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, TELEMARK)
RHYTHM: FOXTROT
SEQUENCE:    INTRO   A  A  B  A  B   END

INTRO (op feg dw):

(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 feg 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, Cis R blnd 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, Cis 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)  TELEMARK SCP (qqqs); WING; LEFT TWISTY VINE 4; TELEMARK 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 Cis L) to CP Wall, Sd & Fwd L to SCP,-, Fwd R comm uppbdy 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 Cis L) to CP Wall,-;

(9 -12)  LEFT TURNING FOXTROT BOX;;;
Fwd L trng 1/4 LF,-, Sd R, Cis L; Bk R trng 1/4 LF to fc COH,-, Sd L, Cis 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, Cis R; Sd L trng RF (W LF), Sd R (W Sd & Bk L) to LOP RLOD,-, Bk & Sd L trng LF (W RF) blnd to CP Wall,-, Xrif (W Xrif 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, Cis L; Bk R cont trn to fc Wall,-, Sd L, Cis 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, Cis R to CP Wall; Sd L, XRib, Sd L, XRib 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 Id 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.
**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.*

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V2, M1 Release Date - 11/15/2013