Way Down We Go

Niveau: Intermediate

Compte: 32 Mur: 2 Chorégraphe: Kairit Linnaste (USA) - 2017 Musique: Way Down We Go - KALEO

Special beginning for the dance- standing on right foot, left on toe. After intro on word "DOWN" L slow hip raise and fall and then begins the dance with left foot.

On fourth wall first kick with L is elongated (approx 2 counts) everything else repeats the same way Final wall has one restart and one tag

KICK BALL STEP, CROSS STEP BEHIND AND OVER , MAMBO SIDE AND STEP, MAMBO FORWARD, MAMBO BACK, MAMBO FORWARD AND 1/3 STEP

- 1&2 L kick crossing right (1:00) and right step to right (12:00)
- 3&4 L cross step behind right, R step to right, L cross step over right
- 5&6 R mambo to right side finishing with R step forward
- 7&8&1&2 L forward mambo, L back mambo, L forward mambo finishing with L 1/3 step to right (15:00)

STEP CROSS STEP, 2 SWEEPS BEHIND, COASTER STEP + STEP TOGETHER STEP WITH BODYROLL

- 3&4 R step to right, L cross over and R step to right
- 5 L sweep behind with moving back
- 6 R sweep behind with moving back
- 7&8 L step back, R foot together, L step forward;
- &1 with body roll R step next to left, L step forward

STEP FORWARD, MAMBO, STEP TOGETHER STEP , COASTER CROSS, SIDE ROCK CROSS

- 2 R step forward
- 3&4&5 L mambo forward and L step back, R step next to left, L step back
- 6&7 R step back, L foot next to right, R cross step over left
- 8&1 L rock to left side and cross over right

1/3 TURN L WITH 2 R CHUGS AND STEP, 1/2 MAMBO STEP TURN, FULL TRIPLE TURN

- 2 R chug to side (18:00)
- 3 R chug to side (15:00)
- 4 R step forward (12:00)
- 5&6 L mambo forward and 1/2 turn to left
- 7&8 R full triple turn over left

FINAL wall has one restart and one tag.

Music volume will lower and so will your dancing steps go smaller and less intense

RESTART - After first 1&2 kick ball step you repeat the same and then continue normally

TAG- After 5 6 two sweeps behind you do more 2 sweeps just like before and continue normally.

Dance will end with chugs and step



