John Boat Blues



Compte: 48 Mur: 2 Niveau: Easy Intermediate

Chorégraphe: Tony Wilson (USA) - September 2008

Musique: John Boat Blues - Jason Allen



Teaching track:

Blues Stay Away From Me by Asleep at the Wheel 95 bpm CD: Wouldn't It Be Nice.

Intro: 16 count intro. Start on the vocals

L SAILOR, R SAILOR, ROCK, KICK BALL CHANGE

1&2	Step L behind R, step R to right side, step L to left side
3&4	Step R behind L, step L to left side, step R to right side

5-6 Rock back on L, recover weight on R7&8 Kick L forward, step L next to R, step on R

WALK L R, SHUFFLE LRL, 1/2 PIVOT, 1/4 PIVOT

9-10	Step L forward, step R forward
11&12	Step L forward, step R next to L, step L forward
13-14	Step R forward, turn 1/2 left weight on L
15-16	Step R forward, turn 1/4 left weight on L

R SAILOR, L SAILOR, ROCK, KICK BALL CHANGE

17&18	Step R behind L, step L to left side, step R to right side
19&20	Step L behind R, step R to right side, step L to left side
21-22	Rock back on R, recover weight on L
23-24	Kick R forward, step R next to L, step on L

WALK R L, SHUFFLE RLR, 1/2 PIVOT, 1/4 PIVOT

25-26	Step R forward, step L forward
27&28	Step R forward, step L next to R, step R forward
29-30	Step L forward, turn 1/2 right weight on R
31-32	Step L forward, turn 1/4 right weight on R facing 12 O'clock

SIDE SHUFFLE, CROSS RECOVER, SIDE SHUFFLE, CROSS 1/4 TURN

33&34	Step L to left side, step R next to L, step L to left side
35-36	Step R across L, recover weight on L in place
37&38	Step R to right side, step L next to R, step R to right side
39-40	Step L across R, turn 1/4 left stepping back on R

SIDE SHUFFLE, CROSS RECOVER, SIDE SHUFFLE, CROSS 1/4 TURN

41&42	Step L to left side, step R next to L, stepL to left side
43-44	Step R across L, recover weight on L in place
45&46	Step R to right side, step L next to R, step R to right side
47-48	Step L across R, turn 1/4 left stepping back on Rfacing 6 O'clock

Start again at count 1

Choreographers notes:

Transition from count 48 to count 1 sweeping L from front to behind To add FULL turns, turn LEFT as you walk forward LR, and RIGHT for RL

