

Angel

Compte: 32

Mur: 0

Niveau: High Improver

Chorégraphe: Andrina K Faulds (SCO) - March 2017

Musique: Angel Eyes - Love and Theft



Count in on 32 counts

Section 1: Right side together, right rock and cross, left side together left rock and cross

- 1-2 Step right to right side, step left next to right
- 3&4 Step right to right side, left next to right, putting weight down on left cross right over left
- 5-6 Step left to right side, step right next to left
- 7&8 Step left to left side, right next to left, putting weight down on right cross left over right

Section 2: Right side behind shuffle ¼ turn and shuffle forward right, step forward left for a ½ turn over right shoulder and shuffle forward left

- 1-2 Step right to right side, step left behind right
- 3&4 shuffle ¼ turn right on right foot - step right to right side, left behind right and step left forward making
- 5-6 step forward left for a ½ turn over right shoulder
- 7&8 shuffle forward left- step forward left, right behind left and step forward left

Section 3: Heal switches right and left, step forward right to turn a ¼ over your left shoulder, right heal forward and back with a left toe touch down, step forward left to turn a ¼ left

- 1&2 Heal switches right and left - right heal forward and together, left heal forward and together
- 3-4 step forward right to turn a ¼ over your left shoulder
- 5&6 right heal forward and together with a left toe touch down
- 7-8 step forward left to turn a ¼ left

Section 4: Left cross shuffle, right side rock recover, right jazz box ¼ turn right

- 1&2 Left cross shuffle over right foot - cross left over right step right to right side and cross left over right
- 3-4 right side rock recover onto left
- 5,6,7,8 right jazz box ¼ turn right - cross right over left, step back on left, step ¼ right and step left next to right

Restart – Wall 3, end of section 3 and you will begin again facing the front

Ending - Dance ends facing the front at the end of section 3 the front

Contact: xandrinax@live.co.uk