

GOTHAM CITY

Released August 2015

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CD: 2008 ZYX Music, CD Title "Hits for Ballroom Dancing" (Artist: Ballroom Orchestra) Track 9 "Gotham City" or download from internet site such as I Tunes

FOOTWORK: Opposite unless noted (Woman's footwork in parentheses) Time: 4:52 Fade music at 3:05

RHYTHM: Waltz RAL PHASE III

DEGREE OF DIFFICULTY: AVERAGE

SEQUENCE: INTRO-A-B-A-B-B ENDING

MEAS:

INTRODUCTION

1-4 BFLY WALL WAIT 2 MEAS;; STEP SWING; SPIN MANEUVER;

1-2 Wait in BFLY WALL w/ lead ft free;;

3 {**Step Swing**} BFLY WALL Sd & fwd L to OP LOD, swing R fwd toe pt down, bring R bk start RF trn (W bring L bk start LF spin);

4 {**Spin Maneuver**} Fwd R stg RF upper bdy trn, cont RF trn to fc RLOD sd L, cl R to CP RLOD (W stg LF spin in plc L, cont spin R, L to fc LOD);

5-8 SPIN TURN; BOX FINISH; 2 LEFT TURNS FC WALL;;

5 {**Spin Turn**} CP RLOD Stg RF upper bdy trn bk L toe pvt 1/2 RF to fc LOD, fwd R between W's ft heel to toe cont trn leave L leg extended bk & sd, rec sd & bk L to CP DLW (W stg RF upper bdy trn fwd R between M's ft heel to toe pvt 1/2 RF, bk L toe cont trn brush R to L, fwd R);

6 {**Box Finish DLC**} CP DLW Bk R trn 1/4 LF, sd L, cl R to CP DLC;

7-8 {**2 Left Turns fc WALL**} CP DLC Fwd L stg LF upper bdy trn, cont trn sd & bk R, cl L to CP RLOD (W bk R stg LF upper bdy trn, cont trn sd & fwd L, cl R); Bk R stg LF upper bdy trn, cont trn sd & fwd L, cl R to CP WALL (W fwd L stg LF upper bdy trn, cont trn sd & bk R, cl L);

PART A

1-4 BOX;; WHISK; WING;

1-2 {**Box**} CP WALL Fwd L, sd R, cl L; Bk R, sd L, cl R;

3 {**Whisk**} CP WALL Fwd L, fwd & sd R stg rise to ball of ft, XLib cont to full rise to ball of ft to tight SCP LOD (W bk R, bk & sd L stg to rise to ball of ft, XRib cont to full rise to ball of ft);

4 {**Wing**} SCP LOD Fwd R, draw L twd R, tch L to R trn upper bdy LF w/ L sd stretch to SCAR DLC (W fwd L begin to X in frnt of M trn slightly LF, fwd R arnd M cont trn slightly LF, fwd L arnd M cont trn slightly LF to tight SCAR);

5-8 TURN LEFT & RIGHT CHASSE TO BJO; BACK BACK LOCK BACK; IMPETUS TO SCP; THRU HOVER TO BJO;

5 {**Turn Left & Right Chasse to BJO**} SCAR DLC Fwd L trn LF, sd R/cl L, sd & slightly bk R to BJO RLOD (W bk R trn LF, sd L/cl R, sd & slightly fwd L);

6 {**Back Back Lock Back**} BJO RLOD Bk L, bk R/lk Lif (W lk Rib), bk R;

7 {**Impetus to SCP**} BJO RLOD Stg RF upper bdy trn bk L, cl R heel trn, fwd L to tight SCP DLC (W stg RF upper bdy trn fwd R between M's ft heel to toe pvt 1/2 RF, sd & fwd L cont trn arnd M brush R to L, fwd R);

8 {**Thru Hover to BJO**} SCP DLC Thru R, fwd L w/ rise, rec R to BJO DLC (W thru L, fwd R w/ rise trn LF & brush L to R, rec L to BJO);

9-12 BACK HOVER TO SCP; THRU SIDE CLOSE; HOVER TO SCP; THRU CHASSE TO BJO;

9 {**Back Hover to SCP**} BJO DLC Bk L, sd & bk R w/ slight rise, rec L to SCP DLC (W fwd R, sd & fwd L w/ slight rise trn RF & brush R to L, rec R to SCP);

10 {**Thru Side Close**} SCP DLC Thru R trn RF (W thru L trn LF), sd L, cl R to CP WALL; [Option: end fc DLW]

11 {**Hover**} CP WALL Fwd L, fwd & sd R rise to ball of ft, rec L to tight SCP LOD (W bk R, bk & sd L trn to SCP & rise to ball of ft, rec R);

12 {**Thru Chasse to BJO**} SCP LOD Fwd R trn to fc, sd L/cl R, sd L to BJO DLW;

13-16 FWD FWD LOCK FWD; MANEUVER; 2 RIGHT TURNS FC WALL;;

13 {**Fwd Fwd Lock Fwd**} BJO DLW Fwd R, fwd L/lk Rib (W lk Lif), fwd L;

14 {**Maneuver**} BJO DLW Stg RF trn fwd R, cont trn sd L, cl R to CP RLOD (W stg RF trn bk L, cont trn sd R, cl L);

15-16 {**2 Right Turns fc WALL**} CP RLOD Bk L trn RF, cont trn sd R, cl L to CP DLC (W fwd R trn RF, cont trn sd L, cl R); Fwd R trn RF, cont trn sd L, cl R to CP WALL (W bk L trn RF, cont trn sd R, cl L);

PART B

1-4 INTERRUPTED BOX;;;:

- 1-4 {**Interrupted Box**} CP WALL Fwd L, sd R, cl L (W bk R, sd L, cl R); Bk R with slight RF upper body trn raise ld hnds, sd L lead W to curve RF, cl R (W fwd L with slight RF upper body trn, fwd R start RF circle under ld hnds, curve fwd L); Fwd L, sd R, cl L to CP WALL (W curve fwd R, curve fwd L, curve fwd R to fc COH); CP WALL Bk R, sd L, cl R (W fwd L, sd R, cl L);

5-8 DIB BACK; MANEUVER; PIVOT TO SCP; THRU CHASSE TO SCP:

- 5 {**Dip Back**} CP WALL Dip bk L w/ knee relaxed (W dip fwd R) leave R extended fwd, -, -;
 6 {**Maneuver**} CP WALL Stg RF trn fwd R, cont trn sd L, cl R to CP RLOD (W stg RF trn bk L, cont trn sd R, cl L);
 7 {**Pivot to SCP**} CP RLOD Stg RF upper body trn bk L trn RF leave R extended in front, fwd R between W's feet heel to toe trn RF, sd & fwd L to SCP LOD (W stg RF upper body trn fwd R between M's feet heel to toe trn 3/8 RF leave L extended behind, bk L trn 3/8 RF leave R extended in front, sd & fwd R to SCP);
 8 {**Thru Chasse to SCP**} SCP LOD Fwd R trn to fc, sd L/cl R, sd L to SCP LOD;

9-12 HOVER FALLAWAY; SLIP PIVOT TO BJO DLC; CROSS HOVER TO SCAR; CROSS HOVER TO BJO:

- 9 {**Hover Fallaway**} SCP LOD Stay in SCP fwd R, fwd L rise to ball of ft & checking, rec bk R;
 10 {**Slip Pivot to BJO DLC**} SCP LOD Bk L, bk R trn LF keep L leg extended, fwd L to BJO DLC (W bk R stg LF pvt on ball of ft w/ thighs locked L leg extended, fwd L cont trn plc L near M's R ft, bk R);
 11 {**Cross Hover to SCAR**} BJO DLC XRif (W XLib), sd L w/ slight rise trn RF, rec R to SCAR DLW;
 12 {**Cross Hover to BJO**} SCAR DLW XLif (W XRib), sd R w/ slight rise trn LF, rec L to BJO DLC;

13-16 TWINKLE TO FC WALL; TWISTY VINE 3; FWD FACE CLOSE; CANTER:

- 13 {**Twinkle to fc WALL**} BJO DLC XRif (W XLib), trn RF sd L, cl R to CP WALL;
 14 {**Twisty Vine 3**} CP WALL Sd L, XRib to SCAR (W XLif), sd L to CP WALL;
 15 {**Forward Face Close**} XRif to BJO (W XLib), sd L, cl R to CP WALL;
 16 {**Canter**} CP WALL Sd L, draw R to L, cl R;

ENDING

1-2 FWD HOVER TO CP; BACK & SIDE LUNGE:

- 1 {**Fwd Hover to CP**} CP WALL Fwd L, sd & fwd R w/ slight rise, rec L to CP WALL (W bk R, sd & bk L w/ slight rise, rec R);
 2 {**Back & Side Lunge**} CP WALL Bk R, lun sd L (W fwd L, lun sd R), -;

AB ABB

WAIT
STEP SWING
SPIN TURN
2 LEFT TURNS FC WALL

WAIT
SPIN MANEUVER
BOX FINISH

A BOX
 WHISK
 TURN LEFT & RIGHT CHASSE
 IMPETUS TO SCP

WING
BACK BACK LOCK BACK
THRU HOVER TO BJO

.....
BACK HOVER TO SCP
HOVER TO SCP
FWD FWD LOCK FWD
2 RIGHT TURNS FC WALL

.....
THRU SIDE CLOSE
THRU CHASSE TO BJO
MANEUVER

B INTERRUPTED BOX

DIP BACK
PIVOT TO SCP

MANEUVER
THRU CHASSE TO SCP

.....
HOVER FALLAWAY
CROSS HOVER TO SCAR
TWINKLE TO FC WALL
FWD FACE CLOSE

.....
SLIP PIVOT TO BJO DLC
CROSS HOVER TO BJO
TWISTY VINE 3
CANTER

END FWD HOVER TO CP

BACK & SIDE LUNGE

3-7 GOTHAM CITY (ROSS)
(BFLY WALL LEAD FOOT FREE)
(FADE MUSIC AT 3:05)