

## STAR TREKKIN´

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**MUSIC:** Ilia`s Theme from Star Trek, Hollywood Movie Strings, Casa Musica  
**RHYTHM:** Waltz  
**PHASE (+):** IV  
**FOOTWORK:** Opposite unless indicated (W's footwork in parentheses)  
**SEQUENCE:** **INTRO, A, B, A MOD 1, INTERLUDE, A MOD 2, C, A MOD 3, END**

### MEAS.

### INTRODUCTION

1-4 **WAIT 2 MEAS;; APT PT; TOG TCH;**  
(1-2) wait in Open Facing position fc DLW with the lead foot free;;  
(3-4) apart L, point R, -; together R to CP facing DLC, touch L to R, -;

### PART A

1-4 **2 LF TRNS; HOVER; THRU CHASSE TO SEMI;**  
(1-2) fwd L commence LF trn, continue trn sd R diag across LOD continue trng LF to fc RLOD, close L; Bk R commence LF trn, continue trn sd L toward RLOD continuing LF trn to fc the WALL, close R to CP WALL;  
(3) fwd L, fwd & sd R rise, rec sd & fwd L;  
1,2&3 (4) thru R, sd L/cl R, sd & fwd L to SCP;

5-8 **WEAVE TO BJO;; MANUEVER; HESITATION CHANGE;**  
(5-6) thru R, fwd L comm LF trn to CP (trn LF to PU), cont LF trn sd & bk R to end in BJO RLOD; bk L, bk R cont LF trn, sd & fwd L cont trn to DLW;  
(7) fwd R comm RF trn, sd & fwd L cont RF trn, cl R to L CP RLOD;  
(8) bk L trng RF, sd R to fc DLC, draw L to R no wgt (comm upper body trn fwd R, sd L cont RF trn, draw R to L no wgt);

9-12 **2 LF TRNS;; WHISK; THRU SYNC VINE;**  
(9-10) repeat meas 1-2 of Part A;;  
(11) fwd L, fwd & sd R comm rise to ball of foot, XLIB cont to full rise on ball of foot ending in SCP DLC;  
1&2,3 (12) thru R, sd L/ XRib of L (XLib of R), sd & fwd L trng LF blend SCP DLC;

13-16 **WING TO SCAR; X HOVER TO BJO; X HOVER TO SDCAR; X HOVER TO SEMI;**  
(13) fwd R, draw L to R, tch L to R trng upper part of body LF with left sd stretch (fwd L start to Xif of M comm trng L, fwd R around M cont to trn LF, fwd L around M complete LF trn to end in a tight SDCAR position);  
(14) XLIF of R, sd R with a hovering action trng ¼ LF, rec L (XRIB) to BJO DLC;  
(15) XRIF (XLIB) of L, sd L hovering & trng ¼ RF, rec R to SCAR DLW;  
(16) XLIF (XRIB) of R, sd R hovering & trng ¼ LF, rec L to SCP DLC;

17-18 **CHAIR REC CLOSE TO CP FC WALL; CANTER;**  
(1) lunge thru R, rec L to fc, cls R to L;  
(2) sd L, draw R to L, close R to L;

**PART B**

- 1-4 **WALTZ AWAY; CROSS WRAP TO FC REV; BK WALTZ; W REV TWIRL 3 & M BK TRN 3 LOP/LOD;**  
 (1) fwd L twd DC (DW), fwd R, cl L;  
 (2) sd & fwd R commence RF trn twd wall lead W LF trn, cont RF trn sd L fc RLOD, cl R to L (sd & fwd L commence LF trn twd COH, cont LF trnsd R fc RLOD, cl L to R)wrapped position fc RLOD;  
 (3) bk L, bk R, cl L to R;  
 (4) M's R and W's L hnds released bk R commence RF trn lead W LF trn, cont RF trn fwd L, fwd R twd LOD (bk L twd LOD commence LF trn under lead hand, fwd R cont LF trn, cont trn fc LOD fwd L)to LOP/LOD;
- 5-8 **THRU TWINKLE (SCP/RLOD); PU (RLOD); L TRNG BOX 1/2 (LOD);;**  
 (5) fwd L comm LF trn, cont LF trn sd R, cl L to R to SCP/RLOD;  
 (6) fwd R twd RLOD lead W LF trn comm LF trn, sd L fc RLOD, cl R (fwd L in front of M comm LF trn, cont LF trn sd R fc LOD, cl L ) to CP fc RLOD;  
 (7-8) fwd L commence LF trn, sd R, cl L fc WALL; Bk R cont LF trn, sd L, cl R fc DLC;

**PART A MOD 1**

- 1-4 **2 LF TRNS;; WHISK; THRU SYNC VINE;**  
 (1-4) repeat meas 9-12 of Part A;;;
- 5-7 **WEAVE TO SEMI;; THRU TO PU;**  
 (5-6) repeat meas 5-6 of Part A but lead W to SEMI;;  
 (7) repeat meas 6 of Part B;

**INTERLUDE**

- 1-4 **DIAMOND TURN;;;**  
 (1-4) fwd L, comm LF trn sd & bk R, bk fc DRC; bk R, trn LF sd & fwd L fc DRW, fwd R;  
 Repeat meas 1 and 2 fc DLC;;

**PART A MOD 2**

- 1-4 **2 LF TRNS;; HOVER; THRU CHASSE TO SEMI;**  
 5-8 **WEAVE TO BJO;; MANUVER; HESITATION CHANGE;**  
 repeat meas 1-8 of Part A;;;
- 9-12 **OPEN TELEMARK;THRU SYNC VINE; HOVER FALLAWAY; BK BK LOCK BK;**  
 (9) fwd L comm LF trn, cont LF trn sd R (bk R comm to trn LF, bring L to R no weight heel on R, chg weight on L, sd & fwd R), sd & fwd L to SCP;  
 1&2,3 (10) repeat meas 12 of Part A twd DLW;  
 (11) fwd R DLW, fwd L & rise on ball of foot, rec bk R still in SCP DLW;  
 (12) bk L, bk R/lk Lif of R, bk R;
- 13-16 **SLIP PIVOT TO BJO; MANUVER; OUTSD CHANGE TO SEMI; THRU CHASSE TO SEMI;**  
 (13) bk L, bk R comm LF turn [keeping L leg extended],  
 fwd L (bk R comm LF turn pivot on ball of ft [thighs locked L leg extended], fwd L complete LF turn placing L ft near M's right foot, bk R);  
 (14) repeat meas 7 of Part A;

- 1,2&3 (15) bk L, bk R trng LF, sd & fwd L to SCP(fwd R, fwd L trng LF, sd & fwd R to SCP);  
(16) repeat meas 4 of Part A;

**PART C**

- 1-4 **CHAIR REC TO CP; BAL L; REV TWIRL 3; CHECK THRU REC SD;**  
(1) repeat meas 17 of Part A to BFLY WALL;  
(2) side L, XiB R, rec L;  
(3) w/Lead hds joined sd & fwd R to REV LOD, fwd L, close R (sd & fwd L trng ½ LF under joined hds, sd & bk R trng ½ LF, sd L);  
(4) check thru L, rec R, sd L & fwd;
- 5-8 **THRU SYNC VINE; THRU HOVER TO BJO;BK HOVER TO SEMI; PU;**  
(5) repeat meas 12 of Part A;  
(6) thru R, fwd L w rise trng slightly LF to trn W to BJO, rec bk R (thru L, fwd R w/rise trng LF appx ½ to BJO, fwd L);  
(7) bk L, sd & bk R w rise trng upper body RF to lead W's trn to SCP, rec fwd L (fwd R, fwd L w/rise trng RF to SCP, fwd R);  
(8) repeat meas 6 of Part B;

**PART A MOD 3**

- 1-4 **2 LF TRNS;; WHISK; THRU CHASSE TO SEMI;**  
(1-2) repeat meas 1&2 of Part A;;  
(3) repeat meas 11 of Part A;  
(4) repeat meas 4 of Part A;
- 5-8 **WEAVE TO SEMI;; IN & OUT RUNS;;**  
(5-6) repeat meas 5-6 of Part A MOD 1;;  
(7-8) thru R start trng RF, sd & bk L across LOD in front of Lady end CP RLOD, bk R with R sd leading blend BJO; Bk L trng RF, sd & fwd R btw Lady's feet, fwd L blend to SCP LOD (thru L, fwd R btw M's feet, fwd L blend BJO with L sd leading; fwd R outsd ptr, fwd & sd L trng RF, fwd R blend SCP LOD);

**END**

- 1-4 **FWD HOVER TO BJO; BK HOVER TO SEMI; CHAIR REC LUNGE SD; HOLD - EXTEND ARMS;**  
(1-2) repeat meas 4 & 5 of Part C;  
(3) lunge thru R, rec L to fc partner, lunge sd R;  
(4) hold, extend arms up & out,-;

**Short Cues: Star Trekkin´**

**INTRO**

**WAIT 2;; APT PT; TOG TOUCH TO DLC;**

**PART A**

**2 L TRNS;; HOVER; THRU CHASSE TO SEMI;  
WEAVE TO BJO;; MANUVER; HESITATION CHG;  
2 L TRNS;; WHISK; THRU SYNC VINE;  
WING TO SDCAR; CROSS HOVER 3 X TO SEMI;;;  
CHAIR REC CLOSE TO CP WALL; CANTER;**

**PART B**

**WALTZ AWAY; CROSS WRAP TO REV; BK WALTZ;  
REV TWIRL 3 – M TRN TO FC LOD;  
TWINKLE THRU TO REV; PU TO REV; L TRNG BOX ½ TO DLC;;**

**PART A**

**2 L TRNS;; WHISK; THRU SYNC VINE;  
WEAVE TO SEMI;; THRU TO PU;**

**INTERLUDE**

**DIAMOND TRN;;;;**

**PART A MOD 2**

**2 L TRNS;; HOVER; THRU CHASSE TO SEMI;  
WEAVE TO BJO;; MANUVER; HESITATION CHG;  
OP TELEMAR; THRU SYNC VINE; HOVER FALLAWAY; BK, BK LOCK BK;  
SLIP PIVOT TO BJO; MANUVER; OUTSD CHGE TO SEMI; CHASSE TO SEMI;**

**PART C**

**CHAIR REC CLOSE TO CP WALL; BAL L; REV TWIRL 3; CHK THRU REC SD;  
THRU SYNC VINE; THRU HOVER TO BJO;BK HOVER TO SEMI; PU;**

**PART A MOD 3**

**2 L TRNS;; WHISK; CHASSE TO SEMI;  
WEAVE TO SEMI;; IN & OUT RUNS;;**

**END**

**THRU HOVER TO BJO; BK HOVER TO SEMI; CHAIR REC LUNGE SD; HOLD - EXTEND ARMS;**