Gotta Be

拍數: 32

級數: Easy Improver

編舞者: Julie Lockton (ES) - March 2020

音樂: Got to Be You - Dr. Victor

Count in: 32 counts - anti clockwise / 3 easy restarts (no tags)

S1: KICK BALL CROSS, KICK BALL CROSS, ROCK RECOVER, BEHIND SIDE CROSS

- 1&2 Kick R fwd, step down on R ball, cross L over R
- 3&4 Kick R fwd, step down on R ball, cross L over R
- 5-6-7&8 Rock R to R side, recover onto L, step R behind L, step L to L side, cross R over L

S2: (WITH TURNS OPTION)

STEP BACK ¼ TURN, STEP FWD MAKING ½ TURN, SHUFFLE ½ TURN, ROCK BACK RECOVER, KICK **BALL STEP**

- 1-2 Step back on L making ¼ turn to 03:00, Step ½ turn over R shoulder to face 09:00
- Continue travelling making ½ shuffle to face 03:00 by stepping L fwd to 12:00, R beside L, 3&4 step back on L
- 5-6 Rock back on R, recover onto L
- 7&8 Kick R fwd, step down on R, step fwd on L (03:00)

S2: (WITHOUT TURNS SIMPLE OPTION)

STEP BACK ¼ TURN, STEP BACK, SHUFFLE BACK, ROCK RECOVER, KICK BALL STEP

- 1-2 Step back on L making 1/4 turn to 03:00, step back on R
- 3&4 Step L foot back, step R beside L, Step back on L
- 5-6 Rock back on R, recover onto L
- 7&8 Kick R fwd, step down on R, step fwd on L (03:00)
- **RESTART POINT (For all 3 occasions):**
- Wall 5 (you will begin wall 5 at 12:00 and restart at 03:00)
- Wall 8 (you will begin wall 8 at 09:00 and restart at 12:00)

Wall 12 (you will begin wall 12 at 03:00 and restart at 06:00)

S3: CROSS, ROCK, STEP FWD, CROSS, ROCK, STEP FWD (Travelling), JAZZ BOX

- 1&2 Cross R over L, rock L to L side, step fwd on R
- 3&4 Cross L over R, rock R to R side, Step fwd on L
- 5-6-7-8 Cross R over L, step back on left, step R to R side, step fwd on L

S4: ROCK RECOVER, ½ TURN SHUFFLE, STEP HOLD & BALL STEP TOUCH

- 1-2-3&4 Rock fwd on R, recover onto L, over the R shoulder step 1/4 to 12:00, step L beside R, step fwd on R making a further 1/4 turn to 09:00
- 5-6 Step fwd on L, hold
- &7-8 Step R ball next to L (&), step fwd on L (7), touch R beside L (8)

Dance ends at wall 12:00 facing the front!

ENJOY!





