

A Perfect Night for Dreaming Waltz Phase IV+0+1

Intro, A, Int1, A, Int2, B, A, Int2, Bmod, C, End

INTRO

[TANDEM WALL] WAIT; WAIT; Lady UNWIND to CL; DIP BACK & HOLD;

PART A

[CP WALL] MANUV; IMP to SCP; THRU FC CL; CHG of DIR to LOD;

LEFT TRNG INTERRUPTED BOX to DLW;;;

HOVER; THRU CHASSE to BJO; MANUV; SPIN TRN to LOD;

INTERLUDE 1

[CP LOD] BK TRN & CHASSE to BJO RLOD; CHK FWD ~ Lady

DEVELOPE; BK, BK-LK, BK; BK HOVER TELEMARK to BJO;

PART A

[CP DLW] MANUV; IMP to SCP; THRU FC CL; CHG of DIR to LOD; LEFT

TRNG INTERRUPTED BOX to DLW;;;

HOVER; THRU CHASSE to BJO; MANUV; SPIN TRN to LOD;

INTERLUDE 2

[CP LOD] BK TRN & CHASSE to BJO RLOD; CHK FWD ~ Lady

DEVELOPE; BK, BK-LK, BK; HES CHG;

PART B

[CP DLC] TRN L & CHASSE to BJO; OUTSIDE CHG to SCP; WING;

TELEMARK to SCP; IN & OUT RUNS;; WEAVE to SCP;;

OPEN NAT; OUTSIDE SWIVEL; OPEN NAT; OUTSIDE SWIVEL; P/UP; 2

LEFT TRNS to SCAR;; CROS HOVER to BJO;

PART A

[BJO DLW] MANUV; IMP to SCP; THRU FC CL; CHG of DIR to LOD; LEFT

TRNG INTERRUPTED BOX to DLW;;;

HOVER; THRU CHASSE to BJO; MANUV; SPIN TRN to LOD;

INTERLUDE 2

[CP LOD] BK TRN & CHASSE to BJO RLOD; CHK FWD ~ Lady

DEVELOPE; BK, BK-LK, BK; HES CHG;

PART Bmod

[CP DLC] TRN L & CHASSE to BJO; OUTSIDE CHG to SCP; WING;

TELEMARK to SCP; IN & OUT RUNS;; WEAVE to SCP;;

OPEN NAT; OUTSIDE SWIVEL; OPEN NAT; OUTSIDE SWIVEL; P/UP; 2

LEFT TRNS;; CHG of DIR;

PART C

[CP DLC] DIAMOND TRN;;; TELEMARK to SCP; NAT HOVER

FALLAWAY; SLIP PIVOT to BJO; CROS PIVOT to SCAR;

CROS HOVER TELEMARK to SCP LOD; THRU CHASSE to BJO;

MANUV; SPIN TURN to LOD;

END

[CP LOD] BK TRN & CHASSE to BJO RLOD; CHK FWD ~ Lady DEVELOPE to BFLY; BK &

PT to WRAP;