

Can't Stop

Compte: 32

Mur: 4

Niveau: Improver



Chorégraphe: Michelle Better (USA)

Musique: When the Wrong One Loves You Right - Céline Dion

RIGHT KICK BALL CHANGE, STEP UP, KICK STEP TOUCHES

- 1&2 Kick right foot forward, step onto sole of right foot to or slightly back of home position, replace left foot in home position
- 3 Step forward with right foot
- 4 Step left foot beside right foot
- 5&6 Kick right foot forward, step back on right foot next to left foot, touch left foot out to left side
- 7&8 Kick left foot forward, step back on left foot next to right, touch right foot out right side

KICK STEP TOUCHES, APPLEJACK RIGHT

- 1&2 Kick right foot forward, step back on right foot next to left, touch left foot out to left side
- 3&4 Kick left foot forward, step back on left foot next to right, step right foot out right side
- 5-6 Right heel and left toe to left, left heel and right toe to left
- 7&8 Right heel and left toe to left, left heel and right toe to left, right heel and left toe to left.

STEP UP RIGHT, ½ TURN LEFT, STOMP AND SWIVEL, LEFT KICK BALL TOUCH

- 1 Step forward with right foot
- 2 Pivot turn to left placing weight on left foot
- 3 Stomp right foot forward slightly out to right side
- 4 Stomp left foot slightly out to left side (feet shoulder width apart)
- 5&6 Swivel toes in to center, swivel heels to center, swivel toes to center
- 7&8 Kick left foot forward, step onto sole of left foot to or slightly back of home position, touch right toe slightly back

¼ TURN, FORWARD SAILOR, KICK STEP TOUCH

- 1 Step forward with right foot
- 2 Turn ¼ turn left keeping weight on left foot
- 3&4 Cross right foot in front of left foot. Step back on left foot, step right foot beside left foot (squaring off to wall)
- 5&6 Turning body 45 degrees right, cross left foot in front of right foot, step back on right foot, touch left foot beside right foot (squaring off to wall)
- 7&8 Kick left foot forward, step onto left foot next to right, touch right toe slightly back or to right side

REPEAT