

Hit & Miss

Compte: 48

Mur: 4

Niveau: Improver

Chorégraphe: Phil Carpenter (UK)

Musique: Hit and Miss - John Barry



RIGHT & LEFT & RIGHT HEEL SWITCHES, DOUBLE CLAP, LEFT & RIGHT & LEFT SIDE SWITCHES, DOUBLE CLAP

- 1&2 Right heel dig forward, right step beside left, left heel dig forward
- &3-4 Left step beside right, right heel dig forward, clap hands twice
- &5&6 Right step beside left, left touch to left, left step beside right, right touch to right side
- &7-8 Right step beside left, left touch to left, clap hands twice

SHUFFLE LEFT, FULL TURN LEFT, HIP BUMPS LEFT TWICE, HIP BUMPS RIGHT TWICE

- 9&10 Left step to left, right step beside left, left step to left
- 11-12 Right cross over left turning ½ turn left, left step back turning ½ turn left
- 13-14 Bump hips twice to the left
- 15-16 Bump hips twice to the right

SHUFFLE RIGHT, FULL TURN RIGHT, HIP BUMP RIGHT TWICE, HIP BUMPS LEFT TWICE

- &17&18 Transfer weight to left, right step to right, step left beside right, right step to right
- 19-20 Left cross over right turning ½ turn right, right step back turning ½ turn right
- 21-22 Bump hips twice to the right
- 23-24 Bump hips twice to the left

RIGHT & LEFT & RIGHT HEEL SWITCHES, DOUBLE CLAP, LEFT & RIGHT & LEFT SIDE SWITCHES, DOUBLE CLAP

- 25-32 Repeat steps 1-8

LEFT SAILOR ¼ TURN LEFT, RIGHT SHUFFLE FORWARD, LEFT ROCK FORWARD RECOVER, LEFT COASTER

- 33&34 Left cross behind right, right step to right side, ¼ turn left stepping left forward
- 35&36 Right step forward, left step beside right, right step forward
- 37-38 Left rock forward, recover weight right
- 39&40 Left step back, right step beside left, left step forward

RIGHT KICK BALL STEP, RIGHT STOMP FORWARD, HOLD, HEEL BOUNCE ½ TURN LEFT, LEFT COASTER STEP

- 41&42 Right kick forward, right step beside left, left step forward
- 43-44 Right step forward with stomp, hold
- 45-46 On the balls of both feet, bounce around ½ turn left (end with weight on right)
- 47&48 Left step back, right step beside left, left step forward

REPEAT
