

## **STEP Level C – Figurenliste<sup>1</sup> – Handout für Kursteilnehmer**

### **Twostep**

- 1 hitch 4
- 2 roll (2, 4)
- 3 scoot
- 4 vine apart & together
- 5 solo left turning box
- 6 slow twisty vine (4)
- 7 wheel
- 8 walk & check
- 9 fishtail
- 10 cut back (twice)
- 11 dip back & recover
- 12 limp 4
- 13 skate
- 14 back away 3 & kick,  
tog 3 & touch
- 15 hitch apart
- 16 lunge & twist,  
behind side thru

### **Cha Cha**

- 1 (thru to) aida
- 2 switch cross
- 3 umbrella turn

### **Rumba**

- 1 (thru to) aida
- 2 switch cross
- 3 kiki walks
- 4 wheel 6

### **Walzer**

- 1 back twinkle(s)
- 2 turn in
- 3 whisk
- 4 wing
- 5 step to a chair & hold
- 6 thru chasse (to SCP/BJO)
- 7 fwd fwd lock fwd
- 8 open impetus
- 9 open telemark
- 10 hover fallaway
- 11 slip pivot (to BJO)
- 12 diamond turn

### **Jive**

- 1 american spin
- 2 pretzel turn
- 3 shoulder shove
- 4 spanish arms
- 5 windmill
- 6 stop & go

### **Foxtrot**

- 1 box
- 2 vine 3
- 3 thru face close
- 4 left turning box
- 5 hover
- 6 twirl vine 3
- 7 pickup
- 8 (2) left turn(s)
- 9 fwd & run 2
- 10 progressive box
- 11 maneuver
- 12 (2) right turn(s)
- 13 cross hover (to BJO / SCAR / SCP)
- 14 spin turn
- 15 back half box
- 16 box finish
- 17 open impetus
- 18 whisk
- 19 wing
- 20 diamond turn
- 21 open telemark

### **Term**

checking oder alter Cuer: checkit

### **Step Cue**

check (+ Richtung)

### **Position**

aida position