

SUDDENLY THERE'S A VALLEY

Released June 2017

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CD: 2009 Dancelife, CD Title "Masters of Modern - One" (Artist: Ballroom Orchestra & Singers) Track 3 "Suddenly There's a Valley" or download from internet site such as I Tunes

FOOTWORK: Opposite unless noted (Woman's footwork in parentheses) Time: 2:50 Tempo as downloaded 30 MPM

RHYTHM: Waltz RAL PHASE III

DEGREE OF DIFFICULTY: AVERAGE

SEQUENCE: INTRO-A-A-B-A-C-A(9-16)-ENDING

MEAS:

INTRODUCTION

1-4 OP-FCG WALLW WAIT 2 MEAS;; APART POINT; TOGETHER TOUCH CP WALL;

- 1-2 Wait in OP-FCG WALL w/ lead ft free;;
- 3 {**Apert Point**} OP-FCG WALL Apt L, pt R twd ptr, -;
- 4 {**Together Touch CP WALL**} Tog R, tch L to CP WALL, -;

PART A

1-4 HOVER; THRU HOVER TO BJO; BACK HOVER TO SCP; THRU CHASSE TO BJO;

- 1 {**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);
- 2 {**Thru Hover to BJO**} SCP LOD Thru R, fwd L w/ rise, rec R to BJO LOD (W thru L, fwd R w/ rise trn LF & brush L to R, rec L to BJO);
- 3 {**Back Hover to SCP**} BJO LOD Bk L, sd & bk R w/ slight rise, rec L to SCP LOD (W fwd R, sd & fwd L w/ slight rise trn RF & brush R to L, rec R to SCP);
- 4 {**Thru Chasse to BJO**} SCP LOD Fwd R trn to fc, sd L/cl R, sd L to BJO DLW;

5-8 FWD FWD LOCK FWD; MANEUVER; SPIN TURN; BOX FINISH;

- 5 {**Fwd Fwd Lock Fwd**} BJO DLW Fwd R, fwd L/lk Rib (W lk Lif), fwd L to BJO LOD;
- 6 {**Maneuver**} BJO LOD 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 {**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);
- 8 {**Box Finish**} CP DLW Bk R trn 1/4 LF, sd L, cl R to CP DLC;

9-12 2 LEFT TURNS FC DLW;; WHISK; WING;

- 9-10 {**2 Left Turns fc DLW**} 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 DLW (W fwd L stg LF upper bdy trn, cont trn sd & bk R, cl L);
- 11 {**Whisk**} CP DLW Fwd L, fwd & sd R stg rise to ball of ft, XLib cont to full rise to ball of ft to tight SCP DLC (W bk R, bk & sd L stg to rise to ball of ft, XRib cont to full rise to ball of ft);
- 12 {**Wing**} SCP DLC 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);

13-16 TURN LEFT & RIGHT CHASSE TO BJO; BACK BACK LOCK BACK; IMPETUS TO SCP; THRU FACE CLOSE;

- 13 {**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);
- 14 {**Back Back Lock Back**} BJO RLOD Bk L, bk R/lk Lif (W lk Rib), bk R;
- 15 {**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);
- 16 {**Thru Face Close**} SCP DLC Thru R trn RF (W thru L trn LF), sd L, cl R to CP WALL;

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 LEFT TURN FC LOD; BACK HALF BOX TO SCAR; CROSS HOVER TO BJO; CROSS HOVER TO SCAR;

- 5 {**Left Turn fc LOD**} CP WALL Fwd L trn 1/4 LF, sd R, cl L to CP LOD;
 6 {**Back Half Box to SCAR**} CP LOD Bk R, sd L trn 1/8 RF, cl R to SCAR DLW;
 7 {**Cross Hover to BJO**} SCAR DLW XLif (W XRib), sd R w/ slight rise trn LF, rec L to BJO DLC;
 8 {**Cross Hover to SCAR**} BJO DLC XRif (W XLib), sd L w/ slight rise trn RF, rec R to SCAR DLW;

9-12 CROSS HOVER TO BJO; TWINKLE TO FC WALL; DIP BACK; MANEUVER;

- 9 {**Cross Hover to BJO**} SCAR DLW XLif (W XRib), sd R w/ slight rise trn LF, rec L to BJO DLC;
 10 {**Twinkle to fc WALL**} BJO DLC XRif (W XLib), trn RF sd L, cl R to CP WALL;
 11 {**Dip Back**} CP WALL Dip bk L w/ knee relaxed (W dip fwd R) leave R extended fwd, -, -;
 12 {**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);

13-16 2 RIGHT TURNS FC WALL;; TWISTY VINE 3; FWD FACE CLOSE;

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

PART C

1-4 DIP BACK; MANEUVER; RIGHT TURN FC LOD; FWD WALTZ;

- 1 {**Dip Back**} CP WALL Dip bk L w/ knee relaxed (W dip fwd R) leave R extended fwd, -, -;
 2 {**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);
 3 {**Right Turn fc LOD**} CP RLOD Bk L trn RF, cont trn sd R, cl L to CP LOD (W fwd R trn RF, cont trn sd L, cl R);
 4 {**Fwd Waltz**} CP LOD Fwd R, fwd L, cl R;

5-6 FORWARD HOVER TO CP; BOX FINISH DLC;

- 5 {**Forward Hover to CP**} CP LOD Fwd L, sd & fwd R w/ slight rise, rec L to CP LOD (W bk R, sd & bk L w/ slight rise, rec R);
 6 {**Box Finish DLC**} CP LOD Bk R trn 1/8 LF, sd L, cl R to CP DLC;

ENDING

1-2 HOVER; CHAIR & HOLD;

- 1 {**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);
 2 {**Chair & Hold**} SCP LOD Fwd R lun stp (W fwd L lun stp), -, -;

	WAIT APART POINT	WAIT TOGETHER TOUCH CP WALL
A	HOVER BACK HOVER TO SCP FWD FWD LOCK FWD SPIN TURN 2 LEFT TURN FC DLW WHISK TURN LEFT & RIGHT CHASSE IMPETUS TO SCP	THRU HOVER TO BJO THRU CHASSE TO BJO MANEUVER BOX FINISH ---- WING BACK BACK LOCK BACK THRU FACE CLOSE
B	INTERRUPTED BOX ---- LEFT TURN FC LOD CROSS HOVER TO BJO CROSS HOVER TO BJO DIP BACK 2 RIGHT TURNS FC WALL TWISTY VINE 3	---- ---- BACK HALF BOX TO SCAR CROSS HOVER TO SCAR TWINKLE TO FC WALL MANEUVER ---- FWD FACE CLOSE
C	DIP BACK RIGHT TURN FC LOD FORWARD HOVER TO CP	MANEUVER FWD WALTZ BOX FINISH DLC
	END HOVER	CHAIR & HOLD

R3-5 SUDDENLY THERE'S A VALLEY (ROSS)
 (STANDARD INTRO CP WALL)