

# Stranded

Count: 32

Wall: 4

Level: Intermediate

Choreographer: Brandi Hughes (CAN) - May 2018

Music: Stranded - Becca Hess



## Intro: 16 Counts

### Sec. 1: Cross/Back/Step, Coaster Step, Side, Cross Rock/Recover, 1 ¼ Turn

- 1&2 Cross Right over left (1), Step Left back (&), Step Right back (2)  
3&4 Step Left back (3), Step Right back beside left (&), Step Left forward (4)  
5&6 Step Right to right side (5), Cross Left over right (&), Recover weight on Right (6)  
7&8 Step Left to left side making ¼ Turn left (9:00)(7), Turn ½ Left stepping back on Right (3:00)(&), Turn ½ turn left stepping forward on Left (9:00)(8)

### Sec. 2: Rocking Chair, NightClub Basics (x2)

- 1-2 Step Right forward (1), Recover weight back on Left (2)  
3-4 Step Right back (3), Recover weight forward on Left (4)  
5-6& Slide Right to right side (1), Step Left back (2), Recover weight forward on Right (&)  
7-8& Slide Left to left side (7), Step Right back (8), Recover weight forward on Left (&)

### Sec. 3: Cross, Step, Shuffle Step, Sweeps, Weave

- 1-2 Cross Right over left (1), Step back on Left (2)  
3&4 Step Right back (3), Step Left back beside right (&), Step Right back and sweep Left foot front to back CC (4)  
5-6 Step Left back behind right sweeping Right foot Front to back CW (5), Step Right back sweeping Left CC (6)  
7&8 Cross Left behind right (7), Step Right to right side (&), Cross Left over right (8)

**\*Restart Here On Walls 3 & 7\***

### Sec. 4: ¼ Turn, Rock/Recover, ½ Turn, Rock/ Recover, ¼ Turn Rock/Recover, Shuffle Step

- 1-2& Step Right back making ¼ turn left (6:00)(1), Step Left back (2), Recover weight forward on Right (&)  
3-4& Step Left back making ½ turn left (12:00)(3), Step Right back (4), Recover weight forward on Left (&)  
5-6& Step Right to right side making ¼ turn left (9:00)(5), Step Left back (6), Recover weight forward on Right (&)  
7&8 Step Left to left side (7), Step Right beside left (&), Step Left to Left side (8)

Happy Dancing!

Restarts: After 24 Counts on walls 3 & 7