



# Coastline Reel



Takt	Tzil	Name	Anmerkung
1-8	Lead In	Jump Circle	Variante 1, Lead Around
9-16	Side Step	Seashore	linksauslenkend
17-32	1. Step	Cliffs & Rocks	seitensymmetrisch
33-48	2. Step	Tongues of Land	räumlich invariant
49-64	3. Step	Washing Waves	linksauslenkend
65-80	4. Step	White Crests	linksauslenkend
81-88	Lead Out	Jump Back	Variante 1, Lead Back

## Lead In Jump Circle

Takt	1. Puls	2. Puls	Lokomotion	Orientierung
1-7 <sup>(r)</sup>	Cast-Jump	Three	lfcC	Sl>Cl>Sl
8	Cast-Jump	Three	C90.S.	Sl>DS

## Side Step Seashore

Takt	1. Puls	2. (3. 4.) Puls	Lokomotion	Orientierung
1-2	Cast-Jump	Seven (→→)	l	DS
3-4 <sup>(2*)</sup>	Cast-Jump	Three		
5-6	Cast-Jump	Seven (→→)	r	
7-8 <sup>(2*)</sup>	Cast-Jump	Three		

## First Step Cliffs & Rocks

Takt	1. Puls	2. (3. 4.) Puls	Lokomotion	Orientierung
1-2 <sup>(2*)</sup>	Kick-Hop	Three		DS
3-4	Kick-Hop	Seven (→→)	r	
5-6 <sup>(2*)</sup>	Cast-Jump	Three		
7-8	Cast-Jump	Seven (→→)	l	
9-16	Wiederholung von 1-8	Pos †	Rou ⇔	Ori =

## Second Step Tongues of Land

Takt	1. Puls	2. Puls	Lokomotion	Orientierung
1-3 <sup>(3*)</sup>	Cast-Jump	Three	f	DS
4	Kick-Hop	Heel-Drum		
5-6 <sup>(2*)</sup>	Push-Back	Three	b	
7-8 <sup>(2*)</sup>	Cast-Jump	Heel-Drum		
9-16	Wiederholung von 1-8	Pos †	Rou =	Ori =

## Third Step Washing Waves

Takt	1. Puls	2. (3. 4.) Puls	Lokomotion	Orientierung
1-2 <sup>(2*)</sup>	Cut-Hop	Three	b	DS
3-4	Cut-Hop	Seven (→→)	f	
5-6 <sup>(2*)</sup>	Dash-Point	Push-Back		
7-8	Cast-Jump	Seven (→→)	l	
9-16	Wiederholung von 1-8	Pos †	Rou ⇔	Ori =

## Fourth Step White Crests

Takt	1. Puls	2. (3. 4.) Puls	Lokomotion	Orientierung
1	Kick-Ram	Three		DS
2	Kick-Switch	Three		

3-4	Cut-Hop	Seven (→→)	1	
5	Sliez-Point	Up-Tip	C45.đ.	ĐĐ>ĐĐR
6	Rush-Back	Three	A45.đ.	ĐĐR>ĐĐ
7	Sliez-Point	Up-Tip	A45.đ.	ĐĐ>ĐĐL
8	Rush-Back	Three	C45.đ.	ĐĐL>ĐĐ
9-16	Wiederholung von 1-8	Pos †	Rou ⇔	Ori ⇔

**Lead Out** **Jump Back**

Takt	1. Puls	2. Puls	lokomotion	Orientierung
1-8 <sup>(S)</sup>	Cast-Jump	Three	b	ĐĐ

**\*\*\*\* Verse \*\*\*\***

Lead In: Jump Circle

4	1	2	3	4	1	2	3
Cast	Jump	Two	Three	Cast	Jump	Two	Three
Cast	Jump	Two	Three	Cast	Jump	Two	Three
Cast	Jump	Two	Three	Cast	Jump	Two	Three
Cast	Jump	Two	Three	Cast	Jump	Two	Three

Side Step: Szashorz

4	1	2	3	4	1	2	3
Cast	Jump	Two	Three	Four	Five	Six	Seven
Cast	Jump	Two	Three	Cast	Jump	Two	Three
Cast	Jump	Two	Three	Four	Five	Six	Seven
Cast	Jump	Two	Three	Cast	Jump	Two	Three

1. Step: Cliffs & Rocks

4	1	2	3	4	1	2	3
Kiek	Hop	Two	Three	Kiek	Hop	Two	Three
Kiek	Hop	Two	Three	Four	Five	Six	Seven
Cast	Jump	Two	Three	Cast	Jump	Two	Three
Cast	Jump	Two	Three	Four	Five	Six	Seven
Kiek	Hop	Two	Three	Kiek	Hop	Two	Three
Kiek	Hop	Two	Three	Four	Five	Six	Seven
Cast	Jump	Two	Three	Cast	Jump	Two	Three
Cast	Jump	Two	Three	Four	Five	Six	Seven

2. Step: Tongues of Land

4	1	2	3	4	1	2	3
Cast	Jump	Two	Three	Cast	Jump	Two	Three
Cast	Jump	Two	Three	Kiek	Hop	Hazel	Drum
Push	Back	Two	Three	Push	Back	Two	Three
Cast	Jump	Hazel	Drum	Cast	Jump	Hazel	Drum
Cast	Jump	Two	Three	Cast	Jump	Two	Three
Cast	Jump	Two	Three	Kiek	Hop	Hazel	Drum
Push	Back	Two	Three	Push	Back	Two	Three
Cast	Jump	Hazel	Drum	Cast	Jump	Hazel	Drum

3. Step: Washing Waves

4	1	2	3	4	1	2	3
Cut	Hop	Two	Three	Cut	Hop	Two	Three
Cut	Hop	Two	Three	Four	Five	Six	Seven
Đash	Point	Push	Back	Đash	Point	Push	Back
Cast	Jump	Two	Three	Four	Five	Six	Seven
Cut	Hop	Two	Three	Cut	Hop	Two	Three
Cut	Hop	Two	Three	Four	Five	Six	Seven
Đash	Point	Push	Back	Đash	Point	Push	Back
Cast	Jump	Two	Three	Four	Five	Six	Seven

4. Step: White Crests

4	1	2	3	4	1	2	3
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Kick	Ram	Two	Three	Kick	Switch	Two	Three
Cut	Hop	Two	Three	Four	Five	Six	Seven
Slide	Point	Up	Tip	Rush	Back	Two	Three
Slide	Point	Up	Tip	Rush	Back	Two	Three
Kick	Ram	Two	Three	Kick	Switch	Two	Three
Cut	Hop	Two	Three	Four	Five	Six	Seven
Slide	Point	Up	Tip	Rush	Back	Two	Three
Slide	Point	Up	Tip	Rush	Back	Two	Three

Lead Out: Jump Back

4	1	2	3	4	1	2	3
Cast	Jump	Two	Three	Cast	Jump	Two	Three
Cast	Jump	Two	Three	Cast	Jump	Two	Three
Cast	Jump	Two	Three	Cast	Jump	Two	Three
Cast	Jump	Two	Three	Cast	Jump	Two	Three