;**
10 Fwd L,R,L pkup SCAR;
- 11-13 **PROGRESSIVE TWINKLES THREE TIMES;;;**
11-13 Repeat Part D 5-7
- 14 **FORWARD FACE CLOSE BFLY;**
14 Repeat Part D 8
- END**
- 1-2 **CANTER; SIDE CORTE;**
1-2 Sd L, draw R, cl L; sd L, twst, pt R. RLOD