

# Chihiro Waltz 4

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**MUSIC:** "Waltz Of Chihiro" Artist -Cat Trumpet Album- Spirited away Harp Collection -Track 7  
**Download Amazon or iTunes** **SPEED:** to suit

**RHYTHM:** WALTZ PH IV

**FOOTWORK:** Opposite (woman's footwork in parentheses)

**SEQUENCE:** A, B, A, B, End

## 1-2 [BFY WALL] WAIT ;:

1-2 {Wait 2 Meas} BFY WALL lead feet free Wait 2 Measures.

## **PART A [BFY WALL]**

### 1-4 WALTZ AWAY ; PICKUP ; 2 LF TURNS to DLW ;:

- 1 {WZ Awy} trng LF (RF) Sd & fwd L to slight bk pos, sd R, cl L;
- 2 {Pk Up} trng RF (LF) Thru R, fwd & sd L leading woman to CP LOD, cl R;
- 3-4 {2 Lf Trns} Fwd L comm LF trn, cont trn sd R, cl L;  
cont LF trn bk R, cont trn sd L, cl R to CP DLW;

### 5-8 HOVER TELEMARCK; MANEUVER; 2 RT TURNS TO WALL ;:

- 5 {Hover Telemrk} Fwd L, fwd & slightly sd R between W's feet rising & trng RF,  
sd & fwd L to SCP DLW;
- 6 {Maneuver} Thru R, fwd & sd L trng RF, cl R to CP RLOD;
- 7-8 {2 Rt Trns} Bk L trng RF, sd R cont trn, cl L; Fwd R trng RF, sd L cont trn, cl R CP WALL

### 9-12 LEFT TURNING BOX ;:::

- 9 {Left Trng Box} Fwd L trng 1/4 LF CP LOD, sd R, cl L;
- 10 Bk R trng 1/4 LF CP COH, sd L, cl R;
- 11 Fwd L trng 1/4 LF CP RLOD, sd R, cl L;
- 12 Bk R trng 1/4 LF CP WALL, sd L, cl R;

### 13-16 TWIRL VINE 3; THRU FACE CLOSE; HOVER; THRU CHASSE SCP;

- 13 {Twirl Vn 3} Sd L leading W to trn RF under jnd lead hnds, XRIB, sd L (sd & fwd R  
comm RF trn under jnd lead hnds, sd & bk L cont RF trn sd & fwd R comp RF trn);
- 14 {Thru Fc Cl} Thru R trng to fc ptr, sd L, cl R CP WALL;
- 15 {Hover} Fwd L, fwd and slightly sd R rising to ball of ft, sd and slightly fwd L to SCP;
- 16 {Thru Chasse SCP} Thru R DC in SCP, fwd & sd L/cl R, fwd & sd L remaining in SCP  
throughout;

## **PART B [SCP LOD]**

### 1-4 THRU SERPIENTE; THRU SIDE BEHIND; 1 CANTER to CP WALL;

- 1-2 {Thru Serpiente} Thru R twd LOD, sd L, XRIB ronde L CCW, -;  
XLIB, sd R, thru L ronde R CCW, -;
- 3 {Thru Sd Bhd} Thru R, sd L, XRIB;
- 4 {Canter} Sd L, draw R to L, cl R CP WALL;

### 5-8 WHISK; PICK UP to DLC; TELEMARCK SCP; HOVER FALLAWAY;

- 5 {Whisk} Fwd L in CP, sd & fwd R leading W to whisk, XLib of R to SCP;
- 6 {Pk Up} Thru R, fwd & sd L leading woman to CP DLC, cl R;
- 7 {Telemrk} Fwd L comm LF trn, fwd & sd R cont LF trn (W cl heel trn), sd & fwd L SCP DLW;
- 8 {Hov Fallawy} Fwd R, fwd L on toe w/slo rise, bk R;

**9-12 SLIP PIVOT BJO ; FWD WALTZ TO CP LOD; 2 FWD WALTZES DRIFT APART to LOP WALL ; ;**

- 9 {Slip Piv} Bk L, bk R trng LF, fwd L (W Bk R pivoting LF on toe, fwd L cont LF trn, bk R) to BJO DLW;
- 10 {1 Fwd Wltz} Fwd R, fwd & slightly sd L, cl R to CP LOD;
- 11-12 {2 Fwd Wltzs Drifting Apt} In CP LOD fwd L, fwd and slightly sd R, cl L ; sip R, L, R (W drift apt L, R, L) to LOP WALL ;

**13-18 THRU TWINKLE TWICE to BFY SCAR ; ; X HOVER TWICE to SCAR ; ; CHECK FWD/LADY DEVELOPE; BACK SIDE CLOSE BFY WALL [ \*2<sup>nd</sup> time to CP WALL];**

- 13-14 {Thru Twinkle Twice} In LOP WALL thru L twd WALL, sd R trn LF to OP COH, cl L ; thru R twd COH, sd L trn RF to BFY SCAR DLW, cl R ;
- 15-16 {X HoverTwice to SCAR} XLif, sd R rising, rec L to BJO DLC; XRif, sd L rising, rec R to BFY SCAR DLW;
- 17 {Chk Fwd/Ldy Develope} Fwd L ckg, -, - (W bk R, bring L foot up right leg to inside of knee, extend L foot fwd & down);
- 18 {Bk Sd Cl} Bk R, sd L , cl R to L 1<sup>st</sup> time to BFY WALL; \*2<sup>nd</sup> time to CP WALL]

**REPEAT A & REPEAT B to \*CP WALL**

**END [CP WALL]**

**1 DIP BACK ;**

- 1 { Dip Bk } Bk L , -,- ;

**QUICK CUES CHIHIRO WALTZ 4**

Sequence A, B, A,B, END—

**BFY WALL WAIT 2 MEAS ; ;**

**PART A [BFY WALL]**

**WZ AWAY ; PKUP ; 2 LF TURNS to DLW ; ;  
HOVER TELEMAR ; MANUV ; 2 RT TURNS to WALL ; ;  
LF TRNG BOX ; ; ; ;  
TWIRL/VINE 3 ; THRU FC CL ; HOVER ; THRU SEMI CHASSE ;**

**PART B [SCP LOD]**

**THRU SERPIENTE ; ; THRU SD BHND ; 1 CANTER ;  
WHISK ; PKUP DLC ; TELEMAR SCP ; HOVER FALLAWAY ; SLIP  
PIVOT [BJO] ; 1 FWD WALTZ TO CP ;  
2 FWD WALTZES DRIFTING APT ; ;  
THRU TWINKLE ; THRU TWINKLE to BFY SCAR [LOD] ;  
X HOVER TWICE to SCAR ; ;  
CHK FWD/ LADY DEVELOPE ; BK FC CLOSE to BFY WALL ;**

**REPEAT A & REPEAT B to \*CP WALL**

**END [CP WALL] DIP BK ;**