

Eso Es El Amor

COPPERKNOB
STEPSHEETS

拍数: 64 墙数: 2 级数: Intermediate
编舞者: Kenny Teh (MY) - February 2009
音乐: Eso Es El Amor - Iglesias / Skylar



Or Eso Es El Amor by Ross Mitchell

Start dance on vocals. (8 X 2) after the music starts

FWD, ½ TURN HITCH, FWD, SHUFFLE, ROCK, RECOVER, SHUFFLE

1 2 3 Step right fwd, make a ½ turn left on the ball of the right and hitching left, step left fwd (6 o'clock)
4&5 Shuffle fwd RLR
6 7 Rock left fwd, recover right
8&1 Shuffle fwd LRL

ROCK, RECOVER, SHUFFLE, ROCK, RECOVER, CHASSE

2 3 Rock right fwd, recover left
4&5 Shuffle back RLR
6 7 Rock left, recover right
8&1 Cross chasse LRL

¼ TURN FWD, 1/ TURN FWD, ½ TURN SHUFFLE, CROSS, RECOVER, CHASSE

2 3 ¼ turn right step fwd right, ¼ turn right step left fwd (12 o'clock)
4&5 ½ turn right shuffle fwd RLR (6 o'clock)
6 7 Cross left over right, recover right
8&1 Chasse left LRL

CROSS, RECOVER, CHASSE, CROSS, ¼ TURN BACK, ¼ TURN FWD SHUFFLE

2 3 Cross right over left, recover left
4&5 Chasse right RLR
6 7 Cross left over right, ¼ turn left step right back (3 o'clock)
8&1 ¼ turn left shuffle fwd LRL (12 o'clock)

SIDE, FLICK, CHASSE, ¼ TURN SWAY, SWAY, CHASSE

2 3 Step right to right, flick left behind right
4&5 Chasse left LRL
6 7 ¼ turn right sway right, sway left (3 o'clock)
8&1 Chasse right RLR

ROCK, RECOVER, FWD SHUFFLE, (mirror)

2 3 Rock left back facing left diagonal, recover right
4&5 Shuffle fwd LRL
6 7 Rock right back facing right diagonal, recover left
8&1 Shuffle fwd RLR

SIDE, ¼ TURN HITCH, BUMP, ¼ TURN BUMP, ¼ TURN BUMP

2 3 Step left to left, ¼ turn right on the ball of the left hitch the right (6 o'clock)
4&5 Bump right left right
6&7 Make ¼ turn right on the ball of the right bump left right left (9 o'clock)
8&1 Make ¼ turn right on the ball of the left bump right left right (12 o'clock)

CROSS, RECOVER, CHASSE, ¼ TURN FWD, ¼ TURN FWD, SHUFFLE

2 3 Cross left over right, recover right
4&5 Chasse LRL
6 7 $\frac{1}{4}$ turn left step fwd right, $\frac{1}{4}$ turn left step left fwd (6 o'clock)
8&1 Shuffle fwd RLR
