

The Bar Boogie (P)

Count: 40

Wand: 0

Ebene: Partner

Choreograf/in: Lyndy (USA)

Musik: It Only Hurts When I Cry - Dwight Yoakam



SHUFFLE, WALK, TAP, SHUFFLE WALK

- 1&2 Right shuffle backwards while starting $\frac{1}{2}$ turn to right (right-left-right-to the right)
3-4 Walk left, right traveling opposite line of dance while completing $\frac{1}{2}$ turn. (lady is now on man's left in cape position facing opposite LOD)
5 Pop left heel on floor next to right
6&7 Left shuffle backwards while starting $\frac{1}{2}$ turn to left (left-right-left-to the left)
8-9 Walk right, left traveling line of dance while completing $\frac{1}{2}$ turn. (lady is back on man's right in cape position facing LOD)

TOE SCUFF PATTERN, $\frac{1}{4}$ TURN

- 10 Dig right toe into a toe tap
11 Scuff right foot forward
12 Scuff right foot backward
13 Dig right toe into a toe tap
14 Scuff right foot forward
15 Step forward onto right foot
16 Scuff left foot forward while turning $\frac{1}{4}$ turn to right (man now behind lady facing outside of circle, hands held at shoulder height)

LINDY SHUFFLES, ROCKS

- 17&18 Left side shuffle
19-20 Rock right behind left, return weight to left
21&22 Right side shuffle
23-24 Rock left behind right & turn $\frac{1}{4}$ to left (now facing LOD in cape), return weight to right

ROCKS, 360 TURN, SHUFFLE & WALK

- 25-26 Rock forward on left, return weight to right while starting $\frac{1}{4}$ to left (to the left)
27-28 Rock to side on left while completing $\frac{1}{4}$ turn to left (now facing inside of circle. Break right hands and raise joined left hands), return weight onto right while starting another $\frac{1}{2}$ turn to left (to the left)
29&30 Left shuffle backwards (traveling LOD) while completing $\frac{1}{2}$ turn to left (to the left - now facing LOD. Rejoin right hands - cape position)
31-32 Walk right, left

SHUFFLES, WALK

- 33&34 Right shuffle
35&36 Left shuffle
37&38 Right shuffle
39-40 Walk forward left, pop right heel next to left (blade bodies slightly to right)

REPEAT