

Better On You

Count: 64

Wand: 4

Ebene: Low Intermediate

Choreograf/in: Gianni Hook Valassi (IT) - January 2023

Musik: Better on You - Isaac Jacob Band



Restart on 3° wall after 32 count (h. 6:00)

(S1) KICK / TOUCH x 2 / KICK / COASTER CROSS / STEP SIDE

- 1 - 4 kick R forward – touch R lateral – touch R back – kick R diagonal
- 5 & 6 step R behind L – step L next R – cross R over L
- 7 - 8 step L side – step R next L (weight on right)

(S2) KICK / TOUCH x 2 / KICK / COASTER CROSS / STEP SIDE

- 1 - 4 kick L forward – touch L lateral – touch L back – kick L diagonal
- 5 & 6 step L behind R – step R next L – cross L over R
- 7 - 8 step R side – step L next R (weight on left)

(S3) STEP FW / SHUFFLE (x2)

- 1 - 2 step R forward – step L forward
- 3 & 4 step R forward – together – step R forward
- 5 - 6 step L forward – step R forward
- 7 & 8 step L forward – together – step L forward

(S4) ROCK STEP / SHUFFLE BACK / ROCK TURN / COASTER STEP

- 1 - 2 step R forward – recover
- 3 & 4 step R back – together – step R back
- 5 - 6 step L ½ turn - recover
- 7 & 8 step L back – step R next L – step L forward

(S5) ROCK STEP / SAILOR ¼ TURN / ROCK SIDE / SHUFFLE CROSS

- 1 - 2 step R forward – recover
- 3 - 4 cross R behind L – step L ¼ turn – step R forward
- 5 - 6 step L side – recover
- 7 & 8 step L over R – together – step L over R

(S6) STEP SIDE / KICK BALL CROSS (x 2)

- 1 - 2 step R side – touch L
- 3 & 4 kick L – step L next R – cross over R
- 5 - 6 step L side – touch R
- 7 & 8 kick R – step R next L – cross over L

(S7) ROCK STEP ½ TURN / SHUFFLE BACK / STEP BACK (x 2) / COASTER STEP

- 1 - 2 step R ½ turn back - recover
- 3 & 4 step R back – together – step R back
- 5 - 6 step L back – step R back
- 7 & 8 step L back – step R next L – step L forward

(S8) JAZZ BOX ¼ TURN / ROCHING CHAIR

- 1 - 2 Cross R over L – step L back ¼ turn
- 3 - 4 step R next L / together
- 5 - 6 step right forward - recover
- 7 - 8 step right back - recover

Final h 6,00 After 48 count
Step R $\frac{1}{4}$ turn - $\frac{1}{2}$ turn stomp L
