

Cherry Bomb

拍数: 32 墙数: 4 级数: Improver
编舞者: Rob Fowler (ES) - January 2019
音乐: Cherry Bomb - River Town Saints



Intro: 24 counts (approx. 14 secs) – bpm: 96 (approx.)

S1: Side R, Touch L, Side L, Touch R, R Chasse, L Back Rock Side, R Behind Side Cross

1&2& Step R to R side, touch L beside R, step L to L side, touch R beside L
3&4 Step R to R side, step L next to R, step R to R side
5&6 Rock back on L, recover on R, step L to L side
7&8 Step R behind L, step L to L side, cross R over L (12 o'clock)

S2: Rumba Box, L Shuffle Back, R Coaster

1&2 Step L to L side, step R next to L, step L fwd
3&4 Step R to R side, step L next to R, step R back
5&6 Step back on L, step R next to L, step back on L
7&8 Step back on R, step L next to R, step fwd on R (12 o'clock)

(See notes below about RESTARTS here)

S3: L Toe Heel Step, R Toe Heel Step, L Mambo ¼ Turn L, R Toe Heel Step

1&2 Touch L toe next to R, touch L heel next to R, step L fwd
3&4 Touch R toe next to L, touch R heel next to L, step R fwd
5&6 Rock fwd on L, recover on R, make ¼ turn L stepping L to L side
7&8 Touch R toe next to L, touch R heel next to L, step R fwd (9 o'clock)

S4: L Side, Tap, R Side, L Behind Side Cross, Touch Out, In, Heel, Hook, Heel, Together, Swivel

1&2 Step L to L side, tap R behind L, step R to R side
3&4 Step L behind R, step R to R side, cross L over R (see note below for ENDING)
5&6& Touch R to R side, touch R next to L, touch R heel fwd, hook R in front of L
7&8& Touch R heel fwd, step R next to L, swivel both heels R, swivel both heels to centre (9 o'clock)

Start Over

RESTARTS: There are 2 Restarts at the end of Section 2 on:-

Wall 3: facing 6 o'clock and

Wall 7: facing 9 o'clock

On the Restart walls only, replace the right coaster step at counts 7&8 of Section 2 with:

7&8 Rock back on R, recover on L, touch R next to L

Then Restart the dance from the beginning

ENDING: On Wall 9, dance up to and including counts 1&2 of Section 4, then replace counts 3&4 with a left sailor ¼ turn left, to finish the dance facing 12 o'clock