Waltz Upon A Time



Compte: 48 Mur: 4 Niveau: Improver

Chorégraphe: Alan Birchall (UK)

Musique: Slow Dance - Michael Peterson



If using "Slow Dance" by Michael Peterson, the music slows near the end, then starts again. You should match the music speed!

VINE RIGHT MAKING 1/4 TURN RIGHT, ROCK FORWARD, RECOVER, 1/2 TURN LEFT, STEP FORWARD

1-3 Step right toe right, cross left behind, step right to right making ¼ turn right
4-6 Rock forward on left, recover on right making ½ turn left, step forward on left

3/4 TURN, CROSS, STEP, ROCK, RECOVER, CROSS

7-9 On ball of left make ¼ turn left, stepping forward on right (you are now facing the back wall),

on ball of right make ½ turn left (you are now facing the home wall), step left to left, cross

right over left

10-12 Rock left to left, recover on right, cross left over right

VINE RIGHT MAKING 1/4 TURN RIGHT, STEP 1/2 PIVOT, STEP FORWARD

13-15 Step right toe right, cross left behind, step right to right making ¼ turn right

16-18 Step forward on left, make ½ pivot right, step forward on left

STEP FORWARD, ROCK FORWARD, RECOVER, SLOW COASTER STEP

19-21 Step forward on right, rock forward on left, recover on right

22-24 Step back on left, step right by left, step forward

ROCK, RECOVER, CROSS, STEP, CROSS, UNWIND

25-27 Rock right to right, recover on left, cross right over left

29-30 Step left to left, cross right behind left, unwind ½ turn right (weight ends on right)

BASIC BALANCE STEP FORWARD & BACK

31-33 Step forward on left, step right by left, step left by right 34-36 Step back on right, step left by right, step right by left

STEP FORWARD, ½ PIVOT, STEP BACK TWICE, SLOW COASTER

37-39 Step forward on left making ½ pivot left, step back on right, step back on left

40-42 Step back on right, step left by right, step forward on right

TOUCH LEFT, CROSS, TOUCH RIGHT, CROSS, TOUCH LEFT, CROSS TOUCH

Touch left toe to left, cross left over right, touch right toe to right
Cross right over left, touch left toe to left, cross left over right

REPEAT