

LOCH LOMOND

Choreographer:	Rhythm:	Foxtrot
Tim Eum & Shirley Ray	Phase:	4A (See Quick Cues to see phase of each figure)
437 Nature's Way SW	Footwork:	Woman opposite except where (<i>italicized and red</i>)
Huntsville, AL 35824-3116	Date:	June 5, 2021
(256) 655-6522	Sequence:	INTRO - A - B - A - C - C - END
TimEum@gmail.com	Speed:	Normal as recorded
ShirleyRay1@gmail.com	Length:	Original is 3:03
Music:	"Loch Lomond" by Phil Coulter as on "Scottish Tranquility" album Track #8 -- https://www.youtube.com/watch?v=cEWr9djbE14	

INTRODUCTION:

1	(As soon as music starts) Apart, Point ;	Start facing partner & wall with lead foot free. As soon as music starts, step Apart L, -, Point R toward partner, - ;
2	Step together & Touch ;	Fwd R to CP-wall, -, Touch L to R, - ;

PART A:

1	Hover to SCP ;	Fwd L, -, Sd R w/rise to SCP, Fwd L toward LOD ;
2	Slow Side Lock ;	Thru R (<i>W thru L swiveling LF to CP</i>), -, Fwd & Sd L (<i>W sd & bk R</i>), lock R in back (<i>W lock L in front</i>) ;
3	Open Telemark to SCP ;	Fwd L turning LF, -, Fwd & Sd R around W turning LF, Sd & Fwd L to SCP-DLW; (<i>W bk R turning LF on heel, draw L to R, continuing LF heel turn transferring weight to L toe rising and finishing LF turn to SCP, fwd R ;</i>)
4	Natural Turn Half ;	Fwd R maneuvering to CP-DRC (<i>W fwd L</i>), -, Bk L (<i>W fwd R</i>), Bk R to CP-DRC (<i>W fwd L to CP</i>) ;
5	Impetus to SCP ;	Bk L trng RF, -, Cl R with heel turning RF, Fwd L to SCP-LOD ; (<i>W Fwd R pivoting RF 3/8, -, Sd L turning RF to SCP, Fwd R ;</i>)
6	Thru & Chasse to SCP ;	Thru R to face, -, Sd L/Cl R, Sd L ending SCP-LOD ;
7-8	In and Out Runs ;;	Thru R turning RF (<i>W Thru L</i>), -, Sd & Bk L to CP-RLOD (<i>W Fwd R</i>), Bk R to BJO-RLOD (<i>W Fwd L</i>) ; Bk L pivoting RF (<i>W Fwd R turning RF</i>), -, Sd & Fwd R trng RF (<i>W Fwd & Sd turning RF to SCP</i>), Fwd L to SCP-LOD (<i>W Fwd R to SCP</i>) ;
9	Thru Hover to BJO ;	Thru R, -, Fwd L w/rise, Rec R to BJO-LOD ; (<i>W Thru L, -, Fwd R w/rise trng LF to BJO, Fwd L ;</i>)
10	Back Hover to SCAR ;	Back L, -, Bk & Sd R w/rise trng RF to SCAR-RLOD, Rec L ; (<i>W Fwd R, -, Fwd & Sd L w/rise trng RF to SCAR, Rec R ;</i>)
11	Twisty Vine 4 to SCAR ;	XRIB (<i>W XLIF</i>), Sd L, XRIF (<i>W XLIB</i>), Sd L to SCAR-RLOD ;
12	Back Hover to BJO ;	Back R, -, Bk & Sd L w/rise trng LF to BJO-LOD, Rec R ; (<i>W Fwd L, -, Fwd & Sd R w/rise trng LF to SCAR, Rec L ;</i>)
13	Back Hover to SCP ;	Back L, -, Bk & Sd R w/rise to SCP-LOD, Fwd L ; (<i>W Fwd R, -, Fwd & Sd L w/rise trng RF to SCP, Fwd R ;</i>)
14-15	Weave to SCP (SQQSQQ) ;;	Thru R, -, Fwd L trng LF, Sd & Bk R trng LF; Bk L, -, Bk R trng LF to SCP-LOD, Sd & Fwd L ; (<i>W Thru L trng LF, -, Sd & Bk R trng LF, Sd & Fwd L; Fwd R, -, Fwd L trng LF to SCP, Sd & Fwd R ;</i>)
16	Slow Side Lock ;	Thru R (<i>W thru L swiveling LF to CP</i>), -, Fwd & Sd L (<i>W sd & bk R</i>), lock R in back (<i>W lock L in front</i>) ;

PART B:

1-4	Diamond Turn ~ end BJO-DLC ;;;	Fwd L trng LF ¼, -, Sd & Bk R, Bk L to BJO-DRC ; Bk R trng LF ¼, -, Sd & Fwd L, Fwd R to BJO-DRW ; Fwd L trng LF ¼, -, Sd & Bk R, Bk L to BJO-DLW ; Bk R trng LF ¼, -, Sd & Fwd L, Fwd R to BJO-DLC ;
5	Open Telemark to SCP ;	Fwd L turning LF, -, Fwd & Sd R around W turning LF, Sd & Fwd L to SCP-DLW; <i>(W bk R turning LF on heel, draw L to R, continuing LF heel turn transferring weight to L toe rising and finishing LF turn to SCP, fwd R ;)</i>
6	Natural Turn Half ;	Fwd R maneuvering to CP-DRC <i>(W fwd L)</i> , -, Bk L <i>(W fwd R)</i> , Bk R to CP-DRC <i>(W fwd L to CP)</i> ;
7	Spin Turn DLW ;	Bk L pivoting RF, -, Fwd rise R trng to CP-DLW, Bk L ;
8	Box Finish DLC ;	Bk R trng LF, -, Sd & Fwd L trng to CP-DLC, CI R ;
9-10	Diamond Turn Half ;;	Fwd L trng LF ¼, -, Sd & Bk R, Bk L to BJO-DRC ; Bk R trng LF ¼, -, Sd & Fwd L, Fwd R to BJO-DRW ;
11	Qk Diamond 4 chkg ;	Fwd L trng LF ¼, Sd & Bk R, Bk L, Check bk R trng to CP-LOD ;
12	Turn L & Chasse R to BJO facing RLOD ;	Fwd L trng LF to CP-COH, -, Sd R/CI L, Sd R trng to BJO-RLOD ;
13	Back, Bk/Lk, Back ;	Bk L, -, Bk R/Lk L, Bk R still in BJO-RLOD ;
14	Hesitation Change ;	Bk L trng to CP-DLC, -, Sd R, Draw L to R ;
15-16	2 Left Turns to CP-wall ;;	Fwd L trng LF, -, Sd R trng to CP-DRC, CI L ; Bk R trng LF, -, Sd L trng to CP-Wall, CI R ;

PART C:

1	Open Telemark to SCP ;	Same as in PART A, measure 3 which ends SCP-DLW ;
2	Rock forward, recover, Rock Back, recover ;	Rock forward R, recover L, rock back R, recover L ;
3-4	Weave to BFLY-BJO (SQSQQ) end fcg DLW ;;	Thru R, -, Fwd L trng LF, Sd & Bk R trng LF; Bk L, -, Bk R trng LF to BFLY-BJO-DLW, Sd & fwd L ; <i>(W Fwd L trng LF, -, Sd & Bk R trng LF, Sd & Fwd L; Fwd R, -, Fwd L trng LF to BJO, Sd & bk R ;)</i>
5	Check & Develope ;	Ck fwd R in BFLY-BJO-DLW <i>(W Bk L)</i> , -, Hold <i>(W develope R)</i> , - ;
6	Back & Chasse/Twirl to BFLY-SCAR-DRW ;	Bk L, -, bk & sd R/cl L, sd & fwd R to SCAR-DRW; <i>(W fwd R, -, fwd & sd L trng RF under lead hands/cl R trng RF, sd & bk L to SCAR;)</i>
7	Check & Develope ;	Ck fwd L in SCAR-DRW <i>(W bk R)</i> , -, Hold <i>(W develop L)</i> , - ;
8	Back & Chasse BJO-DLW ;	Bk R trng to face, -, Sd L/CI R, Sd & fwd L to BJO-DLW ;
9	Forward, Fwd/Lk, Fwd ;	Fwd R, -, Fwd L/Lock R, Fwd L ;
10	Fwd, -, Run 2 to fc Wall ;	Fwd R, -, Fwd L, Fwd R trng to face wall ;
11	Twisty Vine 4 to BJO ;	Side L, XRIB <i>(W XLIF)</i> , Side L, XRIF <i>(W XLIB)</i> to BJO-DLW ;
12	Hover Telemark DLW ;	Fwd L, -, Sd & Fwd R with rise trng to SCP-DLW, Fwd L ;
13	Chair & Slip CP-LOD ;	Lunge Thru R, -, Rec L, Slip Bk R <i>(W Swivel LF Fwd L to CP-LOD)</i> ;
14	Three Step ;	Fwd L, -, Fwd R, L ;
15	Natural Turn Half ;	Fwd R maneuvering to CP-RLOD, -, bk L, bk R ;
16	Hesitation Change ;	Bk L trng to CP-DLC, -, Sd R, Draw L to R ;

ENDING:

1	Open Telemark to SCP ;	Fwd L turning LF, -, fwd & sd R around W turning LF, sd & fwd L to SCP-DLW; <i>(W bk R turning LF on heel, -, draw L to R, continuing LF heel turn transferring weight to L toe rising and finishing LF turn to SCP, fwd R ;)</i>
2+	Thru, Slow Roll Lady Across & Point ;	Thru R, -, Hold, - ; Point L twd partner, - ,;; <i>(W Thru L, -, fwd R trng LF, Bk L finishing LF turn to face partner; Point R twd partner, - ,;:)</i>



Dance with passion, be playful and smile

Tim Eum & Shirley Ray



LOCH LOMOND – QUICK CUES

INTRO:

(as soon as music starts)
Apart, Point ;
Together & Touch to CP-Wall ;

PART A:

Hover to SCP ; Slow Side Lock ;
Open Telemark to SCP ; Natural Turn Half ;
Impetus to SCP ; Thru & Chasse to SCP ;
In and Out Runs ;; Thru Hover to BJO ;
Back Hover to SCAR ;
Twisty Vine 4 to SCAR ;
Back Hover to BJO ; Back Hover to SCP ;
Weave to SCP (SQQSQQ) ;;
Slow Side Lock DLC ;

PART B:

Diamond Turn ~ end BJO-DLC ;;;
Open Telemark to SCP ; Natural Turn Half ;
Spin Turn DLW ; Box Finish DLC ;
Diamond Turn Half ;;
Quick Diamond 4 checking to face LOD ;
Turn L & R Chasse to BJO-RLD ;
Back, Back/Lock, Back ;
Hesitation Change ; 2 Left Turns ;;

PART A:

Hover to SCP ; Slow Side Lock ;
Open Telemark to SCP ; Natural Turn Half ;
Impetus to SCP ; Thru & Chasse to SCP ;
In and Out Runs ;; Thru Hover to BJO ;
Back Hover to SCAR ;
Twisty Vine 4 to SCAR ;
Back Hover to BJO ; Back Hover to SCP ;
Weave to SCP (SQQSQQ) ;;
Slow Side Lock DLC ;

PART C:

Open Telemark to SCP ;
Rock forward, Recover, Rock back, Recover ;
Weave to BFLY-BJO (SQQSQQ) ;;
Check & Develope ;
Back & Chasse/Twirl to BFLY-SCAR ;
Check & Develope ;
Back & Chasse to BJO-DLW ;
Forward, Forward/Lock, Forward ;
Forward & Run 2 to face wall ;
Twisty Vine 4 to BJO ;
Hover Telemark SCP-DLW ;
Chair & Slip CP-LOD ; Three Step ;
Natural Turn Half ; Hesitation Change;

PART C:

Open Telemark to SCP ;
Rock forward, Recover, Rock back, Recover ;
Weave to BFLY-BJO (SQQSQQ) ;;
Check & Develope ;
Back & Chasse/Twirl to BFLY-SCAR ;
Check & Develope ;
Back & Chasse to BJO-DLW ;
Forward, Forward/Lock, Forward ;
Forward & Run 2 to CP-wall ;
Twisty Vine 4 to BJO ;
Hover Telemark SCP-DLW ;
Chair & Slip CP-LOD ; Three Step ;
Natural Turn Half ; Hesitation Change;

END:

Open Telemark to SCP;
Thru, Slow Roll Lady Across & Point ;

Color indicates phase of figure as follows:

PHASE 1 (green) -- PHASE 2 (black) -- PHASE 3 (blue) -- PHASE 4A (purple) PHASE
4B(orange) -- PHASE 5 (brown) -- PHASE 6 (red) -- UNPHASED (aqua)