

# Good Night Waltz IV

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Music: „Good Night Waltz” - Twins Project - Album: “That’s Ballroom!” or Download Casa Musica 3:27 min.  
Rhythm & Phase: WZ, Phase IV + 0 + 1(Sync Vine)  
Timing: 1,2,3; throughout, unless noted - reflects actual weight changes  
Footwork: opposite unless noted (Woman’s footwork in parentheses)  
Sequence: Intro – A – B – A – B – B – End

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## INTRODUCTION

### **1-4 WAIT 2 MEAS ; ; SWAY LEFT, DRAW, TOUCH ; SWAY RIGHT, DRAW, TOUCH ;**

- 1-2 {wait 2} In CP WALL wait 2 meas ; ;  
3 {sway L (1--)} Stp sd L w/partial weight, sway body to the left taking full weight while drawg R to L, tch R to L ;  
4 {sway R (1--)} Stp sd R w/partial weight, sway body to the right taking full weight while drawg L to R, tch L to R ;

### **5-8 ROLL 3 ; THRU TWINKLE TWICE ; ; THRU, FACE, CLOSE ;**

- 5 {roll 3} Releasg hnds taking whole meas trng LF (*W trng RF*) over 360 degrees while progressing down LOD stp sd & fwd L, sd & bk R, bk & sd L to fc WALL jn trlhnds ;  
6-7 {thru twkl 2x} Stp thru R twd LOD, fwd L jn ldhnds release trlhnds trng to fc ptr, cl R to LOP RLOD ; Stp thru & fwd L to RLOD, fwd R release ldhnds jn trlhnds trng to fc ptr, cl L to R trng to OP LOD ;  
8 {thru fc cl} Stp thru & fwd R to LOD, sd L trng to fc, cl R to L to CP WALL ;

## PART A

### **1-4 HOVER ; MANEUVER ; 2 RIGHT TURNS ; ;**

- 1 {hvr} In CP WALL stp fwd L, sd R & rise (*W brush*), sd & fwd L to SCP LOD ;  
2 {manuv} Stp fwd R start trng RF, sd L to fc ptr & RLOD, cl R to L to CP RLOD ;  
3-4 {2 R trns} In CP RLOD stp bk L start trng RF, sd & fwd R cont trng, cl L to R to CP DLC ; Fwd R start trng RF, sd L cont RF trn to fc WALL, cl R to L to CP WALL ;

### **5-8 WHISK ; WING ; TELEMARK TO SCP ; THRU, CHASSE TO BJO ;**

- 5 {whisk} In CP WALL stp fwd L, fwd & sd R start rising, XLib of R (*W XRib of L*) rising on ball of ft and trng to SCP LOD ;  
6 {wing} In SCP LOD stp thru & fwd R, draw L to R, tch L to R trng upper body LF (*W fwd L trng slightly LF start crossg in front of M, fwd R arnd M, fwd L trng LF*) to SCAR DLC ;  
7 {tele to SCP} Stp fwd L, fwd R crossg in front of W trng 3/4 LF, fwd L to SCP DLW ; (*W stp bk R, draw L to R trng on R heel to DLW and changing weight to L, fwd R to SCP ;*)  
8 {thru chasse to BJO (1,2&,3)} Step thru R, trng to fc ptr sd L/cl R, fwd L (*W bk R*) to BJO DLW ;

### **9-12 MANEUVER ; OUTSIDE CHANGE TO SCP ; THRU, CHASSE TO SCP ; SYNCOPATED VINE TO SCP ;**

- 9 {manuv} From BJO DLW repeat meas 2 of Part A ;  
10 {outsd chg to SCP} Stp bk L, slightly diag bk R in CP start trng LF, sd & fwd L to SCP DLW ; (*W fwd R, fwd L, fwd R to SCP DLW ;*)  
11 {thru chasse to SCP (1,2&,3)} Step thru R, trng to fc ptr sd L/cl R, sd & fwd L to SCP LOD ;  
12 {sync vin to SCP (1,2&,3)} Stp thru R to fc, sd L/XRib (*W XLib*), sd & fwd L to SCP ;

### **13-16 WHIPLASH TO BJO ; BACK, BACK/LOCK, BACK ; BACK HOVER TO SCP ; PICKUP ;**

- 13 {whiplash to BJO (1--)} Stp thru R trng RF & leadg W to swvl LF to fc ptr, quick ronde to pt sd L, no wgt chg trn to BJO ;  
14 {bk, bk/lk, bk (1,2&,3)} In BJO stp bk L twd RLOD, bk R/lk Lif (*W lk Rib*), bk R ;  
15 {bk hvr to SCP} Stp bk L, bk R & rise, rec fwd L to SCP ; (*W stp fwd R, fwd & sm sd L rise & brush trng ½ RF, rec fwd R to SCP ;*)  
16 {PU} Stp thru & fwd R, fwd & sd L to fc DLC, cl R to L to CP DLC ; (*W thru & fwd L trng LF to fc ptr, bk & sd R, cl L to R ;*)

## PART B

### 1-4 DIAMOND TURN ; ; ; ;

- 1-4 {**diam trn**} In CP DLC fwd L trng 1/8 LF, fwd & sd R trng 1/8 LF to contra BJO, bk L to contra BJO DRC ;  
Staying in contra BJO stp bk R trng 1/8 LF, bk & sd L trng 1/8 LF, fwd R to fc DRW ;  
Staying in contra BJO stp fwd L trng 1/8 LF, fwd & sd R trng 1/8 LF, bk L to fc DLW ;  
Staying in contra BJO stp bk R trng 1/8 LF, bk & sd L trng 1/8, fwd R to fc DLC ;

### 5-8 OPEN REVERSE TURN ; HOVER CORTÉ ; BACK WHISK ; THRU, CHASSE TO SCP ;

- 5 {**op rev trn**} Blendg to CP DLC stp fwd L start trng LF, cont trng sd & bk R,  
bk L (*W fwd R outsd ptr*) to BJO DRC ;  
6 {**hvr corte**} Stp bk R start trng LF, cont trng sd & fwd L risg (*W brush*), rec bk R to BJO DLW ;  
7 {**bk whisk**} In BJO stp bk L, bk & sd R twd RLOD (*W fwd & sd L trng RF*), XLib of R to SCP LOD ;  
8 {**thru chasse to SCP (1,2&,3)**} Stp thru R trng to fc ptr, sd L/cl R, sd & fwd L to SCP DLW ;

### 9-12 IN & OUT RUNS ; ; WEAVE TO BJO ; ;

- 9-10 {**I/O runs**} Stp thru & fwd R, fwd & sd L trng RF to CP RLOD, bk R to BJO ;  
Stp bk L, trng RF sd & fwd R between W's feet, fwd L to SCP DLC ;  
(*W fwd L, fwd R, fwd L ; Fwd R start trng RF, fwd & sd L trng RF & crossg in frnt of M, fwd R to SCP ;*)  
11-12 {**weave to BJO**} Stp thru & fwd R, fwd L trng LF to CP COH, sd & bk R cont trng to contra BJO DRC ;  
Cont trng LF stp bk L twd LOD, bk R to CP, sd & fwd L trng to BJO DLW ;  
(*W stp thru & fwd L start trng LF, sd & bk R trng LF arnd ptr to CP COH, sd & fwd L trng LF to  
contra BJO DRC ; Fwd R, fwd L to CP, sd & bk R to BJO DLW ;*)

### 13-16 MANEUVER ; IMPETUS TO SCP ; THRU, CHASSE TO SCP ; THRU, FACE, CLOSE ;

- 13 {**manuv**} From BJO DLW repeat meas 2 of Part A ;  
14 {**imp to SCP**} Stp bk L start trng RF, cl R to L trng RF on L heel chg weight to R, fwd L to SCP DLC ;  
(*W stp fwd R outsd ptr heel to toe pivoting 1/2 RF, sd & fwd L cont trng around M, fwd R to SCP ;*)  
15 {**thru chasse to SCP (1,2&,3)**} Stp thru R to fc ptr & WALL, sd L/cl R, sd & fwd L to SCP LOD ;  
16 {**thru fc cl**} Stp thru R, sd L to fc ptr & WALL, cl R to L to CP WALL ;  
*note: 2<sup>nd</sup> time through use "PU DLC," as meas 16, 3<sup>rd</sup> time through use "PU to SCAR;"*

bis hier o.k.

## ENDING

### 1-2 CROSS HOVER TO BJO ; CROSS HOVER TO SCAR ; CROSS HOVER TO SCP ; PICKUP ;

- 1 {**X hvr to BJO**} In SCAR DLW XLif of R, stp sd & fwd R risg & trng LF, fwd & sd L trng to BJO DLC ;  
2 {**X hvr to SCAR**} XRif of L, stp sd & fwd L risg & trng RF, fwd & sd R to SCAR DLW ;  
3 {**X hvr to SCP**} XLif of R, stp sd & fwd R risg, fwd L to SCP DLC ;  
(*W XRif of L, bk L start trng RF, fwd R to SCP DLC ;*)  
4 {**PU**} Repeat meas 16 of Part A ;

### 5-8 OPEN REVERSE TURN ; HOVER CORTÉ ; STEP BACK, CHASSE TO SCAR ; CROSS CHECK, RECOVER, STEP TO SCP ;

- 5 {**op rev trn**} Repeat meas 5 of Part B ;  
6 {**hvr corte**} Repeat meas 6 of Part B ;  
7 {**bk, chasse to SCAR (1,2&,3)**} Stp bk L, trng RF to fc sd R/cl L, fwd R to SCAR DRW ;  
8 {**X ck, rec, stp to SCP**} Stp fwd L outsd ptr ckg motion, rec R to fc ptr, sd & fwd L to SCP LOD ;

### 9-11 IN & OUT RUNS ; ; CHAIR & HOLD ;

- 9-10 {**I/O runs**} Repeat meas 9-10 of Part B ; ;  
11 {**chair (1--)**} Ck thru R to a fwd lunge, -, - ;  
(*W ck thru L to a fwd lunge, -, - ;*)

Suggested Cues:

Intro Wait 2;; Sway L, Draw, Tch; Sway R, Draw, Tch;  
Roll 3; Thru Twinkle 2x;; Thru, Fc, Cl;

A Hover; Manuv; 2 R Trns;;  
Whisk; Wing SCAR; Telemark SCP; Thru, Chasse BJO;  
Manuv; Outsd Chg SCP; Thru, Chasse SCP; Sync Vine SCP;  
Whiplash to BJO; Bk, Bk/Lk, Bk; Bk Hvr SCP; PU DLC;

B Diam Trn;;;;  
Open Rev Trn; Hover Corté; Bk Whisk; Thru, Chasse SCP;  
I/O Runs;; Weave to BJO;;  
Manuv; Impetus; Thru, Chasse SCP; Thru, Fc, Cl;  
(2.: **PU DLC**) > B  
(3.: **PU SCAR**) > End

A  
B  
B

End X Hover 3x to SCP;;; PU DLC;  
Open Rev Trn; Hover Corté; Bk, Chasse SCAR; X Ck, Rec, Stp to SCP;  
I/O Runs;; Chair & Hold