

Jacaranda

Compte: 32

Mur: 2

Niveau: Improver

Chorégraphe: Doug Miranda (USA) & Jackie Miranda (USA)

Musique: Never Let You Go - Jakaranda



STEP RIGHT FORWARD, ¼ TURN LEFT, CROSS SHUFFLES, ¾ TURN RIGHT, SHUFFLE FORWARD

- 1-2 Step forward on right, turn ¼ left and step down on left (weight on left)
3&4 Cross right over left, step left to left side, cross right over left
5-6 Turn ¼ right as you step back on left, make ½ turn right as you step forward on right
7&8 Shuffle forward left-right-left

STEP RIGHT FORWARD, LEAN FORWARD, AND STEP TOGETHER, STEP RIGHT FORWARD, LEAN FORWARD, TOUCH OUT, TOUCH IN, TOUCH OUT, ½ TURN LEFT (½ TURN MONTEREY)

- 1-2 Step forward on right as you bring arms forward, lean forward and pull arms back and snap fingers
8&3-4 Bring left next to right on & count, step forward on right as you bring arms forward, lean forward and pull arms back and snap fingers
5-6 Touch left out to left side, touch left next to right
7-8 Touch left out to left side, make a ½ turn left (Monterey turn), weight ends on left

TRAVELING CROSS, SIDE ROCK, STEP SIDE, CROSS, SIDE ROCK, STEP SIDE; ¼ TURN RIGHT JAZZ BOX

- 1&2 Cross right over left, as you move slightly forward rock to left side on left, as you move slightly forward, step right to right side
3&4 Cross left over right, as you move slightly forward rock to right side on right, as you move slightly forward, step left to left side
5-8 Cross right over left, turn ¼ right as you step back on left, step right to right side, step left next to right

KICK BALL CROSS, ¾ TURN LEFT, SYNCOPATED KICK FORWARD, SIDE TOUCHES, STEP FORWARD

- 1&2 Kick right forward, step right next to left, cross left over right
3-4 Make a ¼ turn left as you step back on right, make a ½ turn left as you step forward on left
5&6 Kick right forward, step right next to left, point left to left side (weight still on right)
&7&8 Step left next to right, point right to right side (weight still on left), step right together, step forward on left

Weight ending on left

REPEAT
