OLD FLAME

INTRO

1 – 4 WAIT 2;; APART POINT; TOGETHER TOUCH;

1 – 4   wait 2 meas;; **[Apart Point]** apt on L, -, pt R twd ptr & wall, -; **[Together Touch]** step tog on R blending to CP/WALL, -, tch L to R, -;

5 – 8 TRAVELING BOX;;;;

5 - 8   **[Traveling Box]** in CP WALL sd L, cl R, fwd L blending to RSCP/RLOD, -; in RSCP RLOD fwd R, -, fwd L (W may twirl RF L, -, R, -;), blending to CP/WALL-; in CP WALL sd R, cl L, bk R blending to SCP-LOD, -; in SCP LOD fwd L, -, fwd R blending to CP/WALL;

PART A

1 – 4 2 FORWARD 2-STEPS;; DOUBLE HITCH;;

1 – 4   **[2 Fwd 2's]** fwd L, cl R, fwd L, - ; fwd R, cl L, fwd R, - ; **[Dbl Hitch]** fwd L, cl R, bk L, - ; bk R, cl L, fwd R, - ;

5 – 8 CIRCLE CHASE;;;;

5 – 8   **[Circle Chase]** cir LF twd COH fwd L, cl R, fwd L (W follows M twd COH), -; fwd R, cl L, fwd R, -; cir bk twd WALL fwd L, cl R, fwd L (W now being chased by M), -; fwd R, cl L, fwd R (W trns to fc COH on last stp) blending to BFLY/WALL, -;

9 – 12 TRAVELING DOOR TWICE;;;;

9 – 12   **[Traveling Door]** rk sd L, - , rec R, - ; XLIFR, sd R, XLIFR, - ; rk sd R, - , rec L, - ; XRIFL, sd L, XRIFL, - ;

13 – 16   2 TURNING 2-STEPS;; TWIRL 2; WALK & PICKUP;

13 – 13 **[2 Trng 2's]** sd L, cl R, fwd L pvtg RF 1/2, - ; sd R, cl L, fwd R pvtg RF 1/2, - ; **[Twirl 2]** fwd L, - , fwd R, - (W fwd R trng RF undr ld hnds, - , cont trn sd & bk L, -); **[Walk & Pkup]** fwd L ldg W in frnt (W trns LF in frnt of M), - , fwd R (W to CP LOD), - ;

OLD FLAME

PART B

1 – 4 2 FORWARD 2-STEPS;; PROGRESSIVE SCISSORS TO SCAR & BANJO CHKG;;

1 – 4   **[2 Fwd 2's]** fwd L, cl R, fwd L, - ; fwd R, cl L, fwd R, - ; **[Prog Scis/Scar & Bjo Chkg]** sd L, cl R, fwd XLIFR to SCAR, - ; sd R, cl L, fwd XRIFL to BJO chkg, - ;

5 – 8 WHALETAIL;; 2 FORWARD LOCKS; WALK 2 TO BFLY;

5 – 8   **[Whaletail]** in BJO XLIBR, sd R, fwd L, lk RIBL; sd L, cl R, XLIBR, sd R; **[2 Fwd Lk's]** fwd L, lk R in bk of L, fwd L, lk R in bk of L; **[Walk 2 to BFLY]** fwd L, - , fwd R trng to fc ptr blending to BFLY, - ;

9 – 12 FACE TO FACE; BACK TO BACK; B-BALL TRN;;

9 – 12 **[Fc/Fc]** sd L, cl R, sd L trng LF 1/2, - ; **[Bk/Bk]** sd R, cl L, sd R trng RF 1/2, - ; **[B-Ball Trn]** fwd L trng 1/4, - , rec R trng 1/4, - ; fwd L trng 1/4, - , rec R trng 1/4 end in CP/WALL, - ;

13 – 16   2 TURNING 2-STEPS;; TWIRL 2; WALK 2;

13 – 16 **[2 Trng 2's]** sd L, cl R, fwd L pvtg RF 1/2, - ; sd R, cl L, fwd R pvtg RF 1/2, - ; **[Twirl 2]** fwd L, - , fwd R, - (W fwd R trng RF undr ld hnds, - , cont trn sd & bk L, -); **[Walk 2]** fwd L, - , fwd R, - ;

INTER

1 – 4 CIRCLE AWAY 2 2-STEPS;; STRUT TOGETHER 4;;

1 – 4   **[Cir Away 2 2's]** circ LF twd COH (W twd WALL) fwd L, cl R, fwd L, - ; cont twd COH fwd R, cl L, cont trng LF fwd R to fc ptr, - ; **[Strut Together 4]** trng to fc ptr fwd L, - , fwd R, - ; fwd L, - , fwd R, - ;

END

1 – 2 TWIRL 2; APART POINT;

1 – 2   **[Twirl 2]** fwd L, - , fwd R, - (W fwd R trng RF undr ld hnds, - , cont trn sd & bk L, -); **[Apart Point]** bk L, - , pt R twd ptr, - ;