

Ridin' The Rodeo

Count: 64

Wand: 0

Ebene:

Choreograf/in: Ty Barton (AUS)

Musik: Ridin' the Rodeo - Perfect Stranger



- 1 Left heel forward
&2 Bring left foot to center, touch right toe back
&3 Bring right foot to center, touch left toe to left side
&4 Bring left foot to center, touch right toe to right side
- 5-8 Step right behind left, step left to left side, step right across left, step left to left side
9-10 Two hops back on left-two right toe taps back at the same time
- 11-12 Kick right across left, step forward on right
- 13-14 Kick left across right, step forward on left
15-16 Kick right across left twice
- 17-18 Jump feet together crossing left over right, jump feet apart
19-20 Jump feet together crossing right over left, unwind turning ½ turn left
- 21-22 Shuffle forward right-left-right, turning ½ turn left
23-24 Shuffle back left-right-left, turning ½ turn left
- 25-28 Two hops on left foot to right side with right leg hitched & turning ¼ turn to left stomp right, left
29-32 Right kick ball change (ending with left slightly forward of right);, turn ½ turn to right on balls of both feet, kick right forward
33-36 Step right back across left, step back onto left, step right back across left, step back onto left
37-40 Step right back across left, turn full turn to left, touch right toe to right side, bring right next to left
41-44 Side shuffle right right-left-right, turn ½ turn to right, side shuffle left left-right-left
- 45-46 Turn ½ turn left, rock on right to right side, step left in place
47-48 Stomp right across left, hold
49-50 Rock on left to left side, step right in place
51-52 Stomp left across right, hold
- 53-56 Jump feet apart, jump feet together, jump left heel forward & step right in place jump feet together & clap
57-60 Jump feet apart, jump feet together, jump right heel forward & step left in place jump feet together & clap
- 61-62 Touch right heel forward, touch right toe to right side
63&64 Scoot forward on left & hitch right, step right in place, lift left leg

REPEAT