

Dancin' Road

Count: 32

Wall: 4

Level: Improver Country

Choreographer: Antonio Manigas (IT) - December 2020

Music: Dirt Road Dancin' - Trea Landon



Sequence - wall 1 - wall 2 (8c.) - restart wall 3 - wall 4 - wall 5 (16c.) - restart wall 6 - wall 7 - wall 8 - wall 9 - wall 10 - wall 11 (8c.) - restart wall 12 - wall 13 - wall 14 (16c.) - restart wall 15 + stomp R.

Attention : last repetition wall 15 + Stomp R. (End - Turn ¼ Right Side And Stomp Right)

S1) HEELS SWITCHES R&L , TURN ¼ R. ROCK RECOVER , TURN ¼ R. , SCUFF L.

- 1 - 2 Step Right Forward And Right Heel , Return Beside Left Step And Taking Weight
- 3 - 4 Step Left Forward And Left Heel , Return Beside Right Step And Taking Weight
- 5 - 6 Turn ¼ (03:00) To Right Side And Step Right Forward , Recover One The Left
- 7 - 8 Turn ¼ (06:00) To Right Side And Step Right Forward , Scuff Left Step Beside Right

S2) LOCK STEP , SCUFF R. , TURN ¼ L. ROCK, STOMP UP LEFT , ROCK , SCUFF R.

- 1 - 2 Step Left Forward , Lock Right Step Behind Left Step
- 3 - 4 Step Left Forward , Scuff Right Beside Left Step
- 5 - 6 Turn ¼ (03:00) To Left Side And Step Right To Right Side , Stomp Up Left Beside Right
- 7 - 8 Step Left To Left Side , Scuff Right Beside Left Step

S3) JAZZ BOX , MONTEREY

- 1 - 2 Cross Right Step Over Left , Left Step Backward
- 3 - 4 Step Right To Right Side , Step Left Beside Right And Stomp And Taking Weight
- 5 - 6 Touch Right Toe To Right Side, Make ½ Turn Right On Left Stepping Right Beside (09:00)
- 7 - 8 Touch Left Toe To Left Side , Step Left Beside Right And Taking Weight

S4) ROCK BACK & TOE R. (TWICE) , VINE L. , STOMP L.

- & 1 - & 2 (Jumping) Step Right Backward , Step Left Forward And Heel Left , Return On The Floor
Step Left And Taking Weight , Toe Right Behind Left
- & 3 - & 4 (Jumping) Step Right Backward , Step Left Forward And Heel Left , Return On The Floor
Step Left And Taking Weight , Toe Right Behind Left
- 5 - 6 Step Right To Right Side , Step Left Cross Behind Right
- 7 - 8 Step Right To Right Side , Stomp Left Beside Right