

# MAGIC MOMENTS



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**Music:** Magic Moments (remastered) by Perry Como  
CD: Platinum & Gold Collection: Perry Como Track 6, available iTunes and others

**Time/Speed:** Music length 2:41, Speed increased +1%

**Rhythm/Phase:** Foxtrot V

**Degree of Difficulty:** Easy

**Released:** November 20, 2012

**Footwork:** Opposite throughout except as noted

**Sequence:** Intro A B A C INTER B A C D ENDING

## INTRO:

- 1-4 LOP DLW WAIT ; ; THRU HOVER SCP DLC ; FEATHER ;**
- 1-2 Left open position DLW lead foot free wait two measures;;
- 3 {thru hover SCP} Thru L DRW, -, fwd & sd R rise and trng, fwd L SCP DLC;
- 4 {feather} Thru R, -, fwd L, fwd R;

## PART A:

- 1-4 DIAMOND TURN 1/2 ; ; QUICK DIAMOND IN 4 ; DIP BACK AND RECOVER ;**
- 1-2 {diamond turn 1/2} Fwd L trng on diag, -, sd R cont trng LF, bk L CBJO;  
Bk R trng LF, -, sd L, fwd R CBJO;
- 3 {quick diamond 4} Fwd L trng LF, sd R, bk L to BJO DLW, bk R to CP LOD;
- 4 {dip back & rec} Bk L, -, rec R, -;
- 5-8 TURN LEFT AND RIGHT CHASSE ; BACK TO BACK LOCK BACK ;  
OUTSIDE SPIN DRW; FEATHER FINISH DLW ;**
- 5 {turn L and R chasse} Fwd L trng LF, -, bk & sd R/L, R cont trng to BJO fcg DRC;
- 6 {bk bk/lk bk} Bk L, -, bk R/XLIF, bk R to BJO DRC;
- 7 {outside spin} Using strong RF rotation small bk L toe turned in, -, fwd R around W heel  
lead rising to toe cont RF trn, cont RF trn bk & slightly sd L (W fwd R around M, -, cl L to R  
for toe spin, fwd R between M's feet) to CP DRW;
- 8 {feather finish} Bk R commencing LF trn, -, sd & fwd L outside ptr, fwd R to BJO DLW;

## PART B:

- 1-4 3 STEP ; HALF NATURAL ; OPEN IMPETUS ; FEATHER DLC ;**
- 1 {3 step} Fwd L blend to CP, -, fwd R, fwd L;
- 2 {half natural} Fwd trn R, -, sd L, bk R (W bk trn L, -, cl R to L heel turn, fwd L);
- 3 {open impetus} Bk L, -, cl R to L heel turn, fwd L (W fwd R, -, sd & fwd trn L, fwd R) to SCP;
- 4 {feather} Bk R commencing LF trn, -, sd & fwd L outside partner, fwd R to BJO DLC;

## PART C:

- 1-4 3 STEP ; NATURAL WEAVE ; ; HOVER TELEMAR ;**
- 1 {3 step} Fwd L blend to CP, -, fwd R, fwd L;
- 2-3 {natural weave} Fwd trn R, -, sd trn L, bk R; bk L, bk trn R, sd & fwd L, fwd R;
- 4 {hover telemark} Fwd L, -, fwd R between W's feet rising & trng RF, sd & fwd L to SCP  
DLW;

**5-8 IN AND OUT RUNS ; ; THRU CHASSE SCP ; FEATHER ;**

- 5-6 {in & out runs} Trn RF fwd R, -, sd & bk L to CP, bk R to CBJO DRC; Trn RF bk L, -, sd & fwd R between W's feet cont trn RF, fwd L to SCP LOD;
- 7 {thru chasse} Thru trn R, -, sd L/cl R, sd L;
- 8 {feather} Thru R commencing LF trn, -, sd & fwd L outside partner, fwd R to BJO;

**INTERLUDE:**

**1-3 REVERSE WAVE 3 ; CHECK AND WEAVE ; ;**

- 1 {rev wave 3} Fwd L comm LF turn, -, fwd & sd R cont turn, bk L to CP DRC (W start LF trn bk R, -, cl L heel trn, fwd R);
- 2-3 {ck & weave} Ck bk R, -, rec fwd L comm LF turn, cont trng sd & bk R; Bk L to BJO, bk R cont turn, cont trn sd & fwd L, fwd R to BJO DLW;

**PART D:**

**1-4 HOVER TELEMARK ; NATURAL HOVER CROSS ; ; DOUBLE REVERSE DLW ;**

- 1 {hover telemark} Fwd L, -, fwd R between W's feet rising & trng RF, sd & fwd L to SCP DLW;
- 2-3 {natural hover cross} Fwd R trn RF, -, fwd L cont trng RF, fwd R LOD (W bk L commence turn, -, draw R to L trn RF on R heel, sd L); Ck L in SCAR, rec R, sd & fwd L, fwd R CBJO DC (W ck bk R, rec L, sd & bk R, bk L);
- 4 {dbl rev} Fwd L, -, fwd R trng LF fc RLOD bring L to R no weight, spin on R fc DLW (W bk R, -, draw L past R take weight and trn LF on L heel fwd R past M on toe trng LF, XLIF);

**5-8 HOVER TELEMARK ; NATURAL FALLAWAY WEAVE ; ; CHANGE OF DIRECTION ;**

- 5 {hover telemark} Fwd L, -, fwd R between W's feet rising & trng RF, sd & fwd L to SCP DLW;
- 6-7 {natural fallaway weave} Fwd trn R, -, fwd L on toe turning right face with slow rise, bk R; Bk L, bk R, sd & fwd L, fwd R to CP DLW;
- 8 {change of direction} Fwd L comm LF trn, -, with R sd leading fwd R toe pointing LOD cont LF trn and draw L to R to CP DLC, -;

**ENDING:**

**1-4 REVERSE TURN ; ; HOVER ; THRU SIDE BEHIND ;**

- 1-2 {rev turn} Fwd L trng LF, -, sd & fwd R cont LF trn, bk L (W bk R trng LF, -, cl L cont LF trn, fwd R) to CP RLOD; Bk R trng LF, -, sd & fwd L, fwd R (W fwd L trng LF, -, sd & bk R, bk L) to BJO DLW;
- 3 {hover} Fwd L, -, fwd & sd R rise, sd & fwd L;
- 4 {thru side behind} Thru R, -, sd L, cross R behind;

**5 STEP SIDE - THRU - JETE POINT ;**

- 5 {side thru jete point} Sd L, -, thru R, fwd L/extend R;

## HEAD CUES

*Sequence:* Intro A B A C INTER B A C D ENDING

Intro:

LOP DLW Wait;;

Thru Hover SCP DLC; Feather;

Part A:

Diamond Turn 1/2;; Quick Diamond in 4;

Dip Back and Recover; Turn Left and Right Chasse;

Back to Back Lock Back; Outside Spin DRW;

Feather Finish DLW;

Part B:

3 Step; Half Natural;

Open Impetus; Feather DLC;

Part A:

Diamond Turn 1/2;; Quick Diamond in 4;

Dip Back and Recover; Turn Left and Right Chasse;

Back to Back Lock Back; Outside Spin DRW;

Feather Finish DLW;

Part C:

3 Step; Natural Weave;;

Hover Telemark; In and Out Runs;;

Thru Semi Chasse; Feather;

Interlude:

Reverse Wave 3; Check and Weave;;

Part B:

3 Step; Half Natural;

Open Impetus; Feather DLC;

Part A:

Diamond Turn 1/2;; Quick Diamond in 4;

Dip Back and Recover; Turn Left and Right Chasse;

Back to Back Lock Back; Outside Spin DRW;

Feather Finish DLW;

Part C:

3 Step; Natural Weave;;

Hover Telemark; In and Out Runs;;

Thru Semi Chasse; Feather;

Part D:

Hover Telemark; Natural Hover Cross;;

Double Reverse DLW; Hover Telemark;

Natural Fallaway Weave;; Change of Direction;

Ending:

Reverse Turn;; Hover;

Thru Side Behind; Step Side - Thru - Jete Point;