

Jim and Jack and Hank

Count: 48

Wand: 4

Ebene: Intermediate

Choreograf/in: Bob Devers (USA) - September 2015

Musik: Jim and Jack and Hank - Alan Jackson



Start dancing on lyrics

S1: SHUFFLE R FORWARD DIAGINAL 1:00 O'CLOCK ROCK L FORWARD RECOVER R, SHUFFLE BACK L, ROCK R BACK, RECOVER L, TURNING TO 11:00 O'CLOCK

- 1&2 Step R Forward (1) Step L Together (&) Step R Forward (2)
- 3-4 Rock Forward on L (3) Recover Onto R Foot (4)
- 5&6 Step L Back (5) Step R Together (&) Step L Back (6)
- 7-8 Rock Back on R Foot (7) Recover Onto L Foot Facing 11:00 O'clock (8)

S2: SHUFFLE R FORWARD DIAGINAL 1:00 O'CLOCK ROCK L FORWARD RECOVER R, SHUFFLE BACK L, ROCK R BACK, RECOVER L, TURNING TO 12:00 O'CLOCK

- 1&2 Step R Forward (1) Step L Together (&) Step R Forward (2)
- 3-4 Rock Forward on L (3) Recover Onto R Foot (4)
- 5&6 Step L Back (5) Step R Together (&) Step L Back (6)
- 7-8 Rock Back on R Foot (7) Recover Onto L Foot (8)

S3: SHUFFLE R, ROCK L BEHIND, RECOVER R, SHUFFLE L, ROCK R BEHIND, RECOVER L

- 1&2 Step R to Side (1) Step L Together (&) Step R to Side (2)
- 3-4 Rock Back L Behind R (3) Recover onto R Foot (4)
- 5&6 Step L to side (5) Step R together (&) Step L to side (6)
- 7-8 Rock back R behind L (7) Recover on to L foot (8)

S4: R KICK, KICK, TRIPLE, L KICK, KICK, TRIPLE ¼ TURN L

- 1-2 Kick R forward (1) Kick R to side (2)
- 3&4 Step R together (3) step L together (&) step R together (4)
- 5-6 Kick L forward (5) Kick RL to side (6)
- 7&8 Step L together ¼ turn L (3) step R together (&) step L together (4)

S5: K STEP

- 1-2 Step R forward to 11:00 o'clock (1) Touch L beside of R (2)
- 3-4 Step L back to 12:00 o'clock (3) Touch R together (4)
- 5-6 Step R Back to 1:00 o'clock (5) Touch L beside R (6)
- 7-8 Step L forward to 12:00 o'clock (7) Touch R together (8)

S6: ¼ PIVOT L X 2, JAZZ BOX

- 1-2 Step R forward (1) Pivot ¼ L (2)
- 3-4 Step R forward (3) Pivot ¼ L (4)
- 5-6 Step R cross over L (5) Step back L (6)
- 7-8 Step R to side (7) Step L together (8)

REPEAT, HAVE FUN ON THE DANCE FLOOR