

Dreams I Dream

Compte: 32

Mur: 4

Niveau: Beginner

Chorégraphe: Helen Parkyn (UK) - April 2022

Musique: The Dream - Caitlin Mae



#16 count intro

[1 – 8] RIGHT OUT, IN, HEEL, HOOK, HEEL, TOUCH, OUT, IN, RIGHT SHUFFLE FORWARD, LEFT ROCKING CHAIR

- 1&2&3&4& right toe touch out to right side, touch beside left, touch right heel forward, hook right under left knee, touch right heel forward, touch beside left, touch out to side, touch in beside left
- 5&6 shuffle forward right (step forward right, close left, step forward right)
- 7&8& rock forward left, recover back onto right, rock back left, recover forward onto right.

[9 – 16] LEFT OUT IN, HEEL, HOOK, HEEL, TOUCH, OUT, IN, LEFT SHUFFLE FORWARD, RIGHT ROCKING CHAIR

- 9&10&11&12& left toe touch out to left side, touch beside right, touch left heel forward, hook under right knee, touch left heel forward, touch beside right, touch out to side, touch in beside right
- 5&6 shuffle forward left (step forward left, close right, step forward left)
- 7&8& rock forward on right, recover back onto left, rock back on right, recover forward into left.

[17 – 24] STEP FORWARD RIGHT, PIVOT TURN 1/2 LEFT (6.00), TRIPLE 1/2 TURN (12.00), SHUFFLE BACK LEFT, TRIPLE 1/2 RIGHT (6.00)

- 1,2, 3&4 step forward right, pivot 1/2 turn left (6.00), triple step (stepping right left right) making 1/2 turn right (12.00)
- 5&6, 7&8 left shuffle backwards (step back left, close right, step back left), shuffling back right making 1/2 turn right (6.00) (stepping right left right)

[25 – 32] LEFT FORWARD MAMBO ROCK, SHUFFLE BACK RIGHT, LEFT SAILOR WITH 1/4 TURN LEFT (3.00) V MOVE

- 1&2 rock forward on left, recover back into right, close left beside right
- 3&4 shuffle back with right (step back right, close left, step back right)
- 5&6 cross left behind right with 1/4 turn left (3.00), close right beside left, close left beside right
- 7&8& step forward onto right heel, step forward onto left heel, step right back in place, step left back in place

END OF DANCE ----- START AGAIN