All Winter is Gone

Released: April 4, 2010

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FOOTWORK: Opposite (woman’s footwork shown italicized in parentheses)

RHYTHM: Waltz, Roundalab Phase IV+1 (Outside Spin) SPEED: As Recorded TIME: 4:23

SEQUENCE: INTRO – ABCD – AB – END

INTRO

1-4 Wait (4);;;;
1-4 (CP/Wall) Wait four measures in closed position;;;;

5-8 Sway Left; Sway Right; Hover Telemark; Maneuver;
5-6 (CP/Wall) Sd L w/ft sd stretch (Sd R w/ft sd stretch); Sd R w/ft sd stretch (Sd L w/ft sd stretch);
7-8 (CP/Wall) Fwd L, fwd R with rise turning ptr to SCP/DLW, fwd L to SCP/DLW (Bk R, bk L with rise turning to SCP, fwd R); Thru R, fwd L turning RF to fc RLOD, cl R to CP/RLOD (Thru L, fwd R, cl L to CP);

9-12 Overspin Turn; Box Finish; Hover; Chair, rec, slip;
9-10 (CP/RLOD) Sm bk L pivoting RF ½ to fc LOD, sm fwd R cont trn to fc Wall, sd & bk L cont trn to fc DRW (Fwd R pivoting RF ½ to fc RLOD, sm bk L cont trn to fc COH, sd & fwd R to fc DLC); Bk R trng LF 1/4, sd L, cl R to CP/DLW (Fwd L trng 1/4, sd R, cl L);
11-12 (CP/DLW) Fwd L, fwd & sd R with rise, trng to SCP/LOD & fwd L (Bk R, bk & sd L with rise, trng to SCP & fwd R); Thru R with soft knees, rec L, bk R trng 1/8 & taking ptr to Bjo/DLC (Thru L with soft knees, rec R, fwd L trng LF to Bjo):

Part A

1-4 Diamond Turn;;;
1-2 (Bjo/DLC) Fwd L trng Lf fc COH, sd R, bk L trng Lf fc DRC in Bjo (Bk R, sd L, f wd R); Bk R trng LF fc RLOD, sd L, fwd R trng LF fc DRW (Fwd L, sd R, bk L);
3-4 (Bjo/DRW) Fwd L trng Lf fc Wall, sd R, bk L trng Lf fc DLW in Bjo (Bk R, sd L, f wd R); Bk R trng LF fc LOD, sd L, fw d R trng LF fc DLC (Fwd L, sd R, bk L);

5-8 Op Telemark; Cross Pivot (Scar); Twinkle (Bjo); Fwd, Pt;
5-6 (Bjo/DLC) Fwd L, fwd R trng ½ LF, fwd L to SCP/DLW (Bk R, cl L with heel trn, fwd R to SCP); Thru R, fwd L trng RF ½, fwd R to Scar/DLC (Thru L, fwd R between ptr's legs pivoting ½, sd & bk L to Scar);
7-8 (SCAR/DLC) Fwd L, fwd R comm. LF trn, cl L to Bjo/RLOD (Bk R, bk L comm. LF trn, cl R to Bjo); Fwd R, pt fwd L (Bk L, pt bk R);

9-12 Op Impetus; In & Out Runs;; Maneuver;
9-10 (Bjo/RLOD) Bk L, cl R w/RF heel trn 3/8, fwd L to SCP/DLC (Fwd R, fwd L trng RF 3/8, fwd R to SCP); Fwd R, fwd L acr ptr trng RF to fc RLOD, bk R cont RF trn to Bjo/RLOD (Fwd L, f wd R btw ptr's feet, fwd L o/s ptr to Bjo);
11-12 (Bjo/RLOD) Bk L, bk R trng RF ½ to fc LOD; fwd L to SCP/RLOD (Fwd R, fwd L trng RF ½, fwd & sd R to SCP); Thru R, fwd L trng RF ½ to fc LOD, cl R to CP/RLOD (Thru L, fwd R trng RF ½, cl L to CP);

13-16 Outside Change (Bjo); Fwd (L Develope); Outside Swivel; Chair & Slip;
13-14 (CP/RLOD) Bk L, bk R comm. LF trn, sd & fwd L cont LF trn to Bjo/DLW (Fwd R, fwd L trng LF, sd & bk R to Bjo); Fwd R with slight rise, - (Bk L, draw R ft up to knee and extend out, -);
15-16 (Loose Bjo/LOD) Bk L leading ptr to swivel RF, (Fwd R to RLOD swiveling RF to SCP,); Chk thru R with lunge action, rec L, bk R with 1/8 LF trn to CP/DLC (Chk thru L with lunge action, rec R, fwd L trng LF to CP);

(continued on next page)
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Part B

1-4 2 Left Turns;; Whisk; Maneuver;
   1-2 (CP/DLC) Fwd L, fwd R trng LF ½, cl L to CP/RLOD (Bk R, bk L trng LF ½, cl R to CP/Wall (Fwd L, fwd R trng ½ LF, cl L to CP);
   3-4 (CP/Wall) Fwd L, fwd & sd R, hook L beh R to SCP/LOD (Bk R, bk & sd L, hook Beh L to SCP); Fwd R, fwd L trng RF ¼, cl R to CP/RLOD (Fwd L, fwd R, cl L to CP);

5-8 Op Impetus; Weave (SCP);; Thru, Chasse SCP;
   5-6 (CP/RLOD) Bk L, cl R w/RF heel trn 3/8, fwd L to SCP/DLC (Fwd R, fwd L trng RF 3/8, fwr L to SCP); Fwd R, fwd L trng LF ¼, sd & bk R cont LF trn to Bjo/DRC (Fwd L, fwr R trng LF ¼, sd & fwr L cont LF trn to Bjo);
   7-8 (Bjo/DRC) Bk L, bk R trng LF 3/8 to fc Wall, fwd & sd L to SCP/DLC (Fwr R, fwr L trng RF 3/8, sd & fwr R cont LF trng to SCP); Thru R, fwd & sd L to fc Wall/cl R, fwd & sd L to SCP/LOD (Thru L, fwr & sd R to fc COH/cl L, fwr & sd R to SCP);

9-12 P/U (Scar); X-Hover (3, end in SCP);;;
   9-10 (SCP/LOD) Thru R, fwr L trng LF 1/8, cl R to SCAR/DLW (Thru L, fwr R trng LF to fc DRC, cl L to SCAR); Fwd L o/s ptr, fwr & sd R with rise trng LF ¼, rec L to Bjo/DLC (Bk R, bk & sd L with rise trng LF ¼, rec R to Bjo);
   11-12 (Bjo/DLC) Fwd R o/s ptr, fwr & sd R with rise trng RF ¼, rec R to SCP/LOD (Bk L, bk & sd R with rise trng RF ¼, rec L to SCAR);

13-16 Thru, Chasse SCP; In & Out Runs;; P/U;
   13-14 (SCP/LOD) Thru R, fwr & sd L to fc Wall/cl R, fwr & sd L to SCP/LOD (Thru L, fwr & sd R to fc COH/cl L, fwr & sd R to SCP); Fwr R, fwr L acr ptr trng RF to fc RLOD, bk R cont RF trn to Bjo/RLOD (Fwr L, fwr R btw ptr's feet, fwr L o/s ptr to Bjo);
   15-16 (Bjo/RLOD) Bk L, bk R trng RF ½ to fc LOD; fwd L to SCP/LOD (Fwr R, fwr L trng RF ½, fwr & sd R to SCP);

Part C

1-5 Drag Hesitation; Bk, Bk/Lk, Bk; Op Impetus; Weave (Bjo);;
   1-2 (SCP/LOD) Fwr L comm. LF trn, sd R cont LF trn, draw L to R to Bjo/DRC (Bk R comm. LF trn, sd L cont LF trn, draw R to L to Bjo); Bk L, bk R/lk L in front of R, bk R (Fwr R, fwr L/lk R in bk of L, fwr L);
   3-4 (Bjo/DRC) Bk L, cl R w/RF heel trn 3/8, fwd L to SCP/DLC (Fwr R, fwr L trng RF 3/8, fwr R to SCP); Fwr R, fwr L trng LF ¼, sd & bk R cont LF trn to Bjo/DRC (Fwr L, fwr R trng LF ¼, sd & fwr L cont LF trn to Bjo);
   5 (Bjo/DLC) Bk L, bk R trng LF 3/8 to fc Wall, fwd & sd L to Bjo/DLC (Fwr L o/s ptr, fwr & sd R with rise trng RF ¼, rec R to Bjo/DLC (Bk R, bk & sd L with rise trng RF ¼, rec L to SCAR);

6-8 Maneuver; Spin Trn; Box Finish;
   6-7 (Bjo/DLC) Fwr R, fwr L trng RF ¼, cl R to CP/RLOD (Fwr L, fwr R, cl L to CP); Sm bk L pivoting RF 1/4 to fc COH, sm fwr R cont trn to fc LOD, sd & bk L cont trn to fc DLW (Fwr R pivoting RF 1/4 to fc Wall, sm bk L cont trn to fc RLOD, sd & fwr R cont trn to fc DRC);
   8 (CP/DLC) Bk R trng LF ¼, sd L, cl R to CP/DLC (Fwr L trng 1/4, sd R, cl L to CP);

9-12 2 Left Turns;; Hover; P/U (Scarc);
   9-10 (CP/DLC) Fwr L, fwr R trng LF ½, cl L to CP/RLOD (Bk R, bk L trng LF ½, cl R to CP); Bk R, bk L trng L ½, cl R to CP/Wall (Fwr L, fwr R trng ½ LF, cl L to CP);
   11-12 (CP/Wall) Fwr L, fwr & sd R with rise, trn to SCP/LOD & fwr L (Bk R, bk & sd L with rise, trn to SCP & fwr R); Thru R, fwr L trng LF 1/8, cl R to SCP/DLC (Thru L, fwr R trng LF to fc DRC, cl L to SCAR);

13-16 X-Hover (3, end in SCP);;; P/U;
   13-14 (SCP/LOD) Fwr L o/s ptr, fwr & sd R with rise trng LF ¼, rec L to Bjo/DLC (Bk R, bk & sd L with rise trng LF ¼, rec R to Bjo); Fwr L o/s ptr, fwr & sd L with rise trng RF ¼, rec R to SCP/LOD (Bk L, bk & sd R with rise trng RF ¼, rec L to SCAR);
   15-16 (SCP/DLC) Fwr L o/s ptr, fwr & sd R with rise, fwr L to SCP/LOD (Bk R, bk & sd L with rise trng RF, sd & fwr L to SCP); Thru R, fwr L trng LF 1/8, cl R to CP/LOD (Thru L, fwr R trng LF to fc RLOD, cl L to CP);

(continued on next page)
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Part D

1-4 1 Left Trn; Hover Corte; Bk, Bk/Lk, Bk; Back Whisk;

1-2  (CP/LOD) Fwd L, fwd R trng ½ LF to fc RLOD, cl L (Bk R, bk L trng ½ LF to fc LOD, cl R); Bk R, bk L with rise trng LF 3/8 to fc DLW, rec R (Fwd L, fwd R with rise trng LF 3/8 to fc DRC, rec L);

3-4  (Bjo/DLW) Bk L, bk R/lk R in front of R, bk R (Fwd R, fwd L/lk R in bk of L, fwd L); Bk L, bk & sd R trng to fc Wall, hook L in bk of R in SCP/LOD (Fwd R, fwd & sd L trng to fc COH, hook R in bk of L in SCP);

5-9 Thru, Chasse Bjo; Maneuver; Spin Trn; Box Finish; Canter;

5-6  (SCP/LOD) Thru R, sd & fwd L to fc Wall/cl R, sd & fwd L to Bjo/LOD (Thru L, sd & fwd R to fc COH/cl L, sd & fwd R trng LF to Bjo); Thru R, fwd L trng RF ¼ to fc RLOD, cl R (Bk L, bk R trng RF ¼ to fc LOD, cl L);

7-8  (CP/RLOD) Sm bk L pivoting RF 1/4 to fc COH, sm fwd R cont trn to fc LOD, sd & bk L cont trn to fc DLW (Fwd R pivoting RF ¼ to fc Wall, sm bk L cont trn to fc RLOD, sd & fwd R cont trn to fc DRC); Bk R trng LF ¼, sd L, cl R to CP/DLC (Fwd L trng 1/4, sd R, cl L to CP);

9  (CP/DLC) Sd L, draw R to L, cl R (Sd R, draw L to R, cl L);

END

1-4 One Left Turn; Hover Corte; Outside Spin; Box Finish;

1-2  (CP/DLC) Fwd L, fwd R trng LF ½, cl R (Bk R, bk L trng LF ½ cl R); Bk R comm. LF trn, sd & fwd L with hovering action cont LF trn, rec R to Bjo/DLW (Fwd L comm. LF trn, sd & fwd R with hovering action, rec L to Bjo);

3-4  (Bjo/DLW) Cl L to R trng RF 3/8 leading ptr outside, fwd R outside ptr cont RF trn 3/8 to CP/Wall, bk & sd L cont RF trn to CP/RLOD (Fwd R outside ptr with RF trn, cl L to R cont RF trn, sd & fwd R trng LF to Bjo); Bk R, sd L trng LF 1/8, cl R to CP/DLC (Fwd L, sd R trng LF 1/8, cl L to CP);

5-8 Op Telemark; Natural Hover Fallaway; Slip Pivot; Maneuver;

5-6  (CP/DLC) Fwd L, fwd R trng LF ½, fwd & sd L to SCP/DLW (Bk R, cl L with heel turn LF ½, fwd & sd R to SCP); Thru R comm. RF trn, fwd L with rise cont RF trn, rec R to SCP/DRW (Thru L comm. RF trn, fwd R with rise cont RF trn, rec L to SCP);

7-8  (SCP/DRW) Bk L, bk R trng LF ¼, sm sd L to Bjo/DLW (Bk R, bk & sd L trng LF ¼, sm sd R to Bjo); Fwd R, fwd L trng RF to fc RLOD, cl R to CP/RLOD (Bk L, bk R trng RF to fc LOD, cl L to CP);

9-12 2 Right Turns;; Hover; Thru, Chasse SCP;

9-10  (CP/RLOD) Bk R, bk R trng ¼ to fc COH, cl L (Fwd R, fwd L trng ¼ to fc Wall, cl R); Fwd R, fwd L trng ½ to fc Wall, cl R to CP/Wall (Bk L, bk R trng ½ to fc COH, cl L to CP);

11-12  (CP/Wall) Fwd L, fwd & sd R with rise, trng to SCP/LOD & fwd L (Bk R, bk & sd L with rise, trng to SCP & fwd R); Thru R, fwd & sd L to fc Wall/cl R, fwd & sd L to SCP/LOD (Thru L, fwd & sd R to fc COH/cl L, fwd & sd R to SCP);

13-16 P/U; Op Telemark; Thru, Promenade Sway; Change to Oversway;

13-14  (SCP/LOD) Thru R, fwd L trng LF ¼, cl R to CP/LDO (Thru L, fwd R trng LF to fc RLOD, cl L to CP); Fwd L, fwd R trng LF 3/8, fwd & sd L to SCP/DLW (Bk R, cl L with heel turn LF 3/8, fwd & sd R to SCP);

15-16  (SCP/DLW) Sd & fwd L with left sd stretch looking over joined lead hnds and relaxed left knee, (Sd & fwd R with right sd stretch looking over joined lead hnds and relaxed right knee,); Without changing weight, rotate frame LF taking ptr slowly from SCP to CP,, (Allow ptr to rotate frame LF to end in extended CP,,);