

One Dollar Shuffle

Count: 35

Wall: 2

Level:

Choreographer: Dan Testa (USA)

Music: Money - Pink Floyd



When using "Money", start dancing 35 counts after the bass guitar starts. This will be five measures since the song starts in 7/4 time. After nine walls, the time signature will change to 4/4 and will remain there for eight walls. The 4/4 section is 144 bpm. The time signature will return to 7/4 time and the music will slow to 128 bpm for the last verse. The time signature changes to 4/4 again as the music fades.

When using "I Love You Too Much", start dancing after Steve says, "One, Two, Three, Four!". The dance counts will be half the speed of Steve's counts resulting in a 92 counts per minute dance.

SHUFFLES AND ROCKS IN A SEMICIRCULAR PATTERN

- 1&2 Right side shuffle to the right
- 3 Rock forward left crossing at a 45 degree angle over the right
- 4 Step in place on the right
- 5&6 Left shuffle diagonally forward towards 1:30
- 7 Rock right to right side
- 8 Step in place on the left
- 9&10 Right shuffle diagonally forward towards 10:30
- 11&12 Left side shuffle to the left

STEP STEP PIVOT

- 13 Face 1:30 and rock back on the right towards 7:30
- 14 Step in place left
- 15 Pivot turn ½ to the right ending with weight on right facing 7:30

FOUR SHUFFLES

- 16&17 Crossing over right, left shuffle towards 9:00 and face 9:00
- 18&19 Right shuffle forward
- 20&21 Left shuffle forward
- 22&23 Right shuffle diagonally backwards towards 1:30

STEP PIVOT STEP

- 24 Step forward left
- 25 Pivot turn ¼ to right (facing 12:00 with weight on right)
- 26 Step left next to right

FOUR COUNT SHIMMY STEP

- 27 Large step right to right
- 28 Start dragging the left foot towards right and shimmying
- 29 Finish dragging left foot to right while shimmying
- 30 Shift weight to left foot and clap

MONTEREY TURN AND STOMP

- 31 Touch out to right with right
- 32 Turn ½ to the right and step on right next to left
- 33-34 Touch left out to left; step left next to right
- 35 Stomp right leaving weight on the left foot

REPEAT

