



GOOD DIRECTIONS

<u>Choreo:</u>	Tony Speranzo	3102 Alta Vista Lane, San Angelo, TX 76904-7404	
	(325) 949-8384		Round_Dancer@yahoo.com
<u>Record:</u>	"Good Directions" from the CD titled Must Be Doing Something Right		
<u>Artists:</u>	Billy Currington		
<u>Footwork:</u>	Opposite-direction for man except where noted	<u>Speed:</u>	As on CD
<u>Phase:</u>	II+2 Two-Step	<u>Released:</u>	September 2007
<u>Sequence:</u>	INTRO - A - B - A - B - C - B - END		

INTRO

1 - 2 WAIT; WAIT; APART POINT; TOGETHER TO CP/WALL, TOUCH;

1 - 4 OP fcg LOD wait 2 measures;; apt on L,-, pt R twd ptr & wall,-; step tog on R
blending to CP/WALL,-, tch, L to R, -;

5 - 8 BROKEN BOX;;;:

5 - 8 sd L, cls R, fwd L, -; rk fwd on R, -, rec on L, -; sd R, cls L, bk R, -; rk bk on L, -, rec
on R blending to SCP/LOD, -;

PART A

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

1 - 4 fwd L, cls R, fwd L, -; fwd R, cls L, fwd R, -; fwd L, cls R to L, bk L, -; bk R, cls L to
R, fwd R, -;

5 - 8 CIRCLE AWAY TWO TWO-STEPS;; STRUT TOGETHER FOUR TO CP/WALL;;

5 - 8 circle away from prtnr man trns LF (RF) L, R, L, -; R, L, R trng to fc prtnr &
WALL, -; strut tog fwd L, -, fwd R, -; fwd L, -, fwd R blending to CP/WALL, -;

9 - 12 SCISSORS TO SCAR; SCISSORS TO BJO; WHEEL 6;;

9 - 12 CP WALL sd L, cl R, XLIF (W XRIF) to SCAR DRW,-; sd R, cl L, XRIF (W XLIF)
to BJO DLW,-; wheel RF fwd L, fwd R, fwd L, -; continue RF wheel fwd R, fwd L,
fwd R blending to CP/WALL, -;

13 - 16 FACE TO FACE; BACK TO BACK; BASKETBALL TURN TO SCP/LOD;;

13 - 16 in BFLY sd L, cl R, sd L trng lf to diag LOD COH (W trn rf to diag LOD WALL), -;
sd R, cl L, sd R trng rf to OP LOD, -; lunge fwd L twd LOD trng 1/4 RF, -, rec R trng
1/4 RF to LOP fcg RLOD, -; lunge fwd L twd RLOD trng 1/4 RF, -, rec R trng 1/4 RF
to SCP fcg LOD, -;

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PART B

1 - 4 LACE ACROSS; 1 FWD 2 STP; LACE BACK; 1 FWD 2 STP;

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 trng to SCP/LOD, -;

5 - 8 FWD HITCH; BACK HITCH; TWIRL VINE TWO; WALK & PKUP;

5 - 8 fwd L, cls R to L, bk L, -; bk R, cls L to R, fwd R blending to fc ptr & wall, -; sd L, -, XRIB of L, - (W twirl RF in two steps L, -, R, -) SCP/LOD; fwd L, -, fwd R picking woman up to CP/LOD, -;

9 - 12 TWO PROGRESSIVE SCISSORS;; 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 - 14 TWO TURNING TWO-STEPS;;

13 - 14 start RF turn sd L, cl R, bk L, -; cont RF turn sd R, cl L, fwd R to SCP/LOD, -;
(Note: 2nd & 3rd time thru blend to CP/WALL)

PART C

1 - 4 TRAVELING BOX;;;;

1 - 4 sd L, cl R, fwd L trng to RSCP/ROD, -; fwd R, -, fwd L to CP/WALL, -; sd R, cl L, bk R trng to SCP/LOD, -; fwd L, -, fwd R, -;

5 - 8 STROLLING VINE;;;;

5 - 8 CP WALL commence slight RF upper body turn sd L,-, XRIB (W XLIF),-; sd L, cl R sd L trng 1/2 LF to CP COH,-; CP COH commence slight LF upper body turn sd R,-, XLIB (W XRIF),-; sd R, cl L, sd R trng 1/2 RF to CP WALL,-;

9 - 12 HALF BOX; SCIS THRU TO FACE; TWO TURNING TWO-STEPS;;

9 - 12 sd L, cl R, fwd L, -; sd R, cl L, XRIF of L trng to fc ptr CP/WALL, -; start RF turn sd L, cl R, bk L, -; cont RF turn sd R, cl L, fwd R to SCP/LOD, -;

13 - 16 SLOW OPEN VINE FOUR;; TWIRL VINE TWO; WALK TWO TO SCP;

13 - 16 sd L, -, XRIB of L (W XLIB), -; sd L, -, XRIF of L (W XLIF) blend to BFLY/WALL, -; sd L, -, XRIB of L, (W twirl RF in two steps L, -, R, -) blending to fc ptr & wall, -; blending to SCP fwd L, -, fwd R, -;

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ENDING

1 - 4 TWO SIDE CLOSES; SIDE & THRU; TWIRL VINE TWO; WALK & FACE;

1 - 4 sd L, cls R, sd L, cls R; sd L, -, stp thru on R trng to fcg ptr BFLY/WALL; XRIB of L,
(W twirl RF in two steps L, -, R, -) blending to fc ptr & wall, -; blending to SCP fwd
L, -, fwd R blending to fc ptr & wall, -;

5 - 5 APART & POINT;

5 - 8 step apt on L, -pt R twd ptr & wall, -;

GOOD DIRECTIONS
(Quick Cues)

INTRO: OP FCG WAIT TWO MEAS;; APT PT; TOG/CP-WALL, TCH;
BROKEN BOX/SCP;;;

PART A: 2 FWD 2'S;; HITCH 6;; CIR AWAY 2 2'S;; STRUT TOG 4/CP;;
SCIS/SCAR; SCIS/BJO; WHEEL 6/BFLY;; FACE/FACE;
BACK/BACK; B-BALL TRN/SCP;;

PART B: LACE UP;;;; HITCH 6;; TWIRL 2; WALK & PKUP;
2 PROG SCIS/BJO CHKG;; FISH; WALK & FACE;
2 TRNG 2'S/SCP;;

PART A: 2 FWD 2'S;; HITCH 6;; CIR AWAY 2 2'S;; STRUT TOG 4/CP;;
SCIS/SCAR; SCIS/BJO; WHEEL 6/BFLY;; FACE/FACE;
BACK/BACK; B-BALL TRN/SCP;;

PART B: LACE UP;;;; HITCH 6;; TWIRL 2; WALK & PKUP;
2 PROG SCIS/BJO CHKG;; FISH; WALK & FACE;
2 TRNG 2'S/FACE;;

PART C: TRAVELING BOX;;;; STROLLING VINE;;;; HALF BOX;
SCIS THRU/FACE; 2 TRNG 2'S;; SLOW OP VINE 4;; TWIRL 2;
WALK 2/SCP;

PART B: LACE UP;;;; HITCH 6;; TWIRL 2; WALK & PKUP;
2 PROG SCIS/BJO CHKG;; FISH; WALK & FACE;
2 TRNG 2'S/FACE;;

END: 2 SIDE CLOSES; SIDE THRU; TWIRL 2; WALK & FACE;
APART, POINT;