



# Mystic Reel



Takt	Step	Name	Anmerkung
1-8	Lead In	Jump Circle	Variante 1, Lead Around
9-16	Side Step	Whispering Vision	rechtsauslenkend
17-32	1. Step	Unclear Portents	rechtsauslenkend
33-48	2. Step	Quest for Wisdom	seitensymmetrisch
49-64	3. Step	Page through the Grimoire	linksauslenkend
65-80	4. Step	Simple Truth	rechtsauslenkend
81-88	Lead Out	Jump Circle	Variante 1, Lead Around

<i>Lead In</i>	<i>Jump Circle</i>
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Takt	1. Puls	2. Puls	Lokomotion	Orientierung
1-7 <sup>(7<sup>a</sup>)</sup>	Cast-Jump	Three	fjC	DS>CL>DL
8	Cast-Jump	Three	C90.S.	DS>DS

<i>Side Step</i>	<i>Whispering Vision</i>
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Takt	1. Puls	2. (3. 4.) Puls	Lokomotion	Orientierung
1-2	Cut-Flop	Drum-Seven (→→)	r	DS
3-4 <sup>(2<sup>a</sup>)</sup>	Cast-Jump	Three		
5-6	Cast-Jump	Drum-Seven (→→)	l	
7	Cast-Jump	Three		
8	Cut-Flop	Three		

<i>First Step</i>	<i>Unclear Portents</i>
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Takt	1. Puls	2. (3. 4.) Puls	Lokomotion	Orientierung
1-3 <sup>(5<sup>a</sup>)</sup>	Kick-Flop	Hegel-Drum	r	DS
4	Rush-Back	Three		
5-6	Lift-Swash	Seven (→→)	r	
7	Kick-Flop	Hegel-Drum	r	
8	Rush-Back	Three		
9-16	Wiederholung von 1-8	Pos ↑	Rou ↔	Ori =

<i>Second Step</i>	<i>Quest for Wisdom</i>
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Takt	1. Puls	2. (3. 4.) Puls	Lokomotion	Orientierung
1	Kick-Flop	Hegel-Drum		DS
2	Cast-Jump	Hegel-Drum		
3-4 <sup>(2<sup>a</sup>)</sup>	Rush-Back	Three		
5-6	Lift-Swash	Seven (→→)	r	
7-8	Lift-Swash	Seven (→→)	l	
9-16	Wiederholung von 1-8	Pos ↑	Rou ↔	Ori =

<i>Third Step</i>	<i>Page through the Grimoire</i>
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Takt	1. Puls	2. (3. 4.) Puls	Lokomotion	Orientierung
1	Dash-Up	In-Up	f45f3	DS>DSL
2	Push-On	In-Up	f	
3-4	Push-Down	Seven (→→)	l	
5	Dash-Point	Raise-Flop		
6	Kick-Switch	Three		
7	Dash-Point	Raise-Flop		
8	Kick-Switch	Three	C45.S.	DSL>DS
9-16	Wiederholung von 1-8	Pos ↑	Rou ↔	Ori ↔

<i>Fourth Step</i>	<i>Simple Truth</i>
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Takt	1. Puls	2. (3. 4.) Puls	Lokomotion	Orientierung
1-2 <sup>(2<sup>a</sup>)</sup>	Cast-Jump	Three	fc90	DS>CL>SR
3	Wash-Tap	Wash-Up	f	

4	Down-Slice	Three	f	
5-6	Cast-Jump	Seven (→→)	r	
7	Spank-Push	Down-Up	f90	SR>DS
8	Push-Down	Three		
9-16	Wiederholung von 1-8	Pos ⇕	Rou ⇔	Ori ⇔

**Lead Out** **Jump Circle**

Takt	1. Puls	2. Puls	lokomotion	Orientierung
1-7 <sup>(7)</sup>	Cast-Jump	Three	f90C	SL>CL>SL
8	Cast-Jump	Three	C90.S.	SL>DS

**\*\*\*\* 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: Whispering Vision

4	1	2	3	4	1	2	3
Cut	Hop	Heel	Drum	Ball	Drum	Heel	Drum
Cast	Jump	Two	Three	Cast	Jump	Two	Three
Cast	Jump	Heel	Drum	Ball	Drum	Heel	Drum
Cast	Jump	Two	Three	Cut	Hop	Two	Three

1. Step: Únelzar Portents

4	1	2	3	4	1	2	3
Kick	Hop	Heel	Drum	Kick	Hop	Heel	Drum
Kick	Hop	Heel	Drum	Rush	Back	Two	Three
Lift	Swash	Two	Three	Four	Five	Six	Seven
Kick	Hop	Heel	Drum	Rush	Back	Two	Three
Kick	Hop	Heel	Drum	Kick	Hop	Heel	Drum
Kick	Hop	Heel	Drum	Rush	Back	Two	Three
Lift	Swash	Two	Three	Four	Five	Six	Seven
Kick	Hop	Heel	Drum	Rush	Back	Two	Three

2. Step: Quest for Wisdom

4	1	2	3	4	1	2	3
Kick	Hop	Heel	Drum	Cast	Jump	Heel	Drum
Rush	Back	Two	Three	Rush	Back	Two	Three
Lift	Swash	Two	Three	Four	Five	Six	Seven
Lift	Swash	Two	Three	Four	Five	Six	Seven
Kick	Hop	Heel	Drum	Cast	Jump	Heel	Drum
Rush	Back	Two	Three	Rush	Back	Two	Three
Lift	Swash	Two	Three	Four	Five	Six	Seven
Lift	Swash	Two	Three	Four	Five	Six	Seven

3. Step: Page through the Grimoire

4	1	2	3	4	1	2	3
Dash	Up	In	Up	Push	On	In	Up
Push	Down	Two	Three	Four	Five	Six	Seven
Dash	Point	Raise	Hop	Kick	Switch	Two	Three
Dash	Point	Raise	Hop	Kick	Switch	Two	Three
Dash	Up	In	Up	Push	On	In	Up
Push	Down	Two	Three	Four	Five	Six	Seven
Dash	Point	Raise	Hop	Kick	Switch	Two	Three
Dash	Point	Raise	Hop	Kick	Switch	Two	Three

4. Step: Simple Truth

4	1	2	3	4	1	2	3
Cast	Jump	Two	Three	Cast	Jump	Two	Three
Wash	Tap	Wash	Up	Down	Slice	Two	Three
Cast	Jump	Two	Three	Four	Five	Six	Seven
Spank	Push	Down	Up	Push	Down	Two	Three
Cast	Jump	Two	Three	Cast	Jump	Two	Three
Wash	Tap	Wash	Up	Down	Slice	Two	Three

Cast	Jump	Two	Three	Four	Five	Six	Seven
Spank	Push	Down	Up	Push	Down	Two	Three

Lead Out: 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