Quickstep

Phase III

Back Hover Fishtail Forward Hover Hover Hover Fallaway

Impetus to Semi-Closed Spin Turn

Whaletail Whisk Wing

Phase IV

Back Whisk Chair and Slip Change of Direction Charleston Crosses Closed Impetus Cross Chasse Cross Hesitation Develope Drag Hesitation Flicker Heel Pull Hesitation Change Hover Corte Hover Telemark In and Out Runs Left Whisk Natural Hover Fallaway

Natural Turn

Phase IV (cont)

Natural Turn One Half

Open Natural Turn Outside Change to Banjo Outside Change to Semi-Closed Outside Swivel **Progressive Chasse** Promenade Sway Quarter Turns Quarter Turns and Progressive Chasse Reverse Chasse Turn Reverse Fallaway Running Back Locks Running Forward Locks Telemark [Open] Telemark to Banjo [Closed] Viennese Turns

Phase V

Back Turning Whisk Chasse Roll Contra Check Contra Check and Slip Contra Check and Switch Double Reverse Spin Forward Tipple Chasse Hairpin Hinge Jete Point

Phase V (cont)

Mini-Telespin
Outside Spin
Quick Open Reverse
Reverse Fallaway Slip
Running Finish
Scoop
Six Quick Twinkle
Stutter
Tipple Chasse
Tipsy Point
Top Spin
Turning Lock
Woodpeckers
Zig Zag

Phase VI

Big Top
Four Quick Run
Pivot to Hairpin
Reverse Corte
Reverse Pivot
Rudolph Ronde
Rudolph Ronde and Slip
Rumba Cross
Spin and Double Twist
Spin and Twist
Telespin
Throwaway Oversway
Traveling Contra Check