

# CHRISTMAS TIME IS HERE - WALTZ

CHOREO: Bud & Marlene Gooch [bud@pon.net](mailto:bud@pon.net) September, 2012  
MUSIC: Christmas Time Is Here ARTIST: Denis Solee & The Jeff Steinberg Orchestra  
ALBUM: Christmas By Candlelight RHYTHM: Waltz  
PHASE: Ph V+2+1 (Double Telemark; Running Hover) + (Unph: Explode) LEVEL: Moderate  
FOOTWORK: Opposite unless noted [*Woman's footwork in brackets and italicized*] (notes in parentheses)  
SEQUENCE: Intro, A, A, B, A', Interlude, C, C, B, A, A', Ending

## INTRO

### 1-8 OFP / WALL , WAIT 2 MEAS ;; EXPLODE ,-,; PICK UP SCAR ; CROSS HOVER BJO ; CROSS HOVER SCAR ; CROSS HOVER SCP ; PICK UP ;

- 1-2 OFP M fcg wall trlg hnds jnd wait 2 meas;;  
3 {**Explode**} Apt L [R] w/arm sweep & look away from ptr,-,-;  
4 {**Pick up to SCAR**} rec R ld W across IF to SCAR pos DLW,-,-; [*rec fwd L as comm. trn LF, sd & fwd R IF of M, fwd L OS ptr in CBMP to end M's L sd;*]  
5 {**Cross Hover BJO**} Fwd L with slight Xing action comm rise and begin ¼ LF trn, sd & slightly fwd R cont rise & complete 1/4 LF trn, diag fwd to BJO lowering at end of step; [*bk R w/slight Xing action comm rise in body and begin ¼ LF trn, sd & slightly bk L cont rise & complete 1/4 LF trn, diag bk to BJO lowering at end of step;*]  
6 {**Cross Hover SCAR**} Fwd R with slight Xing action comm rise and begin ¼ RF trn, sd & slightly fwd L cont rise & complete ¼ RF trn, diag fwd to SCAR lowering at end of step; [*bk L w/slight Xing action comm rise in body and begin ¼ RF trn, sd & slightly bk R cont rise & complete 1/4 RF trn, diag bk to SCAR lowering at end of step;*]  
7 {**Cross Hover SCP**} Fwd L with slight Xing action comm rise, sd & slightly fwd R cont rise with slight RF trn, sd & fwd to SCAR lowering at end of step; [*bk R w/slight Xing action comm rise in body, sd & slightly bk L with strong RF trn, cont rise & complete RF trn, sd & fwd R to SCP lowering at end of step;*]  
8 {**Pick Up**} Fwd R ld W IF, sd L as collect W into CP, cl R; [*fwd L comm trn LF IF of M, sd & fwd R IF of M to CP, cl L;*]

## PART A

### 1-8 DIAMOND TURN (end CP/DLC) ;;;; DOUBLE TELEMAR ;; SYNCOPATE THRU VINE ; CHAIR AND SLIP ;

- 1-4 {**Diamond Turn**} Fwd L beg LF trn on the diag, cont LF trn sd R, bk L OS ptr in CBMP/DRC; cont LF trn bk R, sd L, fwd R OS ptr in CBMP/DRW; cont LF trn fwd L, cont LF trn sd R, bk L OS ptr in CBMP/DLW; cont LF trn bk R, sd L to CP/DLC, cl R; [*bk R beg LF trn on the diag, cont LF trn sd L, fwd R OS ptr in CBMP/DRC; cont LF trn fwd L, sd R, bk L OS ptr in CBMP/DRW; cont LF trn bk R, cont LF trn sd L, fwd R OS ptr in CBMP/DLW; cont LF trn fwd L, sd R to CP, cl L;*]  
5-6 {**Double Telemark**} Fwd L trn body LF (no sway), sd R cont LF trn with R sd stretch, sd & fwd L complete 7/8 LF trn (no sway)/fwd R OS ptr to momentary BJO pos; fwd L cont LF trn (no sway), sd & fwd R with R sd stretch, cont LF trn sd & fwd L to tight SCP completing the second 7/8 trn (no sway); [*bk R beg LF body trn, bring L to R for heel trn & xfer wt to L, a strong step fwd R/fwd L trn LF to momentary BJO pos; bk R beg LF trn, bring L to R for a toe spin & xfer wt to L, fwd R to tight SCP;*]  
7 {**Syncopate Thru Vine**} Thru R/sd L, XIB R, sd & fwd L end SCP;  
8 {**Chair And Slip**} Ck thru R with lunge action, rec L (no rise), with slight LF upper body trn slip R beh L cont trn to end fcg DLC; [*ck thru L with lunge action, rec R (no rise), swvl LF on R and step fwd L outside man's R ft to CP;*]

RPT PART A

PART B1-8 DOUBLE REVERSE ; CHANGE OF DIRECTION ; DOUBLE REVERSE ;  
CHANGE OF DIRECTION ; OPEN REVERSE TURN ; OPEN FINISH ;  
HOVER TELEMAR ; PICK UP ;

- 1 {**Double Reverse**} fwd L beg LF trn, sd R (3/8 LF trn between steps 1 and 2), spin 1/2 LF between steps 2 and 3 on ball of R ft bringing L ft under body besd R no wgt flexed knees; [bk R beg trn LF, L ft closes to R heel trn trng 1/2 LF between steps 1 and 2, sd and slightly bk R cont LF trn/XLIF of R;]
- 2 {**Change Of Direction**} Fwd L DLW, fwd R DLW R shldr ld and turn LF, dr L to R; [bk R DLW, bk L DLW L shldr ld turn LF, dr R to L;]
- 3-4 repeat meas 1 & 2;;
- 5 {**Open Reverse Turn**} Fwd L DLC beg LF trn, cont trn sd and slightly bk R to fc DRC, bk L LOD ld W to step OS in CBMP; [bk R DLC beg LF trn, cont trn sd L to fc DLW, XRIF OS ptr in CBMP;]
- 6 {**Open Finish**} Bk R cont LF trn, sd and fwd L DLW, fwd R OS ptr; [fwd L cont LF trn, sd and bk R DLW, bk L in CBMP;]
- 7 {**Hover Telemark**} Fwd L, sd and fwd R with hovering action & body trn 1/8 RF, fwd L small step on toes to SCP; [bk R, sd and back L with hovering action & body trn 1/8 RF, fwd R small step on toes to SCP;]
- 8 {**Pick Up**} Small step fwd R as ld W to step IF, small sd L, cl R end CP/LOD; [fwd L IF of M as beg trn LF, fwd and sd R IF of M, cl L end CP/LOD;]

PART A'1-8 DIAMOND TURN (end CP/DLC) :::: DOUBLE TELEMAR ;; SYNCOPATE THRU VINE ;  
WING (SCAR/DLW) ;

- 1-7 Repeat meas 1-7 of Part A';;;;;;
- 8 {**Wing**} Fwd R, draw L toward R, tch L to R trng upper part of body LF with L sd stretch end in SCAR/ DLW; [fwd L beg to XIF of M trng slightly LF, fwd R around M cont trn slightly LF, fwd L around M complete slight LF trn to end in tight SCAR Position DLW;]

INTERLUDE1-5 CROSS HOVER BJO ; CROSS HOVER SCAR ; CROSS HOVER SCP ;  
PICK UP DLW ; CHANGE OF DIRECTION ;

- 1-4 Repeat meas 5-8 of Intro picking up to DLW
- 5 {**Change Of Direction**} Fwd L DLW, fwd R DLW R shldr ld and turn LF, dr L to R; [bk R DLW, bk L DLW L shldr ld turn LF, dr R to L;]

PART C1-8 CURVE 3 ; BACK CURVE 3 ; CURVE 3 ; BACK CURVE 3 ; OPEN REVERSE TURN ;  
LEFT TURNING LOCK to BJO ; RUNNING HOVER SCP ; CHAIR AND SLIP ;

- 1 {**Curve 3**} Fwd L beg LF body trn, side & fwd R to DLC, sm fwd L w/sharp LF trn to fc DRC (kinda like a tumble);
- 2 {**Back Curve 3**} Bk R LOD with slight crv to R, bk L cont crv, bk R w/sharp LF trn to fc DLW (kinda like a slip);
- 3-4 repeat meas 1-2 of part C
- 5 {**Open Reverse Turn**} Fwd L trng LF, cont LF trn sd R, back L to BJO/DRC; [bk R trng LF, cont trn sd L, fwd R to BJO;]
- 6 {**Left Turning Lock**} Bk R with R sd ld /XLIF of R, bk & slightly sd R beg trn LF, sd & slightly fwd L making 1/4 LF trn to BJO/DLW; [fwd L with L sd ld/XRIB of L, fwd & slightly sd L beg trn LF, sd & slightly bk R to CBMP making 1/4 LF trn;]

**PART C (cont)**

- 7        {**Running Hover**} Fwd R, fwd L in CP/fwd & sd R with R sd stretch, fwd L in tight SCP; [*bk L, bk R/bk & sd L trng to tight SCP, fwd R;*]
- 8        {**Chair And Slip**} Ck thru R with lunge action, rec L (no rise), with slight LF upper body trn slip R beh L cont trn to end feg DLC; [*ck thru L with lunge action, rec R (no rise), swvl LF on R and step fwd L outside man's R ft to CP;*]

**RPT PART C**  
**RPT PART B**  
**RPT PART A**  
**RPT PART A'**

**ENDING**

**1-6    CROSS HOVER BJO ; CROSS HOVER SCAR ; CROSS HOVER SCP ; SLOWLY STEP THRU ; SLOWLY EXPLODE ; WRAP THE GIFT ;**

- 1-3        Repeat meas 5-7 of Intro;;;
- 4        {**Slowly Step Thru**} Slowly step thru R [*L*] as music slows blend to fc ptr,-,-;
- 5        {**Slowly Explode**} Slowly step apt L [*R*] w/arm sweep & look away from ptr,-,-;
- 6        {**Wrap**} Rec R as ld W to wrap (LF) jn ld hnds,-,-; [*keep trlg hnds jnd as rec L trng LF, fwd R cont trn LF into M's R arm, cl L ending in wrapped pos jn ld hnds;*]

## HEAD CUES

### INTRO

OFP / DLW , WAIT 2 MEAS ;; EXPLODE,-,-; PICK UP SCAR ;  
CROSS HOVER BJO ; CROSS HOVER SCAR ; CROSS HOVER SCP ; PICK UP ;

### PART A

DIAMOND TURN (end CP/DLC) ;;;  
DOUBLE TELEMARK ;; SYNCOPATE THRU VINE ; CHAIR AND SLIP ;

RPT A

### PART B

DOUBLE REVERSE ; CHANGE OF DIRECTION ;  
DOUBLE REVERSE ; CHANGE OF DIRECTION ;  
OPEN REVERSE TURN ; OPEN FINISH ; HOVER TELEMARK ; PICK UP ;

### PART A'

DIAMOND TURN (end CP/DLC) ;;;  
DOUBLE TELEMARK ;; SYNCOPATE THRU VINE ; WING ;

### INTERLUDE

CROSS HOVER BJO ; CROSS HOVER SCAR ; CROSS HOVER SCP ; PICK UP DLW ;  
CHANGE OF DIRECTION ;

### PART C

CURVE 3 ; BACK CURVE 3 ; CURVE 3 ; BACK CURVE 3 ;  
OPEN REVERSE TURN ; LEFT TURNING LOCK to BJO/DLW ;  
RUNNING HOVER to SCP ; CHAIR AND SLIP ;

RPT C

### PART B

DOUBLE REVERSE ; CHANGE OF DIRECTION ;  
DOUBLE REVERSE ; CHANGE OF DIRECTION ;  
OPEN REVERSE TURN ; OPEN FINISH ; HOVER TELEMARK ; PICK UP ;

### PART A

DIAMOND TURN (end CP/DLC) ;;;  
DOUBLE TELEMARK ;; SYNCOPATE THRU VINE ; CHAIR AND SLIP ;

### PART A'

DIAMOND TURN (end CP/DLC) ;;;  
DOUBLE TELEMARK ;; SYNCOPATE THRU VINE ; WING to SCAR/DLW ;

### ENDING

CROSS HOVER BJO ; CROSS HOVER SCAR ; CROSS HOVER SCP ; SLOWLY STEP THRU ;  
SLOWLY EXPLODE ; WRAP THE GIFT ;