Gypsies, Tramps and Thieves

墙数:1

级数: Phrased Intermediate

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拍数: 48

音乐: Gypsies, Tramps and Thieves - Cher

Intro.: 24 counts, Begin on "born" Sequence: A (2 ct tag), B (4 ct tag), A (2 ct tag), B, A (7 ct tag), A (2 ct tag), B, B

Α.

I. Modified forward rhumba box, Modified backward rhumba box1&2,3&4Step left, together, forward, right, together, forward5&6,7&8Step left, together, back, right, together, back

II. Run backward 3 steps, coaster step, walk forward 3 steps, fwd rock, recover

- 1&2,3&4 Run back L-R-L, R back, L together, R forward
- 5,6,7,8& Walk L-R-L, rock fwd on R, recover on L

III. Step back, back, touch, vine right w/touch, vine left w/touch

1,2,3,4& Step back R-L, touch R next to L, Step R to side, L behind, 5&6&7,8 right, touch L, step L to side, R behind, L to side, touch R (TAGS)

Β.

IV. Rt diag. step, lock, step-lock-step, lft, touch, rt, touch, lft, touch, rt, touch,

- 1,2,3&4 Step R to right diagonal, lock L, step-lock-step (R-L-R)
- 5&6&7&8& Step L to side, touch R, R to side, touch L, repeat 5&6&

V. Lft diag. step, lock, step-lock-step, slowly cross R/L

- 1,2,3&4 Step L to left diagonal, lock R, step-lock-step (L-R-L)
- 5,6,7,8, Slowly cross R/L

VI. Slowly unwind to your left, 2 Diagonal triples backward

1 -4 Slowly unwind to your left to 12 o'clock wall 5&6,7&8 Triple back to right diagonal (R-L-R), triple back to left diagonal (L-R-L)

Tags & Restarts (I know. I hate them, too, but the music DEMANDS them.)

On the 1st, 2nd, 4th iterations, at the end of A (end of Section III) add a point to the rt and touch next to left (2 counts) before starting B

On the 1st iteration, add 2 more back diagonals (4 counts) in section VI., then return to A.

On the 3rd iteration, at the end of Section III add point out to the right, together, point rt and a jazz box with a touch and restart A *1 2 3 4 5 6 7 *R R R R L R L

On the 4TH iteration, after Section VI., repeat IV.-VI. until music fades.

Please text 903-530-9572 with any comments. This is only my 2nd attempt at choreography, and I would appreciate your feedback.

Last Update - 4 Dec. 2024 - R1

