

Resurrection Shuffle

Count: 64

Wand: 1

Ebene: Phrased Advanced

Choreograf/in: Daniel Trepát (NL) & Roy Hadisubroto (NL) - November 2013

Musik: Resurrection Shuffle - Tom Jones



Intro: 16 counts from first beat in music (app. 10 sec into track). Start when Tom Jones starts singing

Sequences: A A B A B* B B**

Footwork Part A

[1 – 8] Side Steps 4x, Step fwd, Touch behind, Full turn Unwind, Rockstep, Step fwd

- 1 – 4 Step R to R side (1), Recover on L (&), Recover on R (2), Step L to L Side (3), Big step R forward (4) 12:00
- 5 – 6 Touch R behind L (5), Full turn L (weight ends on L) (6), 12:00
- 7&8 Rock R back (lift L off the floor) (7), Recover on L (&), Step R fwd (8) 12:00

[9 – 16] Heel bounce 2x, Kick, Together, Step fwd, Stepping 1 ¼ turn R, ¼ turn paddle turn R

- 1&2 ¼ turn L bouncing heels (1), 1/8 turn L 1bouncing heels (&), 1/8 turn L kicking forward (2) 6:00
- 3&4 Step L next to R (3), Step R forward (&), ¼ turn R stepping L to L side (4) 9:00
- 5 – 6 ½ turn R stepping R to R side (5), ½ turn R stepping L to L side (6) 9:00
- 7&8 Weight on L tapping 3 times and turning ¼ turn R (weight ends on L) (7&8) 12:00

[17 – 24] Cross rockstep, ½ pivot turn L 2x, Touch side 3x, Together, Side

- 1&2 Cross R behind L (lift L off the floor) (1), Recover on L (&), Step R to R side (2) 12:00
- 3 – 4 ½ turn L stepping L to L side (3), ½ turn L stepping R to R side (4) 12:00
- &5&6 Touch L next to R (&), Step L to L side (5), Touch R next to L (&), Step R to R side (6) 12:00
- &7&8 Touch L next to R (&), Step L to L side (7), Step R next to L (&), Step L to L side (8) 12:00

[25 – 32] ¼ turn side touches 2x, Shuffle ½ turn L, Swivel LF, Swivel RF, Hitch

- &1&2& Touch R next to L (&), ¼ turn L stepping R to R side (1), Touch L next to R (&), ¼ turn L stepping L to L side (2) Touch R next to L (&) 6:00
- 3&4 ¼ turn L Stepping R to R side (3), Step L next to R (&), ¼ turn L stepping R back (4) 12:00
- 5 – 8 Step L to L side & toes out (5), L heel out (&), L toes out (6), R toes in (&), R heel in (7), R toes in (&), Hitch R (8) 12:00

Footwork Part B

[1 – 8] Side together R 4x, Side together L 4x with a ¼ turn L

- 1 – 4& Step R to R side (1), Step L next to R (&), Step R to R side (2), Step L next to R (&), Step R to R side (3), Step L next to R (&), Step R to R side (4), Touch L next to R (&), 12:00
- 5 – 8& Step L to L side (5), Step R next to L (&), Step L to L side (6), Step R next to L (&), Step L to L side (7), Step R next to L (&), ¼ turn L stepping L forward (8), Touch R next to L (&), 9:00

[9 – 16] Step touch 2x, Diagonal backwards with arm movement, Out, Heel swivel, ¼ turn L, Back, Side

- 1&2& Step R to R side (1), Touch L next to R (&), Step L to L side (2), Touch R next to L (&) 9:00
- 3 – 4 Step diagonal R back (bend body forward & straighten the arms forward) (3), Step L out (4) 9:00
- 5 – 6 Swivel R heel out (&), Swivel R heel back (5), Swivel R heel out (&), Swivel R heel back (6) 9:00
- 7 – 8 ¼ turn L stepping R back (7), Step L to L side (8) 6:00

[17 – 24] Cross rockstep, Side rock, ½ turn L, Side rock, Cross, Jumping side shuffle, Slide R diagonal with swivels

- 1 – 4 Cross hop R over L (1), Recover on L (&), Rock hop R to R side (2), ¼ turn L stepping L fwd (&), ¼ turn L rocking hop R to R side (3), Recover on L (&), Cross hop R over L (4) 12:00
- 5&6 Hop L to L side (5), Step R next to L (&), Hop L to L side (6) 12:00
- 7&8& 1/8 turn L stepping R to R side & turn R heel out (7), Swivel R toes out (&), Swivel R heel out (8), 1/8 turn R swivelling R toes out (&) 12:00

[25 – 32] Diagonal backwards with touch 2x, Full pirouette L, 1/8 turn R, Shuffle, Step 2x

- 1&2& Step L diagonal L back (1), Touch R next to L (&), Step R diagonal R back (2), Touch L next to R (&) 12:00
- 3&4 ¼ turn L Stepping L forward (3), ¾ turn L Hitching R (&), Point R to R side (4) 12:00
- 5 – 8 1/8 turn R stepping R fwd (5), Step L next to R (&), Step R fwd (6), Walk L fwd (7), Walk R fwd (8) 1:30

Begin again!

Tag: Bounce arms out (1), Bounce arms out (2), Arms around you like hugging yourself (3 – 4) 6:00
