

2 Restarts Rise and Fall/Waltz (122 BPM)

Dance starts after 24 counts (3 counts before singing)

Section 1 Step, Sweep (2 counts), Twinkle ½ Turn R

1, 2, 3 LF Step forward, RF sweep forward over 2 counts Step, Sweep Sweep
4, 5, 6 RF Step forward in left diagonal, LF ½-Turn r with Step back,
Twinkle (½)Turn RF small Step in right diagonal 6

Section 2 Step, Developpe*(2 counts), Back, Back Rock

1, 2, 3 LF Step forward, pull RF slightly up the LF, extend RF forward Step, Developpe
4, 5, 6 RF Step back, LF Step back, Recover weight on RF Back, Back Rock

*Option instead Developpe : kick softly forward twice

Here Restart in wall 4 (9 o'clock) and in wall 8 (6 o'clock)

Section 3 Step, ½-Step Turn I, ¼-Turn I Side, Behind, Side

1, 2, 3 LF Step forward, RF Step forward, pivot ½-turn I (weight on LF) Step, Step (½)Turn
4, 5, 6 RF ¼-turn to right side, LF cross behind RF, RF Step to right side 9 (¼)Side, Behind, Side

Section 4 Step, Drag (2 counts), Waltz Basic back

1, 2, 3 LF Step forward, RF drag to LF over 2 counts Step, Drag Drag
4, 5, 6 RF Step back, step LF together, step RF together Basic back

Section 5 Waltz Basic ½ Turn I, Waltz Basic back

1, 2, 3 LF Step forward, ½-turn I with RF Step back, step LF together 3 Basic (½)Turn
4, 5, 6 RF Step back, step LF together, step RF together Basic back

Section 6 Cross, Point, Hold, Behind, Point, Hold

1, 2, 3 LF cross over RF, touch R Toe to right side, Hold Cross, Point, Hold
4, 5, 6 RF cross behind LF, touch L Toe to left side, Hold Behind, Point, Hold

Section 7 Twinkle, Twinkle

1, 2, 3 LF Step forward in right diagonal, RF Step forward in right diagonal,
Twinkle step LF past RF and small step in left diagonal
4, 5, 6 RF Step forward in left diagonal, LF Step forward in left diagonal,
Twinkle step RF past LF and small step in right diagonal

Section 8 Step, Passé (2 counts), Back, ½ Turn I Step, Step

1, 2, 3 LF Step forward, pull RF slightly up the LF over 2 counts Step, Passé
4, 5, 6 RF Step back, ½-turn I with LF Step forward, RF Step forward 9 Back, (½)Turn, Step

