



# SAY YOU'LL STAY



<b>Choreographers:</b>	<b>Release date:</b> July 2006
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	<b>Music:</b> "Say You'll Stay Until Tomorrow", Billy Crash Craddock OR Tom Jones (Greatest Hits)
	<b>Time &amp; Speed:</b> 3:32 @ unchanged speed
	<b>Footwork:</b> Opposite except where indicated ( <i>W's footwork in parentheses</i> )
	<b>Suggested use:</b> <b>Introduction to the rhythm, Diamond Turns, Hesitations</b>
<b>Sequence:</b> <b>Intro – AB – AB - A - Ending</b>	

## INTRODUCTION

	Depending on the version wait one or a few pickup notes in CP LOD but in any case be ready to start almost RIGHT AWAY.		
1 - 3	SQQ 3x	<b>Diamond Turn ¾;;;</b>	Trng ¼ LF per meas fwd L, -, sd R, bk L; bk R, -, sd L, fwd R; fwd L, -, sd R, bk L to BJO WALL;
4	SQQ	<b>Back ½ Box to CP LOD;</b>	Trng ¼ LF bk R, -, sd L, cl R to CP LOD;
5	SS	<b>Dip Back &amp; Recover;</b>	Bk L w/ soft knee, -, rec R, -;
6	QQQQ	<b>Run 4;</b>	Fwd L, R, L, R;

## PART A

1 - 2	SQQ SQQ	<b>Forward Run 2 2x;;</b>	Fwd L, -, fwd R, fwd L; fwd R, -, fwd L, fwd R;
3	SQQ	<b>1 Left Turn;</b>	Fwd L trng LF, -, sd R, cl L to CP RLOD;
4	QQQQ	<b>Run Back 4;</b>	Bk R, L, R, L;
5	SQQ	<b>Back &amp; Bk Run 2;</b>	Bk R, -, bk L, bk R;
6	SQQ	<b>Impetus to SCP LOD;</b>	Com bdy RF trn bk L, -, cont RF trn on L heel & cl R risg to ball, fwd L ( <i>W com bdy RF fwd R w/ heel ld between M's ft &amp; pvt 1/2, -, sd &amp; fwd L contg trn &amp; brush R to L, fwd R</i> ) to SCP LOD;
7	SQ&Q	<b>Thru Semi Chasse;</b>	Thru R, -, fwd & sd L/cl R, fwd & sd L to SCP LOD;
8	SQQ	<b>Pick Up to SCAR DLW;</b>	Sm fwd R ldg W to fold in frt ( <i>W trng LF fwd L foldg in frt of M</i> ), -, sd L, cl R to SCAR DLW;
9	SQQ	<b>Cross Hover to BJO;</b>	XLif, -, sd R w/ slt rise com LF trn, rec L comp trn to BJO DLC;
10	SQQ	<b>Cross Hover to Scar;</b>	XRif, -, sd L w/ slt rise com RF trn, rec R comp trn to SCAR DLW;
11	SQQ	<b>Cross Hover to SCP;</b>	XLif, -, sd R w/ slt rise, rec L ( <i>W XRib, sd &amp; bk L w/ strong RF trn, fwd R</i> ) to SCP LOD;
12	SQQ	<b>Thru Face Close;</b>	Thru R, -, sd L trng to fc ptr, cl R to CP WALL;
13	QQQQ	<b>Twisty Vine 4;</b>	Sd L, XRib, sd L, XRif to BJO LOD;
14	SS	<b>Walk 2 ;</b>	Fwd L, -, fwd R, - ;
15	SQQ	<b>Hover;</b>	Fwd L, -, sd & fwd R risg to ball of ft & allowg W to brush R, fwd L to SCP DLC;
16*	SQQ	<b>Pick Up DLC;*</b>	Sm fwd R ldg W to fold in frt ( <i>W trng LF fwd L foldg in frt of M</i> ), -, sd L, cl R to CP DLC; [*3 <sup>rd</sup> time to SCAR DLW]

**PART B**

1 - 2	SQQ SQQ	<b>Diamond Turn ½;</b>	Fwd L, -, trng ¼ LF sd R to BJO, bk L; bk R, -, trng ¼ LF sd L, fwd R to BJO DRW;
3	QQQQ	<b>Quick Diamond 4;</b>	Trng 1/4 LF ovr 4 steps fwd L, sd R, bk L, bk R to CP DLW;
4*	SS* or QQQQ	<b>Dip Back &amp; Recover*;</b> or [Qk Dip Bk Rec Run 2]	Bk L w/ soft knee, -, rec R w/ slt RF trn to CP WALL, -; [*In Tom Jones version replace with Bk L w/ soft knee, rec R, fwd L, fwd R trng to fc WALL]
5	SQQ	<b>Whisk;</b>	Fwd L, -, sd & fwd R, XLib SCP LOD;
6	SQQ	<b>Hover Fallaway;</b>	Fwd R, -, fwd L risg & ckg, rec R;
7	SQQ	<b>Slip Pivot to BJO;</b>	Bk L, -, sd & bk R risg, rec L ( <i>W bk R, -, trng LF sd L to BJO, bk R</i> ) to BJO LOD;
8	SQQ	<b>Maneuver Side Back;</b>	Fwd R trng RF, -, sd & fwd L in frt of W, bk R ( <i>W bk L trng RF, - sd &amp; fwd R, fwd L</i> ) to CP RLOD;
9	SQQ	<b>Hesitation Change;</b>	Bk L trng RF, - sd R contg RF trn to CP DLC, draw L;
10	SQQ	<b>Drag Hesitation;</b>	Fwd L, -, stg LF trn sd R, contg LF trn draw L to BJO DRC;
11	QQQQ	<b>Run Back 4;</b>	Bk L, R, L, R;
12	SQQ	<b>Impetus to SCP LOD;</b>	Com bdy RF trn bk L, -, cont RF trn on L heel & cl R risg to ball, fwd L ( <i>W com bdy RF fwd R w/ heel ld between M's ft &amp; pvt 1/2, -, sd &amp; fwd L contg trn &amp; brush R to L, fwd R</i> ) to SCP LOD;
13	SS	<b>Slow Chair &amp; Recover;</b>	Fwd R w/ bent knee as if sitg in chair, -, rec L brushg R to L, -;
14	SS	<b>Slow Chair &amp; Recover;</b>	Fwd R w/ bent knee as if sitg in chair, -, rec L brushg R to L, -;
15	SQQ	<b>Thru &amp; Run 2;</b>	Thru R, -, fwd L, fwd R;
16	SS	<b>Walk &amp; Pick up;</b>	Fwd L, -, Sm fwd R ldg W to fold in frt ( <i>W trng LF fwd L foldg in frt of M</i> ) to CP LOD, -;

**ENDING**

1	SQQ	<b>Cross Hover to BJO;</b>	XLif, -, sd R w/ slt rise com LF trn, rec L comp trn to BJO DLC;
2	SQQ	<b>Cross Hover to SCAR;</b>	XRif, -, sd L w/ slt rise com RF trn, rec R comp trn to SCAR DLW;
3	SQQ	<b>Cross Hover to SCP;</b>	XLif, -, sd R w/ slt rise, rec L ( <i>W XRib, sd &amp; bk L w/ strong RF trn, fwd R</i> ) to SCP LOD;
4	SQQ	<b>Thru Face Close;</b>	Thru R, -, sd L trng to fc ptr, cl R to CP WALL;
5	QQQQ	<b>Twisty Vine 4;</b>	Sd L, XRib, sd L, XRif to BJO LOD;
6	SS	<b>Walk &amp; Face;</b>	Fwd L, -, trng ¼ RF fwd R to CP WALL,-;
7	SQQ	<b>Slow Hover;</b>	[Music slows down] Fwd L, -, sd & fwd R risg to ball of ft & allowg W to brush R, fwd L to SCP LOD;
8	S --	<b>Slow Chair;</b>	Fwd R w/ bent knee as if sitting in chair, -, -, -;
9	S --	<b>Slow Tilt;</b>	Slowly chg upper bdy poise twds bk trng hd slowly to look at each other;

Say you'll stay until tomorrow  
 I can't face tonight alone  
 Though I know it's over and we're through  
 Say you'll stay until tomorrow  
 I need you  
 The words have all been said  
 your mind's made up to go  
 you're standing by the bed  
 like someone I don't know  
 your love has died and there is nothing you can do  
 though you try (though you try)  
 yes you try (yes you try)

you can't live (you can't live)  
 with a lie so..  
 I've known for some time now  
 that things just ain't been right  
 cause when we try to talk  
 we both get so uptight  
 but now you've told the truth  
 and I know where I stand  
 though it hurts (though it hurts)  
 deep inside (deep inside)  
 give me time (give me time)  
 I'll get by so..

SAY YOU'LL STAY – WOODRUFF – FT IV – 3:32 – BILLY CRASH CRADDOCKINTRO (6 meas)

CP LOD Diamond Turn  $\frac{3}{4}$  ;;; Bk  $\frac{1}{2}$  Box to CP LOD ; Dip Bk & Rec ; Run 4 ;

PART A (16 meas)

Fwd Run 2 Twice ;; 1 L Turn ; Bk Run 4 ;

Back & Bk Run 2 ; Impetus to SCP LOD ; Thru Semi Chasse ; Pick Up to SCAR DLW ; Cross Hover 3x to SCP ;;; Thru Fc Cl ;

Twisty Vine 4 ; Walk 2 ; Hover ; Pick Up DLC ;

PART B (16 meas)

Diamond Turn  $\frac{1}{2}$  ;; Qk Diamond 4 ; Dip Bk & Rec to fc WALL ;

Whisk ; Hover Fallaway ; Slip Pivot to BJO ; Manuv Sd Bk ;

Hesitation Change ; Drag Hesitation ; Run Bk 4 ; Impetus to SCP LOD ;

Slow Chair & Rec 2x ;; Thru Run 2 ; Walk & Pick Up ;

PART A (16 meas)

Fwd Run 2 Twice ;; 1 L Turn ; Bk Run 4 ;

Back & Bk Run 2 ; Impetus to SCP LOD ; Thru Semi Chasse ; Pick Up to SCAR DLW ; Cross Hover 3x to SCP ;;; Thru Fc Cl ;

Twisty Vine 4 ; Walk 2 ; Hover ; Pick Up DLC ;

PART B (16 meas)

Diamond Turn  $\frac{1}{2}$  ;; Qk Diamond 4 ; Dip Bk & Rec to fc WALL ;

Whisk ; Hover Fallaway ; Slip Pivot to BJO ; Manuv Sd Bk ;

Hesitation Change ; Drag Hesitation ; Run Bk 4 ; Impetus to SCP LOD ;

Slow Chair & Rec 2x ;; Thru Run 2 ; Walk & Pick Up ;

PART A (16 meas)

Fwd Run 2 Twice ;; 1 L Turn ; Bk Run 4 ;

Back & Bk Run 2 ; Impetus to SCP LOD ; Thru Semi Chasse ; Pick Up to SCAR DLW ; Cross Hover 3x to SCP ;;; Thru Fc Cl ;

Twisty Vine 4 ; Walk 2 ; Hover ; Pick Up DLW ;

ENDING (9 meas)

Cross Hover 3x to SCP ;;; Thru Fc Cl ; Twisty Vine 4 ; Walk & Fc ;

Slow Hover ; Slow Chair ; Slow Tilt ;