



## ADAGIO III

<u>Choreo:</u>	Tony Speranzo 3205 Ipswich Lane, St. Charles, MO 63301-8904	(636) 947-0988
<u>Record:</u>	"Adagio" Ballroom Classics Four CD – Track 1	
<u>Footwork:</u>	Opposite-direction for man except where noted	<u>Artist:</u> Musica Poesia
<u>Sequence:</u>	Intro - A - B - Inter - A - B(Mod) - B - ENDING	<u>Speed:</u> 45
<u>Phase:</u>	III + 2 (Diamond Turn, Telemark) Waltz	<u>Released:</u> July, 2005

### INTRO

#### **1 - 4 WAIT; WAIT; APART, POINT,-; TOG CP/WALL, TCH,-;**

1 - 4 OP M facting Ptr and wall wait two measures;; bk L, pt R twd ptr,-; fwd R to CP wall, tch L,-;

### PART A

#### **1 - 4 HOVER; THRU, CHASSE TO BANJO; FWD, FWD/LK, FWD; MANUV;**

1 - 4 fwd L twd WALL, sd R rise, rec L to SCP/LOD; Thru R, sd L/cl R, sd L, blending to BJO/LOD; Fwd R, fwd L/XRib of L, fwd L; Man R in front of W, sd L, cl R to CP/RLOD;

#### **5 - 8 SPIN TURN; BOX FINISH; TWO LEFT TURNS TO CP/WALL::**

5 - 8 bk L pivot ½ RF, fwd check R, rec L ending CP LOD; bk R, sd L, cl R; fwd L trng LF, sd R, cl L; bk R trng LF to end fcg Wall, sd L, cl R to L/CP fcg WALL;

#### **9 - 12 WHISK; WING; TELEMARK TO SEMI; HOVER FALLAWAY;**

9 - 12 fwd L, fwd and sd R, XLIB of R; sm fwd R, draw L to R, tch L trng body LF to SCAR/DLC (W fwd L xif of M trng LF, fwd R, L around M to SCAR/DLC); fwd L turning LF, continue LF turn sd R, sd & fwd L to SCP/DLW (W bk R trn LF, cl L to R with heel turn, cont turn sd & fwd R); SCP fwd DLW on R, fwd on L & rise on ball of foot, rec bk on R still SCP;

#### **13 - 16 SLIP PIVOT TO BANJO; MANUVER; TWO QUARTER RIGHT TURNS TO CP/LOD::**

13 - 16 Bk L, bk R trng LF <keep L leg ext>, fwd L (bk R start LF piv <thighs locked with L leg ext>, fwd L cont LF trn place L ft near M's R ft, bk R); Fwd R comm RF upper body trn, cont R trn to fc ptr sd L, cl R fcg RLOD (bk L trn RF, sd R, clo L); bk L start 1/4 RF trn, sd R con't trn, cl L to R; fwd R con't 1/4 RF trn, sd L con't trn, cl R to L ending CP/LOD;

### PART B

#### **1 - 4 DIAMOND TURN TO SIDECAR;::**

1 - 4 fwd L DC strtg LF trn, cont LF trn sd R, bk L to Contra BJO fcg DRC; bk R DW trng lf, sd L cont LF trn, fwd R fcg DRW; fwd L DRW trn LF, sd R cont LF trn, bk L to fc DLW; bk R DRC trng LF, sd L, fwd R blending to SCAR fcg DLW;

#### **5 - 8 CROSS HOVER TO BJO; CROSS HOVER TO SCAR; CROSS HOVER TO SCP; THRU, FC, CLS;**

5 - 8 XLIF of R(W XRIB), -, sd R with a slight rise, rec L to BJO/DC; XRIF of L(W XLIB), -, sd L with a slight rise, rec R to SCAR/DW; XLIF of R (W XRIB), -, sd L with a slight rise, rec L to SCP/LOD; XRIF of L (W XLIF of R), sd L to CP WALL, cl R;  
**Note: second time thru PART B change measure 8 to PKUP, SD, CLS**

**INTER**

**1 - 2 CANTER TWICE;;**

1 - 2 sd L, draw R to L, cls R; sd L, draw R to L, cls R;

**ENDING**

**1 - 4 CANTER; BALANCE LEFT & RIGHT;; TWIRL VINE THREE;**

1 - 4 sd L, draw R to L, cls R; sd L, XRB of L, recover L; sd R, XLIB of R, recover R; sd L, XRB of L, sd L (W twirl RF R,L,R);

**5 - 6 THRU, FACE, CLOSE; DIP & TWIST;**

5 - 6 Xrif of L, sd L to CP WALL, cl R; dip bk COH on L, Turn upper body to face LOD, hold;

**QUICK CUES**

**INTRO:** OPEN FACING WAIT; WAIT; APART, POINT,-; TOG CP/WALL, TCH,-;

**PART A:** HOVER; THRU, CHASSE TO BANJO; FWD, FWD/LK, FWD; MANUV;  
SPIN TURN; BOX FINISH; TWO LEFT TURNS TO CP/WALL;;  
WHISK; WING; TELEMARK TO SEMI; HOVER FALLAWAY;  
SLIP PIVOT TO BANJO; MANUVER; TWO QUARTER RIGHT TURNS TO CP/LOD;;

**PART B:** DIAMOND TURN TO SIDECAR;;; CROSS HOVER TO BJO;  
CROSS HOVER TO SCAR; CROSS HOVER TO SCP; THRU, FC, CLS;

**INTER:** CANTER TWICE;;

**PART A:** HOVER; THRU, CHASSE TO BANJO; FWD, FWD/LK, FWD; MANUV;  
SPIN TURN; BOX FINISH; TWO LEFT TURNS TO CP/WALL;;  
WHISK; WING; TELEMARK TO SEMI; HOVER FALLAWAY;  
SLIP PIVOT TO BANJO; MANUVER; TWO QUARTER RIGHT TURNS TO CP/LOD;;

**PART B:** DIAMOND TURN TO SIDECAR;;; CROSS HOVER TO BJO;  
CROSS HOVER TO SCAR; CROSS HOVER TO SCP; PKUP, SD, CLS;

**PART B:** DIAMOND TURN TO SIDECAR;;; CROSS HOVER TO BJO;  
CROSS HOVER TO SCAR; CROSS HOVER TO SCP; THRU, FC, CLS;

**END:** CANTER; BALANCE LEFT & RIGHT;; TWIRL VINE THREE; THRU, FACE, CLOSE;  
DIP & TWIST;