

**1-4 WAIT (RAISING ARMS); SYNCOPATED ROLL; CLOSED HOVER; OPEN FINISH;**

- 1 In open facing pos M facing Wall wait 1 meas sweeping aims twd RLOD;
- 2 (Sync Roll) M roll LF LOD L/R, L, R making 1 1/8 turns to face W & DLW; (1&23)
- 3 (Closed Hover) M fwd L DLW beginning to blend to CP, fwd R DLW to CP hovering, bk L DRC;
- 4 (Open Finish) M turning slightly LF bk R DRC, sd & fwd L DLC, fwd R DLC outside W;

**A**

**1-4 OPEN REVERSE TURN;; SYNCOPATED ZIG ZAG; CROSS HOVER TO SCP:**

- 1-2 (Open Reverse Turn) M turning LF fwd L DLC, cont. LF turn sd R DLC, bk L LOD; Cont. LF turn bk R DLC, sd & fwd L DLW, fwd R DLW outside W;
- 3 (Syncopated Zig lag) M turning LF fwd L DLW/bk R DLW, bk L DLW in C/BJO (W fwd R o/s M), turning RF on L fwd RLOD in C/SCAR; (1&23)
- 4 (Cross Hover to SCP) M fwd L LOD o/s Ws L sd, fwd R LOD b/t Ws feet beginning to hover, hovering & turning W to SCP sd & fwd L DLC;

**5-9 RUNNING NATURAL TURN; RISING LOCK; TELESPIN W/ REVERSE WAVE END:::**

- 5 (Running Natural Turn) M thm R DLC turning RF (W thru L), bk L DLC in CP/bk R, bk L DLC with Rt side lead (W fwd R o/s M); (12&3)
- 6 (Rising Lock) M turning LF bk R DLC, sd & fwd L DLC, XRIB of L m CP DLC (W XLIF of R);
- 7-9 (Telespin w/ Rev Wave End) M turning LF fwd L DLC, sd R DLC fcng RLOD, pt L bk LOD turning LF, Cont LF turn fwd L LOD, sdR DLC in CP, bkL DLW; Bk R DLW turning LF, bk L, R LOD; (W turning LF bk R DLC, cl L to R (Heel Turn), fwd R LOD w/head Rt; Turning head L fwd L/R around M, cl L to R (Heel Turn), fwd R DLW in CP; {123;&123} Fwd L DLW turning LF, fwd R, L LOD;)

**10-12 CHASSE ROLL; SPIN TURN; BACK, SIDE, CLOSE:**

- 10 (Chasse Roll) M shaping Rt bk L LOD turning RF, side & fwd R LOD/cl L to R, turning head bk to L fwd RLOD pivoting 1/2 RF to CP RLOD; (12&3)
- 11 (Spin Turn) M turning RF bk L LOD pivoting RF, cont RF turn fwd R LOD beginning to rise, hovering on R bk L DRC;
- 12 (Back, Sd, Cl) M turning LF bk R DRC, sd L DRC, close R to L in CP DLC;

**13-16 DOUBLE REVERSE; CHANGE DIR; DOUBLE REVERSE; CHANGE DIR:**

- 13 (Double Reverse) M turning LF fwd L DLC, cont LF turn sd R DLC (W Heel Turn), cont LF turn on R draw L to R w/o wt to face DLW (W fwd R LOD turning LF/cont LF turn XLIF of R) (W12&3)
- 14 (Change Direction) M fwd L DLW, fwd R DLW turning LF cont LF turn draw L twd R shaping L facing DLC;
- 15-16 Repeat measures 13 & 14;;

**B**

**1-4 FALLAWAY & SLIP; CHASSE TO RT; RF PIVOT; RIGHT TURNING LOCK TO SCP:**

- 1 (Fallaway &, Slip) M turning LF fwd L DLC, sd & bk R DLC/bk L w/Rt sd lead (W bk R w/L sd lead), pivoting LF on L pull R bk past L to face DLW in CP (W pivoting L on R slip L fwd to CP); (12&3)
- 2 (Chasse to Rt) M turning L fwd L DLW, sd & bk R DLW/cl L to R, bk R DLW w/Rt sd lead (12&3);
- 3 (Rt Face Pivot) M bk L DLW pivoting RF (W fwd R DLW o/s M). fwd R DLW cont RF pivot, bk L LOD;
- 4 (Rt Turning Lock to SCP) M bk R LOD w/Rt sd lead/XLIF of R turning RF (W XRIB), fwd R LOD b/t Ws feet, hovering on R & turning W to SCP sd & fwdL DLC; (1&23)

**9-12 W RONDE TO DEVELOPE; SYNC RF UNDERARM TURN/M CHASSE; CHASSE TO RT; BACK**

**HOVER TO SCP;**

- 9 (W Ronde to Develope) M hold shaping to Rt as W rondes R CW (floor or aerial) & then raises R up to L knee & extends R fwd in an arc,;
- 10 (Sync RF U/A Turn) M bk L DLW turning RF leading W fwd R beginning RF twirl sd & fwd R LOD/ cl L to R, fwd R DLC a BFLY SCAR as W completes 1-1/4 RF imderans turn to face DRW; (12&3)
- 11 (Chasse to Rt) M fwd L DLC turning LF, sd & bk R LOD/cl L to R, bk R DLW in B/FLY BJO; (12&3)
- 12 (Back Hover to SCP) M turning LF bk L DLW (W fwd R o/s M), fwd R LOD b/t Ws feet beginning to hover (W fwd L past M), hovering & turning W to SCP sd & fwd L DLC;

**13-16 WEAVE TO SCP;; HOVER CROSS WITH SYNCOPATED ENDING;;**

- 13-14 (Weave to SCP) M thru R DLC (W thru L turning LF to CP), fwd L COH, sd & bk R LOD; Turning LF bk L DLC (W fwdR o/s M), bk R turning LF, turning W to SCP sd & fwdL DLW;
- 15-16 (Hover Cross) M thru R DLW turning RF (W thru L), bk LDLW in CP pivoting RF, sd R LOD; Turning slightly RF fwd L LOD o/s Ws L side/replace R, sd & fwd L DLC w/ L side lead, fwd R DLC o/s W with L side lead; (1&23)

**REPEAT A (1 THRU 10)**

**ENDING**

**1-4 OPEN IMPETUS; CROSS BODY TO LOP; ROLL ACROSS TO FACE; PROMENADE RUN;**

- 1 (Open Impetus) M turning RF bk L LOD, cl R to L turning RF (Heel TurnXW fwd L), turning W to SCP fwd L DLC;
- 2 (Cross Body) M thru R DLC w/checking action, rec L, fwd R LOD in LOP (W roll LF L, R, L to LOP),
- 3 (Roll Across) M roll LF L, R, L DLC crossing behind W & making 3/4 turn to face W &, Wall; (W roll RF R, L, R DLW making 3/4 RF turn to face M &, COH;)
- 4 (Promenade Run) M joining hands in B/FLY thru R LOD (W thru L)/sd & fwd L LOD shaping Rt, XRIB of L w/head Rt (W XLB w/head L), losing Rt shape sd & fwd L LOD in B/FLY; (1&23)

**5-9 OPEN NATURAL TURN; BACK HOVER TO SCP; RISING LOCK; DOUBLE REVERSE; CHANGE DIRECTION;**

- 5 (Open Natural) M thru R LOD turning RF (W thru L), bk L LOD in BFLY, bk R LOD w/Rt sd lead;
- 6 (Back Hover to SCP) M & W repeat actions of meas, 12, part B;
- 7 (Rising Lock) M thru R DLC (W thru L turning LF to CP), fwd L, XR1B of L in CP DLC (W XLIF);
- 8-9 (Double Reverse & Change Dir.) As music slows M & W repeat meas. 13 & 14 of part A,;

**10-14 OPENTELEMARCK; OPEN NATURAL TURN; PREPARATION; SAME FOOT LUNGE; HINGE;**

- 10 (Open Telemark) M turning LF fwd L DLC, sd R DLC cont LF turn (W Heel Turn), turning W to SCP sd & fwd L DLW;
- 11 (Open Natural) M thru R DLW turning RF (W thru L), bk L DLW in CP, bk R DLW w/ Rt side lead;
- 12 (Preparation) M bk L DLW (W fwd R DLW o/s M), bk R, turning slightly LF to face COH cl L to R as W adjusts to preparation pos. closing R to L w/o wt;
- 13 (Same Foot Lunge) M lowering into L side & slightly fwd R (W XRIB of L) in Same Foot Lunge line, change shape to Rt turning head Rt (W Left),;
- 14 (Hinge) M turn LF on R leading W to move fwd onto L, shift wt to L cont LF turn as W swivels LF on her L, slowly extend the Hinge line as W extends R fwd LOD shaping well to L;