



## Forbidden Phase Games

<b>Choreographers:</b>	<b>Release date:</b> October 2016
<b>Annette &amp; Frank Woodruff</b>	<b>Rhythm &amp; Phase:</b> <b>Waltz IV</b> (Waltz demo – 45 figures)
	<b>Music:</b> Jeux Interdits (Narciso Yepes), mp3 available from Amazon or others.
Rue du Camp, 87 7034 Mons, Belgium Tel: 3265 73 19 40	<b>Time &amp; Speed:</b> Slowed to 2:38 (see note)*
	<b>Footwork:</b> Opposite except where indicated (W's footwork in parentheses)
<b>annetteandfrank@gmail.com</b>	<b>Sequence:</b> A – B – C – D – E

Start Part A on first note of music or, if preferred, wait 2 meas in BFLY WALL and start Part A at meas 3.

### PART A (Phase II)

<b>1</b>	<b>Twirl Vine ;</b>	LOP-FCG WALL w/ ld hnds held high sd L, XRib, sd L ( <i>W full RF trn undr jnd ld hnds fwd R, sd &amp; bk L, fwd R</i> ) to LOP-FCG WALL ;
<b>2</b>	<b>Thru Face Close to BFLY ;</b>	Thru R & trn to fc, sd L, cl R to BFLY WALL ;
<b>3 - 4</b>	<b>Balance Left and Right ;;</b>	Sd L, XRib ( <i>W XLib</i> ), in plc L ; sd R, XLib ( <i>W XRib</i> ), in plc R ;
<b>5</b>	<b>Waltz Away ;</b>	Relg ld hnds fwd L trng away from ptr, sd & fwd R to slight BK-TO-BK, cl L ;
<b>6</b>	<b>Lady Wraps ;</b>	Fwd R, fwd L, cl R ( <i>W full LF wrp L, R, L into joined trl arms</i> ) jng ld hnds in frt of bodies ovr trl hnds ;
<b>7</b>	<b>Forward Waltz ;</b>	Fwd L, fwd R, cl L ;
<b>8</b>	<b>Twinkle Thru to LOP ;</b>	Thru R, trn RF sd L, cl R ( <i>W thru L, trn LF sd R, cl L</i> ) to LOP RLOD ;
<b>9</b>	<b>Twinkle Thru to SCP ;</b>	Thru L, trn LF sd R, cl L ( <i>W thru R, trn RF sd L, cl R</i> ) to SCP LOD ;
<b>10</b>	<b>Pick Up ;</b>	Sm fwd R, sd L to CP LOD, cl R ( <i>W fwd L in front of M trn LF, sd R to CP, cl L</i> ) ;
<b>11</b>	<b>1 Left Turn ;</b>	Fwd L stg LF upper bdy trn, contg trn sd & bk R, cl L to CP RLOD ;
<b>12</b>	<b>Back Waltz ;</b>	Bk R, bk & sd L, cl R ;
<b>13 – 14</b>	<b>2 R Turns To Face WALL ;;</b>	Bk L trng RF, contg trn sd R, cl L to CP DLC ; fwd R twd LOD trng RF, contg trn sd L, cl R to CP WALL ;
<b>15</b>	<b>Twirl Vine ;</b>	Raising jnd ld hnds repeat meas 1 Part A ;
<b>16</b>	<b>Pick Up ;</b>	Repeat meas 10 Part A ;

### PART B (Phase III)

<b>1</b>	<b>Turn L &amp; R Chasse ;</b>	Fwd L trn LF, sd R/cl L, sd & slightly bk R ( <i>W bk R trn LF, sd L/cl R, sd &amp; slightly fwd L</i> ) to BJO DRC ;
<b>2</b>	<b>Impetus to SCP LOD ;</b>	Bk L comm RF turn, trn on L heel & cl R risg at end of trn to face LOD, cont bdy trn & step sd & fwd L ( <i>W fwd R in BJO comm RF trn, sd &amp; arnd ptr L risg &amp; brush R to L, contg RF trn sd &amp; fwd R twd LOD</i> ) to SCP LOD ;
<b>3</b>	<b>Thru Hover to BJO ;</b>	Thru R, fwd & sd L risg & leavg R extended bk, rec R to BJO bkg RLOD & preparing for ptr to step outside ( <i>W Thru L comm LF trn, sd &amp; bk R contg trn &amp; brush L to R, sd &amp; fwd L preparing to step fwd outside ptr in BJO</i> ) ;
<b>4</b>	<b>Back Hover to SCP ;</b>	Bk L, bk R risg sltly, rec L ( <i>W Fwd R in BJO comm RF trn, sd &amp; bk L contg trn &amp; brush R to L, sd &amp; fwd R</i> ) to SCP LOD ;
<b>5</b>	<b>Maneuver ;</b>	Stg RF trn fwd R, contg trn sd L, cl R ( <i>W sm fwd L, fwd &amp; sd R, cl L</i> ) to CP RLOD ;
<b>6</b>	<b>Spin Turn ;</b>	Bk L pvtg 3/8, fwd R down LOD between ptr's ft heel to toe & leavg L xtnd bk, trng RF sd & bk L to end bkg DRC ( <i>W Fwd R between ptr's ft pvtg 3/8, contg RF trn bk &amp; slightly sd across the LOD L risg brush R to L, trng RF sd &amp; fwd R between ptr's ft</i> ) ;

7	<b>Back ½ Box to SCAR ;</b>	Bk R, sd L, cl R to SCAR DLW ;
8 - 10	<b>Cross Hover to BJO; to SCAR; &amp; to SCP ;</b>	XLif, sd R w/ rise trng LF, rec L to BJO DLC ; XRif, sd L w/ rise trng RF, rec R to SCAR DLW ; XLif, sd R w/ rise trng LF, rec L ( <i>W XRib, sd L w/ strong RF bdy trn, sd &amp; fwd R</i> ) to SCP LOD ;
11	<b>Pick Up ;</b>	Repeat meas 10 Part A ;
12	<b>Canter ;</b>	Sd L, draw R, cl R ;
13 – 16	<b>Interrupted Box to DLC ;;;;</b>	Fwd L, sd R, cl L ; bk R w/ slight RF upper bdy rotation & raisg ld hnds, sd L ldg W to begin RF curve undr jnd hnds, cl R ( <i>W fwd L w/ slight RF upper bdy rotation, fwd R commence full RF circle under jnd ld hnds, fwd L curvg RF</i> ) ; fwd L, sd R, cl L ( <i>W fwd R curvg RF, fwd L curvg RF, fwd R completing rotation to CP</i> ) ; bk R trng 1/8 LF, sd L, cl R to CP DLC ;

### PART C (Phase IV)

1 – 4	<b>Diamond Turn ;;;;</b>	Fwd L, trng ¼ LF sd R, bk L to BJO DRC ; bk R, trng ¼ LF sd L, fwd R to BJO DRW ; fwd L, trng ¼ LF sd R, bk L to BJO DLW ; bk R, sd L trng ¼ LF, fwd R to BJO DLC ;
5	<b>Telemark to SCP ;</b>	Fwd L risg comm LF trn, sd & arnd ptr R bkg LOD, contg LF trn sd & fwd L twd DLW ( <i>W Bk R &amp; nearly straighten legs leavg ft flat, bring L beside R w/o weight then trn on heel of R to face DLW then Xfer weight to the flat of the L ft, contg LF trn sd &amp; fwd R twd DLW</i> ) to SCP DLW ;
6	<b>Chair &amp; Slip ;</b>	Ck fwd R w/bent knee, rec L w/ slight LF trn ( <i>W rec R &amp; trn strongly LF on ball of R ft</i> ), sm bk R to CP DLC ;
7	<b>Drag Hesitation ;</b>	Fwd L, trng LF sd R, contg LF trn draw L to BJO DRC ;
8	<b>Outside Change to SCP ;</b>	Bk L, bk R trn LF, sd & fwd L ( <i>W Fwd R, fwd L trng slightly LF, sd &amp; fwd R</i> ) to SCP LOD ;
9	<b>Thru Semi Chasse ;</b>	Thru R, sd & fwd L/cl R, sd & fwd L ;
10 – 11	<b>In &amp; Out Runs ;;</b>	Trng RF fwd R, sd & bk L in frnt of W to CP RLOD, bk R ( <i>W fwd L, fwd R between M's ft, fwd L</i> ) to BJO RLOD ; trng RF bk L, contg trn fwd R between W's ft, sd & fwd L ( <i>W trng RF fwd R, contg trn sd L in frnt of M, contg trn brush R to L &amp; step fwd &amp; sd R</i> ) to SCP DLC ;
12	<b>Cross Hesitation ;</b>	Thru R, start LF trn on R touching L, cont trn on R to BJO DRC ( <i>W thru L, sd R arnd M trn LF, cont trn on R ft &amp; cl L</i> ) to BJO DRC ;
13	<b>Back Passing Change ;</b>	Bkg DLW bk L, bk R, bk L ( <i>W may trn head to R</i> ) ;
14	<b>Static Outside Check ;</b>	Bk R, sd & fwd L, ck fwd R outsd ptr ( <i>W fwd L trn LF, sd &amp; bk R, ck bk L</i> ) to BJO DRC ; [no turn in this Outside Check]
15	<b>Impetus to SCP ;</b>	Repeat meas 2 PART B to SCP DLC ;
16	<b>Slow Side Lock ;</b>	Thru R, sd & fwd L to CP, XRib trn slighly LF [or cl R if preferred] ( <i>W thru L stg LF trn, sd &amp; bk R cont trn to CP, XLif</i> ) to CP DLC ;

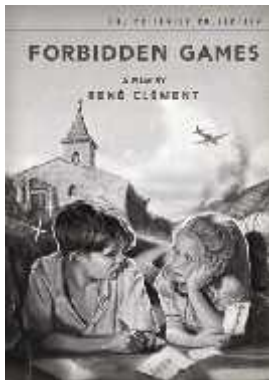
### PART D (Phase III)

1 - 2	<b>2 L Turns to Face WALL ;;</b>	Fwd L stg LF upper bdy trn, contg trn sd & bk R, cl L to CP RLOD ; bk R stg LF upper bdy trn, contg trn sd & fwd L, cl R to CP WALL ;
3	<b>Whisk ;</b>	Fwd L, fwd & sd R stg rise to ball of ft, XLib contg to full rise ( <i>W bk R, bk &amp; sd L stg to rise to ball of ft, XRib cont to full rise</i> ) to tight SCP LOD ;
4	<b>Hover Fallaway ;</b>	In SCP thruout fwd R, fwd L risg & ckg, rec R ;
5	<b>Slip Pivot ;</b>	Bk L, bk R trng LF keepg L leg extended, fwd L ( <i>W bk R stg LF pvt on ball of ft w/ thighs locked L leg extended, fwd L cont trn plcg L near M's R ft, bk R</i> ) to BJO DLW ;
6	<b>Maneuver ;</b>	Stg RF trn fwd R, cont trn sd L, cl R to CP RLOD ( <i>W stg RF trn bk L, cont trn sd R, cl L</i> ) ;
7	<b>Pivot to SCP ;</b>	Commg RF upper bdy trn bk L trng RF approx. 3/8 leavg R leg xtnd in frt, fwd R between W's ft heel to toe trng RF approx. 3/8, sd & fwd L ( <i>W Commg RF upper bdy trn fwd R between M's ft heel to toe turng RF 3/8 leavg L leg xtnd behind, bk L trng RF 3/8 leavg R leg xtnd in frt, sd &amp; fwd R</i> ) to SCP LOD ;

8	Thru Hover to BJO ;	Repeat meas 3 Part B ;
9	Back Back Lock Back ;	Bk L, bk R/lk Lif, bk R ;
10	Back Hover to SCP ;	Repeat meas 4 Part B ;
11	Thru Chasse to BJO ;	Thru R, sd & fwd L/cl R, sd & fwd L to BJO LOD ;
12	Forward Forward Lock Forward ;	Fwd R, fwd L/lk Rib, fwd L ;
13	Forward Face Close to CP ;	Fwd R, sd L trng ¼ RF to fc WALL, cl R ;
14	Canter ;	Sd L, draw R, cl R ;
15	Whisk ;	Repeat meas 3 Part D ;
16	Pick Up to SCAR ;	Sm fwd R, sm sd L, cl R ( <i>W fwd L in front of M trn LF to fc DRC, sd R, cl L</i> ) to SCAR DLW ;

### PART E (Phase II)

1 - 3	Twinkle 3x ;;;	XLif, trng LF sd R, cl L to BJO DLC ; XRif, trng RF sd L, cl R to SCAR DLW ; XLif, trng LF sd R, cl L to BJO DLC ;
4	Forward Draw Touch ;	Fwd R, draw L, tch L ;
5 - 7	Back Twinkle 3x ;;;	XLib, trng RF sd R, cl L to SCAR DLW ; XRib, trng LF sd L, cl R to BJO DLC ; XLib, trng RF sd R, cl L to SCAR DLW ;
8	Back Draw Touch ;	Bk R, draw L, tch L ;
9	Twinkle to BJO ;	XLif, trng LF sd R, cl L to BJO DLC ;
10	Twinkle to Face WALL ;	XRif, trng strongly RF sd L, cl R to CP WALL ;
11 - 12	Solo Turn 6 to BFLY ;;	Twd LOD fwd L trn away from ptr, sd R cont LF trn, cl L to SD-BY-SD RLOD ; bk R cont LF trn, sd L, cl R to BFLY WALL ;
13	Step Swing ;	Sd & fwd L to OP LOD, swing R fwd toe pt dwn, - ;
14	Spin Maneuver ;	Fwd R stg RF trn, contg RF trn to fc RLOD sd L, cl R ( <i>W full LF spin L, R, L</i> ) to CP RLOD ;
15 - 16	2 R Turns & Drift Apart ;;	Repeat meas 13-14 part A but drift apart on last step as music slows/step apart L ptg R ft twd ptr ;;



**Forbidden Games** (French: *Jeux interdits*), is a 1952 French war drama film directed by René Clément and based on François Boyer's novel *Jeux Interdits*. While not initially successful in France, the film was a hit elsewhere. It won the “Golden Lion” at the Venice Film Festival, a Special Award as “Best Foreign Language Film” in the United States, and a “Best Film from any Source” at the British Academy Film Awards. The soundtrack was played and composed by the great guitarist Narciso Yepes (1927-1997).

Story Line: A girl of perhaps five or six is orphaned in an air raid while fleeing a French city with her parents early in World War II. She is befriended by a pre-adolescent peasant boy after she wandered away from the other refugees, and is taken in for a few weeks by his family. The children become fast friends, and the film follows their attempt to assimilate the deaths they both face, and the religious rituals surrounding those deaths, through the construction of a cemetery for all sorts of animals.



#### Versatile options:

\*Narciso Yepes has made several recordings of this theme, some played slower, some with more feeling. As long as the theme repeats 5 times, feel free to pick the version you like best.

This dance may also be used as a **phase III** waltz. Ignore Part C and dance A, B, D, E (without drifting apt), A (replacing the last measure with Thru Apart Point).

For a **phase II** waltz, dance A, E, A, E, A picking up to SCAR at the end of A the first and second time and replacing with Thru Apt Pt the last time. Also, ignore the drift apt at the end of E.

**FORBIDDEN PHASE GAMES – WOODRUFF – WZ IV – 2:39**

PART A (16 meas) PHASE II

[LOP-FCG WALL] Twirl Vine ; Thru Fc Cl to BFLY ; Bal L & R ; ;  
Waltz Away ; Lady Wraps ; Forward Waltz ; Twinkle Thru to LOP ;  
And to SCP ; Pick Up ; 1 L Turn ; Back Waltz ;  
2 R Turns to fc WALL ; ; Twirl Vine ; Pick Up ;

PART B (16 meas) PHASE III

Turn L & R Chasse; Impetus to SCP LOD; Thru Hover to BJO; Bk Hover to SCP;  
Manuv ; Spin Turn ; Bk ½ Box to SCAR ; Cross Hover to BJO;  
And to SCAR ; And to SCP ; Pick Up ; Canter ;  
Interrupted Box to CP DLC ; ; ;

PART C (16 meas) PHASE IV

Diamond Turn ; ; ; ;  
Telemark to SCP ; Chair & Slip ; Drag Hesitation ; Outside Change to SCP ;  
Thru Semi Chasse ; In & Out Runs ; ; Cross Hesitation ;  
Back Passing Change ; Static Outside Check ; Impetus to SCP ; Slow Side Lk;

PART D (16 meas) PHASE III

2 L Turns to Fc WALL ; ; Whisk ; Hover Fallaway ;  
Slip Pivot ; Manuv ; Pivot to SCP ; Thru Hover to BJO ;  
Back Bk Lk Bk; Back Hover to SCP; Thru Chasse to BJO; Forward, Fwd Lk Fwd ;  
Forward Fc Cl to CP ; Canter ; Whisk ; Pick Up to SCAR ;

PART E (16 meas) PHASE II

Twinkle 3x ; ; ; Forward Draw Touch ;  
Twinkle back 3x ; ; ; Back Draw Touch ;  
Twinkle to BJO ; Twinkle to Fc WALL ; Solo Turn 6 to BFLY ; ;  
Step Swing ; Spin Maneuver ; 2 R Turns & Drift Apart Point ;