

# Gotta Get To You

Compte: 32

Mur: 2

Niveau: Beginner

Chorégraphe: John "Growler" Rowell (UK) - September 2009

Musique: Gotta Get to You - George Strait : (CD: Twang - 3:04)



Intro: 0 seconds then 8 counts / 4 seconds (Main Vocals)

Numbers in square brackets [ ] indicate facing wall and turn rotation. Start facing [12]

**(1-8) Right - left behind - step right - left heel. Left - right in front - step left - touch.**

- 1-2 (1)Step right to right, (2)step left behind right. [12]
- 3-4 (3)Step right to right, (4)dig left heel forward to left diagonal. [12]
- 5-6 (5)Step left next to right, (6)cross right in front of left. [12]
- 7-8 (7)Step left to left, (8)touch right next to left. [12]

**(9-16) Step - lock - step - brush, Left - right behind - quarter left - brush right.**

- 1-2 (1)Step right diagonally forward right, (2)lock left behind right. [12]
- 3-4 (3) Step right diagonally forward right, (4)brush left next to right. [12]
- 5-6 (5)Step left to left, (6)step right behind left. [12]
- 7-8 (7)Turn quarter left stepping forward left [CCW], (8)brush right next to left. [9]

**(17-24) Right rocking chair, Step - 1/4 pivot - cross - hold**

- 1-2 (1)Rock forward on right, (2)recover on left. [9]
- 3-4 (3)Rock back on right, (4)recover on left. [9]
- 5-6 (5)Step forward on right, (6)pivot quarter turn left. [CCW, 6]
- 7-8 (7)Cross right over front of left, (8)hold. [6]

**(25-32) Left - touch, Right - touch, Left - right together, Left forward - touch.**

- 1-2 (1)Step left to left, (2)touch right next to left. [6]
- 3-4 (3)Step right to right, (4)touch left next to right. [6]
- 5-6 (5)Step left to left, (6)step right next to left. [6]
- 7-8 (7)Step forward left, (8)touch right next to left. [6]

**Start again.....with a BIG smile**

**Ending - to face front.**

**The dance will finish just after the Rocking Chair (Section 3, counts 1-4)**

**Jazz box quarter turn**

- 5-6 (5)Cross right over left, (6)step back on left. [9]
- 7-8 (7)Quarter turn right stepping right to right [CW], (8)Pose [12]