

# Grecia's Waltz III

<b>Choreo</b>	<b>Jerry and Bonnie Callen, 7707 Wellington Rd 22, Guelph, ON, Canada</b>
<b>Music</b>	Casa Musica Ballroom Stars III – Luis Bacalow Grecia's Childhood e-mail : jerry@jerrycallen.ca
<b>Sequence</b>	INTRO A A B
<b>Rhythm</b>	Waltz Phase III+2 (Telemark, Diamond Turn)
<b>Timing</b>	123 unless noted at beginning of measure
	<b>Speed :</b> No Change <b>Footwork :</b> Opposite except where noted

## INTRO

### **1 - 4      (LOP DLW) WAIT;; STP TOG, TCH; BOX FIN;**

- 1-2    LOP DLW Wait lead in notes and two meas;;  
3        {Step Together & Touch} Stp fwd L, tch R in CP DLW,-;  
4        {Box Finish} Bk R, sd L trn ¼ fc DLC, cl R;

## PART A

### **1 - 4      TWO LF TRNS;; WHISK; WING;**

- 1-2    {Two LF Turns} Fwd L comm LF trn, sd R to fc RLOD, cl L; bk R cont LF trn, sd L to fc DLW,  
cl R;  
3        {Whisk} Fwd L, sd & fwd R, XLIB (XLIB) to end in tight SCP DLC;  
4        {Wing} Fwd R, draw L twd R, tch L trn upper bdy LF (*fwd L XIF of M, fwd R arnd M, fwd L to  
tight SCAR*);

### **5 - 8      TRN L CHASSE BJO; BK,BK/LK,BK; IMPETUS SCP; STP THRU PICKUP DLC ;**

- 12&3    5        {Turn Left Chasse BJO} Fwd L comm LF trn, sd R cont trn/cl L, sd R to BJO DRC;  
12&3    6        {Back,Back/Lock,Back} Bk L, bk R/ lk LIF, bk R;  
7        {Impetus SCP} Bk L comm RF trn, cl R heel trn, sd & fwd L (*fwd R outsd ptr piv ½ RF, sd &  
fwd L cont trn arnd M, fwd R*) to SCP DLC;  
8        {Step Through & Pickup} Through R, sm fwd L pickup W fc DLC, cl R;

### **9 - 12      TELEMARK SCP; THRU HOV BJO; BK HOV SCP; MANUV;**

- 11        {Telemark SCP} Fwd L comm LF trn, sd R cont trn (*trn LF heel trn*), sd & fwd (*fwd*) L to SCP  
DLW;  
12        {Through Hover BJO} Thru R, fwd L w/rise (*fwd R w/rise trn to BJO*), bk R;  
11        {Back Hover SCP} Bk L, bk R w/rise (*fwd L w/rise trn to SCP*), fwd L;  
12        {Maneuver } Fwd R comm RF upper body trn, cont trn fc ptr sd L, cl R to CP RLOD;

### **13-16      SPN TRN; BOX FIN; TWO LF TRNS;**

- 13        {Spin Turn} Comm RF piv bk L fc LOD, fwd R cont trn rising on ball of ft fc DLW, rec bk L;  
14        {Box Finish} Bk R, sd L trn ¼ fc DLC, cl R;  
15-16    {Two LF Turns} Fwd L comm LF trn, sd R to fc RLOD, cl L; bk R cont LF trn, sd L to fc DLW,  
cl R;

### **17-18      HOV; PICKUP DLC;**

- 17        {Hover} Fwd L, fwd R w/rise cking, rec L to SCP DLC;  
18        {Pickup CP DLC}) Thru R pickup W to CP DLC, tch L,-;

## PART B

- 1 - 4    DIAM TRN;;; SCAR;**
- 1-2    {Diamond Turn} Fwd L DLC trn LF, sd & bk R, bk L to BJO DRC; bk R cont LF trn, sd L, fwd R DRW;  
3-4    Fwd L cont LF trn, sd & bk R, bk L DLW; bk R cont LF trn, sd L, fwd R DLC in SCAR;
- 5 - 8    X HOV BJO ; X HOV SCAR ; X HOV SCP ; PICKUP DLC;**
- 5    {Cross Hover BJO} XLIF, sd R w/ rise trn LF, rec fwd L BJO;  
6    {Cross Hover SCAR} XRIF, sd Lw/ rise trn RF, rec fwd R SCAR;  
7    {Cross Hover SCP} XLIF, sd R w/rise trn LF, rec fwd L SCP  
8    {Pickup CP DLC}) Thru R pickup W to CP DLC, tch L,-;
- 9 - 12    TELEMARK SCP; HOV FALLAWAY; SLIP PIV; MANUV;**
- 9    {Telemark SCP} Fwd L comm LF trn, sd R cont trn (*trn LF heel trn*), sd & fwd (*fwd*) L to SCP DLW;  
10    {Hover Fallaway} Fwd L, fwd R w/rise, rec bk L;  
11    {Slip Pivot} Bk L, bk R comm LF trn keep leg ext, fwd L (*bk R comm LF trn L leg ext, fwd L complete LF trn, bk R*) to BJO LOD;  
12    {Maneuver} Fwd R comm RF upper body trn (*fwd L*), cont trn fc ptr sd L (*sd R*), cl R to CP RLOD;
- 13-16    OVRSPN TRN; BOX FIN; HOV; THRU CHASSE SCP;**
- 13    {Overspin Turn} Comm RF piv bk L fc LOD, fwd R cont trn rising on ball of ft fc DRW, rec bk L;  
14    {Box Finish} Bk R, sd L trn  $\frac{1}{4}$  fc DLW, cl R;  
15    {Hover} Fwd L, fwd R w/rise, rec L to SCP DLC;  
12&3    16    {Through Chasse SCP} Thru R, fwd & sd L/cl R, fwd L to SCP DLC;
- 17-19    THRU CHASSE SCP; THRU to CHAIR; EXTEND;**
- 12&3    17    {Through Chasse SCP} Thru R, fwd & sd L/cl R, fwd L to SCP DLC;  
18    {Through to Chair} Fwd R lunge stp,-,-;  
19    {Extend} Slowly extend lead arms fwd look at ptr as music fades;