

Call Me

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SONG: Call Me – Peter Douglas – Casaphon Premium Standard Ballroom Dreams Track 16, download at casamusica.de
RHYTHM: Foxtrot - Phase VI level of difficulty – average Speed: as on CD 28 mpm
SEQUENCE: Intro, A, A, B, A, End
Footwork Timing represents weight changes

START: ESCORT/LOD TRAILING FREE WAIT ONE MEASURE

INTRO

1-4 WAIT IN ESCORT LOD TRAIL FOOT FREE; WALK 2; WHIPLASH (BJO); BACK HOVER SCP;

1 [wait] in escort LOD looking at prtnr M's R W's L foot free looking at prtnr
SS 2 [walk 2] fwd R,-, fwd L,-
S 3 [whiplash] fwd R, join ld hnds, point L to LOD allow trailing hnds to move into hold, - (W fwd L, rotate LF, point R bk to LOD); BJO/LOD
SQQ 4 [bk hover SCP] bk L in CBMP, -, bk R slight RF rotation, fwd L (fwd R,-, fwd L rotate RF, fwd R); SCP/DLW

PART A

1-4 RUNNING FEATHER SCP; CROSS PIVOT SCAR; X CHK TO QK HOVER CORTE; WEAVE ENDING;

QQQQ 1 [running feather] fwd R, fwd L, fwd R o/s W, RF rotation fwd L (W fwd L rotate LF, sd R, bk L, rotate RF fwd R); SCP/DLW
SQQ 2 [cross pivot scar] fwd R start RF trn, -, sd L cont trn, sd&fwd R (W fwd L, -, fwd R, trn RF sd& bk L); SCAR/LOD
QQQQ 3 [cross chk to hover corte] fwd L o/s W in SCAR, rec R rotate LF, side L to RLOD cont rotation, rec R bk (W bk R, rec L, sd&fwd R, fwd L); BJO bkng/LOD
QQQQ 4 [weave ending] bk L (W fwd R o/s M), start LF trn bk R, sd& fwd L, fwd R o/s W; BJO/DLW

5-8 THREE STEP; NATURAL TWIST TURN; WITH FEATHER ENDING LOD; CHANGE OF DIRECTION;

SQQ 5 [three step] fwd L, -, R, L; CP/DLW
SSSQQ (SQQ&SQQ) 6-7 [nat twist trn w/feather end] fwd R, lead W for heel trn RF, sd&bk L/lowering xRib partial weight on toe, unwind on heel of L,- (W bk L, heel trn on L feet tog, cl R/fwd L, fwd R); cont unwind transfer weight to R fc LOD,-, fwd L slight rotate RF, fwd R outside W(W sd L, brush RF, bk R, bk L); BJO/LOD
SS 8 [change of direction] fwd L, rotate LF, fwd&sd R, -; CP/DLC

9-12 DOUBLE REV DLW; THREE STEP; ½ NATURAL TO QK OUTSIDE CK; , , OUTSIDE CHNG SCP;

SS(S&QQ) 9 [double reverse] fwd L start LF trn, lead W for heel trn, cont trn bk R, tch L to R cont trn (W bk R, heel trn/cl L, fwd R cont trn, XLIF); CP/DLW
SQQ 10 [three step] fwd L, -, R, L; CP/DLW
SQQQQ 11-12.2 [1/2 nat to qk o/s chk] fwd R, start RF turn, sd&bk L, bk R to LOD, rotate RF sd & fwd L, fwd R in CBMP outside W chng (W bk L, heel trn on L feet tog, cl R, fwd L, sd& bk R, bk L in CBMP) BJO/ bkng LOD
SQQ 12.3-13.2 [O/S change] bk L in CBMP, rotate to CP bk R cont trn, fwd&sd L, (W fwd R, -, fwd L, fwd R) SCP/DLW

13-16 (FIN O/S CHNG) , , THRU TO; JETE POINT (PNTNG DLW); RUDOLPH FLLWY SLIP; TELEMAR SCP;

S& 13.3-14 [thru jete point] fwd R rising, rotate LF /small sd L on ball; turn W to CP, lower, point R DLW, - (W fwd L rising, rotate LF/sd R; cont rotation to CP, lower, point L sd&bk, -; CP/LOD sway right
SQQ 15 [Rudolph fallaway & slip] staying low fwd R well into W, rotate slightly RF, bk L in fallaway, sm bk R (W bk L, ronde R CW, bk R in fallaway, rotate LF fwd L); CP/DLC
SQQ 16 [telemar scp] fwd L start LF trn, -, cont trn sd R, fwd L (W start LF trn bk R, bring L to R no weight heel turn, cl L, fwd R); SCP/DLW

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5-8 THREE STEP; NATURAL TWIST TURN; WITH FEATHER ENDING LOD; CHANGE OF DIRECTION;

9-12 DOUBLE REV DLW; THREE STEP; ½ NATURAL TO QK OUTSIDE CK; , , OUTSIDE CHNG SCP;

13-16 (FIN O/S CHNG) , , THRU TO; JETE POINT (PNTNG DLW); RUDOLPH FLLWY SLIP; TELEMAR SCP;

PART B

1-4 THRU CHASSE SCP; NAT HOVER FLLWY; W INSIDE SWIVEL AND LINK TO; PROM OVERSWAY;

SQ&Q	1	[thru chasse SCP] fwd R, -,sd L/cl R, fwd L; SCP/DLW
SQQ	2	[nat hover fallaway] fwd R, rotate RF, sd L, bk R in fallaway bkng DLW (W fwd L, -,fwd R rotate RF, bk L) SCP/ bkng DLW
SS	3	[W inside swivel & link] bk L to WALL slight rotate RF but allow W to rotate LF, xRif without weight, fwd R to COH, brush L to R rotate RF rising (W bk R, rotate LF, bk L, brush R to L rotate RF rising) SCP/DLC
S	4	[prom oversway] sd&fwd L DLC in promenade sway, change to oversway over next 3 beats, -,)

5-8 FALLAWAY RONDE SLIP; TELEFEATHER;; HOVER TELEMAR SCP;

SQQ	5	[fallaway ronde slip] lose sway rec R, ronde L CCW, bk L in fallaway, slip R sm bk (W rec L, ronde R CW, bk R/rotate LF fwd L) CP/DLC
SSSQQ (SQQ&QQQQ)	6-7	[telefeather] fwd L start LF trn, lead W for heel trn, cont trn sd&bk R, rotate LF point L to LOD; cont rotation fwd L, sd&bk R cont trn, sd&fwd L, fwd R in CBMP (W bk R, heel trn, cl L, fwd R/fwd L in CBMP; cont rotation bk R, spin on ball, cl L cont spin, sd&bk R, bk L in CBMP) BJO/DLW
SQQ	8	fwd L, -, fwd&sd R rotate RF, fwd L (W bk R, -, bk&sd L, fwd R); SCP/DLW

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9-12 DOUBLE REV DLW; THREE STEP; ½ NATURAL TO QK OUTSIDE CK; , , OUTSIDE CHNG SCP;

13-16 (FIN O/S CHNG) , , THRU TO; JETE POINT (PNTNG DLW); RUDOLPH FLLWY SLIP; TELEMAR SCP;

END

1-4 OPEN NATURAL; BACK ZIGZAG; BK HOVER TELEMAR BJO; FWD ZIGZAG;

SQQ	1	[op natural] fwd R, start RF turn, bk L, bk R to LOD (W fwd L, -, fwd R, fwd L); BJO/bkng LOD
QQQQ	2	[bk zigzag] bk L rotate RF, cl R, fwd L o/s W rotate LF, sd&bk R (fwd R rotate RF, sd L, bk R rotate LF, sd&fwd L); BJO bkng LOD
SQQ	3	[bk hover telemar] bk L/bring R to L trn RF, fwd R to LOD, fwd L (W fwd R, trn RF bk R, bk L; BJO/LOD
QQQQ	4	[fwd zigzag] fwd R o/s W rotate RF, sd L, bk R, fwd L (W bk L rotate RF, cl R, fwd L o/s W rotate LF, sd R);

5-8 TRAVELLING HOVER CROSS;; REVERSE TURN ½; HOVER CORTE ;

SQQQQQQ	5-6	[travelling hover cross] fwd R start RF trn, -, sd L cont trn, sd&fwd R (W bk L,heel trn, sd&fwd R, trn RF sd& bk L); SCAR/LOD fwd L o/s W in SCAR, fwd R, slight RF rotation fwd&sd L, fwd R o/s W in BJO (W bk R, bk L, sd&bk R, bk L); CP/DLC
SQQ	7	[reverse turn ½] fwd L start LF trn, lead W for heel trn, cont trn bk R, bk L (W start LF trn bk R, heel trn on R, cl L, fwd R); CP/bkng LOD
SQQ	8	[hover corte] start LF rotation bk R,- , sd L cont rotation, bk R; BJO/bkng RLOD

9+ BK PREP TO SAME FOOT LUNGE AND CHANGE SWAY;

S Q	9+	[bk prep to SFL] bk L in CBMP, rotate RF to CP/WALL, lower, sd R in SFL (W fwd R, rotate RF to CP, sd L, xRib well under body) extend line then change sway to open W's head line as music fades
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