

# Lovers Waltz (P)

Count: 30

Wall: 0

Level: Partner

Choreographer: Brian Banbury (UK) & Ann Banbury (UK)

Music: Could I Have This Dance - Anne Murray



## Position: Sweetheart position

1-3 Walk forward left, right, left.

4-6 **MAN:** Step  $\frac{1}{4}$  turn right on right, step side left on left, step right behind left (man drops left hand turning lady right  $1\frac{1}{4}$  turns, to face outside LOD).

**LADY:** Step forward right turning  $\frac{1}{2}$  right (now facing reverse LOD), step back left turning  $\frac{1}{2}$  right, step forward right turning  $\frac{1}{4}$  right ending in front of man facing outside LOD.

**Both are now facing outside LOD in a shadow position.**

1-3 Step side left on left, step right across in front of left, rock weight back onto left in place.

4-6 Step side right on right, step left across in front of right, rock weight back on right.

1-3 **MAN:** Step  $\frac{1}{4}$  turn left on left, step forward on right, left. (man drops left hand turning lady left  $1\frac{1}{4}$  turns, to face LOD).

**LADY:** Step left  $\frac{1}{4}$  turn on left, step forward on right continuing left turn (additional  $\frac{1}{2}$  turn), step back right continuing left turn (additional  $\frac{1}{2}$  turn) turn to face LOD in shadow position in front of man.

**The next 6 counts are a full turn to the right while remaining in shadow position.**

4-6 Step  $\frac{1}{4}$  turn right on right, step back  $\frac{1}{4}$  turn right on left, step back on right to end facing RLOD.

1-3 Step  $\frac{1}{4}$  turn right on left, step  $\frac{1}{4}$  turn right back on right, step forward on left to end facing LOD.

4-6 Step forward right, left, right.

1-3 Step  $\frac{1}{4}$  turn left on left and pivot  $\frac{1}{4}$  turn left, step back  $\frac{1}{4}$  turn left on right and pivot  $\frac{1}{4}$  turn left, step forward on left. Release right hands at start of turn and turn under left hand arch, finish turn in sweetheart position.

4-6 Step forward right, left, right.

**REPEAT**