

## WALTZ - EASY INTERMEDIATE

### GENERAL:

The music is written in 3/4 time, i.e. 3 beats to a measure. Normally 3 steps are taken to each measure of music.

### TECHNIQUE:

Major characteristics of Waltz are the rhythmic rise and fall with the low point being through count 1, beginning to rise at the end of count 1, continuing to rise through count 2, continuing to rise to the highest point on count 3, lowering at the end of count 3.

### WALTZ

#### EASY INTERMEDIATE BASICS

Hover	Impetus Semi
Back Hover	Slip Pivot
Cross Hover	Spin Turn
Forward Hover	Whisk
Hover Fallaway	Wing
Diamond Turn	

### HOVER;

M: Fwd L, Fwd & Sd R (rising), Rec L (SCP); W: Bk R, Bk & Sd L (rising), Rec R (SCP);

### BACK HOVER;

M: Bk, Sd & Bk (rising), Rec; W: Fwd, Sd & Fwd (rising), Rec; Note: May start with either foot. Closed position unless noted.

### CROSS HOVER;

M: (SCAR) Cross L in front of R, Sd R (rising) (turning L), Rec L to indicated position;

W: (SCAR) Cross R in back of L, Sd L (rising) (turning L), Rec R to indicated position;

Note: Figure may start in SCAR or BJO position and may end in SCP.

### FORWARD HOVER;

M: (SCP) Fwd L, Sd & Fwd R (rising), Rec L; W (SCP) Bk R, Sd & Fwd L (rising), Rec R; Note: May end in BJO

### HOVER FALLAWAY; (In SCP throughout)

M: (SCP) Fwd R, Fwd L (rising to ball of foot) checking, Rec Bk R;

W: (SCP) Fwd L, Fwd R (rising to ball of foot) checking, Rec Bk L;

### DIAMOND TURN;::: (Done in BJO position)

M: Fwd L, Sd R, Bk L; Bk R, Sd L, Fwd R; Fwd L, Sd R, Bk L; Bk R, Sd L, Fwd R;

W: Bk R, Sd L, Fwd R; Fwd L, Sd R, Bk L; Bk R, Sd L, Fwd R; Fwd L, Sd R, Bk L;

### IMPETUS to SCP; (Usually starts in CP)

M: Bk L (turning RF), Cl R (heel turn), Fwd L (turning RF) to tight SCP;

W: Fwd R (turning RF between man's feet heel to toe pivoting 1/2 RF); Sd & Fwd L (turning RF around M); brush R to L; Fwd R;

### SLIP PIVOT;

M: Bk L, Bk R (turning LF) (Keep L leg extended), Fwd L;

W: Bk R (start LF pivot on ball of foot, thighs locked, L leg extended), Fwd L (turning LF to BJO, Bk R);

### SPIN TURN;

M: Bk & Sd L (RF Pivot), Fwd & Rise R, Sd & Bk L; W: Fwd R (RF Pivot), Bk & Rise L, Sd & Fwd R;

### WHISK;

M: Fwd L, Fwd & Sd R (rising to ball of foot), cross L in back of R (continue to full rise to ball of foot in tight SCP);

W: Bk R, Bk & Sd L (rising to ball of foot), cross R in back of L (continue to full rise to ball of foot in tight SCP);

### WING;

M: (SCP) Fwd R, Draw L to R, touch L to R (turning up per part of body LF with L Sd stretch);

W: Fwd L (beginning to cross in front of man turning slightly LF), Fwd R around man continuing to turn slightly LF, Fwd L around man continuing to turn slightly LF to end in tight SCAR position.

### ABBREVIATIONS

Fwd: Forward	W: Woman	BJO: Banjo Position	LOD: Line Of Dance	; Semicolon indicates end of a measure
Bk: Back	L (R): Left (Right)	SCAR: Sidecar Position	OP: Open Position	, Comma divides a measure into counts
Sd: Side	LF(RF): L (R) Face	SCP: Semi-closed Position	DLW: Diagonal LOD & Wall	
Cl: Close	Tch: Touch	Rec: Recover	RLOD: Reverse Line Of Dance	
M: Man	Prog: Progressive	CP: Closed Position		