

MARCH 2023



Cue Sheets by Judy Barnhill

On windy, cold days the Carpenters can warm you up with their song, "Only Yesterday". Jack & Christa Gail Pointer choreographed "Only Yesterday" for a Two Step that is fun and easy. This song won 2<sup>nd</sup> Runner up in the 1st Quarter of Rounds of the Quarter 2023. Dancers will enjoy dancing to a song they know and a dance that is well choreographed. I bought the music on iTunes and the cue sheet is in Roundalab.



**ONLY YESTERDAY**

Released: May 2022 Rev. 01

Choreographers: Jack & Christa Gail Pointer, 12346 Marilyn Lane,  
Hammond, LA 70403

(225) 294-2118

Email: jackpointer@charter.net

Music: "Only yesterday" (CD: Top Of The World Trk # 11)  
(Amazon.com download)

Artist: Carpenters

Time/Speed: Time @RPM 3:45@45

Footwork: Opposite unless indicated (Woman's in parenthesis)

Rhythm/Phase: Two Step, RAL Phase II+2 (Strolling Vine, Fishtail)

Degree Of Difficulty: AVG

Sequence: Intro – A – A – B – C – D – A – B – C – D(7-16) – Ending

## INTRO

2 Measure Wait CP Facing Wall ; ;

### A

Traveling Box to SCP ; ; ; ;

2 Forward Two Steps ; ; Scoot 4 ; Walk 2 to Face ;

L Turning Box ; ; ; ;

Side 2 Step L & R ; ; Back Apart 3 ; Together 3 to CP Wall ;

### A

*Traveling Box to SCP ; ; ; ;*

*2 Forward Two Steps ; ; Scoot 4 ; Walk 2 to Face ;*

*L Turning Box ; ; ; ;*

*Side 2 Step L & R ; ; Back Apart 3 ; Together 3 to BFLY Wall ;*

### B

Face to Face ; Back to Back ; BBall Turn to BFLY Wall ; ;

Face to Face ; Back to Back ; BBall Turn to CP Wall ; ;

### C

Strolling Vine ; ; ; ;

Slow Open Vine 4 ; to SEMI ; Forward Two Step ; PU ;

Scissors SCAR ; Scissors BJO, Checking ; Fishtail ; Walk & Face ;

Broken Box ; ; ; ;

### D

Lace Up ; ; ; to Open LOD ;

Hitch 6 ; to SCP ; 2 Forward Two Steps ; ;

Circle Chase ; ; ; CP Wall ;

Box ; ; Reverse Box ; ;

A

Traveling Box to SCP ; ; ; ;

2 Forward Two Steps ; ; Scoot 4 ; Walk 2 to Face ;

L Turning Box ; ; ; ;

Side 2 Step L & R ; ; Back Apart 3 ; Together 3 to BFLY Wall ;

B

Face to Face ; Back to Back ; BBall Turn to BFLY Wall ; ;

Face to Face ; Back to Back ; BBall Turn to CP Wall ; ;

C

Strolling Vine ; ; ; ;

Slow Open Vine 4 ; to SEMI ; Forward Two Step ; PU ;

Scissors SCAR ; Scissors BJO, Checking ; Fishtail ; Walk & Face ;

Broken Box ; ; ; to SEMI ;

D (7-16)

Circle Chase ; ; ; CP Wall ;

Box ; ; Reverse Box ; ;

END

Apart Point & Hold ;

# ONLY YESTERDAY

<b>Released:</b>	May 2022 Rev. 01		
<b>Choreographer:</b>	Jack & Christa Gail Pointer	12346 Marilyn Lane Hammond, LA 70403	(225) 294-2118 Email: jackpointer@charter.net
<b>Music:</b>	"Only yesterday" (CD: Top Of The World Trk # 11) (Amazon.com download)		Artist: Carpenters
<b>Time/Speed:</b>	Time@RPM	3:45@45	
<b>Footwork:</b>	Opposite unless indicated (Woman's in parenthesis)		
<b>Rhythm/Phase:</b>	Two Step, RAL Phase II+2 (Strolling Vine, Fishtail)		
<b>Degree Of Difficulty:</b>	AVG		
<b>Sequence:</b>	Intro – A – A – B – C – D – A – B – C – D(7-16) – Ending		

Introduction		
<u>Meas</u>		
<b>1 – 2</b>		<b>WAIT ; ;</b>
	1 – 2	In CP FCG WALL WAIT 2 measures ; ;

Part A		
<u>Meas</u>		
<b>1 – 4</b>		<b>TRAVELING BOX to SCP; ; ; ;</b>
	1 – 4	{Traveling Box} In CP/WALL Sd R, CI L, Fwd R blending to RSCP, -; Fwd L, Fwd R ( <i>W may twirl RF L, R</i> ) blending to CP/WALL, -; Sd R, CI L, Bk R blending to SCP, -; Fwd L, Fwd R to SCP, -;
<b>5 – 8</b>		<b>2 FWD 2 STEPS; ; SCOOT 4; WALK 2 to FACE;</b>
	5 – 6	{Forward Two Step} Fwd L, CI R, fwd L, -; Fwd R, CI L, fwd R, -;
	7	{Scoot} Fwd L, CI R, fwd L, CI R;
	8	{Walk 2 to Face} Fwd L, fwd R Trng to FC PTNR, -;
<b>9 – 12</b>		<b>LF TRNG BOX; ; ; ;</b>
	9 – 12	{Left Turning Box} Sd L, CI R, Fwd L trng 1/4 LF to CP LOD, -; Sd R, CI L, Bk R trng 1/4 LF to CP COH, -; Sd L, CI R, Fwd L trng 1/4 LF to CP RLOD, -; Sd R, CI L, Bk R trng 1/4 LF to CP WALL, -;
<b>13 – 16</b>		<b>SD 2 STEPS L &amp; R; ; BK APT 3; TOG 3 to CP/WALL (2<sup>nd</sup> &amp; 3<sup>rd</sup> time to BFLY/WALL);</b>
	13 – 14	{Side Two Step} Sd L, CI R, Sd L, -; Sd R, CI L, Sd R, -;
	15	{Back Apart 3} Bk L, Bk R, Bk L, -;
	16	{Together 3} Fwd R, Fwd L, Fwd R to BFLY/WALL, -;

Part B		
<u>Meas</u>		
<b>1 – 4</b>		<b>FC to FC; BK to BK; BB TRN to BFLY/WALL; ;</b>
	1	{Face to Face} Sd L, CI R, Sd L trng 1/2 LF to a Bk to Bk Pos, -;
	2	{Back to Back} Sd R, CI L, Sd R trng RF to SCP, -;
	3 – 4	{Basketball Turn} Sd L trng RF, -, rec R trng RF to FC RLOD, -; Fwd L trng RF, -, rec R trng RF to BFLY/WALL, -;
<b>5 – 8</b>		<b>FC to FC; BK to BK; BB TRN to CP/WALL; ;</b>
	1	{Face to Face} Sd L, CI R, Sd L trng 1/2 LF to a Bk to Bk Pos, -;
	2	{Back to Back} Sd R, CI L, Sd R trng RF to SCP, -;
	3 – 4	{Basketball Turn} Sd L trng RF, -, rec R trng RF to FC RLOD, -; Fwd L trng RF, -, rec R trng RF to CP/WALL, -;

Part C		
Meas		
<b>1 – 4</b>		<b>STROLLING VINE;;;</b>
	1 – 4	{Strolling Vine} Sd L, -, XRIB (W XLIF), -; Sd L, CI R, Sd L Trng ½ LF, -; Sd R, - XLIB (W XRIF), -; Sd R, CI L, Sd R Trng ½ RF to CP/WALL, -;
<b>5 – 8</b>		<b>SLOW OPEN VINE 4 to SCP;; FWD 2 STEP; P/U, TCH;</b>
	5 – 6	{Slow Open Vine 4} Sd L, -, XRIB OP RLOD, -; Trng to FC ptr Sd L, -, thru R to SCP, -;
	7	{Forward Two Step} Fwd L, cl R, fwd L, -;
	8	{Pick Up, Touch} Fwd R to CP LOD (Fwd L trng ½ LF to CP LOD),-, tch L,-;
<b>9 – 12</b>		<b>SCIS to SCAR; SCIS to BJO checking; FISHTAIL; WALK, FC;</b>
	9	{Scissors to Sidecar} Sd L, CI R, XLIF to SCAR DLW, -;
	10	{Scissors to Banjo} Sd R, CI L, XRIF to BJO DLC checking, -;
	11	{Fishtail} XL Bhd R, Sd R complete ¼ RF Trn, Fwd L with L shldr lead, XR Bhd L;
	12	{Walk & FC} Fwd L,-, Fwd R blend to CP/WALL,-;
<b>13 – 16</b>		<b>BROKEN BOX (2<sup>ND</sup> time to SCP);;;</b>
	13 – 16	{Broken Box} Fcg WALL Sd L, CI R, Fwd L, -; Rk Fwd R, -, Rec L, -; Sd R, CI L, Bk R, -; Rk Bk L, -, Rec R, -;

Part D		
Meas		
<b>1 – 4</b>		<b>LACE UP to OP/LOD;;;</b>
	1 – 4	{Full Lace Up} Leading W under jnd lead hnds Fwd L, cl R, Fwd L, -; to LOP LOD Fwd R, cl L, Fwd R, -; Leading W under jnd trail hnds Fwd L, cl R, Fwd L, -; to OP LOD Fwd R, cl L, Fwd R, - to OP/LOD;
<b>5 – 8</b>		<b>HITCH 6 to SCP;; TWO FWD TS;;</b>
	5 – 6	{Hitch 6} Fwd L, CI R, Bk L, -; Bk R, CI L, Fwd R to SCP, -;
	7 – 8	{Forward Two Step} Fwd L, CI R, Fwd L, -; Fwd R, CI L, Fwd R, -;
<b>9 – 12</b>		<b>CIRC CHASE;;;</b>
	9 – 12	{Circle Chase} Release hnds & begin LF circ pattern Fwd L, CI R, Fwd L,-(W follow M); Fwd R, CI L, Fwd R to sd by sd both fc RLOD; Cont LF circ pattern twd WALL with M IBO W Fwd L, CI R, Fwd L,-; Fwd R, CI L, Fwd R,- (W Fwd L commence LF trn, CI R, Fwd L,-) now in BFLY pos M fc ptrn & WALL;
<b>13 – 16</b>		<b>BOX;; REV BOX;;</b>
	13 – 14	{Box} Sd L, CI R, Fwd L, -; Sd R, CI L, Bk R, -;
	15 – 16	{Reverse Box} Sd L, CI R, Bk L, -; Sd R, CI L, Fwd R, -;

Ending		
Meas		
<b>1</b>		<b>APT, PT &amp; HOLD;</b>
	1	{Apart, Pt} Step Apt L, -, Pt R Twd Ptr, -;

<b>Introduction</b>	
1 - 2	WAIT ; ;
<b>Part A</b>	
1 - 4	TRAVELING BOX to SCP;;;;
5 - 8	2 FWD 2 STEPS;; SCOOT 4; WALK 2 to FACE;
9 - 12	LF TRNG BOX;;;;
13 - 16	SD 2 STEPS L & R;; BK APT 3; TOG 3 to CP/WALL;
<b>Part A</b>	
1 - 4	TRAVELING BOX to SCP;;;;
5 - 8	2 FWD 2 STEPS;; SCOOT 4; WALK 2 to FACE;
9 - 12	LF TRNG BOX;;;;
13 - 16	SD 2 STEPS L & R;; BK APT 3; TOG 3 to BFLY/WALL;
<b>Part B</b>	
1 - 4	FC to FC; BK to BK; BB TRN to BFLY/WALL;;
5 - 8	FC to FC; BK to BK; BB TRN to CP/WALL;;
<b>Part C</b>	
1 - 4	STROLLING VINE;;;;
5 - 8	SLOW OPEN VINE 4 to SCP;; FWD 2 STEP; P/U, TCH;
9 - 12	SCIS to SCAR; SCIS to BJO checking; FISHTAIL; WALK, FC;
13 - 16	BROKEN BOX;;;;
<b>Part D</b>	
1 - 4	LACE UP to OP/LOD;;;;
5 - 8	HITCH 6 to SCP;; TWO FWD TS;;
9 - 12	CIRC CHASE;;;;
13 - 16	BOX;; REV BOX;;
<b>Part A</b>	
1 - 4	TRAVELING BOX to SCP;;;;
5 - 8	2 FWD 2 STEPS;; SCOOT 4; WALK 2 to FACE;
9 - 12	LF TRNG BOX;;;;
13 - 16	SD 2 STEPS L & R;; BK APT 3; TOG 3 to BFLY/WALL;
<b>Part B</b>	
1 - 4	FC to FC; BK to BK; BB TRN to BFLY/WALL;;
5 - 8	FC to FC; BK to BK; BB TRN to CP/WALL;;
<b>Part C</b>	
1 - 4	STROLLING VINE;;;;
5 - 8	SLOW OPEN VINE 4 to SCP;; FWD 2 STEP; P/U, TCH;
9 - 12	SCIS to SCAR; SCIS to BJO checking; FISHTAIL; WALK, FC;
13 - 16	BROKEN BOX to SCP;;;;
<b>Part D(7 - 16)</b>	
7 - 8	TWO FWD TS;;
9 - 12	CIRC CHASE;;;;
13 - 16	BOX;; REV BOX;;
<b>Ending</b>	
1	APT, PT & HOLD;