# Cyclone (P)

拍数: 32

级数: Partner

编舞者: Jan Smith (UK)

音乐: Cowboy Movies - Dane Stevens

## Position: Circle formation, Man faces LOD, Lady faces RLOD. All do the same steps Leave plenty of room between people to avoid collisions

### RIGHT SIDE SHUFFLE, CROSS ROCK BEHIND AND RECOVER

- 1&2 Step right foot to right side, close left to right, step right foot to right side
- 3-4 Cross rock left foot behind right, recover weight onto right

### LEFT SIDE SHUFFLE, CROSS ROCK BEHIND AND RECOVER

- 5&6 Step left foot to left side, close right to left, step left foot to left side
- 7-8 Cross rock right foot behind left, recover weight onto left

# Make sure the cross rock goes cross and not stepping back or you will collide with the person behind you who is doing the same move. At this point you should be back where you started, facing your partner

### STEP RIGHT PIVOT 1 /2 LEFT, STOMP, STOMP, STOMP

- 9-10 Step right foot forward (small step), pivot turn 1 /2 left
- 11&12 Stomp right foot, stomp left foot, stomp right foot

### STANDING STILL: SLAP THIGHS, CLAP HANDS, CLAP PARTNERS HANDS X 3

- 13-14 Slap thighs, clap own hands
- 15&16 Clap hands with person facing you three times

### STEP RIGHT PIVOT 1 /2 LEFT, STOMP, STOMP, STOMP

- 17-18 Step right foot forward (small step), pivot turn 1 /2 left
- 19&20 Stomp right foot, stomp left foot, stomp right foot

### STANDING STILL: SLAP THIGHS, CLAP HANDS, CLAP PARTNERS HANDS X 3

- 21-22 Slap thighs, clap own hands
- 23&24 Clap hands with person facing you three times

### RIGHT DIAGONAL STEP, CLOSE, RIGHT DIAGONAL STEP, TOUCH

- 25-26 Step right foot diagonally forward right, close left to right
- 27-28 Step right foot diagonally forward right, touch left foot by right

### LEFT DIAGONAL STEP, CLOSE, LEFT DIAGONAL STEP, TOUCH

- 29-30 Step left foot diagonally forward left, close right to left
- 31-32 Step left foot diagonally forward left, touch right foot by left

#### Counts 25-32 move you past your partner and on around the circle to your new partner

#### REPEAT





**墙数:**0