

FOR ALL WE KNOW

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RECORD: A&M 8549; "For All We Know" by The Carpenters (*Flip Of We've Only Just Begun*) Slow to 41 RPMs

ALBUM/MP3: Carpenters Gold - 35th Anniversary Edition; Disc 2, Trk 15; Available @ Amazon.com Slow by 9%

ALBUM/MP3: Going Down?, Vol.8: Elevator; Music by Perry Botkin Jr., Trk 2; Available @ iTunes Slow by 2%

FOOTWORK: OPPOSITE. Directions For Man Unless Otherwise Indicated.

ROUNDALAB PHASE: III + 2 (DIAMOND TURN, TELEMAR)

RHYTHM: FOXTROT

SEQUENCE: INTRO A A B A B END

INTRO (op fcg dlw):

(1 - 4) **WAIT 2 MEASURES;; APART,-, POINT,-; PICK UP,-, TOUCH to CP LOD,-;**

In OP FCG DLW Wt 2 Meas;; Stp Apt L,-, Pt R at ptr,-; Stp Tog R (W Fwd L trn LF ifo M) to CP LOD,-, Tch L to R,-;

(5 - 8) **DIAMOND TURN to CP LOD;;;;**

Fwd L trn LF to DLC,-, Sd R cont trn, Bk L to BJO fcg DRC; Bk R cont trn,-, Sd L, Fwd R to fc DRW; Fwd L cont trn,-, Sd R, Bk L to fc DLW; Bk R cont trn,-, Sd L, Cls R blind to CP LOD;

A (cp lod):

(1 - 4) **FWD & RUN 2; MANEUVER & SIDE, CLOSE; PIVOT 2 to SCP; WALK & PICK UP;**

Fwd L,-, Fwd R, Fwd L; Fwd R trn 1/2 RF to fc RLOD,-, Sd L, Cls R to CP RLOD; Bk L trn RF 1/2,-, Fwd R cont trn to SCP LOD,-; Fwd L,-, Fwd R (W Fwd L trn LF ifo M) to CP LOD,-;

(5 - 8) **TELEMAR SCP (qq); WING; LEFT TWISTY VINE 4; TELEMAR IN 2 to FACE WALL;**

Fwd L comm LF trn (W Bk R comm RF hl trn), Sd & Fwd R cont trn arnd W (W Cls L) to CP Wall, Sd & Fwd L to SCP,-; Fwd R comm uppr bdy LF trn (W Fwd L trn LF ifo M),-, Hld R cont trn (W Sd R) to SCAR LOD, Hld R Cont trn (W Fwd L) to SCAR DLC; Fwd L, Sd R to CP COH, XLib (W XRif) to CBJO DRC; Trn RF Sd & Fwd R to CP DLC; Fwd L comm LF trn (W Bk R comm RF hl trn),-, Sd & Fwd R cont trn arnd W (W Cls L) to CP Wall,-;

(9 -12) **LEFT TURNING FOXTROT BOX;;;;**

Fwd L trng 1/4 LF,-, Sd R, Cls L; Bk R trng 1/4 LF to fc COH,-, Sd L, Cls R; Repeat Part A, Meas 9-10 to fc Wall;;

(13-16) **HOVER SCP; THROUGH,-, FACE, CLOSE; SLOW OPEN VINE WITH A PU to CP;;**

Fwd L,-, Fwd & Sd R risng on ball of R, Rec L lowrg to SCP; Fwd R trn to fc ptr,-, Sd L, Cls R; Sd L trng RF (W LF),-, Sd R (W Sd & Bk L) to LOP RLOD,-; Bk & Sd L trng LF (W RF) blind to CP Wall,-, XRif (W XLif trn LF ifo M) to CP LOD,-;

B (cp lod):

(1 - 4) **2 LEFT TURNS;; SLOW HOVER 3 & STEP THROUGH;;**

Fwd L comm LF trn,-, Sd & Bk R cont trn to fc RLOD, Cls L; Bk R cont trn to fc Wall,-, Sd L, Cls R; Fwd L,-, Fwd & Sd R risng on Ball of R,-; Rec L lowrg to SCP,-, Fwd R,-;

(5 - 8) **FWD & RUN 2; FACE & SD, CLOSE; QUICK VINE 4 SCP; WALK & PICK UP;;**

In SCP Repeat Part A, Meas 1; Fwd R trn to fc ptr,-, Sd L, Cls R to CP Wall; Sd L, XRif, Sd L, XRif to SCP LOD; Repeat Part A, Meas 16;;

(9 -12) **DIAMOND TURN to CP LOD;;;;**

Repeat INTRO, Meas 5-8;;;;

END (cp lod):

(1 - 3) **WALK & MANEUVER; PIVOT 2 to FACE WALL; STEP APART;**

Fwd L,-, Fwd R trn RF ifoW to CP RLOD,-; Bk L trn RF 1/2,-, Fwd R cont trn to CP Wall,-; Release ld hnds Stp Apt L;

Note - The Botkin's music is held very long at the end and we recommend cutting off the last 2 seconds of the music, then fading out the last 5 seconds of the new ending thus created. Other methods may be employed according to taste.

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*INTRO A B C END

INTRO (op fcg dlw):

WAIT 2 MEAS;; APART,-, POINT,-; PU,-, TOUCH to CP LOD,-;
DIAMOND TURN to CP LOD;;;

A (cp lod):

FWD & RUN 2; MANEUVER & SIDE, CLOSE; PIVOT 2 to SCP; WALK & PU;
TELEMARK SCP (qqs); WING; LEFT TWISTY VINE 4; TELEMARK IN 2 to FACE WALL;
LEFT TURNING FOXTROT BOX;;;
HOVER SCP; THROUGH,- , FACE, CLOSE; SLOW OPEN VINE WITH A PU to CP;;

B (cp lod):

FWD & RUN 2; MANEUVER & SIDE, CLOSE; PIVOT 2 to SCP; WALK & PU;
TELEMARK SCP (qqs); WING; LEFT TWISTY VINE 4; TELEMARK IN 2 to FACE WALL;
LEFT TURNING FOXTROT BOX;;;
HOVER SCP; THROUGH,- , FACE, CLOSE; SLOW OPEN VINE WITH A PU to CP;;
2 LEFT TURNS;; SLOW HOVER 3 & STEP THROUGH;;
FWD & RUN 2; FACE & SD, CLOSE; QUICK VINE 4 SCP; WALK & PICK UP;;
DIAMOND TURN to CP LOD;;;

C (cp lod):

FWD & RUN 2; MANEUVER & SIDE, CLOSE; PIVOT 2 to SCP; WALK & PU;
TELEMARK SCP (qqs); WING; LEFT TWISTY VINE 4; TELEMARK IN 2 to FACE WALL;
LEFT TURNING FOXTROT BOX;;;
HOVER SCP; THROUGH,- , FACE, CLOSE; SLOW OPEN VINE WITH A PU to CP;;
2 LEFT TURNS;; SLOW HOVER 3 & STEP THROUGH;;
FWD & RUN 2; FACE & SD, CLOSE; QUICK VINE 4 SCP; WALK & PICK UP;;
DIAMOND TURN to CP LOD;;;

END (bfly):

WALK & MANEUVER; PIVOT 2 to FACE WALL; STEP APART;

**These head cues are based on the music indicated above by the Carpenters & Perry Botkin Jr.
They are a valid representation of the cue sheet using this music, and are to be cued one time through from INTRO to END.*