

SERENITY WALTZ

Choreography: Phil and Jane Robertson

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Record: Special Pressing - Serenity Waltz - Flip: Happy Together Time: 3:00 @ 45 rpm

Rhythm: Waltz Phase: IV + 2 (Double Reverse Spin & {Curved Feather})

Footwork: Opposite, Woman's special instructions in parentheses. Version 1.11

Sequence: INTRO A B C B(MOD) C(MOD) ENDING Speed: 41 rpm or slow to suit*

INTRODUCTION

IN LEFT OPEN FC POSITION FC DLW WAIT 2;; TOGETHER & TCH; BOX FINISH;

1-4 Left open facing DLW Wait 2;; {Together & Touch} Fwd L, tch R to L & hold and rotate slightly RF,-, (W: Fwd R, tch L to R, hold); {Box Finish} Bk R comm LF trn, sd L cont LF trn to DLC, cl R to L;

PART A

VIENNESE TURNS;; TURN LEFT & RIGHT CHASSE; OUTSIDE CHANGE SCP; CURVED FEATHER; IMPETUS SCP; OPEN IN AND OUT RUNS;;

1-8 {Viennese Turns} Fwd L comm LF trn, sd R cont LF trn, cross LIFR; Bk R cont LF trn, sd L contr trn, cl R to L; (W: Bk R comm LF trn, sd L cont trn, cl R to L; fwd L cont trn, sd R cont trn, cross LIFR); {Turn Left & Right Chasse;} Fwd L comm LF trn, sd R cont LF trn/cl L to R, sd & bk R; {Outside Change SCP} Bk L LOD, bk R trn LF, sd & fwd L to SCP DLW (W: Fwd R, fwd L trn LF, sd & fwd R to SCP DLW); {Curved Feather} Fwd R in CBMP comm RF trn, with L side stretch cont RF trn Sd and fwd L, contr upper body trn to R with L sd stretch fwd R outside ptr in CBMP DRW (W: Fwd L in CBMP comm RF trn, stay well to R in M's arm w/ R sd stretch cont RF trn sd & bk R, cont upper body trn to R w/ R sd stretch bk L in CBMP); Impetus SCP BK L bring R heel to L ft comm RF trn, chng wt to R cont RF turn, fwd L to SCP DLC (W: Fwd R comm RF pivot 1/2, sd & fwd L arnd M bring R ft back to brush L, fwd R SCP DLC); Open In and Out Runs Fwd R comm RF trn, sd & bk DLW L to CP, cont trn to SCP fwd R in L half OP; Fwd L, fwd R bet W's feet to half OP, fwd L in SCP; (W: Fwd L, fwd R bet M's feet, fwd L; Fwd R comm RF trn, sd & bk across man L, cont trn to step fwd R LOD);

CONTINUE OPEN IN AND OUT RUNS;; THRU CHASSE SCP; WING; TELEMAR SCP; MANEUVER; SPIN TURN; BOX FINISH;

9-16 {Continue Open In and Out Runs} Fwd R comm RF trn, sd & bk DLW L to

CP, cont trn to SCP fwd R in L half OP; Fwd L, fwd R bet W's feet to half OP, fwd L in SCP; (W: Fwd L, fwd R bet M's feet, fwd L; Fwd R comm RF trn, sd & bk across man L, cont trn to step fwd R); {Thru Chasse SCP} Thru R trn RF to fc ptr, sd L/cl R, sd L in SCP; Win Fwd R, draw L to R, tch L to R turn Upper body LF w/ L sd stretch end CSCAR DLC (W: Fwd L comm crossing in frnt of M trn LF, fwd R arnd M cont trn LF, fwd L arnd M cont to trn LF end in SCAR); {Telemark SCP} Fwd L comm LF trn, sd R cont trn, sd & fwd L end SCP DLW (W: Bk R comm LF trn bring L to R with no wt, trn LF on R heel & chng wt to L, Step sd & fwd R); {Maneuver} Fwd R comm R trn, sd & fwd L trn RF to CP, cl R to L (W: Fwd L, fwd R to CP, cl L to R); {Spin Turn} Comm upper body RF trn bk L pivot 1/2 RF, fwd R bet W's ft heel toe cont RF trn, rec sd & bk L to CP (W: Comm upper body RF trn fwd R bet M's feet pivot 1/2 RF, bk L cont trn brush R to L, sd & fwd R); {Box Finish} Bk R trn LF, sd L, Cl R to L;

PART B

OPEN REVERSE TURN; HOVER CORTE; BK BK/LK BK; OUTSIDE SWIVEL; WEAVE TO SCP;; CROSS PIVOT SCAR; CROSS HOVER BJO;

1-8 {Open Reverse Turn} Fwd L comm LF trn, cont LF trn sd R, bk L to CBJO (W: Bk R trn LF, cont trn sd & fwd L, fwd R); {Hover Corte} Bk R comm LF trn, sd & fwd L w/ hovering action, rec bk R in CBJO (W: Fwd L trn LF, sd & fwd R w/ hovering action, rec L to CBJO); {Bk Bk/Lk Back} Bk L, bk R/XLIFR bk R; {Outside Swivel} Bk L, pt R LOD,- (W: Fwd R, swivel RF on ball of R end SCP,-); {Weave to SCP} Fwd R, fwd L trn LF to CP, sd & bk R DLC; Bk L DLC trn W to CBJO, bk R trn LF to CP, cont trn sd & fwd L SCP DLW (W: Fwd L, trn LF sd R to CP, cont trn on R to LOD & fwd L DLC; Fwd R to CBJO, fwd L to DLC trn LF to CP, sd & fwd R to SCP); {Cross Pivot SCAR} Fwd R across W comm RF trn, sd L cont RF trn fwd R to SCAR (W: Fwd L comm RF trn, fwd R bet M's feet heel to toe pivot 1/2 RF, sd & bk L to SCAR); {Cross Hover BJO} Fwd L across body line, sd R with slight rise trn LF, sd & fwd L to BJO;

CROSS HOVER SCAR; CHECK FWD & LADY DEVELOPE; FEATHER ENDING; DOUBLE REVERSE SPIN TO WALL; WHISK; OPEN NATURAL; BACK HOVER TELEMAR; FWD WALTZ LADY TRANSITION TO SHADOW:

9-16 {Cross Hover SCAR} Fwd R across body line, sd L with slight rise trn RF, sd & fwd R to SCAR DLW; Check Forward & Lady Develope Fwd L, hold,- (W: Bk R, bring L ft up R leg to outside of R knee, extend L fwd); Feather Ending} Bk R comm LF trn, sd & fwd L, fwd R outside ptr end CBJO DLC; {Double Reverse Spin to Wall} Fwd L comm LF trn, sd R spin LF bring L ft to R no wt to WALL (W: Bk R comm LF trn, cl L to R heel trn 1/2 / sd & bk R cont LF trn, XLIFR in CP); Whisk Fwd L, fwd & sd R rising to ball of ft, XLIFR cont rise in ball of ft in SCP; {Open Natural} Fwd R across W's body line comm RF trn, sd L across LOD, cont slight upper body turn bk R to CBJO (W: Fwd L, fwd R, fwd L); {Back Hover Telemark} Comm RF upper body trn bk L, cont RF trn sd & fwd R rising w/body trn to DLC fwd L (W: Comm RF trn fwd on R outside M pivot 1/2 RF, sd & fwd L cont trn rising w/ body RF trn to SCP, fwd R); {Fwd Waltz Lady Transition to Shadow} Fwd R, fwd L, fwd R (W: Fwd L, fwd R/cl L to R, fwd R end shadow DLC);

PART C

SHADOW DIAMOND TURN;;; SOLO ROLL 6 DLW;; FWD & LADY DEVELOPE; BACK & TOUCH - LADY PICKUP TRANSITION; TELEMAR SCP; NATURAL HOVER FALLAWAY OVERTURNED; BACK & RIGHT CHASSE; CHECK THRU REC SIDE; BJO WHEEL TO DRW; IMPETUS SCP; CHASSE SCP; WING;

1-16 Shadow } Diamond Turn } Fwd L trn LF , cont LF trn sd R, bk L ; bk R trn LF sd L, fwd R ; Fwd L trn LF , cont LF trn sd R, bk L ; bk R trn LF sd L, fwd R DLC; {Solo Roll 6 DLW} Fwd L comm LF roll, sd R cont LF roll, cl L to R; Bk R cont LF trn, sd L, fwd R DLW; [Note: This solo roll curves from DLC to end DLW.] Fwd & Lady Develope Fwd L, hold, - (W: Fwd L, bring R ft up L leg to outside of L knee, extend R fwd); {Back & Touch - Lady Pickup Transition} Bk R comm LF, tch L to R, hold end DLC (W: Bk R comm LF trn, fwd L cont LF trn swiveling on ball L to CP, tch R to L); {Telemark SCP} Fwd L comm LF trn, sd R cont trn, sd & fwd L end SCP DLW (W: Bk R comm LF trn bring L to R with no wt, trn LF on R heel & chng wt to L, step sd & fwd R); {Natural Hover Fallaway Overtuned} Fwd R with slight body trn to R, fwd L on toe trn RF to RLOD w/ rise, rec bk R SCP (W: Fwd L, fwd R trn RF w/ slow rise on R, rec L to end SCP RLOD); {Back & Right Chasse} Bk L trn RF to fc ptr BFLY, sd R/cl L, sd R end fc COH; {Check Thru Rec Side} Thru L checking with knee flex, rec R to fc ptr, sd L BFLY; {BJO Wheel to DRW} Blend to Bolero BJO pos wheel R, L, R to fc DRW; Impetus SCP BK L bring R heel to L ft comm RF trn, chng wt to R cont RF turn, fwd L to SCP DLC (W: Fwd R comm RF pivot 1/2, sd & fwd L arnd M bring R ft back to brush L, fwd R SCP DLC); Chasse} SCP Thru R trn RF, sd L/cl R to L, sd R in SCP; Win Fwd R, draw L to R, tch L to R turn upper body LF w/ L sd stretch end DLC (W: Fwd L comm crossing in frnt of M trn LF, fwd R arnd M cont trn LF, fwd L arnd M cont to trn LF end in SCAR);

PART B (MODIFIED)

OPEN REVERSE TURN; HOVER CORTE; BK BK/LK BK; OUTSIDE SWIVEL; WEAVE TO SCP;; CROSS PIVOT SCAR; CROSS HOVER BJO;

1-8 {Open Reverse Turn} Fwd L comm LF trn, cont LF trn sd R, bk L to BJO (W: Bk R trn LF, cont trn sd & fwd L, fwd R to CBJO); {Hover Corte} Bk R comm LF trn, sd & fwd L w/ hovering action, rec bk R in CBJO (W: Fwd L trn LF, sd & fwd R w/ hovering action, rec L to CBJO); {Bk Bk/Lk Back} Bk L, bk R/XLIFR bk R; {Outside Swivel} Bk L, pt R LOD,- (W: Fwd R, swivel RF on ball of R end SCP); {Weave to SCP} Fwd R. fwd L trn LF to CP, sd & bk R DLC; Bk L DLC trn W to CBJO, bk R trn LF to CP, sd & fwd L SCP DLW (W: Fwd L, trn LF sd R to CP, cont trn on R to LOD & fwd L DLC; Fwd R to CBJO, fwd L to DLC trn LF to CP, sd & fwd R to SCP); {Cross Pivot SCAR} Fwd R across W comm RF trn, sd L cont RF trn fwd R to SCAR (W: Fwd L comm RF trn, Fwd R bet M's feet heel to toe pivot 1/2 RF, sd & bk L to SCAR); {Cross Hover BJO} Fwd L across body line, sd R with slight rise trn LF, sd & fwd L to BJO;

CROSS HOVER SCAR; CHECK FWD & LADY DEVELOPE; FEATHER ENDING; DOUBLE REVERSE SPIN TO WALL; WHISK; CHASSE SCP; OPEN NATURAL; BACK & RIGHT CHASSE W/PIVOT; WHISK; OPEN NATURAL; BACK HOVER TELEMAR; FWD WALTZ LADY TRANSITION TO SHADOW;

9-20 {Cross {Hover SCAR} {Fwd R across body line, sd L with slight rise trn RF, sd & fwd R to SCAR; {Check Forward & Lady Developed} {Fwd L, hold, - (W: Bk R, bring L ft up R leg to outside of R knee, extend L fwd); {Feather Ending} Bk R comm LF trn, sd & fwd L, fwd R outside ptr CBJO; {Double Reverse {Spin to Wall} {Fwd L comm LF trn, sd R spin LF bring L ft to R no wt to WALL (W: Bk R comm LF trn, cl L to R heel trn 1/2 / sd & bk R cont LF trn, XLIBR in CP); Whisk {Fwd L, fwd & sd R rising to ball of ft, XLIBR cont rise in ball of ft in SCP; Chasse} SCP Thru R trn RF, sd L/cl R to L, sd R in SCP; {Open Natural} {Fwd R across W's body line comm RF trn, sd L across LOD, cont slight upper body turn bk R to CBJO (W: {Fwd L, fwd R, fwd L); {Back & Right Chasse} w/Pivot} Bk L comm RF trn, sd R/cl L to R, fwd R bet W's ft pivoting to DLW; Whisk {Fwd L, fwd & sd R rising to ball of ft, XLIBR cont rise in ball of ft in SCP; {Open Natural} {Fwd R across W's body line comm RF trn, sd L across LOD, cont slight upper body turn bk R to CBJO (W: {Fwd L, fwd R, fwd L); {Back {Hover {Telemark Comm RF upper body trn bk L, cont RF trn sd & fwd R rising w/body trn to DLC fwd L (W: Comm RF trn fwd on R outside M M pivot 1/2 RF, sd & fwd L cont trn rising w/ body RF trn to SCP, fwd R); {Fwd Waltz Lady Transition to Shadow} {Fwd R, fwd L, fwd R (W: {Fwd L, fwd R/cl L to R, fwd R end shadow DLC);

PART C (MODIFIED)

SHADOW DIAMOND TURN;;; SOLO ROLL 6 TO DLW;; FWD & LADY DEVELOPE; BACK & TOUCH - LADY PICKUP TRANSITION; TELEMAR SCP; NATURAL HOVER FALLAWAY OVERTURNED; BACK & RIGHT CHASSE; CHECK THRU REC SIDE; BJO WHEEL TO DRW; IMPETUS SCP; CHASSE SCP; FWD WALTZ LADY TRANSITION TO SHADOW;

1-16 Shadow} Diamond Turn} {Fwd L trn LF , cont LF trn sd R, bk L ; bk R trn LF sd L, fwd R ; {Fwd L trn LF , cont LF trn sd R, bk L ; bk R trn LF sd L, fwd R DLC; {Solo Roll 6 to DLW} {Fwd L comm LF roll, sd R cont LF roll, cl L to R; Bk R cont LF trn, sd L, fwd R DLW; [Note: this solo roll curves from DLC to end DLW.] {Fwd & Lady Develope} {Fwd L, hold, - (W: {Fwd L, bring R ft up L leg to outside of L knee, extend R fwd); {Back & Touch - Lady Pickup Transition} Bk R comm LF trn, tch L to R, hold end DLC (W: Bk R comm LF trn, fwd L cont LF trn swiveling on ball L to CP, tch R to L); {Telemark SCP} {Fwd L comm LF trn, sd R cont trn, sd & fwd L end SCP DLW (W: Bk R comm LF trn bring L to R with no wt, trn LF on R heel & chng wt to L, step sd & fwd R); {Natural {Hover Fallaway Overtuned} {Fwd R with slight body trn to R, fwd L on toe trn RF to RLOD w/ rise, rec bk R SCP (W: {Fwd L, fwd R trn RF w/ slow rise on R, rec L to end SCP RLOD), {Back & Right Chasse} Bk L trn RF to fc ptr BFLY, sd R/cl L, sd R end fc COH; {Check Thru Rec Side Thru L checking with knee flex, rec R to fc ptr, sd L BFLY; {BJO Wheel to DRW} Blend to Bolero BJO pos wheel R, L, R to fc DRW; {Impetus SCP BK L bring R heel to L ft comm RF trn, chng wt to R cont RF turn, fwd L to SCP DLC (W: {Fwd R comm RF pivot 1/2, sd & fwd L arnd M bring R ft back to brush L, fwd R SCP DLC); Chasse} SCP Thru R trn RF, sd L/cl R to L, sd R in SCP; {Fwd Waltz Lady Transition to Shadow} {Fwd R, fwd L, fwd R (W: {Fwd L, fwd R/cl L to R, fwd R end shadow DLC);

ENDING

SHADOW DIAMOND TURN;;; SOLO ROLL 6 TO DLW;; FWD & LADY DEVELOPE; BACK & TOUCH - LADY PICKUP TRANSITION; TELEMAR SCP; CHASSE SCP; THRU TO PROMENADE SWAY; CHANGE SWAY;

1-16 Shadow Diamond Turn} Fwd L trn LF , cont LF trn sd R, bk L ; bk R trn LF sd L, fwd R ; Fwd L trn LF , cont LF trn sd R, bk L ; bk R trn LF sd L, fwd R DLC; {Solo Roll 6 to DLW} Fwd L comm LF roll, sd R cont LF roll, cl L to R; Bk R cont LF trn, sd L, fwd R DLW; [Note: This solo roll curves from DLC to end DLW.] {Fwd & Lady Develope} Fwd L, hold, - (W: Fwd L, bring R ft up L leg to outside of L knee, extend R fwd); {Back & Touch - Lady Pickup Transition} Bk R comm LF trn, tch L to R, hold end DLC (W: Bk R comm LF trn, fwd L cont LF trn swiveling on ball L to CP, tch R to L); {Telemark SCP} Fwd L comm LF trn, sd R cont trn, sd & fwd L end SCP DLW (W: Bk R comm LF trn bring L to R with no wt, trn LF on R heel & chng wt to L, step sd & fwd R); {Chasse SCP} Thru R trn RF, sd L/cl R to L, sd R in SCP; {Thru to Promenade Sway} Thru R, sd & fwd L to Promenade stretch body upward to look over jnd lead hnds; {Slow Change Sway} As music fades, slowly relax L knee trn upper body LF to look at W (W: look well L) using music until it fades;

Note: Turn bass down and treble up to compensate for the slower speed at which this music is played.

