# Marley Kinsey

### 16-18 Jazz Ped Notation

Age/Level: 16-18, Advanced

Song: "Find Me [Acoustic]" by Sigma feat. Birdy

Starting Position: CS, Facing DS Exercise: Center combination

# Learning Objective:

• Emphasizing/exploring dynamics and levels throughout the combination

Measures	Counts	Movement	Arms	Head	Miscellaneous
1	1-2, 3-4	ST L DRG on REL R LG SD, BC RL	DWN to SWG OH R to L 1-2, R MLT DWN FRT L E@S 3-4	FRT	-
2	5-6, 7-8	BC RL (ST FRT R), BC (ST BCK R)	SWP IN FRT DWN TO GO UP 5-6 MLT DWN FRT B@E 7-8	RELS DWN 5-6 CHIN UP 7-8	REM: on 2nd bc, put weight in front foot (L) for your pirouette prep
3	1-2, 3, &4	DOTR, ST R, PDCT L	1st POS 1-2 RLX LJA 3 X CTR &4	SPT 1-2 LK SR 3 SPT &4	PDC will turn inside going SR IM: Hurdle
4	5, 6, 7, 8&	RN R, RN L, SDC R, LND ST RL	X CTR 5-6 High V 7 MLT DWN 8&	DIAG	RNs will go to SR FRT DIAG and SDC will stay on DIAG
5	1-2, 3, 4	ST PL R RDJ L, ST BCK L, STP BCK R	SWG NO 1-2 NO 3-4	DIAG	REM: big level change (drop) on RDJ
6	&5, 6, 7-8	ST L FON CP BCK R, DEV BATT R on REL, PAS R FA L	1st POS 5 High V 6 L X BDY R LJA 7-8	FRT &5-6 7-8 LK SL RELS	Head and upper body release slightly on 7-8
7	1, 2-3, 4	ST R FAC SL SD, DOTR L, ST OTWD	E@S 1 UP THRU CTR	SL SD 1 SPT FRT	-

		SD L	2-3 MLT DWN 4	2-3 FRT 4	
8	5&6, 7, 8&1	SD HCK RL, ST BK R to DIAG, SWVL LEGS in GP FA to OPP DIAG	SWP from BTM L CR to OH L CR 5&6 MLT DWN FRT B@E on DIAG 7 SEP WAV RL to OPP DIAG 8&1	FRT 5&6 DIAG 7 FLW W/ A 8&1	IM: doing the wave

#### **Potential Corrections:**

- Make sure you are keeping that FA passe into your prep low so the turn is a good level change
- Make sure you are changing your spot to the FRT on the 2nd pirouette to help you get around

#### **Abbreviation Key:**

A = arm OH = overhead
ARD = around OPP = opposite
AST = at the same time OTWD = outwards

BATT = battement PAS = passe BC = ball change PDCT = pas

BC = ball change

PDCT = pas de chat turning

BDY = body

PL = plié

B@E = bent at elbowPOS = positionBK = backPREP = preparation

BK = backPREP = preparationBTM = bottomR = rightCP = coupeRDJ = rond de jambeCR = cornerREL = releve

CS = centerstage

CTR = center

DEV = develop

RELS = release

REM = reminder

DIAG = diagonal RN = run
DOTR = double outside turn right SD = side

DRG = drag SDC = saut de chat DS = downstage SEP = separated DWN = down SL = stage Left

E@S = engaged at side

SPT = spotting [for turn]

FA = forced arch

SR = stage Right

FLW = follow ST = step

FON = fondu SWG = swinging (arms)

FOR - folidu SWG - swinging (arms) FRT = front SWP = sweep GP = grand plié SWVL = swivel

HCK = hitch kick

THRU = through

IM = imagery

W/= with

L = left WAV = wave LJA = long jazz arm X = cross

LK = look LND = land

MLT = melt NO = natural opposition arms