



GALAXY

Choreographers:	Release date: October 2001 Re-visited Dec 2015
Annette & Frank Woodruff	Rhythm & Phase: Jive/Waltz IV+0+1 (Fallaway Spin)
Rue du Camp, 87	Music: Galaxy song, Clint Black, RCA 69005-7
B-7034 Mons, Belgium	Time & Speed: 2:21 at 45 rpm
Tel: 00 32 65 73 19 40	Footwork: Opposite except where indicated (<i>W's footwork in parentheses</i>)
annetteandfrank@gmail.com	Sequence: AA* - B - A (1-12) - Ending

INTRODUCTION

1	Wait 2 slow notes;	SCP LOD wt "Just.. re.." start on "..member";
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PART A - JIVE

1	Chasse L & R ;	Sd L/cl R, sd L, sd R/cl L, sd R ;
2 - 4	Change of Places to SCP ;;;	[Change R to L] Rk bk L to SCP LOD, rec R to fc, sd L/cl R, raising jnd ld hnds sd L trng 1/8 LF (<i>W rk bk R, rec L, fwd R/cl L, fwd R trng 3/4 RF undr ld hnds</i>) ; sd & fwd R/cl L, sd R (<i>W sd & slightly bk L/cl R, bk L</i>) to LOP-FCG LOD, [Change L to R] Rk apt L, rec R ; sd L/cl R, sd L trn 1/4 RF (<i>W fwd R/cl L, fwd R trn 3/4 LF undr ld hnds</i>) to LOP-FCG WALL, sd R/cl L, sd R ;
5 - 7	Fallaway Spin ~	[This is like an American Spin starting and ending in SCP] Rk bk L, rec R, fwd L/cl R, sd L trng to almost-CP & pressg L palm to W's R palm & sping 3/4 LF away from ptr, sd R/cl L, sd R to SCP LOD ;
	Jive Walks ;;;	Rk bk L, rec R, fwd L/cl R, fwd L; fwd R/cl L, fwd R ,
8	Swivel Walk 4 ;	Sswlg RF on ball of R ft fwd L, swvlg LF on ball of L ft fwd R, swvlg RF on ball of R ft fwd L, swvlg LF on ball of L ft fwd R ;
9	Throwaway ;	Chasse fwd L/R, L (<i>W folds in frt of M R/L, R</i>), chasse sd & fwd R/L, R (<i>W chasse sd & bk L/R, L</i>) to LOP-FCG LOD;
10 - 12	Change Hands Behind the Back ~	Rk apt L, rec R, fwd L stg 1/4 LF trn & placg R hnd ovr W's R hnd/cl R, fwd L relg L hnd & compg 1/4 LF trn to TAND pos in frt of W (<i>W rk apt R, rec L, fwd R stg 1/4 RF trn/cl L, fwd R compg 1/4 RF trn to TAND bhd M</i>) ; sd & bk R stg 1/4 LF trn & placg L hnd bhd bk/cl L Xfrg W's R hnd to own L hnd beh bk, sd & bk R compg 1/4 LF trn (<i>W sd & bk L stg 1/4 RF trn/cl R, sd & bk L compg 1/4 RF trn</i>) to LOP-FCG RLOD,
	Change L to R to BFLY ;;;	Rk apt L, rec R; sd L/cl R, sd L trng 1/4 RF (<i>W trn 3/4 LF undr jnd ld hnds R/L, R</i>), twd LOD sd R/cl L, sd R to BFLY COH; [3 rd time to CP COH]
13 - 15	Windmill ~	Rk apt L, rec R, with ld arms lower & trl arms higher fwd L /cl R, fwd L trng 1/4 LF; with arms level sd R/cl L, sd R trng 1/4 LF to BFLY WALL,
	Spanish Arms ;;;	Rk apt L, rec R trng 1/8 RF ; compg 1/4 RF trn & ldg W to trn LF undr raised ld hnds chasse L/R, L on last step ldg W to start unwrapping (<i>W rk apt R, rec L starting LF trn under ld hnds, compg 1/4 LF trn to mom WRP RLOD w/ hnds staying high sd R/cl L, sd R starting RF unwrap on last step</i>), trng 1/4 RF chasse R/L, R to BFLY COH ;
16	Rock Apart Recover Side Close to CP ;	Rk apt L, rec R, sd L, cl R to CP COH ;
16* [2 nd time]	Rk Apart Recover walk & pick up ;	Rk Apt L, rec R, sd & fwd L (<i>W sd & fwd R starting to fold in front of M</i>), sm sd R (<i>W cl L finishing pick up</i>) ;

Repeat Part A in Opposite Direction

PART B - WALTZ

1 - 2	2 L turns;;	Trng 3/8 LF on each meas fwd L, sd R, cl L; bk R, sd L, cl R to CP WALL; [Option: Viennese trns]
3 - 4	Balance L & R;;	Sd L, XRIB, rec L; sd R, XLIB, rec R;
5 - 6	Side sway L & R;;	Sd L, sway L, -; sd R, sway R,-;
7 - 8	Vine 3; Pu tch to SCAR;	Sd L, XRIB (W XIB), sd L; sm fwd R, tch L, - (W long fwd L reachg IF of M, tch R,-) to SCAR DLW;
9 - 11	Prog twinkle BJO; SCAR; BJO;	Twd DLW fwd L, trng 1/4 LF sd R, cl L to BJO DLC; twd DLC fwd R, trng 1/4 RF sd L, cl R to SCAR DLW; twd DLW fwd L, trng 1/8 LF sd R, cl L to BJO LOD;
12	Maneuver;	Trng RF fwd R reachg IF of W, sd L, cl R (W trng RF bk L, sd & fwd R, cl L) to CP RLOD;
13 - 14	2 R turns;;	Trng RF bk L, sd R, cl L to CP LOD; contg RF trn fwd R, sd L, cl R to CP WALL;
15 - 16	Canter 2x;;	Sd L, draw R to L, cl R; sd L, draw R to L, cl R;
17 - 18	L trng box 1/2;;	Trng LF fwd L, sd R, cl L to CP LOD; contg LF trn bk R, sd L, cl R to CP COH;
19 - 20	Step swing; fc tch;	Relg ld hnds sd L to 1/2 OP RLOD, swing R to RLOD, -; sd R to CP COH, tch L, -;
21 - 22	L trng box 1/2;;	Trng LF fwd L, sd R, cl L to CP RLOD; contg LF trn bk R, sd L, cl R to CP WALL;
23 - 24	Step swing; fc tch CP;	Relg ld hnds sd L to 1/2 OP LOD, swing R to LOD, -; sd R to CP WALL, tch L, -;
25 - 26	Box;;	Fwd L, sd R, cl L; bk R, sd L, cl R;
27 - 28	Dip bk; rec tch;	Bk L, -, -; rec R, tch L, -;
29 - 30	Twirl vine SCP; thru tch;	Sd L, XRIB, sd L (W twirl RF under jnd ld hnds R, L, R) to SCP LOD; thru R, tch L, -;
31	Run 4;	Fwd L, R, L, R;

Repeat Part A (1-12) to CP COHENDING

1 - 3	R Turning Fallaway ~	Rk bk L to SCP RLOD, rec R to CP, trng RF 1/4 on the triple sd L/cl R, sd L ; trng RF 1/4 on the triple sd R/cl L, sd R to CP WALL, ~
	Rk Rec Point & hold;;;	[Music retards] Rk L to SCP, rec R to fc & pt L to sd ; hold one measure ;
4	Chasse L & R ;	[On "afraid"] Sd L/cl R, sd L, sd R/cl L, sd R ;
5	Rk Bk to SCP Recover Point ;	Rk bk L to SCP, rec R & pt L twd LOD, -;

GALAXY – WOODRUFF – JV/WZ IV+0+1 – 2:21 – CLINT BLACK

INTRO (none)

SCP LOD wait 2 slow notes

PART A (JV) (16 meas)

Chasse L & R ; Change of Places to SCP ;;; **Fallaway Spin** ~
Jive Walks with Swivels ;;;; Throwing ; Change Hands Behind
The Back ~ Change L to R to BFLY ;;; Windmill ~ Spanish Arms ;;;
Rk Apt Rec Side Close to CP ;

PART A (JV) (16 meas)

Chasse L & R ; Change of Places to SCP ;;; **Fallaway Spin** ~
Jive Walks with Swivels ;;;; Throwing ; Change Hands Behind
The Back ~ Change L to R to BFLY ;;; Windmill ~ Spanish Arms ;;;
Rk Apt Rec Walk & Pick Up ;

PART B (WZ) (31 meas)

2 L Turns ;; Bal L & R ;;
Side Sway L & R ;; Vine 3 ; Pick Up Tch to SCAR ;
Progressive Twinkles 3x to BJO ;;; Maneuver ;
2 R Turns ;; Canter 2x ;;
L Turning Box ½ ;; Step Swing Face Touch ;;
L Turning Box ½ ;; Step Swing Face Touch to CP ;;
Box ;; Dip Bk ; Recover Touch ; Twirl Vine to SCP ; Thru Touch ;
Run 4;

PART A (JV) (1-12)

Chasse L & R ; Change of Places to SCP ;;; **Fallaway Spin** ~
Jive Walks with Swivels ;;;; Throwing ; Change Hands Behind
The Back ~ Change L to R to CP ;;;

ENDING (JV) (6 meas)

R Turning Fallaway ~ Rk Rec Point ;; Hold ; Chasse L & R ;
Rk Rec Point ;