

Melted Ice

Count: 48

Wall: 4

Level: High Intermediate Waltz

Choreographer: Tony Koidla (EST) - September 2011

Music: Süte Peal Sulanud Jää - Ott Lepland



Intro: 24 counts from start of track

Waltz basic with turn, basic back, step, full turn left, basic back

- 1 . LF step diagonally forward to right (1.30)
- 2 . RF step back turning 3/8 left (9.00)
- 3 . LF step together
- 4 . RF step back
- 5 . LF step together
- 6 . RF step in place
- 7 . LF step forward
- 8 . LF make ½ turn to left , hitch RF slightly (3.00)
- 9 . LF make ½ turn to left (9.00)
- 10 . RF step back
- 11 . LF step together
- 12 . RF step in place

Step, ¼ turn left with sweep, weave left, step, hold, 1 ¼ turn right

- 13 . LF step forward
- 14 . LF turn 1/8 left sweeping RF from back to side (7.30)
- 15 . LF turn 1/8 left sweeping RF from side to front (6.00)
- 16 . RF step across LF
- 17 . LF step to left side
- 18 . RF step behind LF
- 19 . LF step big step to left side, leaving RF toe to ground
- 20 . Hold, facing forward angle upper body ¼ to left (6.00)
- 21 . Hold
- 22 . RF step forward turn ¼ right (9.00)
- 23 . LF step back turn ½ right (3.00)
- 24 . RF step forward turn ½ right (9.00)

Full turn right, step, basic back, diagonal side rock recover 2x

- 25 . RF turn ½ right hitch LF slightly (3.00)
- 26 . RF turn ½ right (9.00)
- 27 . LF step back
- 28 . RF step back
- 29 . LF step together
- 30 . RF step in place
- 31 . LF step forward left diagonal (7.30)
- 32 . RF turn 1/8 left step right side (6.00)
- 33 . LF step left side
- 34 . RF step forward left diagonal (4.30)
- 35 . LF turn 1/8 right step left side (6.00)
- 36 . RF step right side

Step, hold, step, hold, lunge, full turn right

- 37 . LF step forward slightly across RF
- 38 . Hold

- 39 . Hold
- 40 . RF step forward slightly across LF
- 41 . Hold
- 42 . Hold
- 43 . LF step forward to lunge (bend left knee)
- 44 . Hold
- 45 . Hold
- 46 . RF turn $\frac{1}{2}$ right (12.00)
- 47 . RF turn $\frac{1}{4}$ right hitch LF slightly (3.00)
- 48 . RF turn $\frac{1}{4}$ right (6.00)

RESTARTS : wall 3 after 12 counts, wall 7 after 24 counts, wall 9 after 42 counts
