

Music: Stumptown  
Album: Why Should the Fire Die?  
Artist: Nickel Creek  
Level: Intermediate/Intermediate Plus  
Choreography: Anne Sentell  
Skyline Country Cloggers – Yr 2020

Instrumental  
Wait 8 Counts  
Begin: Left Foot  
Routine Sequence: Acapella I + Instrumental + Acapella II  
Instrumental Sequence - ABCDEC

**Acapella I - INTRO: 68 counts**

**Note: See Acapella I Cue Sheet**

**PART A: 24 counts**

- Step 1. Rhythm (8 counts)
- Step 2. McNamara Twist (8 counts)
- Step 3. Double-Back to Dog (8 counts)

**PART B: 24 counts**

- Step 1. 2 Basics + 1 Fancy y-Fancy (8 counts)
- Step 2. 4 Drunken Sailors (8 counts)
- Step 3. 2 Stutter Unclogs
- Step 4. 1 Bubblegum (4 counts)

**PART C: 32 counts**

- Step 1. Banjo (8 counts)
- Step 2. Strut (Marge Callahan's) (8 counts)
- Step 3. Banjo (8 counts)
- Step 4. Strut (8 counts)

**PART D: 28 counts**

Step 1. 1 Traveling Shoes + 2 Scoops – traveling right (8 counts)

Step 2. 1 Traveling Shoes + 2 Scoops – traveling left (8 counts)

Step 3. 2 Side Rock Basics (4 counts)

Step 4. Digging Doxies (8 counts)

**PART E: 29 counts**

Step 1. Izzie 180 w/jazz + 2 Heel Steps (fwd) + 2 Toe Steps (bckwd) (8 counts)

Step 2. Izzie 180 w/jazz + 2 Heel Steps (fwd) + 2 Toe Steps (bckwd) (8 counts)

Step 3. 1 Cowboy (8 counts)

Step 4. 4 Heel Steps Prances (fwd) - (4 counts)

Step 5. 1 Head Nod (1 count)

**PART C: 32 counts**

Step 1. Banjo (8 counts)

Step 2. Strut (8 counts)

Step 3. Banjo (8 counts)

Step 4. Strut (8 counts)

**ACAPELLA 11 - ENDING: varying counts depending on number of dancers**

Step 1. 8 Stomps (8 counts)

Step 2. 2 Rhythms (16 counts) – Team B Echoes Team A (8 counts each)

Step 3. CW Grapevines with Heel Scuff (counts depend up number of dancers) – Individ Bows

Step 4. 4 Stomps (4 counts)

Step 5. Group Bow with Raised/Lowered Arms (4 counts)

**PART A:**

**Rhythm (8 counts)**

S	DS (xif)	S	DS (xif)	S	DS (b)	DS (b)	DS (b)
L R		L R		L R	L R		
1 2		3 4		5 6	7	8	

**McNamara Twist (8 counts)**

B (wgt)	H (ots)	B (wgt)	S (ib)	B (ots - wgt)	H (ots)	B (wgt)	S (xib)	
L	R	R.	L	R	L	L	R	
&	1	&	2	&	3	&	4	
R	S (fwd)	Slur (fwd to close)		S	Db	Tw (left)	Tw (right)	Chug
L	R	L		L	R B	B	L	
&	5	&		6	&a	7	&	8

**Double Back to Dog (8 counts)**

DS	Db (b)	H	Br (f)	H	DS (xif)
L	R	L	R	L	R
1	&	2	&	3	4
H( (if - wgt)	H (if - wgt)	B (ib - wgt)		B (ib - wgt)	
L	R	L	R		
&	5	&	6		
H( (if - wgt)	H (if - wgt)	B (ib - wgt)		B (ib - wgt)	
L	R	L	R		
&	7	&	8		

**Part B: 36 counts**

**2 Basics + 1 Fancy-Fancy (8 counts)**

DS	R (0ts)	S	DS	R	S	DS	DS(xif)	R(xif)	S	R(ip)	S
L	R L	R	L R	L	R L	R	L	R L	R		
&1	&	2	&3	&	4	&5	&6	&	7	&	8

**4 Drunken Sailors (8 counts)**

DrSIDr(ots)	S(ib)	DrSIDr(ots)	S(ib)	DrSIDr(ots)	S(ib)	DrSIDr(ots)	S(ib)
&1 &	2	&3 &	4	&5 &	6	&7 &	8

**2 Stutter Unclogs with touches (16 Counts)**

Ht/Ht/Ht	S	Heel-Scuff (fwd)	H	Toe Tch (xif).	H	Toe Tch (ots)	H
e/ &/ a	1	&	2	&	3	&	4
--L--	L	R	L	R	L	R	L

Ht/Ht/Ht	S	Heel-Scuff (fwd)	H	Toe Tch (xif).	H	Toe Tch (ots)	H
e/ &/ a	1	&	2	&	3	&	4
--L--	L	R	L	R	L	R	L

**1 Bubblegum (4 counts)**

B(takes wgt)	Sl	Drag	Sl	Drag	Sl	Drag	Sl
L	R	R	R	R	R	R	R
&	1	&	2	&	3	&	4

**PART C: (32 counts)**

**1 Banjo (8 counts)**

DS	DS(xib)	R	HFlap	S(ib)	R	HHit(if)	R	HFlap	S(ib)	Ball	Sl
L	R	L	R	L	R	L	L	R	L	R	R
&1	&2	&	3&	4	&	5	&	6&	7	&.	8

**1 Marge Callahan Strut (8 counts)**

H(ots)	Flap	TH(xib)	H(f)	Flap	H(ots)	Flap	TH(xib)	H(if)	Flap	H(ots)	Flap	TH(xib)
L	L	RR	L	L	R	R	LL	R	R	L	L	RR
&	1	&2	&	3	&	4	&5	&	6	&	7	&8

**1 Banjo (8 counts)**

DS	DS(xib)	R	HFlap	S(ib)	R	HHit(if)	R	HFlap	S(ib)	Ball	Sl
L	R	L	R	L	R	L	L	R	L	R	R
&1	&2	&	3&	4	&	5	&	6&	7	&.	8

**1 Marge Callahan Strut (8 counts)**

H(ots)	Flap	TH(xib)	H(f)	Flap	H(ots)	Flap	TH(xib)	H(if)	Flap	H(ots)	Flap	TH(xib)
L	L	RR	L	L	R	R	LL	R	R	L	L	RR
&	1	&2	&	3	&	4	&5	&	6	&	7	&8

**PART D: 28 counts**

**Traveling Shoes/2 Scoops (8 counts) – Traveling Right – Start L Foot**

D/Svl H	H/Tch	Svl/H	H/Tch	Svl/H	H/Tch	Svl/H	Dt(air-loop-ots)	H/H	Dt(air-loop-ots)	H/H
L/L	L/R	L/L	L/R	L/L	L/R	L/L	R	L/L	R	L/L
&1	&	2	&	3	&	4	&	5/6	&	7/8

**Traveling Shoes/2 Scoops (8 counts) – Traveling Left – Start R Foot**

D/Svl H	H/Tch	Svl/H	H/Tch	Svl/H	H/Tch	Svl/H	Dt(air-loop-ots)	H/H	Dt(air-loop-ots)	H/H
R/R	L	R/R	L	R/R	L	R/R	L	R/R	L	R/R
&1	&	2	&	3	&	4	&	5/6	&	7/8

**2 Side-Rock Basics (4 counts)**

DS	R(ots)	S(ip)	DS	R(ots)	S(ip)
L	R	L	R	L	R
&1	&	2	&3	&	4

**2 Digging Doxies: (8 counts)**

D-back	H	D-back	H	D-back	H	Loop (xib)	S
&	1	&	2	&	3	&	4
L	R.	L	R	L	R	L	L
D-back	H	D-back	H	D-back	H	Loop (xib)	S
&	5	&	6	&	7	&	8
R	L	R	L	R	L	R	R

**PART E: 29 counts**

**Izzie w/Jazz 2 Heel Steps (fwd) + 2 Toe Steps (back): (8 counts)**

DS	K (90R)	R (xib)	S(240L)-Tch	Sl(ots)	Drag(close)	HS	HS	TS	TS
&1	&	a	2	& 3	4	&5	&6	&7	&8
L	R	R	L	R R	R	L	R	L	R

**Izzie w/Jazz 2 Heel Steps (fwd) + 2 Toe Steps (back): (8 counts)**

DS	K (90R)	R (xib)	S(240L)-Tch	Sl(ots)	Drag(close)	HS	HS	TS	TS
&1	&	a	2	& 3	4	&5	&6	&7	&8
L	R	R	L	R R	R	L	R	L	R

**Cowboy: (8 counts)**

DS	DS	DS	K/Heel	DS	R/S	R/S	R/S
&1	&2	&3	&4	&5	&6	&7	&8
L	R	L	R/L	R	L/R	L/R	L/R

**Step-Heel Prances - Forward (4 counts)**

H	S	H	S	H	S	H	S
L	R	R	L	L	R	R	L
&	1	&	2	&	3	&	4

**Head Nod (1 Count)**

**Repeat C: (32 counts)**

Music: Stumptown  
Album: Why Should the Fire Die?  
Artist: Nickel Creek  
Level: Intermediate/Intermediate Plus  
Choreography: Anne Sentell  
Skyline Country Cloggers – Yr 2020

Acapella  
(Beginning & Ending)  
Total Beats: 68  
Begin: Left Foot  
Note: Acapella also danced within music section

Step 1. Rhythm (8 counts) REPEAT (8 counts)

Step 2. McNamara Twist (8 counts) REPEAT (8 counts)

Step 3. Double-Back to Dog (8 counts)

Step 4. Stomp Syncho (4 counts)

Step 5. Sync-Toe (8 counts)

Step 6. Step Heel (4 counts)

Step 7. Amish GEICO sway (4 counts)

Step 8. Sweat Step (8 counts)

## Acapella Steps

### Rhythm (8 counts)

<u>S</u>	<u>DS (xif)</u>	<u>S</u>	<u>DS (xif)</u>	<u>S</u>	<u>DS (b)</u>	<u>DS (b)</u>	<u>DS (b)</u>
L	R	L	R	L	R	L	R
1	2	3	4	5	6	7	8

REPEAT 8 COUNTS

### McNamara Twist (8 counts)

<u>B (wgt)</u>	<u>H (ots)</u>	<u>B (wgt)</u>	<u>S (ib)</u>	<u>B (xib - wgt)</u>	<u>H (ots)</u>	<u>B (wgt)</u>	<u>S (xib)</u>
L	R	R.	L	R	L	L	R
&	1	&	2	&	3	&	4

<u>R</u>	<u>S (fwd)</u>	<u>Slur (fwd to close)</u>	<u>S</u>	<u>Db</u>	<u>Tw (left)</u>	<u>Tw (right)</u>	<u>Chug</u>
L	R	L	L	R	B	B	L
&	5	&	6	&a	7	&	8

REPEAT 8 COUNTS

### Double Back to Dog (8 counts)

<u>DS</u>	<u>Db (b)</u>	<u>H</u>	<u>Br (f)</u>	<u>H</u>	<u>DS (xif)</u>
L	R	L	R	L	R
1	&	2	&	3	4

<u>H( (if - wgt)</u>	<u>H (in - wgt)</u>	<u>B (ib - wgt)</u>	<u>(B ib - wgt)</u>
L	R	L	R
&	5	&	6

<u>H( (if - wgt)</u>	<u>H (in - wgt)</u>	<u>B (ib - wgt)</u>	<u>B (ib - wgt)</u>
L	R	L	R
&	7	&	8

### Stomp Syncho (4 counts)

<u>Sto</u>	<u>DbIR</u>	<u>Sto</u>	<u>DbIR</u>	<u>Sto (rt - 90)</u>	<u>S</u>	<u>Ttch (ib)</u>
L	R (ib)	L	R (ib)	L	R	L
1	&a	2	&a	3	&	4



**Sync Toe (8 counts)**

<u>S</u>	<u>DS</u>	<u>Ttch (ib)</u>	<u>S</u>	<u>DS</u>	<u>Ttch (ib)</u>	<u>S</u>	<u>DS</u>	<u>DS</u>	<u>Stp</u>	<u>NOD</u>
L	R	L	L	R	L	L	R	L	R	Head
1	2	&	3	4	&	5	6	7	&	8

**Step Heel (4 counts)**

<u>S (b)</u>	<u>Htch (xif)</u>	<u>S (b)</u>	<u>Htch (xif)</u>	<u>S (b)</u>	<u>Htch (xif)</u>	<u>S (b)</u>	<u>Htch (xif)</u>
L	R	L	R	L	R	L	R
&	1	&	2	&	3	&	4

**Amish GEICO Sway (4 counts)**

Notes:

Remain on Right Ft from Count 4 above.

While dragging sideways – leave opposite leg in air and straight.

From Ct 4 Wgtd Step:

<u>Drag (ots to L)</u>	<u>S</u>	<u>Drag (ots)</u>	<u>S</u>	<u>Drag (ots)</u>	<u>S</u>	<u>Drag (ots)</u>	<u>S</u>
R	L	L	R	R	L	L	R
&	1	&	2	&	3	&	4

**Sweat Step (8 counts)**

<u>DS</u>	<u>H (wgt)</u>	<u>S</u>	<u>R</u>	<u>S</u>	<u>H-stamp</u>	<u>Stomp</u>	<u>S</u>	<u>toe-S (ib)</u>	<u>toe-S (ib)</u>	<u>toe-S (ib)</u>
L	R	L	R	L	R	R	L	R	L	R
1	&	2	&	3	&	4	5	e&	a6	e&

Note: Hold wgt on right foot from last toe-S

Drag-H (ots) - HOLD    Toe-Pose (xif)

R	L	L
(a7)	&	8