

## Quickstep Figures By Phase

Phase	Measures	Figure	Timing	Start Foot	Free Foot at End
3	1	Fishtail	QQQQ ;	L	L
3	1½	Back Hover	SS ; S	Either	Either
3	1½	Forward Hover	SS ; S	L	R
3	1½	Hover Fallaway	SS ; S	R	L
3	1½	Thru Hover	SS ; S	Either	Either
3	1½	Impetus to Semi	SS ; S	L	R
3	1½	Spin Turn	SS ; S	L	R
3	2	Whaletail	QQQQ ; QQQQ ;	L	L
3	1½	Whisk	SS ; S	L	R
3	1½	Wing	SS ; S	R	L
4	1	Back Whisk	QQS ;	L	R
4	1	Chair and Slip	SQQ ; (or SS ; S)	R	L
4	1½	Change of Direction	SS ; S	L	L
4	4	Chasse Weave	SQQ ; SS ; SQQ ; SS ;	L	L
4	1½	Closed Impetus	SS ; S	L	R
4	1½	Cross Chasse	SQQ ; S	L	L
4	1	Cross Hesitation	S-- ; (w SQQ ;)	R	L
4	1	Develope	SS ; (w SQQ ;)	L	R
4	1	Drag Hesitation	SQQ ;	L	L
4	½	Flicker	&Q&Q		
4	1	Heel Pull	SS ; (w SQQ ;)	L	L
4	1½	Hesitation Change	SS ; S	L	L
4	1½	Hover Corte	SS ; S	R	L
4	1½	Hover Telemark	SS ; S	L	R
4	2	In and Out Runs	SQQ ; SQQ ;	R	R
4	1½	Left Whisk	SS ; S	R	L
4	1½	Natural Hover Fallaway	SS ; S	R	L
4	2	Natural Turn	SQQ ; SS ;	R	L
4	1	Open Natural Turn	SQQ ;	R	L
4	1	Outside Change to BJO	SQQ ;	L	R
4	1	Outside Change to Semi	SQQ ;	L	R
4	1	Outside Swivel	SS ;	L	R
4	2	Pivot Right Face Double	SS ; SS ;	L	L
4	1½	Progressive Chasse	SQQ ; S	R	R
4	1	Promenade Sway	SS ;	L	R
4	3	Quarter Turns	SS ; QQS ; SQQ ;	L	L
4	3½	Quarter Turns and Progressive Chasse	SS ; QQS ; SQQ ; S	L	R
4	2	Reverse Chasse Turn	SQQ ; SQQ ;	L	L
4	1	Reverse Fallaway (from closed position)	SQQ ;	L	R
4	2	Running Back Locks	QQQQ ; QQS ;	R	L
4	2	Running Forward Locks	QQQQ ; QQS ;	L	R
4	1½	Telemark to BJO	SS ; S	L	R
4	1½	Telemark to Semi	SS ; S	L	R

4	2	Viennese Turns	SQQ ; SQQ ;	L	L
5	1½	Back Turning Whisk	SS ; S	L	R
5	½	Charleston Crosses	QQ		
5	1	Chasse Roll	QQS ;	R	L
5	½	Contra Check	S	L	R
5	1	Contra Check and Slip	SQQ ;	L	L
5	1	Contra Check and Switch	SQQ ;	L	L
5	1½	Double Reverse	SS ; QQ	L	L
5	1½	Forward Tipple Chasse	SQQ ; S	R	R
5	1	Hairpin	SQQ ;	R	L
5	1½	Hinge	SS ; S	R	R
5		Jete Point	&Q		
5	2½	Mini Telespin	SS ; S&QQ ; S	L	L
5	1½	Outside Spin	SS ; S	L	R
5	1½	Quick Open Reverse	SS ; QQ	R	R
5	1½	Reverse Fallaway and Slip	SQQ ; S	L	L
5	1	Reverse Fallaway (from semi closed position)	SQQ ;	R	L
5	1	Running Finish	SQQ ;	L	R
5	1	Scoop	SS ;	L	L
5	1½	Six Quick Twinkle	QQQQ ; QQ	L	L
5	1½	Stutter	QQS ; QQ	L	R
5	1½	Tipple Chasse	SQQ ; S	L	L
5	1	Tipsy Point	S&S	R	R
5	1	Top Spin	&QQQQ ;	L	L
5	1½	Turning Lock (Left Turning Lock)	QQS ; S	R	R
5		Woodpeckers	&Q	Either	Either
5	1½	Zig Zag	SQQ ; QQ	R	L
6	1½	Big Top	SS ; S	R	L
6		Four Quick Run	QQQQ ;	L	L
6	1½	Pivot to Hairpin	SS ; QQ	L	L
6	1½	Reverse Corte	SS ; S	R	L
6	½	Reverse Pivot	S (or Q or &)	R	L
6	½	Rudolph Ronde	S	R	L
6	1	Rudolph Ronde and Slip	SQQ ;	R	L
6	1½	Rumba Cross	QQS ; S	L	L
6	3	Spin and Double Twist	SQQ ; Q&QS ; Q&QS ;	L	R
6	2	Spin and Twist	SQQ ; Q&QS ;	L	R
6	3	Telespin to BJO	SS ; S&S ; SS ;	L	R
6	3	Telespin to Semi	SS ; S&S ; SS ;	L	R
6	½	Throwaway Oversway	S	L	R
6	1½	Travelling Contra Check	SS ; S	L	R
6	1½	Tumble Turn	SS ; QQ	R	R
6	2	V-6	QQS ; SQQ ;	R	R