

“The Invitation”

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Music: The Invitation (Foxtrot) [feat. Patti Bond] and the Tony Gilbert Studio Orchestra

Download: Amazon.Com Speed: As Downloaded (45 rpm) Time: 3:36

Rhythm: Foxtrot Phase: 5+2+1 (Telefeather, 3 Fallaways) (+1 Double Top Spin)

Seq: Intro-A-B-C-A-B-C-A-B-C-End Release Date: May 2018

<https://www.youtube.com/watch?v=N8nIM0sMR8k>

Version 1.1 (Intro change only from original version)

Intro

1-8 **Wait in Escort LOD (Right Foot Free): Escort Strut 3 – P/U Man Touch;**

1-2 [Hold 2 Measures] Escort Postion fc LOD both R foot free;;

3-4 SSSS [Strut 3 P/U Man Touch] Fwd LOD R, -, L, -; Fwd R, -, touch L to R to CP LOD, -;
(SSSS) (Fwd R, -, L, -; Fwd R, -, fwd L turn LF in front of ptr to CP, -;)

Part A

1-8 **Three Step; Open Natural; Outside Spin; Outside Check; Impetus to Semi; Slow Side Lock; Telefeather;**

1 SQQ [3 Step] Fwd L, - fwd R, fwd L to CP DLW; (Bk R, -, bk L, bk R to CP;)

2 SQQ [Open Natural] Start RF turn fwd R heel to toe, -, sd L across LOD, continue slight RF turn {lead ptr to step outside} bk R to CBMP DRC; (Bk L start ½ RF turn, slight sd & fwd twd LOD R, complete RF turn fwd L to CBMP DLW;)

3 SQQ [Outside Spin] In CBMP lead woman outside man commence RF turn toeing in with R sd lead bk L small step ¾ turn RF, -, fwd R heel to toe continue RF turn, sd & bk L to end in CP fc RLOD; (Start RF turn with L sd lead stay well into M’s R arm R foot fwd in CBMP outside man heel to toe, -, cl L to R pivot on toes of Both feet, fwd R between M’s feet to CP;)

4 SQQ [Outside Check] Bk R turn LF, -, sd & fwd L DRW, check fwd R outside ptr to CBMP DRW;
(Fwd L, sd & bk R, check bk L to CBMP;)

5 SQQ [Impetus to Semi] Bk L turn RF, -, cl R {heel turn} continue RF turn, fwd L to end SCP DLC; (Start RF upper body turn fwd R between man’s feet pivoting ½ RF, -, sd & fwd L continue RF turn around man brush R to L, fwd R end SCP DLC;)

6 SQQ [Slow Side Lock] Thru R, -, sd & fwd L to CP, XRIB of L turn slightly LF CP DLC;
(Thru L start LF turn, -, sd & bk R continue LF turn to CP, XLIF of R;)

7-8 SQ - [Telefeather] Fwd L start LF turn {with R side stretch}, -, fwd & sd R continue LF turn {with R side stretch},
QQQQ sd & bk L with partial weight pointing toe DLC; Take full weight spin LF on L to CP DRC, bk R DRC,
(SQQ continue turn sd L to fc DRW, continue turn fwd R to CMBP DLW; (Bk R start LF turn, -, cl L to R {heel & QQQQ} turn), fwd R to SCP DLC; Fwd L/R on toe spinning LF to CP, fwd L, turn LF fwd & sd R, continue turn bk L to CMBP;)

9-16 **Closed Hover; Feather Finish; 3 Fallaways;; Slip to an Outside Check; Impetus to Semi; Feather;**

9 SQQ [Closed Hover] In CP fwd L, -, remaining in CP fwd & slightly sd R rising on ball of foot, bk L in CP DLW; (Bk R in CP, -, remain in CP bk L rise to ball of foot, fwd R in CP;)

10 SQQ [Feather Finish] Bk R turn LF, -, sd & slight fwd L DLC, fwd R outside ptr cross R leg in front of L at thighs to CBMP; (Fwd L start LF turn, -, sd & slight bk R, bk L cross leg in bk of R at thighs to CBMP;)

11-13 SQQ [3 Fallaways] Fwd L turn LF {with R sd stretch}, -, sd R {with R side stretch}, XLIB of R to SCP fc RLOD
SQQ {with R side stretch}; Bk R turn LF to CP {no sway}, -, sd & fwd L {with L sd stretch}, cross R well behind
SQQ L to RSCP fc RLOD {with L sd stretch}; Fwd L turn LF {blending to R sd stretch}, -, sd R {with R sd stretch}, XLIB of R to SCP RLOD {with R sd stretch}; (Bk R turn LF, -, sd L, XRIB of L to SCP; Continue LF turn fwd L slipping to CP, sd & lightly bk R to RSCP fc RLOD, cross L well behind R SCP RLOD; Bk R turning LF, -, sd L, XRIB of L to SCP;)

14 SQQ [Slip to an Outside Check] Bk R turn LF slip ptr to CP, -, sd & fwd L DRW, check fwd R outside ptr to CBMP DRW; (Bk L on toe turning LF slip to CP, sd & bk R, check bk L to CBMP;)

- 15 SQQ **[Impetus to Semi]** Bk L turning RF, continue RF turn cl R to L {heel turn} DLC, fwd L to SCP DLC; (*Fwd R between ptr feet pivot 1/2 RF, sd & fwd L continue RF turn around man brush R to L, fwd R SCP DLC;*)
- 16 SQQ **[Feather]** Fwd R DLC, -, fwd L, fwd R to CBMP DLC; (*Fwd L DLC, -, fwd R turn LF, bk L to CBMP DLC;*)

Part B

1-8 Double Reverse (DLW); Hover; Feather; Telemark to Semi; Natual Hover X Checking to a; Double Top Spin;;

- 1 SQ- **[Double Reverse (DLW)]** Fwd L commence LF turn, -, sd R turning LF, spin LF on ball of R bringing L under body beside R to fc DLW; (*Bk R start LF turn, -, cl L to R {heel turn} turn 1/2 /sd & slightly bk R continue LF turn, XLIF of R to CP;*)
- 2 SQQ **[Hover]** Fwd L, -, fwd & slightly sd R rising on ball of foot, sd & slightly fwd L to tight SCP DLC; (*Bk R, -, bk L rising to ball of foot, sd & slightly fwd R SCP DLC;*)
- 3 SQQ **[Feather]** Fwd R DLC, -, fwd L, fwd R to CBMP DLC; (*Fwd L DLC, -, fwd R turn LF, bk L to CBMP DLC;*)
- 4 SQQ **[Telemark to Semi]** Fwd L start LF turn, -, sd R continue turn, sd & slightly fwd L to end in tight SCP DLW; (*Bk R start LF turn bring L beside R with no weight, -, turn LF on R heel {heel turn} changing weight to L, sd & slightly fwd R ending in tight SCP;*)
- 5-6 SQQ **[Natural Hover Cross Checking]** Fwd R DLW start RF turn, -, sd L continue RF turn to fc DLW, fwd R QQQQ DLW to SCAR; Check Fwd L, rec R start LF turn, sd & fwd L DLC across ptr, fwd R to CBMP DLC checking; (*Fwd L DLW, -, fwd R between ptr feet start RF turn, cont RF turn sd & bk L to SCAR; Check bk R, rec L, slight turn LF sd & bk R, bk L to CBMP DLC checking;*)
- 7-8 QQQQ **[Double Top Spin]** XLIB of R start LF turn to fc COH, bk R continue LF turn, sd L continue turn, fwd R QQQQ CMBP DRW checking; XLIB of R start LF turn to fc Wall, bk R continue LF turn, sd L continue turn, fwd R CMBP DLC; (*XRIF of L start LF turn to fc Wall, fwd L continue turn, sd R continue turn, bk L to DLW checking; XRIF of L start LF turn to fc COH, fwd L continue turn, sd R continue turn, bk L to DRW;*)

Part C

1-8 Reverse Wave 1/2; Check & Weave;; Whisk; (Thru to a) Jete' Point; Fallaway Ronde & Slip (DLC); Reverse Turn;;

- 1 SQQ **[Reverse Wave 1/2]** Fwd L turn LF, -, continue LF turn sd R, bk L to CP DRC; (*Bk R turn LF, -, cl L to R {heel turn} continue LF turn, fwd R to CP;*)
- 2-3 SQQ **[Check & Weave]** Bk R under body checking action, -, rec L, bk & sd R with LF turn to fc DRW; Bk L in QQQQ CBMP, bk R to momentary CP, turn LF sd & fwd L with L sd stretch, fwd R to CBMP DLW; (*Fwd L with checking action, -, bk R turn LF, sd L step outside ptr; Fwd R in CBMP outside ptr, fwd L to momentary CP, sd & bk R, bk L to CBMP;*)
- 4 SQQ **[Whisk]** Fwd L DLW blend to CP, -, fwd & sd R rising on ball of foot, XLIB of R to tight SCP DLC; (*Bk R blend to CP, -, bk & sd L rising on ball of foot, XRIB of L to SCP DLC;*)
- 5 S&S **[Jete Point]** Thru R, -, cl L turn to CP Wall/point R to RLOD, -; (*Thru L, -, cl R to CP/point L to RLOD, -;*)
- 6 SQQ **[Fallaway Ronde & Slip]** Rec R, -, flare L CCW & XLIB of R taking weight turn to fc Wall, sd R to CP Wall; (*Rec L, -, flare R CW XRIB take weight while rising on toe & turn LF to CP Wall, sd L to CP;*)
- 7-8 SQQ **[Full Reverse Turn]** Fwd L start LF turn, -, sd R continue turn, bk L to fc DRC CP; Bk R continue turn LF SQQ turn, -, sd & fwd L DLW, fwd R to DLW to CBMP; (*Bk R start LF turn, -, cl L to R {heel turn} continue turn, fwd R to CP; Fwd L continue LF turn, -, sd R DLW continue LF turn, bk L to DLW to CBMP;*)

End

3 Slow Beats Forward, -, Right Lunge,-; Change Sway, -;

- 1-1.5 SSS **[Forward, Right Lunge, Change Sway]** Fwd L with slight LF turn to DLW turn head to look at ptr, -, sd R DRW to a lunge with R sd collapsed looking at ptr, -; Quickly collapse L sd {straighten R sd} causing both to turn head to look DLC, -, **Note:** This is done on three strong beats at the end.

INTRO

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Part A

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9-16 Closed Hover; Feather Finish; 3 Fallaways;;; Slip to an Outside Check; Impetus to Semi; Feather;

Part B

1-8 Double Reverse (DLW); Hover; Feather; Telemark to Semi; Natual Hover X Checking to a; Double Top Spin;;

Part C

1-8 Reverse Wave ½; Check & Weave;; Whisk; (Thru to a) Jete' Point; Fallaway Ronde & Slip (DLC); Reverse Turn;;

Part A

1-8 Three Step; Open Natural; Outside Spin; Outside Check; Impetus to Semi; Slow Side Lock; Telefeather;;

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1-8 Double Reverse (DLW); Hover; Feather; Telemark to Semi; Natual Hover X Checking to a; Double Top Spin;;

Part C

1-8 Reverse Wave ½; Check & Weave;; Whisk; (Thru to a) Jete' Point; Fallaway Ronde & Slip (DLC); Reverse Turn;;

End

3 Beats Forward, -,Right Lunge, -,Change Sway,-, (Note: There are 3 Strong Beats)