

Like A Rollercoaster

Count: 40

Wand: 2

Ebene: Beginner

Choreograf/in: Bente Kongstad (DK) - September 2011

Musik: Like a Rollercoaster - Sugar & The Lollipop



Intro: 20 counts

Vine R with touch, vine L with touch

- 1-2 step R to R side, step L behind R
- 3-4 step R to R side, touch L beside R
- 5-6 step L to L side, step R behind L
- 7-8 step L to L side, touch R beside L

Side touch R, side touch L, rock ½ turn R, hold

- 1-2 step R to R side, touch L beside R
- 3-4 step L to L side, touch R beside L
- 5-6 rock fw R, recover weight L
- 7-8 make ½ turn R (weight on R), hold

Rock fw L, recover, rock back L, hold, rock back R, recover, rock fw R, touch

- 1-2 rock fw L, recover weight on R
- 3-4 rock back L, hold
- 5-6 rock back R, recover weight L
- 7-8 touch R next to L, hold

Step diagonally fw R, touch L, step diagonally back L, touch R, step diagonally back R, touch L, step diagonally fw L, touch R

- 1-2 step diagonally fw R, touch L next to R
- 3-4 step diagonally back L, touch R next to L
- 5-6 step diagonally back R, touch L next to R
- 7-8 step diagonally fw L, touch R next to L

Heel split, heel dig R, heel split, heel dig L

- 1-2 with weight on balls of feet split heels apart, bring heels together
- 3-4 dig R heel fw, step R next to L
- 5-6 with weight on balls of feet split heels apart, bring heels together
- 7-8 dig L heel fw, step L next to R (weight on L)

Restarts: there are 4 easy restarts

During wall 2: dance until count 12, then restart dance (facing 6 o'clock)

During wall 5: dance until count 12, then restart dance (facing 6 o'clock)

During wall 8: dance until count 12, then restart dance (facing 6 o'clock)

During wall 10: dance until count 8, then restart dance (facing 12 o'clock)

Ending: during wall 12, dance until count 4, then make vine L with ½ turn and touch

Vine R with touch, vine L with ½ turn and touch

- 1-3 step R to R side, step L behind R
- 3-4 step R to R side, touch L beside R
- 5-7 step L to L side, step R behind L
- 7-8 make ½ turn L, touch R beside L