

# Rubberneckin' (P)

Count: 32

Wall: 0

Level: Partner

Choreographer: Wanda York (USA) & Jim York (USA)

Music: Rubberneckin' (2003 Remix) - Elvis Presley



**Position:** Start with the partners facing each other holding hands at waist level, man facing LOD. Both partners have the same steps unless noted. Man and lady face opposite direction throughout dance

## RIGHT, TOUCH LEFT, LEFT TOUCH RIGHT, BUMP IN, IN, BUMP OUT, OUT

- 1-2 Step right leaning slightly to the right, touch left heel to left and stare in each others eyes (smile)
- 3-4 Step left, touch right toe next to left (close to partner)
- 5-8 Bump hips together twice right-right, apart left-left (partner is at your right, hip to hip.)

## ROCK FORWARD, BACK, COASTER

- 13-16 Rock forward on right, back on left, step back right, left next to right, forward right (drop mans left, lady's right hand)left, right, shuffle in place
- 5-8 Man steps forward left, ½ pivot turn to right, shuffle in place left-right-left, lady turn left with left, step back right completing ½ turn to left, shuffle in place left-right-left (partner now slightly in front of you and to your left. Man now facing reverse LOD)

## GRAPEVINE RIGHT, TOUCH, ROLLING GRAPEVINE LEFT, TOUCH

- 1-4 (Small steps holding heft hand of partner) step right, left behind, step right, touch left (release hands)
- 5-8 Step ¼ turn to left on left, step ½ turn to left on right, step ¼ turn to left on left, touch right(rejoin right hands. Man still facing reverse LOD.)

## TOUCH RIGHT & LEFT & RIGHT HEEL & STEP (SYNCOPATED TOUCHES IN PLACE)RIGHT, LEFT, RIGHT, LEFT

- 1&2& (1)Touch right toe to right side, (&) replace right next to left, (2) touch left toe to left side, (&) replace left next to right
- 3&4 (3)Touch right heel slightly forward, (&) replace right next to left, (4) step forward left
- 5-8 Man pivot ½ turn to right, step forward right, left, right, left, lady ½ turn to left, step back right, left, right, left(now rejoin both hands, you are back in your starting position)

## REPEAT