

# Bring It On

Count: 32

Wand: 4

Ebene: Improver

Choreograf/in: Lisa Strong (CAN)

Musik: Bring It On - Rosie Flores



## **FORWARD-ROCK-COASTER-CROSS-ROCK-¾ TURNING TRIPLE LEFT**

- 1 Step right foot forward
- 2 Rock back onto left foot
- 3 Step right foot back
- & Step left foot beside right
- 4 Step right foot forward
- 5 Cross-step left foot in front of right
- 6 Rock back onto right foot
- 7 Step left foot forward as you turn ¼ left
- & Step right foot forward as you turn ¼ left
- 8 Step left foot forward as you turn ¼ left (completing ¾ turn) (3:00)

## **CROSS-BACK-BACK-CROSS-BACK-BACK-CROSS-BACK**

**These 8 counts move progressively back**

- 9 Cross-step right foot in front of left
- 10 Step left foot back and slightly to the left
- 11 Step right foot back and slightly to the right
- 12 Cross-step left foot in front of right
- 13 Step right foot back and slightly to the right
- 14 Step left foot back and slightly to the left
- 15 Cross-step right foot in front of left
- 16 Step left foot back and slightly to the left

## **SWIVEL TOE-HEEL-TOE-¼ TURN LEFT-HEEL SNAP-BRUSH-FORWARD -¼ TURN LEFT**

- 17 With weight on left, rotate right toe diagonally outward (traveling to the right)
- 18 Rotate right heel outward
- 19 Rotate right toe outward
- 20 Turn ¼ left on ball of right foot (leaning body back) (12:00)
- 21 Transfer weight forward onto left foot while snapping left heel down
- 22 Brush right foot forward
- 23 Step right foot forward
- 24 Pivot turn ¼ left on balls of both feet ending weighted left (9:00)

## **CROSS&CROSS-SIDE-½ TURN RIGHT-SIDE-TOGETHER-SIDE-BACK-ROCK**

- 25 Cross-step right foot in front of left
- & Step ball of left foot slightly to the left side
- 26 Cross-step right foot in front of left
- 27 Step left foot directly to left side
- 28 Turn ½ right stepping right foot to right side (3:00)
- 29 Step left foot to left side
- & Step right foot beside left
- 30 Step left foot to left side
- 31 Step right foot back behind left
- 32 Rock forward onto left foot

**REPEAT**

