COOL TO BE A FOOL

INTRO

1 - 4 WAIT; WAIT: APART, POINT; PICKUP TO CP/LOD, TOUCH;

1 - 4   OPEN fcg diag LOD/wall wait 2 meas;; apt on L,-, pt R twd ptr & wall,-; ,-; fwd R to wall picking W up to CP/LOD, tch L,-;

PART A

1 - 4 TWO FWD TWO STEPS;; PROG SCIS;;

1 - 4   in CP/LOD fwd L, cl R, fwd L, -; fwd R, cl L, fwd R, -; sd L, cl R, XLIF (W XRIB) to SCAR DW, -; sd R, cl L, XRIF (W XLIB) to BJO/LOD, -;

5 - 8 HITCH FWD; HITCH/SCIS TO CP/WALL; TWO TURNING TWO STEPS;;

5 - 8   fwd L, cl R, bk L, -; bk R, cl L, fwd R trng RF to fc ptr & wall, - (w sd L twd RLOD, cls R, XLIF of R blending to CP/WALL); start RF turn sd L, cl R, bk L, -; cont RF turn sd R, cl L, fwd R to CP/WALL, -;

PART B

1 - 4 TRAVELING BOX TO CP WALL;;;;

1 - 4   in CP WALL sd L, cl R, fwd L blend to RSCP/RLOD, -; in RSCP RLOD fwd R, -, fwd L (W may twirl RF L, -, R, -;) blend to CP/WALL, -; in CP WALL sd R, cl L, bk R, -; in SCP LOD fwd L, -, fwd R remaining in CP/WALL, -;

5 - 8 TWO TURNING TWO STEPS;; TWIRL VINE TWO; WALK & PICKUP;

5 - 8   start RF turn sd L, cl R, bk L, -; cont RF turn sd R, cl L, fwd R to CP/WALL, -; sd L, -, XRIB of L, - (w twirl RF R, -, L, -); fwd L, -, fwd R picking W up to CP/lod, -;

PART B
(Continued)

9 – 12   TWO FWD TWO STEPS;; PROG SCIS TWICE TO BANJO CHECKING;;
9 - 12 in CP/LOD fwd L, cl R, fwd L, -; fwd R, cl L, fwd R, -; sd L, cl R, XLIF (W XRIB) to
        SCAR DW, -; sd R, cl L, XRIF (W XLIB) to BJO/LOD with a checking motion, -;

13 – 16   FISHTAIL; WALK & FACE; TWIRL VINE TWO; WALK & PICKUP;
13 - 16 in BJO/LOD XLIB of R, sd R, fwd L, lock R behind L (W XRIF of L, sd L, bk R,
        lock Lif); fwd L, -, fwd R, -; sd L, -, XRIB of L, - (w twirl RF R, -, L, -); fwd L, -,
        fwd R blending to CP/WALL, -;

PART C

1 – 4 LACE ACROSS; ONE FWD TWO; LACE BACK; ONE FWD TWO TO CP/WALL;
1 - 4   fwd L, cl R, fwd L, - (w cross in front of m under joined lead hands) to LOP LOD;
        fwd R, cl L, fwd R, -; fwd L, cl R, fwd L, -(w cross in front of m under joined lead
        hands) to OPEN LOD; fwd R, cl L, fwd R turning to fc ptnr CP/WALL, -;

5 – 6 HALF BOX; SCISSORS THRU TO CP/WALL;
5 - 6   sd L, cls R to L, fwd L, -; sd R, cls L to R, XRIF (W XLIF) of L blending to
        CP/WALL, -;

ENDING

1 – 4 TWO TURNING TWO'S;; SLOW APART & POINT; SLOW TOG & TOUCH;
1 - 4   start RF turn sd L, cl R, bk L, -; cont RF turn sd R, cl L, fwd R to CP/WALL, -;
        step apt L, -, pt R twd ptr & wall, -; step tog R blending to BFLY/WALL, -, tch L
        to R, -;

5 – 8 TWIRL VINE TWO; APART POINT;
5 - 8   sd L, -, XRIB of L, - (w twirl RF R, -, L, -); apt L, -, pt R twd ptr & wall, -;

COOL TO BE A FOOL
(QUICK CUES)

SEQ: INTRO – A – B – A – B – C – B – END

INTRO: OP FC WAIT;; APT, PT; PKUP TCH;

PART A: 2 FWD 2'S;; PROG SCIS/BJO;; HITCH;
     HITCH SCISSORS; 2 TRN 2'S/FC;;

PART B: TRAVELING BOX;;;; 2 TRN 2'S;; TWL 2; WK & PKUP;
     2 FWD 2'S;; PROG SCIS/BJO & CHECKING;; FISH;
     WK & FC; TWL 2; WK & PKUP;

PART A: 2 FWD 2'S;; PROG SCIS/BJO;; HITCH;
     HITCH SCISSORS; 2 TRN 2'S/FC;;

PART B: TRAVELING BOX;;;; 2 TRN 2'S;; TWL 2; WK & PKUP;
     2 FWD 2'S;; PROG SCIS/BJO CHECKING;; FISH;
     WK & FC; TWL 2; WK 2;

PART C: LACE X; 1 FWD 2; LACE BK; 1 FWD 2/FC; 1/2 BOX;
     SCIS THRU/FC;

PART B: TRAVELING BOX;;;; 2 TRN 2'S;; TWL 2; WK & PKUP;
     2 FWD 2'S;; PROG SCIS/BJO CHECKING;; FISH;
     WK & FC; TWL 2; WK & FC;

END: 2 TRN 2'S/SCP;; SLOW APT, PT; TOG/SCP, TCH;
     TWL 2; APT, PT;