

“This is A Fine Romance”

Choreographers: Kay & Bob “Ski’s” Kurczewski, 8521 Ranch Road 1869, Liberty Hill, TX 78642
E-Mail: RoundsbySkis@Juno.com Phone: (956) 781-8453 or Cell: (956) 460-7520
Music: “A Fine Romance”, Ella Fitzgerald Album: The Jerome Kern Songbook Time: 3:36
Rhythm: Foxtrot Phase: III+2 (Diamond Turn & Telemark)
Download: Amazon.Com Speed: DM 42 rpm or Adjust for Comfort Release Date: July 2025
You Tube: www.youtube.com/watch?v=QOYqzwDv8ps
<https://www.youtube.com/watch?v=QOYqzwDv8ps>

Sequence: A - A^{mod} - B - B^{mod} - C - C^{mod} - End

Intro

**1-8 Wait;; Slow Walk 2; Progressive Box ½; Walk 2; Finish Progressive Box;
Walk & Face; Side, -, Draw, Close;**

- 1-2 {Hold} CP LOD Lead foot free wait 2 meas;;
3 SS {Slow Walk 2} Fwd L, -, fwd R, -; (Bk R, -, Bk L, -;)
4 SQQ {Progressive Box 1/2} Fwd L, -, sd R, cl L to R; (Bk R, -, sd L, cl R to L;)
5 SS {Slow Walk 2} Fwd R, -, fwd L, -; (Bk L, -, bk R, -;)
6 SQQ {Finish Progressive Box} Fwd R, -, sd L, cl R to L; (Bk L, -, sd R, cl L to R)
7 SS {Walk & Face} Fwd L, -, Fwd R turn RF to fc WALL, -; (Bk R, -, bk L turn to fc COH;)
8 QQQQ {Side Draw Close} Sd L, start draw R to L, continue draw R to L, cl R to L;
(Sd R, start draw L to R, continue draw L to R, cl L to R;)

Part A

**1-8 Vine 3; Thru & Chasse [BJO]; Forward, Forward/Lock Forward; Maneuver [BJO];
Back, Back/Lock, Back; Impetus to Semi; Thru & Chasse to Semi; Pick Up Side Close;**

- 1 SQQ {Vine 3} Sd L, -, XRIB of L, sd L; (Sd R, -, XLIB of R, sd R;)
2 SQ&Q {Thru & Chasse to BJO} Thru R, -, turn RF to fc ptr sd L/cl R, sd L turn to BJO DLW;
(Thru L, -, turn RF to fc pt sd R/cl L, sd R turn to BJO;)
3 SQ&Q {Fwd, Fwd/Lock Fwd} Fwd R, -, fwd L/lk RIB of L, fwd L; (Bk L, -, bk R/lk LIF of R, bk R;)
4 SQQ {Maneuver to BJO} Fwd R start RF turn, -, sd L continue RF turn to fc ptr, slight bk R to
BJO; (Small fwd L, -, slight sd R, fwd L to BJO;)
5 SQ&Q {Back, Bk/Lock, Bk} Bk L, -, bk R/lk LIF of R, bk R; (Fwd R, -, fwd L/lk RIB of L, fwd L;)
6 SQQ {Impetus to Semi} Bk L turn RF, cl R to L continue RF turn, fwd L to SCP DLC; (Start RF turn fwd R
between ptr feet pivot ½ RF, sd & fwd L continue RF turn around ptr, fwd R;)
7 SQ&Q {Thru & Chasse to Semi} Thru R, -, turn RF to fc ptr, sd L/cl R, sd L end SCP DLC;
(Thru L, -, turn to fc ptr, sd R/cl L, sd R end SCP;)
8 SQQ {Pick Up Side Close} Thru R, -, fwd & sd L, lead ptr to CP, cl R to L CP DLC;
(Thru L start LF turn, -, fwd & sd R in front of ptr turn LF to CP, cl L to R;)

**9-16 2 Left Turns;; Whisk; Pickup [SCAR]; Cross Hover to BJO; Cross Hover [SCAR];
Cross Hover to Semi; Thru Face Close;**

- 9-10 SQQ {2 Left Turns} Fwd L start LF turn, -, continue turn [up to ½] sd & bk R, cl L to R; Bk R start LF turn, -,
SQQ continue turn sd & fwd L to fc WALL, cl R to L; (Bk R start LF turn, -, sd & fwd L, cl R to L; Fwd L start LF
turn, -, sd & bk R, cl L to R;)
11 SQQ {Whisk} Fwd L in CP, -, fwd & sd R rise on ball of foot, XLIB of R to tight SCP DLC;
(Bk R in CP, -, bk & sd L rise on ball of foot, XRIB of L to SCP DLC;)
12 SQQ {Pickup [SCAR]} Thru R, -, fwd & sd L turn RF lead ptr to SCAR, cl R to L DLW;
(Thru L turn LF, -, fwd & sd R in front of man turn LF to SCAR, cl L to R;)
13 SQQ {Cross Hover [BJO]} Fwd L with slight crossing action rise & begin ¼ LF turn, -, sd & slight fwd R
continue rise & complete ¼ LF turn, diagonal fwd L to BJO lowering; (Bk R with slight crossing action
begin ¼ LF turn, -, sd & slight bk L continue rise & complete ¼ LF turn, diagonal bk R to BJO lowering;)

- 14 SQQ **{Cross Hover [SCAR]}** Fwd R with slight crossing action rise & begin ¼ RF turn, -, sd & slight fwd L continue rise & complete the ¼ RF turn, diagonal fwd R to SCAR lowering; *(Bk L with slight crossing action begin ¼ RF turn, -, sd & slight bk R complete ¼ RF turn, diagonal bk L to SCAR lowering;)*
- 15 SQQ **{Cross Hover [Semi]}** Fwd L with slight crossing action begin ¼ RF turn, -, sd & slight fwd R continue rise & complete ¼ RF turn, diagonal fwd L to SCP lower at end of step; *(Bk R with slight crossing action begin ¼ RF turn, -, sd & slight bk L continue rise & complete ¼ RF turn diagonal fwd R to SCP lowering;)*
- 16 SQQ **{Thru Face Close}** Fwd R, -, fwd L to fc WALL, cl R to L; *(Fwd L, -, fwd R, cl L to R;)*

Part A MOD

1-8 **Vine 3; Thru & Chasse to BJO; Forward, Forward/Lock Forward; Maneuver to BJO; Back, Back/Lock, Back; Impetus to Semi; Thru & Chasse to Semi; Thru Face Close;**

9-16 **2 Left Turns;; Whisk; Pickup to SCAR; Cross Hover to BJO; Cross Hover to SCAR; Cross Hover to Semi; Pickup Side Close;**

Repeat Part A, Measures 1-15

- 16 SQQ **{Pickup Side Close}** Thru R, -, fwd & sd L, lead ptr to CP LOD, cl R to L; *(Thru L start LF turn, -, fwd & sd R in front of ptr turn LF to CP, cl L to R;)*

Part B

1-8 **Interrupted Box;;; 1 Left Turn [Fc RLOD]; Back & Run 2; 1 Right Turn [Fc LOD]; Fwd & Run 2 [Fc Wall];**

- 1-4 SQQ **{Interrupted Box}** Fwd L, -, sd R, cl L to R; Bk R with slight RF upper body rotation raise lead hands, -, SQQ sd L lead ptr to begin RF curve RF under joined lead hands, cl R to L; Fwd L, -, sd R, cl L to R; Bk R, -, SQQ sd L, cl R to L CP LOD; *(Bk R, -, sd L, cl R to L; Fwd L with slight RF upper body rotation, -, fwd R start SQQ RF circle under joined lead hands, continue circle fwd L; Continue circle fwd R, -, fwd L, fwd R complete RF circle to CP; Fwd L, -, sd R, cl L to R;)*

5 SQQ **{1 Left Turn [Fc RLOD]}** Fwd L start ½ LF turn, -, sd R complete ½ LF turn, cl L to R fc RLOD CP; *(Bk R start ½ LF turn, -, sd L, cl R to L CP LOD;)*

6 SQQ **{Back and Run 2}** Bk R, -, bk L, bk R fc RLOD CP; *(Fwd L, -, fwd R, fwd L fc LOD;)*

7 SQQ **{1 Right Turn [Fc LOD]}** Bk L start ½ RF turn, -, sd R complete ½ RF turn, cl L to R CP LOD; *(Fwd R start ½ RF turn, -, sd L complete ½ RF turn, cl R to L CP RLOD;)*

8 SQQ **{Fwd and Run 2 [Fc Wall]}** Fwd R LOD, -, fwd L, fwd R to CP WALL; *(Bk L, -; bk R, bk L to CP WALL;)*

9-16 **Hover to Semi; Wing; Telemark to Semi; Hover Fallaway; Slip Pivot; Maneuver Side Close; 2 ¼ Right Turns [LOD];;**

9 SQQ **{Hover to Semi}** Fwd L, -, fwd & slight sd R rise on ball of foot, sd & slight fwd L to tight SCP DLC; *(Bk R, -, bk L rise to ball of foot, sd & slight fwd R;)*

10 SQQ **{Wing}** Fwd R, -, draw L to R, touch L to R turn upper part of body LF with L sd stretch; *(Fwd L begin to XIF of ptr start LF turn, -, fwd R around ptr continue to turn slight LF, fwd L around ptr complete slight LF turn to end in a tight SCAR;)*

11 SQQ **{Telemark to Semi}** Fwd L start turn LF, -, sd R continue turn, sd & slight fwd L to tight SCP DLW; *(Bk R start LF turn bring L beside R with no weight, -, turn LF on R heel change weight to L, sd & slight fwd R;)*

12 SQQ **{Hover Fallaway}** Stay in SCP throughout fwd R, -, fwd L rise on ball of foot checking, rec R; *(Stay in SCP throughout fwd L, -, fwd R rise on ball of foot checking, rec on L;)*

13 SQQ **{Slip Pivot}** Bk L, -, bk R start LF turn [keep L leg extended], fwd L to BJO; *(Bk R start LF pivot on ball of R foot [thighs locked L leg extended], -, fwd L complete LF turn place L foot near ptr R foot, bk R;)*

14 SQQ **{Maneuver Side Close}** Start RF upper body turn fwd R, -, sd L across LOD, cl R to L end in CP RLOD; *(Bk L, -, fwd & slight sd R, cl L to R;)*

15-16 SQQ **{2 ¼ Right Turns [LOD]}** Bk L turn ¼ RF, -, sd R, cl L to R fc LOD; Fwd R turn ¼ RF, -, sd L, cl R to L CP LOD; *(Fwd R turn ¼ RF, -, sd L, cl R to L; Bk L turn ¼ RF, -, sd R, cl L to R;)*

Part B MOD

- 1-8 **Interrupted Box;;; 1 Left Turn [Fc RLOD]; Back & Run 2; 1 Right Turn [Fc LOD]; Fwd & Run 2 [Fc WALL];**
 9-16 **Hover to Semi; Wing; Telemark to Semi; Hover Fallaway; Slip Pivot; Maneuver Side Close; 2 ¼ Right Turns [DLC]**

Repeat Part B, Measures 1-16 to Fc DLC

Part C

- 1-12 **Diamond Turn;;; Telemark to Semi; Thru Hover to BJO; Back, Back/Lock, Back; Back Hover to Semi;**
 1-4 SQQ {Diamond Turn} Fwd L turn LF twd DLC, -, continue LF turn sd R fc COH, bk L with ptr in BJO fc DRG;
 SQQ Bk R, -, turn LF sd L CP fc RLOD, turn LF fwd R DRW to BJO; Fwd L turn LF twd DRW, -, continue LF
 SQQ turn sd R fc WALL, bk L with ptr in BJO fc DLC; Bk R, -, turn LF sd L CP fc LOD, turn LF fwd R DLC to
 SQQ BJO; *(Bk R twd DLC, -, turn LF turn sd L fc WALL, fwd R in BJO fc DLW; Fwd L, -, turn LF sd R CP fc
 LOD, turn LF bk L DLC to BJO; Bk R turn LF twd DLC, -, continue LF turn sd L fc COH, fwd R in BJO fc
 DRW; Fwd L, -, turn LF sd R CP fc RLOD, turn LF bk L DLC to BJO;)*
 5 SQQ {Telemark to Semi} Repeat Part B Measures 11
 6 SQQ {Thru Hover to Banjo} Thru R, -, fwd L with slight rise, rec bk R turn ptr to BJO DLW;
(Thru L, -, fwd R with slight rise turn to BJO, rec L;)
 7 SQ&Q {Back, Back/Lock, Back} Repeat Part A Measures 5
 8 SQQ {Back Hover to Semi} Bk L, -, slight sd & bk R with slight rise, rec fwd L turn ptr to SCP DLW;
(Fwd R, -, sd & fwd L with slight rise turn to SCP, fwd R SCP;)
 9-16 **Maneuver Side Close; Spin Turn; ½ Box [SCAR]; Cross Hover [BJO]; Cross Hover [SCAR];
 Cross Hover [SCP]; Thru & Chasse to SCP; Pick Up Side Close;**
 9 SQQ {Maneuver, Side, Close} Repeat Part B Meas 14
 10 SQQ {Spin Turn} Turn RF bk L pivot ½ RF, -, fwd R between ptr feet continue turn leave L leg
 extended bk & sd, complete turn rec sd & bk L to fc DLW; *(Turn RF fwd R between
 ptr feet pivot ½ RF, -, bk L toe continue RF turn brush R to L, sd & fwd R to CP;)*
 11 SQQ {1/2 Box [SCAR]} Bk R, -, sd L turn RF SCAR DLW, cl R to L; *(Fwd L, -, sd R turn RF to SCAR,
 cl L to R;)*
 12 SQQ {Cross Hover [BJO]} Repeat Part A Measure 13
 13 SQQ {Cross Hover [SCAR]} Repeat Part A Measure 14
 14 SQQ {Cross Hover [SCP]} Repeat Part A Measure 15
 15 SQ&Q {Thru & Chasse to SCP} Repeat Part A Measure 7
 16 SQQ {Pickup Side Close} Repeat Part A Measure 8 to fc DLC

Part Cmod

- 1-13 **Diamond Turn;;; Telemark to Semi; Thru Hover to BJO; Back, Back/Lock, Back; Back Hover to Semi;**
 9-15 **Maneuver Side Close; Spin Turn; ½ Box to SCAR; Cross Hover to BJO; Cross Hover to SCAR;
 Cross Hover to Semi; Pick Up Side Close [DLC];**

Repeat Part C, Measures 1-14 & 16

Note: No Measure 15

END

- 1-5 **2 Left Turns;; Vine 3; Thru Face Close; Side Lunge,,**
 1-2 SQQ {2 Left Turns} Repeat Part A Measures 9-10
 3 SQQ {Vine 3} Repeat Part A Measure 1
 4 SQQ {Thru Face Close} Repeat Part A Measure 16 (Optional timing QQS)
 5 S-- {Side Lunge & Hold} Sd & slight bk L with slight bent knee to RSCP,, *(Sd & slight fwd R,,)*

Intro

1-8 CP LOD Wait;; Slow Walk 2; Progressive Box ½; Walk 2; Finish Progressive Box; Walk & Face; Side, -, Draw, Close;

Part A

1-16 Vine 3; Thru & Chasse to BJO; Forward, Forward/Lock Forward; Maneuver to BJO; Back, Back/Lock, Back; Impetus to Semi; Thru & Chasse to Semi; Pick Up Side Close;

2 Left Turns;; Whisk; Pickup to SCAR; Cross Hover to BJO; Cross Hover to SCAR; Cross Hover to Semi; Thru Face Close;

Part A^{mod}

1-16 Vine 3; Thru & Chasse to BJO; Forward, Forward/Lock Forward; Maneuver to BJO; Back, Back/Lock, Back; Impetus to Semi; Thru & Chasse to Semi; Pick Up Side Close;

2 Left Turns;; Whisk; Pickup to SCAR; Cross Hover to BJO; Cross Hover to SCAR; Cross Hover to Semi; P/U Side Close;

Part B

1-16 Interrupted Box;;; 1 Left Turn [Fc RLOD]; Back & Run 2; 1 Right Turn [Fc LOD]; Fwd & Run 2 [Fc Wall]

Hover to Semi; Wing; Telemark to Semi; Hover Fallaway; Slip Pivot; Maneuver Side Close; 2 ¼ Right Turns [LOD];;

Part B^{mod}

1-16 Interrupted Box;;; 1 Left Turn [Fc RLOD]; Back and Run 2; 1 Right Turn [fc LOD]; Fwd and Run 2 [Fc WALL];

Hover to Semi; Wing; Telemark to Semi; Hover Fallaway; Slip Pivot; Maneuver Side Close; 2 ¼ Right Turns [DLC]}

Part C

1-16 Diamond Turn;;; Telemark to Semi; Thru Hover to BJO; Back, Back/Lock, Back; Back Hover to Semi; Maneuver Side Close;

Spin Turn; ½ Box to SCAR; Cross Hover to BJO; Cross Hover to SCAR; Cross Hover to Semi; Thru & Chasse to Semi; Pick Up Side Close [DLC];

Part C^{mod}

1-15 Diamond Turn;;; Telemark to Semi; Thru Hover to BJO; Back, Back/Lock, Back; Back Hover to Semi; Maneuver Side Close;

Spin Turn; ½ Box to SCAR; Cross Hover to BJO; Cross Hover to SCAR; Cross Hover to Semi; Pick Up Side Close [DLC];

END

1-5 2 Left Turns;; Vine 3; Thru Face Close; Side Lunge,.