

# Friday Night

拍数: 32      墙数: 4      级数: Improver / Intermediate  
编舞者: Séverine Fillion (FR) - March 2014  
音乐: Friday Night - Eric Paslay



Intro : 32 counts

## [1-8] HEEL GRIND, COASTER STEP, TRIPLE STEP FWD, STEP 1/2 TURN

1-2            Heel grind : Right heel fwd, swivel right toe to the right (keep weight on left)  
3&4            Right step back, left next to right, right step fwd  
5&6            Triple step left – right – left fwd  
7-8            Right step fwd, turn 1/2 left passing weight on left 6 :00

## [9-16] HEEL GRIND, COASTER STEP, TRIPLE STEP FWD, STEP 1/4 TURN

1-2            Heel grind : Right heel fwd, swivel right toe to the right (keep weight on left)  
3&4            Right step back, left next to right, right step fwd  
5&6            Triple step left – right – left fwd  
7-8            Right step fwd, turn 1/4 left passing weight on left 3 :00

## [17-24] KICK BALL CHANGE, STEP FWD, TOUCH, HEEL JACK, HEEL JACK 1/4 TURN

1&2            Kick right fwd, right ball next to left, left step in place  
3-4            Right step fwd, Touch left next to right

**\* Restart here wall 7**

&5            Left step back, touch right heel fwd  
&6            Recover on right, touch left next to right

**\*1/4 turning left :**

&7            Left step back, touch right heel fwd  
&8            Recover on right, touch left next to right 12 :00

## [25-32] ROLLING VINE L, TOUCH, ROLLING VINE R FULL TURN & 1/4 , STOMP

1-3            ¼ turn left stepping left fwd, ½ turn left stepping right back, ¼ turn left and left to left  
4            Touch right next to left  
5-7            ¼ turn right stepping right fwd, ½ turn right stepping left back, ½ turn right stepping right fwd  
3 :00  
8            Stomp left fwd

**Start again and enjoy !**

**TAG : At the end of first wall at 3 :00 : Add this 8 counts before starting again**

1-2-3&4        Heel Grind right foot, Coaster Step right  
5-6-7&8        Heel Grind left foot, Coaster Step left

**RESTART : On wall 7 at 9 :00 after 20 counts (count 20 : Make a Stomp left instead of the Touch)  
then Restart at the beginning**