

Too Much

Compte: 48

Mur: 4

Niveau: Improver

Chorégraphe: Peter Giam (SG)

Musique: Too Much - Elvis Presley



POINT RIGHT TOE FORWARD & RIGHT SIDE, SAILOR STEP

- 1-2 Point right toe forward, point right toe to right side
3&4 Step right behind left, step left slightly to left, step right slightly to right

POINT LEFT TOE FORWARD & LEFT SIDE, COASTER STEP

- 5-6 Point left toe forward, point left toe to left side
7&8 Step left back, step right together, step left forward

SIDE RIGHT, RIGHT SIDE SHUFFLE, ROCK, RECOVER, KICK BALL CHANGE

- 1-2 Step right to right side, step left together
3&4 Step right to right side, step left together, step right to right side
5-6 Rock left behind right, recover weight onto right
7&8 Left foot kick forward, step left in place, step right in place

SIDE LEFT, LEFT SIDE SHUFFLE, ROCK, RECOVER, KICK BALL CHANGE

- 1-2 Step left to left side, step right together
3&4 Step left to left side, step right together, step left to left side
5-6 Rock right behind left, recover weight onto left
7&8 Right foot kick forward, step right in place, step left in place

WALK, WALK, FORWARD SHUFFLE TWICE, PIVOT ½ TURN LEFT

- 1-2 Step right forward, step left forward
3&4 Step right forward, step left together, step right forward
5&6 Step left forward, step right together, step left forward
7-8 Step right forward making ½ turn left, step left forward

RIGHT VINE TOUCH & CLAP, LEFT VINE TOUCH & CLAP

- 1-4 Step right to right side, step left behind right, step right to right, touch left beside right & clap hands
5-8 Step left to left side, step right behind left, step left to left, touch right beside left & clap hands

HEEL TOUCH, TOE CROSS TOUCH, HEEL TOUCH, STEP TOGETHER

- 1-4 Touch right heel forward, touch right toe across left, touch right heel forward, step right beside left

HEEL TOUCH, HOOK, ¼ TURN LEFT, LEFT SHUFFLE FORWARD

- 5-6 Touch left heel forward, hook left foot in front of right foot making ¼ turn left
7&8 Step left forward, step right together, step left forward

REPEAT
