

# Midnight Cowboy Blues

Compte: 48

Mur: 1

Niveau: Improver

Chorégraphe: Simo Loman & Ritva Loman

Musique: Cowboy Blues - Gary Allan



## **¾ PADDLE TURN LEFT WITH KICK**

- 1-2 Kick left forward, touch left next to right
- 3-4 Turning ¼ left on right kick left forward, touch left next to right
- 5-6 Turning ¼ left on right kick left forward, touch left next to right
- 7-8 Turning ¼ left on right kick left forward, touch left next to right

## **2X STEP, SLIDE, STEP, SCUFF**

- 9-10 Step left forward, slide right together
- 11-12 Step left forward, scuff right forward
- 13-14 Step right forward, slide left together
- 15-16 Step right forward, scuff left forward

## **STEP, HOLD, ½-PIVOT TURN RIGHT, SWING**

- 17-18 Step left forward, hold
- 19-20 ½ pivot turn right on both feet, swing left forward

## **TOE STRUTS RIGHT (2X)**

- 21-22 Touch left toe across right, step left down
- 23-24 Touch right toe to right side, step right down
- 25-26 Touch left toe across right, step left down
- 27-28 Touch right toe to right side, step right down

## **HEEL TOUCH FORWARD, TOE TOUCH BACK, ¼ TURN RIGHT AND TOE TOUCH LEFT, TOGETHER**

- 29-30 Touch left heel forward, touch left toe back
- 31-32 Turning ¼ right on right touch left toe to left side, touch left next to right

## **STEP, SLIDE, SLIDE, CLAP (2X)**

- 33-34 Step left on left side, slide right toward left
- 35-36 Slide right next to left, clap (weight on right)
- 37-38 Step left to left side, slide right toward left
- 39-40 Slide right next to left, clap (weight on right)

## **ROCK STEP FORWARD ON LEFT, RIGHT IN PLACE, FULL TURN LEFT WITH SHUFFLES (LEFT-RIGHT-LEFT, RIGHT-LEFT-RIGHT), ROCK STEP BACK ON LEFT, RIGHT IN PLACE**

- 41-42 Rock step left forward, rock back on right
- 43 Step left to left side turning ¼ left
- & Step right together
- 44 Step left to left side turning ¼ left
- 45 Step right forward turning ¼ left
- & Step left together
- 46 Step right to right side turning ¼ left
- 47-48 Rock step left back, rock right forward

## **REPEAT**