

# Play My Darling Play

Count: 48

Wand: 4

Ebene: Phrased Improver

Choreograf/in: Dwight Birkjær (DK) - September 2011

Musik: Play My Darling, Play - Katzenjammer



Intro 16 count - Sequence: Ar A-B-A-B-A-B-AA-BB-A-B

## A – 32 counts

**L fw. Mambo, R Coaster step, Step ¾ turn, behind side cross.**

- 1&2 L fw. Step, recover R, step L together (12)  
3&4 step back R, L together, step R fw.  
5&6 step L fw. , ½ turn right ( 6 ), ¼ turn right stepping L to side ( 9 )  
7&8 R behind left, L to side, R across left ( 9 )

**Cross Shuffle, Sailor ¼ right, Heel, Touch, Hook**

- 1&2 step L to side, R across left, step L to side  
3&4 R behind left, right ¼ turn stepping L beside R, step R fw. (12)  
5&6& rock L fw. across right, touch R toe behind left, recover R, L heel hook across right  
7&8& rock L fw. across right, touch R toe behind R, L heel hook across right left, recover

**Restart Here - 1st wall**

**Side rock cross, Back side cross, side rock cross, ¼ ½ turn left.**

- 1&2 step L to side, recover R, L across right  
3&4 step R back, step L to side, R across left  
5&6 step L to side, recover R, L across right  
7-8 ¼ turn left stepping R back (9), ½ turn left stepping L fw. (3)

**Wizard step x 2, Rock step, Shuffel ½ turn**

- 1-2& step R right diagonally fw. , lock L behind right, step R diagonally fw.  
3-4& step L left diagonally fw. , lock R behind L, step L diagonally fw.  
5-6 rock R across left, recover R  
7&8 shuffle ½ turn right stepping R-L-R (9)

## B – 16 counts

**(Heel tap, Hook, Tap, Flick, Tap, Hook, Tap , together) x 2**

- 1-4 L diagonally heel tap, L heel hook across right, L heel tap, L flick diagonally back left  
5-8 L heel tap, L heel hook across right, L heel tap, L together  
1-4 R heel tap diagonally fw., R heel hook, R heel tap, R heel flick diagonally back right  
5-8 R heel tap, R heel hook across right, R heel tap, R together

**Ending: In B section the last 7-8 count (6),**

- 7&8 make R heel tap, touch R toe behind left, unwind ½ turn right (12)

**Good Luck**