

Guere Guere

Count: 32

Wand: 4

Ebene: Improver

Choreograf/in: Daniel Trepap (NL) & Wolfgang Marten (DE) - May 2014

Musik: Guere Guerê (Radio Edit) - Alex Ferrari



Intro: 32 counts from first beat in music (app. 15 sec. into track) - Tag: After the 4th wall

[1 – 8] Step back with swivels R L, Coasterstep, Point side, Cross 2x

- 1 – 2 Step R back swivel L to L (1), Step L back swivel R to R (2) 12:00
- 3&4 Step R back (3), Step L next to R (&), Step R forward (4) 12:00
- 5 – 6 Touch L to L side (5), Cross L over R (6) 12:00
- 7 – 8 Touch R to R side (7), Cross R over L (8) 12:00

[9 – 16] Step side, Cross behind, Shuffle ¼ turn L, Step ½ turn L, Shuffle fwd

- 1 – 2 Step L to L side (1), Cross R behind L (2) 12:00
- 3&4 Step L to L side (3), Step R next to L (&), ¼ turn L stepping L forward (4) 9:00
- 5 – 6 Step R forward (5), ½ turn L stepping L forward (6) 3:00
- 7&8 Step R forward (7), Step L next R (&), Step R forward (8) 3:00

[17 – 24] Press step with hip rolls, Rocking chair, ¼ turn L, Point

- 1 – 2 Press L forward (weight is on ball of L) Start rolling the hip fwd and counter clockwise (1), Finish hip and weight on R (2) 3:00
- 3 – 4 Press L forward (weight is on ball of L) Start rolling the hip fwd and counter clockwise (3), Finish hip and weight on R (4) 3:00
- 5&6& Rock L back (5), Recover on R (&), Rock L forward (6), Recover on R 3:00
- 7 – 8 ¼ turn L stepping L to L side (7), Touch R to R side (8) 12:00

[25 – 32] Ball cross, Hold, Syncopated cross shuffle, Out, ¼ turn L out, 3x claps

- &1 – 2 Step R on ball next to L (&), Cross L over R (1), Hold (2) 12:00
- &3&4 Step R on ball next to L (&), Cross L over R (3), Step R on ball next to L (&), Cross L over R (4) 12:00
- 5 – 6 Step R to R side (5), ¼ turn L stepping L to L side (6) 9:00
- 7&8 Clap (7), Clap (&), Clap (8) 9:00

Begin again!

Tag After the 4th wall (4 counts)

- 1 – 4 Hip roll counter clockwise in 4 counts

End of Dance: 11th wall after 16 counts ¼ turn R stepping L out facing the front again.

Contact: wolfgang.marten@arcor.de