

Big Coconuts

Count: 48

Wall: 2

Level: Improver

Choreographer: Marja Urgert (NL) & Jan Van Tiggelen (NL) - July 2018

Music: Big Coconuts - Cartoons



Intro: 64 Counts

Sec 1: Side, Together, Shuffle Fwd, Rock Fwd, Recover, Shuffle 1/2 Turn L

1-2 RF. Step to R side - LF. Step together
3&4 RF. Step fwd - LF. Step together - RF. Step fwd
5-6 LF. Rock fwd - RF. Recover
7&8 Shuffle 1/2 Turn L, stepping L,R,L (6:00)

Sec 2: Walk R,L Fwd, Shuffle Fwd, Rock Fwd, Recover, L Chasse with a 1/4 Turn L

1-2 RF. Step fwd - LF. Step fwd
3&4 RF. Step fwd - LF. Step together - RF. Step fwd
5-6 LF. Rock fwd - RF. Recover
7&8 LF. 1/4 Turn L step to L side - RF. Step together - LF. Step to L side (3:00)

Sec 3: Cross Over, Side, Cross Shuffle, Side Rock, Recover, Behind-Side-Cross

1-2 RF. Cross over LF - LF. Step to L side
3&4 RF. Cross over LF - LF. Step to L side - RF. Cross over LF
5-6 LF. Rock to L side - RF. Recover
7&8 LF. Cross behind RF - RF. Step to R side - LF. Cross over RF

Sec 4: Point, Step Fwd, Point, Step Fwd, Rock Fwd, Coaster Step

1-2-3-4 RF. Point toe to R side - RF. Step fwd - LF. Point toe to L side - LF. Step fwd
5-6 RF. Rock fwd - LF. Recover
7&8 RF. Step back - LF. Step together - RF. Step fwd

Sec 5: Rolling Vine L, Rolling Vine R

1-2-3-4 LF. 1/4 Turn L step fwd - RF. 1/2 Turn L step back - LF. 1/4 Turn L step to L side - RF. Touch beside LF & clap
5-6-7-8 RF. 1/4 Turn R step fwd - LF. 1/2 Turn R step back - RF. 1/4 Turn R step to R side - LF. Touch beside RF & clap

Sec 6: 1/4 Turn L, Step Fwd, Shuffle 1/2 Turn R, Back Rock, Recover, Kick-Ball-Step

1-2 LF. 1/4 Turn L step fwd - RF. Step fwd (12:00)
3&4 Shuffle 1/2 Turn R stepping L,R,L (6:00)
5-6 RF. Rock back - LF. Recover
7&8 RF. Kick fwd - RF. Step together - LF. Step fwd

Start Again

TAG: After the 1st, 3rd and 5th wall (6:00)

Walk a Whole Circle To The Right (Clockwise)

1-8 Walk a whole circle R,L,R,L,R,L,R,L (6:00)

For the Fun: Down your knees and slowly raise, the hands also slowly rise

Contact: marja42@kpnmail.nl / co4ol72@kpnmail.nl

