Cleopatra



Count: 64 Wand: 1 Ebene:

Choreograf/in: Marianne Singleton (AUS)

Musik: Cleopatra, Queen of Denial - Pam Tillis



1-4 5-8	Vine to right, point left toe to left side. Jump to touch right to right side: jump to touch left to left side. Jump to touch right to right
5-0	side: jump to touch left to left side.
9-12	Vine to left, point right toe to right side.
13-16	Jump to touch left toe to left side: jump to touch right toe to right side. Jump to touch left toe to left side: jump to touch right toe to right side.
17-20	Step right behind left, touch left to left side: step left behind right, touch right to right side.
21-24	Step right across left, touch left to left side: step left across right, touch right to right side.
25-26	Step forward on right, turning ¼ turn left: close left to right.
27-28	Tap both heels to floor twice.
29-32	Kick right forward, ball change right, left: kick right forward, ball change right, left.
33-34	Touch right forward 45 degrees, brush right across left, slapping right heel with left hand.
35-36	Touch right forward 45 degrees, slap right heel behind with left hand.
37-38	Touch right forward 45 degrees, close right to left.
39-42	Kick left forward, ball-change left, right: kick left forward, ball-change left, right.
43-44	Touch left forward 45 degrees, brush left across right, slapping left heel with right hand.
45-46	Touch left forward 45 degrees, slap left heel behind with right hand.
47-48	Touch left forward 45 degrees, touch left toe to back.
49-52	Step forward on left, lift right knee & slap with right hand: step back on right, touch left toe to back.
53-56	Shuffle forward left-right-left, step forward on right, lift left knee & slap with left hand.
57-60	Step back on left, touch right toe back: shuffle back right-left-right.
61-64	Step forward on left, turning ¼ turn right: close left to right & clap.

REPEAT

A variation can be made to a four wall dance by adding a 270 degree roll to the right at the end of the dance, thus adding 4 beats. Right/left/right/left