

Waltz	WDSF	ISTD
1	Closed Change on RF	
2	Closed Change on LF	
3	Natural Turn	
4	Reverse Turn	
5	Progressive Chasse to R	
6	Whisk	
7	Back Whisk	
8	Outside Change	
9	Basic Weave	
10	Chasse from PP	
11	Backward Lock	= Back Lock
12	Open Natural Turn (auch aus GÜST)	nicht in ISTD enthalten, siehe SF
13	Hesitation Change	= 4-6 Hesitation Change
14	Natural Spin Turn	
15	Double Reverse Spin	
16	Telemark	= Closed Telemark
17	Telemark to PP	= Open Telemark
18	Weave from PP	
19	Impetus	= Closed Impetus
20	Impetus to PP	= Open Impetus
21	Drag Hesitation	
22	Outside Spin	Alignment und Drehgrade anders als ISTD
23	Natural Turning Lock (auch in GÜST endend)	= Turning Lock to Right
24	Reverse Turning Lock (auch in GÜST endend)	= Turning Lock
25	Wing	= Closed Wing
26	Wing from PP	
27	Cross Hesitation from PP	
28	Reverse Pivot	
29	Fallaway Natural Turn	nicht in ISTD enthalten
30	Running Weave from PP (inkl. Side Cross)	nicht in ISTD enthalten
31	Running Spin Turn	nicht in ISTD enthalten
32	Overtuned Running Spin Turn	nicht in ISTD enthalten
33	Running Cross Chasse (auch aus PP oder zur PP)	nicht in ISTD enthalten
34	Fallaway Reverse and Slip Pivot	
35	Hover Corte (auch aus PP)	
	Left Whisk	> nicht im Syllabus erlaubt
	Contra Check	> nicht im Syllabus erlaubt
	Reverse Corte (ISTD)	gibt es bei WDSF nicht!
	Fallaway Whisk (ISTD)	gibt es bei WDSF nicht!
Zusätzliche im LW-Syllabus erlaubte Figuren, die nicht im WDSF-Technikbuch Waltz enthalten sind:		
36	Curved Feather (auch aus PP)	from Slow Foxtrott
37	Running Finish (auch aus PP)	from Quickstep
38	Outside Swivel	from Slow Foxtrott
39	Progressive Chasse (auch zu PP)	from Quickstep
40	Bounce Fallaway Weave Ending (auch zu PP)	from Slow Foxtrott
41	Quick Open Reverse	from Quickstep

Slow Foxtrott	WDSF	ISTD
1	Feather Step	
2	Three Step	beginnt bei WDSF mit dem LF
3	Feather Finish	= 4-6 Reverse Turn
4	Feather Ending	
5	Hover Feather	
6	Natural Turn	= 1-3 Natural Turn
7	Reverse Turn	= 1-3 Reverse Turn
8	Basic Weave	
9	Natural Weave (auch aus PP)	
10	Change of Direction	bei WDSF mit 4 Slows
11	Heel Pull Finish	= 4-6 Natural Turn, Herr mit Brush, qSq???
12	Whisk	nicht in ISTD enthalten, Sq
13	Back Whisk	nicht in ISTD enthalten, Sq
14	Open Natural Turn	
15	Double Reverse Spin	nicht in ISTD enthalten, M: Sq, L: Sq+q
16	Telemark	= Closed Telemark
17	Telemark to PP	= Open Telemark
18	Hover Telemark	
19	Hover Telemark to PP	
20	Natural Telemark	
21	Natural Hover Telemark	
22	Impetus	= 1-3 Closed Impetus
23	Impetus to PP	= Open Impetus
24	Weave from PP	
25	Hover Cross	
26	Top Spin	
27	Outside Swivel	= Step 7 from Open Telemark, Natural Turn to Outside Swivel, S
28	Outside Spin	nicht in ISTD enthalten, wie LW, Sq
29	Reverse Wave	
30	Natural Twist Turn	
31	Natural Twist Turn with Natural Weave	
32	Natural Twist Turn with Impetus and Feather Finish	
33	Natural Twist Turn with Impetus to PP	
34	Natural Zig Zag from PP	
35	Curved Three Step	nicht in ISTD enthalten
36	Curved Feather	= 1-3 Curved Feather to Back Feather
37	Curved Feather from PP	= 1-3 Curved Feather to Back Feather fr. PP
38	Back Feather	= 4-6 Curved Feather to Back Feather
39	Fallaway Reverse and Slip Pivot	
40	Bounce Fallaway with Weave Ending	
41	Running Weave from PP (inkl. Feather Finish)	nicht in ISTD enthalten, Sq+qSq
42	Open Reverse Turn (inkl. Feather Finish)	nicht in ISTD enthalten, Sq+qSq
43	Extended Reverse Wave	nicht in ISTD enthalten, 1-6 Rev. Wave + Back Feather + 4-9 Rev. Wave
44	Reverse Pivot	nicht in ISTD enthalten, S or Q or +
Zusätzliche im SF-Syllabus erlaubte Figuren, die nicht im WDSF-Technikbuch Slowfox enthalten sind:		
45	Hover Corte	nicht in ISTD enthalten, wie LW, Sq or SSS
46	Progressive Chasse to R	from Waltz, Sq+q

Quickstep	WDSF	ISTD
1	Basic Movement	= Quarter Turn to Right and Progressive Chasse
2	Natural Turn	= 1-3 Natural Turn
3	Reverse Turn	= Chasse Reverse Turn
4	Progressive Chasse to R	
5	Progressive Chasse to L	= progressive Chasse
6	Cross Chasse	
7	Quarter Turn to R	
8	Quarter Turn to L	ohne Heel Pivot, jetzt als Chasse
9	Outside Change	= nicht in ISTD enthalten, wie LW, Sqq
10	Natural Pivot	= Step 4 Natural Pivot Turn
11	Running Finish	
12	Backward Lock	= Back Lock
13	Forward Lock	
14	Open Natural Turn	nicht in ISTD enthalten, Sqq
15	Natural Spin Turn	
16	Hesitation Change	= 1-3 Natural Turn with Hesitation
17	Double Reverse Spin	
18	Impetus	= Closed Impetus
19	Impetus to PP	nicht in ISTD enthalten, SSS
20	Telemark	= Closed Telemark, Sqq
21	Telemark to PP	nicht in ISTD enthalten, wie LW, Sqq
22	Whisk	nicht in ISTD enthalten, wie LW, SSS
23	Back Whisk	nicht in ISTD enthalten, wie LW, SSS
24	Open Reverse Turn	= Quick Open Reverse
25	Tipple Chasse to R - at the corner	= 1-4 Tipple Chasse to R - at the corner
26	Tipple Chasse to R along LOD	= 1-4 Tipple Chasse to R - along LOD
27	Tipple Chasse to L	nicht in ISTD enthalten, SqqS
28	Four Quick Run	
29	Zig Zag	= 1-6 Zig Zag, Back Lock
30	V 6	= 1-7 V6
31	Outside Spin	nicht in ISTD enthalten, wie LW, SSS
32	Reverse Pivot	
33	Natural Turning Lock	nicht in ISTD enthalten, wie LW, qqSS or QQQQ
34	Drag Hesitation	nicht in ISTD enthalten, wie LW, SSS
35	Cross Swivel	= 1-2 Cross Swivel
36	Fishtail	
37	Running Natural Turn	= Running Right Turn
38	Running Cross Chasse	nicht in ISTD enthalten, SqqS
39	Six Quick Run	
40	Tipsy to R	
41	Tipsy to L	
42	Rumba Cross	
43	Hover Corte (auch aus PP)	
	Natural Turn and Back Lock	gibt es bei der WDSF nicht

Zusätzliche im QU-Syllabus erlaubte Figuren, die nicht im WDSF-Technikbuch Quickstep enthalten sind:

44	Weave from PP	from Waltz, Sqq Sqq
45	Natural Fallaway Turn	from Waltz, Sqq Sqq
46	Wing	from Waltz, Sqq
47	Wing from PP	form Waltz, Sqq
48	Curved Feather	from Slow Foxtrott, Sqq
49	Running Spin Turn	from Waltz Waltz, Sqq SqqS

Wiennese Waltz

1	Natural Turn	
2	Reverse Turn	
3	RF Forward Change Step Natural to Reverse	
4	LF Forward Change Step Reverse to Natural	
5	LF Backward Change Step Natural to Reverse	
6	RF Backward Change Step Reverse to Natural	

Samba	WDSF	LAIRD
1	Natural Basic Movement	
2	Reserve Basic Movement	
3	Progressive Basic Movement	
4	Side Basic Movement to L	nicht in LAIRD enthalten
5	Side Basic Movement to R	nicht in LAIRD enthalten
6	Outside Basic	nicht in LAIRD enthalten
7	Samba Whisk to L	
8	Samba Whisk to R	
9	Stationary Samba Walks	
10	Promenade Samba Walks	
11	Side Samba Walk	
12	Reverse Turn	zusätzlich in Laird: L's Three Step Turn, laut WDSF-Syllabus nur in der Reverse Roll erlaubt
13	Promenade to Counter Promenade Botafogos	in LAIRD nur Promenade Bota Fogo
14	Side Samba Chasse	
15	Travelling Botafogo Forward	
16	Travelling Botafogo Backward to Promenade Position	nicht in LAIRD enthalten
17	Criss Cross Botafogos	= Shadow Bota Fogos
18	Criss Cross Volta to R	= Travelling Volta to R
19	Criss Cross Volta to L	= Travelling Volta to L
20	Travelling Volta to R	= 1-3 Travelling Volta to R ohne Drehung
21	Travelling Volta to L	= 1-3 Travelling Volta to L ohne Drehung
22	Underarm Turn Turning R	= Volta Spot Turn to R for Lady
23	Underarm Turn Turning L	= Volta Spot Turn to L for Lady
24	Solo Spot Volta Turning L	= Volta Spot Turn to L for Lady, s. Note 2
25	Solo Spot Volta Turning R	= Volta Spot Turn to R for Lady, s. Note 2
26	Continuous Solo Spot Volta Turning L	nicht in LAIRD enthalten
27	Continuous Solo Spot Volta Turning R	nicht in LAIRD enthalten
28	Maypole - Lady turning R	= Continuous Volta Spot Turn to R

Anhang WR C Figurenliste Figurenkatalog und Pflichtfiguren

29	Maypole - Lady turning L	= Continuous Volta Spot Turn to L
30	Cruzados Walks	
31	Cruzados Locks	
32	Continuous Cruzados Lock	nicht in LAIRD enthalten
33	Dropped Volta	
34	Circular Voltas Turning R	= Circular Voltas to R
35	Circular Voltas Turning L	= Circular Voltas to L
36	Same Foot Botafogos	= Contra Bota Fogos
37	Samba Locks Lady on L Side	= Samba Locks in Open CPP
38	Samba Locks Lady on R Side	= Samba Locks in Open PP
39	Foot Change Method 1-3	
40	L's Three Step Turn to R	
41	Natural Roll	
42	Reverse Roll	nicht in LAIRD enthalten, L's Three Step Turn laut WDSF-Syllabus nur in der Reverse Roll erlaubt, nicht in der Reverse Turn
43	Close Rocks	= Close Rocks on R and L Foot
44	Open Rocks	= Open Rocks to R and L
45	Backward Rocks	
46	Plait	
47	Corta Jaca	
48	Same Position Corta Jaca	
49	Double Spiral Turn	= L's Spiral Spin
50	Promenade to Counter Promenade Runs	
51	Drag	
52	Rolling off the Arm	L anderer Rhythmus: S+aS S+aS
53	Carioca Runs	
54	Argentine Crosses	nicht in LAIRD enthalten
55	Rhythm Bounce	

Cha Cha Cha		WDSF	LAIRD
1	Time Step		
2	Close Basic Movement		= Close Basic
3	Open Basic Movement		= Open Basic
4	New York to Right		= Check from Open CPP
5	New York to Left		= Check from Open PP
6	Hand to Hand to Right		= 6-10 Hand to Hand
7	Hand to Hand to Left		= 1-5 Hand to Hand
8	Spot Turn to Right		
9	Spot Turn to Left		
10	Underarm Turn Turning Right		= Underarm Turn to R
11	Underarm Turn Turning Left		= Underarm Turn to L
12	Three Cha Cha Chas to Right		siehe Note Hand to Hand
13	Three Cha Cha Cha to Left		siehe Note Hand to Hand
14	Shoulder to Shoulder		
15	Aida		nicht in LAIRD enthalten
16	Fan		= 6-10 Fan
17	Open Hip Twist		
18	Open Hip Twist to Chasse		= Open Hip Twist turned to finish in Open CPP
19	Close Hip Twist		

20	Close Hip Twist to Chasse	= Close Hip Twist turned to finish in Open CPP
21	Hockey Stick	
22	Hockey Stick to Chasse	= Hockey Stick turned to finish in Open CPP
23	Alemaná	= Alemaná mit Endung B
24	Alemaná from Open Opposing Position	= Alemaná from Open Position mit Endung B
25	Natural Top	= Natural Top mit Endung B
26	Cross Basic	= ähnlich Cross Basic
27	Cross Basic with Turn	= ähnlich Cross Basic, siehe Note 3
28	Cross Basic to Open Opposing Position	= ähnlich Cross Basic, siehe Note 4
	Methods of Changing Feet 1-4	
30	Simple Foot Change	ähnlich LAIRD
31	Chasse to Right Side Link	nicht in LAIRD enthalten
32	Lock to Right Side Link	nicht in LAIRD enthalten
33	Link to Open Opposing Position	nicht in LAIRD enthalten
34	Split Cuban Breaks to Right	= 1-3 Split Cuban Breaks from OCPP + OPP
35	Split Cuban Breaks to Left	= 4-6 Split Cuban Breaks from OCPP + OPP
36	Cuban Break to Right	nicht in LAIRD enthalten
37	Cuban Break to Left	nicht in LAIRD enthalten
38	Cuban Break Amalgamations	Cuban Breaks in Open Position, Cuban Breaks in Open CPP, Split Cuban Breaks in Open CPP
39	Close Hip Twist Spiral	
40	Open Hip Twist Spiral	
41	Turkish Towel	
42	Sweetheart	
43	Follow my Leader	
44	Syncopated Open Hip Twist	= andere Drehgrade
45	Curl	
46	Rope Spinning	nicht in LAIRD enthalten
47	Overturning Lock Ending	nicht in LAIRD enthalten
48	Continuous Overturned Lock	nicht in LAIRD enthalten
49	Swivel from Overturned Lock	nicht in LAIRD enthalten
50	Swivel Hip Twist	nicht in LAIRD enthalten
51	Swivels	nicht in LAIRD enthalten
52	Walks and Whisks	nicht in LAIRD enthalten
	Advanced Methods of Changing Feet 5-6	
53	Link to Fan L Angle Position	nicht in LAIRD enthalten
54	Syncopated R side Link	nicht in LAIRD enthalten
	Continuous Circular Hip Twist gibt es bei WDSF nicht.	

Rumba	WDSF	LAIRD
1	Close Basic Movement	= Basic Movement
2	Open Basic Movement	nicht in LAIRD enthalten
3	New York to Right	= Check from Open CPP
4	New York to Left	= Check from Open PP
5	Hand to Hand to Right	= 4-6 Hand to Hand
6	Hand to Hand to Left	= 1-3 Hand to Hand
7	Spot Turn to Right	
8	Spot Turn to Left	
9	Underarm Turn Turning Right	= Underarm Turn to R
10	Underarm Turn Turning Left	= Underarm Turn to L
11	Side Walks and Cucarachas	= Side Steps and Cucarachas
12	Fan	= 4-6 Fan
13	*Open Hip Twist	
14	Open Hip Twist Finished to Side	= Open Hip Twist turned to finish in OCPP
15	Hockey Stick	
16	Hockey Stick Finished to Side	= Hockey Stick turned to finish in Open CPP
17	Opening Out to R and L	= Opening Out to R and L
18	Shoulder to Shoulder	nicht in LAIRD enthalten
19	Alternative Basic Movement	
20	*Close Hip Twist	= Close Hip Twist mit Advanced Opening Out
21	Close Hip Twist Finished to Side	= Close Hip Twist turned to finish in OCPP
22	Alemana	
23	Alemana Finished to Side	= Alemana checked to Open CPP
24	Progressive Forward Walks	
25	Progressive Forward Walks to Fan	
26	Aida	= ähnlich Fallaway
27	Continuous Hip Twist	= Continuous Hip Twist mit Advanced Opening Out
28	Cuban Rocks	
29	Fencing to Spin	
30	Continuous Circular Hip twist	
31	Syncopated Open Hip Twist	= andere Drehgrade
32	Natural Top	
33	Reverse Top	
34	Curl	
35	Curl Finished to Side	= Curl turned to Open CPP
36	Spiral	
37	Spiral Finished to Side	= Spiral turned to Open CPP
38	Spiral to Fan	
39	Three Alemanas	
40	Sliding Doors	
41	Advanced Sliding Doors	Damendrehung nicht in LAIRD enthalten
42	Three Threes	
43	Three Threes to Fan	
44	Rope Spinning	
45	Swivels	nicht in LAIRD enthalten
46	Overtured Basic	nicht in LAIRD enthalten
zusätzlich in LAIRD: Runaway Alemana (lässt sich aus verschiedenen Figurenteilen zusammenfügen)		
zusätzlich in LAIRD: Advanced Opening Out Movement (ist bereits Bestandteil o. g. Figuren)		

Paso Doble	WDSF	LAIRD
1	Basic Movement	
2	Sur Place	
3	Chasse to R	
4	Drag	nicht in LAIRD enthalten
5	Chasses to L	
6	Attack	= 1-4 Attack
7	Huit	
8	Separation	
9	Natural Twist Turn	= Twist Turn
10	Promenade	
11	Closed Promenade	= Promende Close
12	Promenade Link	nicht in LAIRD enthalten
13	Sixteen	
14	Promenade to Counter Promenade	
15	Grand Circle	
16	Banderillas	
17	Fallaway Reverse	
18	Fallaway Whisk	
19	Spanish Lines	= Spanish Line
20	La Passe	
21	Syncopated Separation	
22	Flamenco Taps	
23	Twists	
24	Chasse Cape	
25	Chasse Cape Ending 1	nicht in LAIRD enthalten
26	Chasse Cape Ending 2	nicht in LAIRD enthalten
27	Chasse Cape Ending 3	nicht in LAIRD enthalten
28	Travelling Spins from PP	
29	Travelling Spins from CPP	
30	Syncopated Coup de Pique	
31	Separation with Lady's Caping Walks	
32	Farol	
33	Fregolina	
	Methods of Changing Feet	
34	One Beat Hesitation	
35	Syncopated Sur Place	
36	Syncopated Chasse	
37	Left Foot Variation	
38	Coup de Pique (changing from LF to RF)	
39	Coup de Pique (changing from RF to LF)	
	> zusätzlich in LAIRD: Alternative Entries to PP (vgl. Note Fallaway Reverse u. Chasse Capa WDSF)	
	> zusätzlich in LAIRD: Separation to Fallaway Whisk (vgl. Note Separation WDSF)	

Jive	WDSF	LAIRD
1	Basic in Place	
2	Basic in Fallaway	
3	Change of Place from R to L	
4	Change of Place from L to R	
5	American Spin	
6	Change of Place behind the Back	
7	Link	
8	Whip	
9	Promenade Walks – Slow	
10	Promenade Walks – Quick	
11	Fallaway Throwaway	
12	Change of Place from R to L with Double Spin	
13	Overturned Change of Place from L to R	
14	Double Cross Whip	
15	Throwaway Whip	
16	Reverse Whip	
17	Curly Whip	
18	Overturned Fallaway Throwaway	
19	Stop and Go	
20	Hip Bump	= mit "Knee Lift"
21	Windmill	
22	Mooch	nicht in LAIRD enthalten
23	Spanish Arms	
24	Chicken Walks	
25	Rolling off the Arm	+ Lady's Spin
26	Simple Spin	
27	Rock to Simple Spin	nicht in LAIRD enthalten
28	Flicks into Break	
29	Toe Heel Swivels	
30	Sugar Push	nicht in LAIRD enthalten
31	Miami Special	nicht in LAIRD enthalten
32	Shoulder Spin	nicht in LAIRD enthalten
33	Chugging	nicht in LAIRD enthalten, WDSF oder ISTD
34	Catapult	nicht in LAIRD enthalten
35	Ball Change	siehe Flick Ball Change
Zusätzliche im Ji-Syllabus erlaubte Figuren, die nicht im WDSF-Technikbuch Jive enthalten sind:		
36	Stalking Walks und Flicks into Break	nicht in LAIRD enthalten, laut ISTD