Shine On Harvest Moon

Niveau: Ultra Beginner

Chorégraphe: Karen Tripp (CAN) - February 2012

Musique: Shine On Harvest Moon - The Four Aces : (Album: The Great Four Aces)

16-count wait, start on the word "Shine", right foot lead

FORWARD, TOUCH 4X

Compte: 32

- Step forward (slight diagonal) right, touch left next to right, step forward left (slightly 1-4 diagonal), touch right next to left (Option: Clap on touches)
- 5-8 Repeat steps 1-4 above

SIDE, TOGETHER, SIDE, TOUCH - RIGHT AND LEFT

- 1-4 Step side on right, step left next to right, step side on right, touch left next to right
- 5-8 Step side on left, step right next to left, step side on left, touch right next to left

DIAGONAL BACK, TOUCH 4X

- Step diagonal back on right, touch left next to right, step diagonal back on left, touch right 1-4 next to left (Option: Clap on touches)
- 5-8 Repeat steps 1-4 above

LINDY RIGHT, SIDE SHUFFLE LEFT, ROCK BACK ¼ RIGHT, RECOVER

- 1&2 Step side on right, close left next to right, step side on right
- 3-4 Rock back on left, recover forward on right
- 5&6 Step side on left, close right next to left, step side on left
- 7-8 Turn ¼ right and step back on right, recover forward on left (facing 3:00)

ENDING: After completing four walls twice, when you come back to 12:00 the third time, there is a change in the music.

Do 2 Slow Side Draws with touch (Right, then Left), then two Lindys (Right & Left).

SIDE DRAW TOUCH - RIGHT THEN LEFT, 2 LINDYS - Arms to sides (tada!)

- 1-4 Long step side on right, slow draw the left foot towards the right, to a touch
- 5-8 Long step side on left, slow draw the foot towards the left, to a touch
- 9&10, 11-12 Step side on right, step left next to right, step side on right, rock back on left, recover forward on right
- 13&14, 15-16 Step side on left, step right next to left, step side on left, rock back on right, recover forward on left

Note: For those who teach seniors, this is a song they can relate to. The dance is intentionally choreographed as Ultra Beginner and can be used as the first routine using syncopated timing at a Basics level class.





Mur: 4