INTRO

1 - 2 WAIT; WAIT; APART POINT; TOGETHER TO CP/WALL, TOUCH;
1 - 4 OP fcg ptr & WALL wait 2 measures;; apt L,-, pt R twd ptr & wall,-; step tog on R blend to CP/WALL,- , tch, L to R, -;

5 - 5 SIDE, DRAW, CLOSE, -;
5 - 5 sd L, draw R to L, cls R blending to SCP/LOD, -;

PART A

1 - 4 TWO FWD TWO-STEPS;; HITCH DOUBLE;;

5 - 8 CIRCLE AWAY TWO TWO-STEPS;; STRUT TOGETHER FOUR TO PKUP;;
5 - 8 circle away from ptr man trns LF (W RF) L, R, L, -; R, L, R trng to fc ptr & WALL, -; strut tog fwd L, -, fwd R, -; fwd L, -, fwd R picking woman up to CP/LOD, -;

9 - 12 TWO PROG SCIS TO BJO CHK;; FISHTAIL; WALK & FACE;
9 - 12 sd L, cl R, XLIF (W XRIB) to SCAR DLW, -; sd R, cl L, XRIF (W XLIB) to BJO/DLC, -; in BJO/DLC XLIB twd DLW of R, sd R, fwd L, lock RIB of L (W XRIF of L, sd L, bk R, lock LIF); f wdL, -; fwd R to CP/WALL, -;

13 - 16 TWO TURNING TWO-STEPS;; TWIRL VINE TWO; WALK & FACE;
13 - 16 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 fwd R, -, fwd L, -) SCP/LOD; fwd L, -, fwd R blend to fc ptr & wall, -;

17 - 17 SIDE, DRAW, CLOSE, -;
17 - 17 sd L, draw R to L, cls R,
CITY LIGHTS
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PART B

1 - 4 TRAVELING BOX;;;
1 - 4 sd L, cl R, fwd L trng to RSCP/RLOD, -: fwd R, -, fwd L to CP/WALL (W may twirl LF fwd L, -, fwd R, -), -: sd R, cl L, bk R trng to SCP/LOD, -: fwd L, -, fwd R, -;

5 - 8 LACE UP;;;
5 - 8 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 trng to CP/WALL, -;

9 - 12 BROKEN BOX;;;

13 - 16 TWO TURNING TWO- STEPS;; TWIRL VINE TWO; WALK & FACE;
13 - 16 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, -) SCP/LOD;
   fwd L, -, fwd R blending to fc ptr & wall, -;

17 - 17 SIDE, DRAW, CLOSE, -;
17 - 17 sd L, draw R to L, cls R, -: Note: first time thru stay in CP/WALL; second time thru blend to SCP/LOD;

INTERLUDE

1 - 4 LEFT TURNING BOX;;;
1 - 4 in CP WALL sd L, cl R, fwd L trng 1/4 LF to CP LOD, -: sd R, cl L, bk R trng 1/4 LF to CP COH, -: sd L, cl R, fwd L trng 1/4 LF to CP RLOD, -: sd R, cl L, bk R trng 1/4 LF to CP WALL, -: 

5 - 5 SIDE, DRAW, CLOSE, -;
5 - 5 sd L, draw R to L, cls R blending to SCP/LOD, -;

ENDING

1 - 4 TWO FORWARD TWO- STEPS;; WALK & FACE; TWIRL VINE TWO;

5 - 5 APART & POINT;
5 - 5 step apt on L, -, pt R twd ptr & wall, -;
CITY LIGHTS
Quick Cues

INTRO: OP FCG WAIT TWO MEAS;; APART & POINT;
TOG/CP-WALL TOUCH; SIDE DRAW CLOSE/SCP;

PART A: 2 FWD 2'S;; HITCH 6;; CIR AWAY 2 2'S;;
STRUT TOG 4/PKUP;; 2 PROG SCIS CHKG;;
FISH; WALK & FACE; 2 TRNG 2'S;; TWL 2;
WALK & FACE; SIDE DRAW CLOSE;

PART B: TRAVEL BOX;;;; LACE UP;;;; BROKEN BOX;;;;
2 TRNG 2'S;; TWL 2; WALK & FACE;
SIDE DRAW CLOSE;

INTER: L TRNG BOX;;;; SIDE DRAW CLOSE/SCP;

PART A: 2 FWD 2'S;; HITCH 6;; CIR AWAY 2 2'S;;
STRUT TOG 4/PKUP;; 2 PROG SCIS CHKG;;
FISH; WALK & FACE; 2 TRNG 2'S;; TWL 2;
WALK & FACE; SIDE DRAW CLOSE;

PART B: TRAVEL BOX;;;; LACE UP;;;; BROKEN BOX;;;;
2 TRNG 2'S;; TWL 2; WALK & FACE;
SIDE DRAW CLOSE/SCP;

END: 2 FWD 2'S;; WALK & FACE; TWL 2;
APART & POINT;