

# No Tengo Dinero

Compte: 64

Mur: 4

Niveau: Phrased High Beginner



Chorégraphe: Kenny Teh (MY) - January 2016

Musique: No Tengo Dinero by Chacra Music

Sequence of dance: A, A, B, B, A, A, B, B, A=28, A, A, A

Start dance on vocals:

## Section A = 32 counts □

- 1 2 3 4      Rock Left forward, recover right, Rock Left forward, recover right  
5 6 7&8      Rock left forward, recover right, ½ left turn shuffle forward LRL (6.00)
- 1 2 3 4      Rock right forward, recover left, Rock right forward, recover left  
5 6 7&8      Rock right forward, recover left, ½ right turn shuffle forward LRL (12.00)
- 1 2 3 4      Cross left over right, step right to right, cross left behind right, step right to right  
5 6 7&8      Cross left over right, recover right, left chasse LRL
- 1 2 3 4      Cross right over left, step left to left, cross right behind left, step left to left  
5 6 7&8      Cross right over left, recover left, ¼ right turn (3.00) shuffle forward RLR

## Section B = 32 counts

- &1 2      Step left back, touch Right forward, hold  
&3 4      Step right together, touch left forward, hold  
&5      Step left together, touch right to right  
&6      Step right together, touch left to left  
&7 8      Step left together, touch Right forward, hold
- 1&2      ¼ right turn (3.00) step right forward, step left ball back, recover right  
3&4      Step left forward, step right ball back, recover left  
5 6      Step right forward while touch left beside, step left forward while touching right beside  
7 8      Step right forward while touch left beside, step left forward while touching right beside
- 1&2      Kick right forward, step right beside, touch left to left  
3&4      Kick left forward, step left beside, touch right to right  
5 6 7 8      Step right back, step left back, step right back, step left back
- 1 2 3 4      Step right out, step left out, step right center, step left beside  
5 6 7 8      Tap both heels 4 times

Restart at 9th Wall : Change step 28 with a left touch and Restart....facing 12.00