

# Just..."Bob"

Count: 32

Wand: 4

Ebene: Improver

Choreograf/in: Charlotte Skeeters (USA)

Musik: Bob Robert's Society Band - Jimmy Buffett



Dance starts with 1/4 turn left on the '&' count each 32 count sequence

## ¼ TURN(&), CROSS, HOLD, SIDE(&), CROSS, SIDE, 2-SAILOR SHUFFLES:

- & Right step forward into ¼ turn left(&)
- 1-2 Left cross over right; hold
- &3-4 Right step side right(&); left cross over right; right step side right
- 5&6 Left cross behind right; right step side right; left step side left
- 7&8 Right cross behind left; left step side left; right step side right

## ROCK, ROCK, DIAGONAL, LOCK, SIDE(&), CROSS, RECOVER, SIDE(&), CROSS, RECOVER:

- 1-2 Left rock-step back; right rock-step forward
  - 3-4 Left step forward diagonal left; right cross-lock behind left
- Next 6 steps(4 counts) should be animated rocking-swinging-small jumping motion!**
- & Left step side left (small jump)
  - 5 Right rock-cross over left
- Keep left back in place, lift slightly off floor**
- 6 Recover weight back on left
  - & Right step side right (small jump)
  - 7 Left rock-cross over right
- Keep right back in place, lift slightly off floor**
- 8 Recover weight back on right

## BACK(&), FORWARD, ½ PIVOT, FORWARD, ½ PIVOT, ROCK, ROCK, TURN, TURN:

- &1-2 Left step back(&); right step forward; pivot ½ turn left(end weight left)
  - 3-4 Right step forward; pivot ½ turn left (end weight. Left)
  - 5-6 Right rock step forward; left rock-step back
  - 7- Pivot on ball of left into ½ turn right and step right forward
  - 8- Pivot on ball of right into ½ turn right and step left back
- Keep right foot forward**

## ROLL FORWARD, ROLL BACK, POINT/TAP, &, POINT/TAP, &, POINT/TAP, HOLD:

On counts 1-4, be creative. Do whatever feels good

- 1-2 Roll body and/or hips forward (2 counts)
- 3-4 Roll body and/or hips back (2 counts) weight ends on left
- 5& Right toe point/tap forward; right step next to left
- 6& Left toe point/tap forward; left step next to right
- 7-8 Right toe point/tap forward; hold

**REPEAT**