Perseverance



拍數: 32 編數: Beginner / Improver

編舞者: Mustang Sally (UK) - April 2016

音樂: Try Everything - Shakira : (Zootopia - soundtrack)



Start on "Tonight". (No Tags Or Restarts!)

Alternative: "Good for a good time" by Darius Rucker (Southern Style - CD) Start on "Ever".

Right heel grind. ¼ turn right, right coaster step, Left shuffle forward, step turn ½ left

1 Right heel grind

2 ½ turn to right touching left foot next to right (facing 3 o'clock 1st wall / 9 o'clock 2nd)

3&4 Step back right, left next to right, step forward right5&6 Step forward left, right next to left, step forward left

7 Step forward right

8 Turn ½ to left (facing 9 o'clock 1st wall / 3 o'clock 2nd)

Right vine with a touch, left syncopated weave

9 Step right foot to the right10 Cross left foot behind right

11 Step right foot to the right beside left

Touch left beside right
Step left foot to the left

14& Cross right behind left and quickly step left foot to the left

15 Cross right foot over left foot

16 Step left beside right

Right and left Dorothy steps, 2 x 1/8th paddle turns to left

17 Step right foot diagonally forward

Lock left behind right, then quickly step right foot diagonally forward (on the "&")

19 Step left foot diagonally forward

Lock right behind left, then quickly step left foot diagonally forward (on the "&")

21 Step on right foot keeping weight slightly on ball of left foot

22 Turn1/8th to left putting weight on left foot

23 Step on right foot keeping weight slightly on ball of left foot

Turn1/8th to left putting weight on left foot (facing 6 o'clock end of 1st wall, 12 o'clock 2nd)

Right kick ball point, left kick ball change and left shuffle back, rock back right, recover

25& Kick right foot forward and step in place

26 Point left foot to left side

27& Kick left foot forward and step in place

28 Step on right foot

29& Step back left, right against left

30 Step back left

31 Rock back on right foot 32 Step forward on left

Start again.

Dance with attitude and have fun!

Regards,

