

I'LL MAKE LOVE TO YOU

Choreographer: Konrad & Miriam Maerzke
 Schuetzenhausstrasse 15, 69151 Neckargemuend – Germany
 phone: + 49 – 6223 – 95 40 199 | e-mail: konrad.maerzke@gmx.de

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Record: I'll Make Love To You, Boyz II Men, album: "II", track 9, 03:57
 1] cut 0,000–5,200 sec 2] increase speed by 15 % or adjust for comfort

Rhythm: Hesitation Canter Waltz **Phase:** V **Difficulty:** average **Speed:** +15 % or to comfort
Footwork: Opposite (Lady's measures are printed separately throughout) **Timing:** 1, -, -, 4, -, 6; = "std" reflects actual wgt chg

Sequence: INTRO – A – B – BRIDGE – A – B – C – B – B – ENDING

Note: There is a clinic dance that prepares dancers for this dance. It's a 'Phase V easy' dance called "Just A Fool" and has 4 of the 8 Phase V figures of this dance.

INTRODUCTION

1-8 **Wait 2;; thru & Canter Circle Vine & Rondé twice;;**
thru & Canter Circle Vine 7 - M tch - to fc WALL;; Twirl Vine 3; PU [lk] to DLC;

<u>Gentleman's/Leader's steps</u>		<u>Lady's/Follower's steps</u>
1-2	----	wait 2
wait 2 meas* in BFLY/DRW bth R ft free;;		

3-4	1, -, 3, 4, -, -;	thru & Circle Vine & Rondé twice
in a RF circular pattern: thru R, -, sd L, XRib, rondé L ft ccw, -;		
in a LF circular pattern: XLib, -, sd R, XLif, rondé R ccw, -;		
BFLY/DRW		

5-6	1, -, 3, 4, -, 6;	thru & Canter Circle Vine 7 - M: tch - to fc WALL
in a RF circular pattern: thru R, -, sd L, XRib, -, sd L; XRif, -, sd L, XRib, -, tch L;		in a RF circular pattern: thru R, -, sd L, XRib, -, sd L; XRif, -, sd L, XRib, -, sd L;
BFLY/WALL		

7	std	Twirl Vine 3
lding W undr jnd ld hnds: sd L, -, -, XRib, -, sd L;		sd & fwd R trning 1/2 RF undr joined h&s, -, -, sd & bk L trning 1/2 RF, -, sd R;
BFLY/WALL		

8	std	Pickup [lk] to fc DLC
thru R, -, -, fwd & sd L w/ LF upper bdy trn lding W to CP/DLC, -, cl R;		thru L comm LF trn, -, -, fwd & sd R in front of M trng LF to CP, -, cl L;
Make the last step a locking step if you feel, your turn isn't sufficient to get you to face DLC.		
CP/DLC		

PART A

1-16 **Telemark to SCP; Curved Feather; bk Canter Twisty Vine; Back Passing Change to SCAR;**
bk Canter Twisty Vine; Hover Corté; Back Hover to SCP; Running Open Natural;
Open Finish; Drag Hesitation; dbl bk Lilt; Outside Change to SCP;
thru & Canter Vine 3; Natural Weave to SCP;; Chair and Slip to fc DLC;

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1	std	Telemark to SCP	
fwd L comm to trn LF, -, -, sd R cont LF trn, -, sd & slightly fwd L to end in tight SCP;		bk R comm to trn L bringing L besd R w/ no wgt, -, -, trn LF on R heel [heel trn] & chg wgt to L, -, sd & slightly fwd R to end in tight SCP;	
CP/DLW			
2	std	Curved Feather	
thru R comm to trn RF, -, -, w/ L sd stretch cont RF trn sd & fwd L, -, cont upper bdy trn to R w/ L sd stretch fwd R outsd ptr in BJO/DRW;		thru L comm to trn RF, -, -, staying well in M's R arm w/ R sd stretch cont RF trn sd & bk R, -, cont upper bdy trn to R w/ R sd stretch bk L in BJO;	
BJO/DRW			
3	1, -, 3, 4, -, 6;	bk Canter Twisty Vine	
XLib comm ¼ RF trn, -, sd & fwd R fin trn, XLif comm ¼ LF trn, -, sd & bk R fin trn;		XRif comm ¼ RF trn, -, sd & bk L fin trn, XRib comm ¼ LF trn, -, sd & fwd L fin trn;	
BJO/DRW			
4	std	bk Passing Change to SCAR	
chg from BJO to SCAR w/o any bdy sway: bk L, -, -, bk R, -, bk L;		chg from BJO to SCAR w/o any bdy sway: fwd R, -, -, fwd L, -, fwd R;	
SCAR/DRW			
5	1, -, 3, 4, -, 6;	bk Canter Twisty Vine	
XRib comm ¼ LF trn, -, sd & fwd L fin trn, XRif comm ¼ RF trn, -, sd & bk L fin trn;		XLif comm ¼ LF trn, -, sd & bk R fin trn, XLib comm ¼ RF trn, -, sd & fwd R fin trn;	
SCAR/DRW			
6	std	Hover Corté	
bk R comm LF trn, -, -, sd & fwd L w/ hovring action cont bdy trn fcg DLW, -, rec R w/ R sd to BJO;		fwd L trning LF, -, -, sd & fwd R w/ hovring action, -, rec L w/ L sd to BJO;	
note: This is a modification to the RAL figure, which is defined as only starting in CP.			
BJO/DLW			
7	std	Back Hover to SCP	
bk L, sd & bk R w/ a slight rise, rec L;		fwd R comm trn, -, -, sd & fwd w/ a slight rise & brush free ft to supporting ft comp trn L, -, rec R;	
SCP/DLW			
8	1, -, -, 4, 5, 6;	Running Open Natural	
thru R comm to trn RF, -, -, sd & bk L w/ slight L sd stretch [3/8 RF trn between stps 1 & 2], bk R w/ R sd ld prep to ld W outsd ptr [1/8 RF trn between stps 2 & 3], w/ slight R sd stretch bk L in CBMP;		thru L comm upper bdy trn RF staying well into M's R arm w/ slight R sd stretch, -, -, fwd R, fwd L w/ L sd ld prep to stp outsd ptr, w/ slight L sd stretch fwd R outsd ptr in CBMP;	
BJO/DRC			
9	std	Open Finish	
bk R trning LF, -, -, sd & fwd L, -, fwd R outsd ptr to BJO;		fwd L trning LF, -, -, sd & bk R, -, bk L to BJO;	
BJO/DLW			
10	1, -, -, 4, -, -;	Drag Hesitation	
fwd L, -, -, beginning LF trn sd R cont LF trn draw L twd R ovr the remainder of the measure ending in BJO, -, -;		bk R, -, -, beginning LF trn sd L cont LF trn draw R twd L ovr the remainder of the measure ending in BJO, -, -;	
BJO/DRC			

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11	1, -, 3, 4, -, 6;	dbl bk Lilt
bk L toe to heel w/ then rise from heel to ball, -, cl R w/ lowering to flat ft & soft knees, bk L toe to heel w/ then rise from heel to ball, -, cl R w/ lowering to flat ft & soft knees;		fwd R heel to toe w/ then rise from heel to ball, -, cl L w/ lowering to flat ft & soft knees, fwd R heel to toe w/ then rise from heel to ball, -, cl L w/ lowering to flat ft & soft knees;
BJO/DRC		

12	std	Outside Change to SCP
w/ R sd stretch bk L in CBMP, -, -, bk R comm LF trn passing thru CP, -, w/ L sd stretch sd & fwd L [1/4 LF trn between stps 5 & 6 bdy trns less];		w/ L sd stretch fwd R in CBMP outsd ptr, -, -, fwd L passing thru CP, -, w/ R sd stretch fwd R to SCP;
SCP/DLW		

13	1, -, 3, 4, -, 6;	thru & Canter Vine 3
thru R, -, sd L, XRibL, -, sd L;		thru L, -, sd R, XLib, -, sd R;
SCP/DLW		

14-15	std	Natural Weave to SCP
thru R comm to trn RF, -, -, sd L w/ L sd stretch [a little undr 1/4 RF trn between stps 1 & 2], -, w/ R sd ld bk R DLC prep to ld W outsd ptr [slight RF trn between stps 2 & 3], w/ R sd stretch bk L in CBMP, -, -, bk R comm LF trn passing thru CP, -, w/ L sd stretch sd & fwd L [1/4 LF trn between stps 5 & 6 bdy trns less];		thru L comm to trn RF, -, -, fwd R w/ R sd stretch trning 1/4 RF between stps 1 & 2, -, w/ L sd ld fwd L prep to stp in CBMP outsd ptr, w/ L sd stretch fwd R in CBMP outsd ptr, -, -, fwd L passing thru CP, -, w/ R sd stretch fwd R to SCP;
SCP/DLW		

16	std	Chair and Slip to fc DLC
ck thru R w/ lun action as for Chair [see Phase III], -, -, rec L [no rise], -, w/ slight LF upper bdy trn slip R beh L cont trn to end CP/DLC;		ck thru L w/ lun action as for Chair [see Phase III], -, -, rec R [no rise], -, swivel LF on R & stp fwd L outsd M's R ft to CP;
CP/DLC		

PART B

1-8 Mini Telespin;; Change of Direction to fc DRW; Double Reverse Spin; Turn L & R Chasse; Outside Spin; Quick Lock Slow Lock; half Box back;

1-2	M: 1, -, -, 4, -, -; 1, -, -, 4, -, -;	W: 1, -, -, 4, 5, 6; 1, -, -, 4, -, -;	Mini Telespin
fwd L comm to trn LF, -, -, sd R trning 3/8 LF between stps 1 & 2, bk & sd L no wgt light pressure insd edge of toe keeping L sd in to W, trn bdy LF no wgt to ld W to CP comm spin LF; fwd L cont spin LF on L drawing R to L undr bdy, -, -, cl R flexing knees, -, hld;		bk R comm to trn LF, -, -, L ft cls to R heel trn trning 1/2 LF between stps 1 & 2, fwd R keeping R sd in to M, fwd L trning LF twd ptr head to the R; fwd R to CP head to the L spinning LF drawing L to R undr bdy, -, -, cl L flexing knees, -, hld;	
CP/DRC			

3	1, -, -, 4, -, -;	Change of Direction
fwd L, -, -, fwd R R shldr lding trning LF 1/4 starting to draw L to R & cont drawing L to R ovr the remainder of the measure, -, -;		bk R, -, -, bk L L shldr lding trning LF 1/4 starting to draw R to L & cont drawing R to L ovr the remainder of the measure, -, -;
note: The turn is made after the toe is placed on the second stp; when the trn is compd this stp "becomes" a sd stp.		
CP/DRW		

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4	M: 1, -, -, 4, -, -; W: 1, -, -, 4, 5, 6;	Double Reverse Spin
fwd L comm LF trn, -, -, sd R [$\frac{3}{8}$ LF trn between stps 1 & 2] spin $\frac{1}{2}$ LF between stps 2 & 3 on ball of R bring L ft undr bdy besd R no wgt flexed knees, -, -;		bk R comm to trn LF, -, -, L ft cl to R heel trn trng $\frac{1}{2}$ LF between stps 1 & 2, sd & slightly bk R cont LF trn, XLif;
CP/RLOD		

5	1, -, -, 4, 5, 6;	Turn L & R Chasse
fwd L comm LF upper bdy trn, -, -, sd R cont trn, cl L, sd R comp trn to BJO;		bk R comm LF upper bdy trn, -, -, sd L cont trn, cl R, sd L comp trn to BJO;
BJO/DLW		

6	std	Outside Spin
prep to ld W outsd ptr comm RF bdy trn toeing in w/ R sd ld bk L in CBMP small stp $\frac{3}{8}$ trn to R on stp 1, -, -, fwd R in CBMP heel to toe cont to trn RF, -, [1/8 RF trn between stps 2 & 3] sd & bk L to end in CP 1/4 RF trn on 3;		comm RF bdy trn w/ L sd ld staying well in the M's R arm R ft fwd in CBMP outsd ptr heel toe, -, -, L ft cls to R ft on toes of both feet $\frac{3}{8}$ trn between stps 1 & 2, -, cont to trn RF 1/8 between stps 2 & 3 fwd R between M's feet to end in CP 1/4 RF trn on stp 3;
CP/DLC		

7	1, 2, 3, 4, -, -;	Quick Lock Slow Lock
w/ R sd ld & R sd stretch: bk R, lk L, bk R, lk L, -, -;		w/ L sd ld & L sd stretch: fwd L, lk R, fwd L, lk R, -, -;
CP/DLC		

8	std	half Box bk
bk R, -, -, sd L, -, cl R;		fwd L, -, -, sd R, -, cl L;
CP/DLC		

BRIDGE

1-2 fwd & Right Lunge; hesitation Sway L & R;

1	1, -, -, 4, -, -;	fwd & Right Lunge
fwd L, -, -, flex L knee move sd & slightly fwd onto R keeping L sd in twd ptr & as wgt is taken on R flex R knee & make slight LF bdy trn & look at ptr, -, -;		bk R, -, -, flex R knee move sd & slightly bk on to L keeping R sd in twd ptr & as wgt is taken on L flex L knee & make slight LF bdy trn, -, -;
CP/DLC		

2	1, -, -, 4, -, -;	hesitation Sway L & R
sd L taking partial wgt while stretching the same sd of the bdy [w/ the head swaying twd the opposite direction of stp], cont to transfer wgt to ft & comm straightening bdy, comp transfer of wgt to ft w/ bdy up R ovr wgted ft drawing opposite ft slightly, sd R & repeat above, -, -;		sd R taking partial wgt while stretching the same sd of the bdy [w/ the head swaying twd the opposite direction of stp], cont to transfer wgt to ft & comm straightening bdy, comp transfer of wgt to ft w/ bdy up R ovr wgted ft drawing opposite ft slightly, sd L & repeat above, -, -;
note: Technically this needs to be called "hesitation Sway" due to the fact, that 2 stps are taken ovr 6 beats (see Glossary). The suggested head cues will indicate that this simply be cued as "Sway L & R".		
CP/DLC		

PART C

1-10 Viennese Turns underturned to fc DLW;; Whisk; Quick Open Reverse; bk & Chasse to SCP/DLW; In and Out Runs;; thru, fc, cl; Canter Riff Turn; Lunge L & slip to fc DLC;

1-2	std	Viennese Turns underturned to fc DLW
fwd L comm LF trn, -, -, sd R cont LF trn, -, XLif; bk R cont LF trn, -, -, sd L cont LF trn, -, cl R;		bk R comm LF trn, -, -, sd L cont LF trn, -, cl R to L; fwd L cont LF trn, -, -, sd R cont LF trn, -, XLif;
CP/DLW		

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3	std	Whisk
fwd L to CP, -, -, fwd & sd R comm rise to ball of ft, -, XLib cont to full rise on ball of ft ending in tight SCP;		bk R to CP, -, -, bk & sd L comm to rise to ball of ft, -, XRib cont to full rise on ball of ft ending in a tight SCP;
SCP/DLC		

4	1, -, -, 4, 5, 6;	Quick Open Reverse
thru R in CBMP, -, -, fwd L comm to trn LF, sd & bk R [1/4 LF trn between stps 2 & 3], w/ R sd stretch bk L in BJO;		thru L in CBMP, -, -, bk R comm to trn LF, sd & fwd L [3/8 LF trn between stps 2 & 3], w/ L sd stretch fwd R in BJO;
BJO/DRC		

5	1, -, -, 4, 5, 6;	bk & Chasse to SCP/DLW
bk R comm LF trn, -, -, trng LF sd L, cl R, sd & fwd L trng & blending to SCP/LOD;		fwd L, -, -, trng LF sd L, cl R, fwd & sd L trng & blending to SCP/LOD;
Think of an Outside Change to SCP action, but w/ Chasse footwork.		
SCP/DLW		

6-7	std	In and Out Runs
thru R starting RF trn, -, -, sd & bk DLW on L to CP, -, bk R w/ R sd lding to BJO; bk L trng RF, -, -, sd & fwd R between W's ft cont RF trn, -, fwd L to SCP;		thru L, -, -, fwd R between M's ft, -, fwd L outsd ptr w/ L sd lding to BJO; fwd R starting RF trn, -, -, fwd & sd L cont trn, -, fwd R to SCP;
SCP/DLC		

8	std	thru, fc, cl
thru R comm trng to fc ptr, -, -, trng to fc ptr sd L, -, cl R;		thru L comm trng to fc ptr, -, -, trng to fc ptr sd R, -, cl L;
CP/DLW		

9	1, -, 3, 4, -, 6;	Canter Riff Turn
sd L, -, cl R, sd L, -, cl R;		sd & fwd R, spin right face comp 1 full trn undr jnd ld hnds, cl L, sd & fwd R, spin right face comp 1 full trn undr jnd ld hnds, cl L;
note: Technically this needs to be called "Canter Riff Turn" due to the fact, that 2 steps are taken over 6 beats (see Glossary). The suggested head cues will indicate that this simply be cued as "Riff Turn".		
CP/DLW		

10	1, -, -, 4, -, -;	Lun L & slip to fc DLC
sd L bending knee & cking motion, -, -, w/ slight LF upper bdy trn slip R beh L cont trn to end CP/DLC, -, -;		sd R bending knee & cking motion, -, -, swivel LF on R & stp fwd L outsd M's R ft to CP, -, -;
CP/DLC		

ENDING

1-6 2 Left Face Turning Waltzes to BFLY/DRW - M pt;; thru & Canter Circle Vine & Rondé twice;; thru & Canter Circle Vine 7 with Lunge side;;

1-2	std	2 LF Turning Waltzes to BFLY/DRW - M pt
fwd L comm 1/4 LF trn, -, -, cont trn sd R diag aX Line of Progression, -, cl L; bk R comm 1/4 LF trn, -, -, cont trn sd L twd Line of Progression keep R ft xtnd, pt R;		bk R comm 1/4 LF trn, -, -, cont trn sd L twd, -, cl R; fwd L comm 1/4 LF trn, -, -, cont trn sd R diag aX Line of Progression, -, cl L;
BFLY/WALL w/ bth R ft free		

3-4		repeat meas 3-4 of INTRO
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5-6	1, -, 3, 4, -, 6;	thru & Canter Circle Vine 7 with Lunge side
in a RF circular pattern: thru R, -, sd L, XRib, -, sd L; XRif, -, sd L, XRib, -, sd lun L & xtnd arms to sd;		in a RF circular pattern: thru R, -, sd L, XRib, -, sd L; XRif, -, sd L, XRib, -, sd lun L & xtnd arms to sd;
fc about DRW		

Phase II	6
Back Twinkle	
Back Waltz	
Box Left Turning	
Box Right Turning	
Canter	
Change Sides	
Cross Wrap	
Forward Waltz	
Lace	
Left Face Turning Waltz	x
Maneuver	
Open Box	
Open Reverse Box	
Pickup	x
Progressive Box	
Progressive Twinkle	
Reverse Twirl	
Reverse Twirl Vine	
Right Face Turning Waltz	
Roll	
Solo Left Turning Box	
Solo Waltz Turn	
Spin Maneuver	
Spot Spin	
Sway	x
Thru Side Close	
Thru Twinkle	
Turn Face Close	
Twinkle	
Twirl	
Twirl Vine	x
Twisty Balance	
Twisty Vine	x
Vine Six	
Vine Three	x
Wheel	

Phase III	6
Back Back/Lock Back	
Back Hover	x
Box Finish	x
Chasse	x
Cross Hover	x
Forward Chasse	
Forward Hover	
Fwd Fwd / Lock Fwd	
Hover	
Hover Fallaway	

Impetus to SCP	
Interrupted Box	
Pivot to SCP	
Slip Pivot	
Spin Turn	
Thru Chasse to BJO	
Thru Chasse to SCP	
Thru Hover	
Turn L & R Chasse	x
Whisk	x
Wing	

Phase IV	10
Back Hover Telemark	
Back Passing Change	x
Back Whisk	
Chair and Slip	x
Change of Direction	x
Closed Impetus	
Closed Wing	
Cross Hesitation	
Cross Pivot	
Cross Swivel	
Develope	
Diamond Turn	
Drag Hesitation	x
Heel Pull	
Hesitation Change	
Hover Corte	x
Hover Telemark	
In and Out Runs	x
Left Whisk	
Natural Hover Fallaway	
Open Finish	x
Open In and Out Runs	
Open Natural Turn	
Open Reverse Turn	
Outside Change to BJO	
Outside Change to SCP	x
Outside Check	
Outside Swivel	
Oversway	
Progressive Wing	
Promenade Sway	
Quick Diamond Four	
Reverse Fallaway from CP	
Reverse Fallaway from SCP	
Right Lunge	x
Slow Side Lock	

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Telemark to BJO	
Telemark to SCP	x
Viennese Cross	
Viennese Turns	x
Weave to BJO Position	
Weave to SCP	
Whiplash	

Phase V	8
Back Turning Whisk	
Contra Check	
Contra Check and Slip	
Contra Check and Switch	
Curved Feather	x
Double Reverse Spin	x
Eros Line	
Forward Tipple Chasse	
Hairpin	
Hinge	
Hover Cross Ending	
Jete Point	
Lilt Pivot	
Mini Telespin	x
Natural Hover Cross	
Natural Telemark	
Natural Weave	x
Outside Spin	x
Quick Lock Slow Lock	x
Quick Open Reverse	x
Reverse Fallaway and Slip	
Reverse Impetus	
Right Lunge Roll and Slip	
Right Turning Lock	
Ripple Chasse	
Rising Lock	
Royal Spin	
Running Open Natural	x
Swivel Whisk	
Syncopated Whisk	
Tipple Chasse	
Top Spin	
Turning Lock	

Bolero Phase V	1
Riff Turn	x

SUGGESTED HEADCUES

SEQUENCE: INTRO – A – B – BRIDGE – A – B – C – B – B – ENDING

INTRODUCTION

wait 2;; in BFLY/DRW bth R ft free
thru & Canter Circle Vine & Rondé twice;;
thru & Canter Circle Vine 7 - M tch - to fc WALL;; Twirl Vine 3; PU lk to DLC;

PART A

Open Telemark; Curved Feather; bk Canter Twisty Vine; Back Passing Change to SCAR;
bk Canter Twisty Vine; Hover Corté; Back Hover to SCP; Running Open Natural;
Open Finish; Drag Hesitation; dbl bk Lilt; Outside Change to SCP;
thru & Canter Vine 3; Natural Weave to SCP;; Chair and Slip to fc DLC;

PART B

Mini Telespin;; Change of Direction to fc DRW; Double Reverse Spin;
Turn L & R Chasse; Outside Spin; Quick Lock Slow Lock; half Box back;

BRIDGE

fwd & Right Lunge; Sway L & R;

PART C

Viennese Turns underturned to fc DLW;; Whisk; Quick Open Reverse;
bk & Chasse to SCP/DLW; In and Out Runs;; thru, fc, cl;
Riff Turn; Lunge L & slip to fc DLC;

ENDING

2 Left Turns to BFLY/DRW - M pt;; thru & Canter Circle Vine & Rondé twice;;
thru & Canter Circle Vine 7 with Lunge side;;

SEQUENCE: INTRO – A – B – BRIDGE – A – B – C – B – B – ENDING