

Heart Flutter

Count: 48

Wand: 0

Ebene:

Choreograf/in: Shirley Cameron (CAN)

Musik: Flutter - Jack Ingram



ROCK-STEPS WITH HITCHES (TRAVELING FORWARD)

- 1-4 Rock forward on right, rock back on left, rock forward on right, hitch left
5-8 Rock forward on left, rock back on right, rock forward on left, hitch right

STEP-TOUCH

- 9-12 Side step right on right foot, touch left foot beside right, side step left on left foot, touch right foot beside left

EXTENDED VINES WITH KICKS

- 13-16 Side step right on right foot, cross and step left behind right, side step right on right foot, cross and step left over and across right
17-20 Side step right on right foot, touch left beside right, kick left foot across body twice
21-24 Side step left on left foot, cross and step right behind left, side step left on left foot, cross and step right over and across left
25-28 Side step left on left foot, touch right beside left, kick right foot across body twice

TOUCHES, ¼ TURN WITH HITCH, FULL BEAT STEP-TOUCHES

- 29-32 Touch right toes to right side, cross and touch right toes over left, touch right toes to right side, ¼ turn left on ball of left foot and hitch right knee
33-36 Step back on right foot, extend and touch left heel forward (leaning body back), step left foot home, touch right beside left

TOUCHES, ¼ TURN WITH HITCH, FULL BEAT STEP-TOUCHES

- 37-40 Touch right toes to right side, cross and touch right toes over left, touch right toes to right side, ¼ turn left on ball of left foot and hitch right knee
41-44 Step back on right foot, extend and touch left heel forward (leaning body back), step left foot home, touch right beside left

HEEL JACKS

- &45 Quickly step right foot back, extend and touch left heel forward on 45 degree left angle
&46 Quickly step left foot home, step right foot beside left foot (weight on right)
&47 Quickly step left foot back, extend and touch right heel forward on 45 degree right angle
&48 Quickly step right foot home, step left foot beside right foot (weight on left)

REPEAT
