

Sergeant's Jam

Compte: 32

Mur: 2

Niveau: Intermediate

Chorégraphe: Donna Eiding (USA)

Musique: Didn't Your Mama Tell You - Montgomery Gentry



HITCH/HIP BUMPS/SAILOR SHUFFLE/KICK-BALL-CHANGE

- & Hitch right leg up
1&2 Step forward at an angle (1:00) on right foot and do hip bump forward and back and forward
&3&4 And hip back and forward and back and forward
& And (bring right foot up)
5&6 Cross right behind left and step to the left with left and step forward on right
7&8 Kick left foot out in front-step quickly on ball of left foot next to right foot-step right foot forward

LEFT ROLLING VINE(FULL TURN)/RIGHT TOE TOUCH/GRAPEVINE RIGHT-STEP

- 9 Turn ¼ turn left and step forward
10 On ball of left foot, turn ¼ turn left and step on right
11 On ball of right foot turn ½ turn left (you will now be facing where you started)
12 Touch right toe next to left (no weight)
13 Step right foot to right side
14 Cross left foot behind right foot
15 Step to the right with right foot
16 Step slightly forward onto left foot

HEEL JACKS/RIGHT HEEL TOUCH/LEFT TOE TOUCH

- 17&18 Touch right heel out in front at an angle and bring it back and step on ball of right foot and bring left heel out in front
& Step back onto ball of left foot
19 Touch right heel out in front
& Step back onto right foot
20 Touch left toe back

JUMP OUT & TOUCH/CROSS/TURN/HOLD

- & Jump slightly forward onto left foot
21 Touch right toe out to right side
22 Touch across left foot with right toe-putting weight on it
23 Pivot ½ turn to the left-transfer weight to the right foot
24 Hold

SHUFFLE/SHUFFLE/SHUFFLE/BODY ROLL

- 25&26 Bring left foot forward-then step on ball of right foot and step forward onto left foot
27&28 Bring right foot forward-then step on ball of left foot and step forward onto right foot
29&30 Bring left foot forward-then step on ball of right foot and step forward onto left foot
31&32 Putting weight forward onto right foot-bring right shoulder forward and roll body forward and back. Weight will now be on left foot

REPEAT