

Bussang Chicken Rap

Count: 96

Wall: 1

Level: Improver

Choreographer: Roy Verdonk (NL), Kate Sala (UK), Remco Zwijgers (NL) & Ivonne Verhagen (NL) - July 2015

Music: I Play Chicken With the Train - Cowboy Troy



Dance starts after 32 counts (on vocals)

S1: SLIDE DIAGONAL RIGHT FORWARD, TOUCH, SLIDE DIAGONAL LEFT FORWARD, TOUCH, 4X WALK (FULL TURN)

- 1,2 RF step diagonal right, touch LF to RF
- 3,4 LF step diagonal Left, touch RF to LF
- 5,6 ¼ turn right & step RF forward, ¼ turn right & step LF forward,
- 7,8 ¼ turn right & step RF forward, ¼ turn right & step LF forward, (12:00)

S2: ROCK BACK & STEP SIDE, HEEL TAP, STEP, 3X PADDLE TURN (total ½ turn) JUMP

- 1&2 RF rock cross behind LF, LF weight on LF, RF step side
- 3,4 LF tap heel, LF weight on LF
- 5,6 1/8 turn left & touch RF side (2x)
- 7,8 1/4 turn left & touch RF side, Jump on both feet (6:00)

S3: SLIDE DIAGONAL RIGHT FORWARD, TOUCH, SLIDE DIAGONAL LEFT FORWARD, TOUCH, 4X WALK (FULL TURN)

- 1,2 RF step diagonal right, touch LF to RF
- 3,4 LF step diagonal Left, touch RF to LF
- 5,6 ¼ turn right & step RF forward, ¼ turn right & step LF forward,
- 7,8 ¼ turn right & step RF forward, ¼ turn right & step LF forward, (6:00)

S4: ROCK BACK & STEP SIDE, HEEL TAP, STEP, 3X PADDLE TURN (total ½ turn) JUMP

- 1&2 RF rock cross behind LF, LF weight on LF, RF step side
- 3,4 LF tap heel, LF weight on LF
- 5,6 1/8 turn left & touch RF side (2x)
- 7,8 1/4 turn left & touch RF side, Jump on both feet (12:00)

*Restart in wall 4

S5: SIDE, CROSS BEHIND, & TOUCH HEEL, HIP BUMP, SIDE, CROSS BEHIND, & TOUCH HEEL, HIP BUMP

- 1,2 RF step side right, LF cross behind RF,
- &3&4 RF step side right, touch Left heel diagonal forward left, bump hip up and down
- 3,4 LF step side left, RF cross behind LF
- &5&6 LF step side left, touch Right heel diagonal forward right, bump hip up and down

S6: STEP OUT, STEP OUT, HIP ROLL, 2X HIP BUMP RIGHT, 2X HIP BUMP LEFT

- 1,2 RF step out, LF step out
- 3,4 Hip roll full circle anti-clockwise
- 5&6 Push hips right, hips centre, push hips right
- 7&8 Push hips left, hips centre, push hips left

S7: STEP SIDE, CROSS OVER, STEP SIDE, HITCH, TOUCH, HITCH, TOUCH, ¼ TURN LEFT

- 1,2 RF step side right, LF cross over RF (Shimmy shoulders)
- 3,4 RF step side right, LF hitch knee across right (Shimmy shoulders)
- 5,6 LF touch side left, LF hitch knee across right
- 7,8 LF touch side left, ¼ turn left (weight ends on LF) (9:00)

S8: WALK, WALK, TOUCH HEEL FORWARD, TOUCH TOE BACK, WALK, WALK, ½ PIVOT TURN

1,2 RF walk forward, LF walk forward
3,4 RF touch heel forward, RF touch toe back
5,6 RF walk forward, LF walk forward
7,8 RF step forward, ½ turn left (3:00)

S9: STEP, TOUCH SIDE, STEP TOUCH SIDE, JAZZ BOX ¼ TURN RIGHT

1,2 RF step forward, LF touch toe left to the side
3,4 LF step forward, RF touch toe right to the side
5,6 RF cross over LF, LF step back
7,8 ¼ turn right & RF step side right, LF step forward (6:00)

S10: WALK, WALK, TOUCH HEEL FORWARD, TOUCH TOE BACK, WALK, WALK, ½ PIVOT TURN

1,2 RF walk forward, LF walk forward
3,4 RF touch heel forward, RF touch toe back
5,6 RF walk forward, LF walk forward
7,8 RF step forward, ½ turn left (12:00)

S11: STEP, TOUCH SIDE, STEP TOUCH SIDE, JAZZ BOX

1,2 RF step forward, LF touch toe left to the side
3,4 LF step forward, RF touch toe right to the side
5,6 RF cross over LF, LF step back
7,8 RF step side right, LF step to the left side

S12: HEEL OUT, HEEL IN, HEEL OUT, HEEL IN, R HAND ON R HIP, L HAND ON L HIP, R HAND ON LEFT SHOULDER, L HAND ON RIGHT SHOULDER, BOTH HANDS ON HIP (TAKE A PISTOL) POINT BOTH HANDS FORWARD

1&2& RF turn heel out, RF turn heel centre, LF turn heel out, LF turn heel centre
3,4 Place right hand behind right hip, place left hand behind left hip
5,6 Right hand on left shoulder, Left hand on right shoulder
7,8 both hands on hips (if you take a gun), both hands point forward

NOTE:

Restart: Restart the dance after 32 counts in wall 4

Ending in wall 5:

Dance the dance until count 62 then: RF cross over LF, LF step back, ¼ turn right and point both hands forward.

Have fun
