

River of Dreams

拍數: 32 牆數: 4 級數: Improver
編舞者: Annemaree Sleeth (AUS) - January 2023
音樂: The River of Dreams - Billy Joel



Improver Level After Heavy Beats on Word Middle (Sways Tags)
Dance Begins On 16 Counts from heavy beat it's a long intro

SEC 1 [1 – 8] CROSS POINT, SAMBA, CROSS POINT, CROSS, ¼ BACK

1 – 2 Cross Right Slightly Over Left, Point Left Toe Side
3 & 4 Cross Left Over Right, Rock Right Side, Recover Left
5 – 6 Cross Right Slightly Over Left, Point Left Toe Side
7 & 8 Cross, Left Over Right, ¼ left, Step Right Back back, Step Left Back

SEC 2 [9 - 16] BACK RECOVER SHUFFLE FORWARD, STEP ½ PIVOT, SHUFFLE FORWARD

1 – 2 Step Right Back, Recover Left
3 & 4 Step Right Forward, Step left Ball Of Foot Beside Right, Step Right Forward *Ending
5 – 6 Step Left Forward, ½ Pivot Right (WgtR) 3 .00
7 & 8 Step Left Forward, Step right Ball Of Foot Beside Left , Step Left Forward 9.00

SEC 3 [17 – 24] SWAYS {tags} SAILOR, ¼ COASTER, STEP, ½ PIVOT

1 – 2 Step Right Side Sway Right, Sway Left (Tags are all Sways Here) Restarts
3 & 4 Cross Right Behind Left, Step Left Side, Step Right Side
5 & 6 Cross Left Behind Right, 1/4 Left Step Right Beside Left, Step Left Forward ,
7 -- 8 Step Right Forward, ½ Pivot Left (wgt L) 6.00

SEC 4 [25 – 32] WALK WALK MAMBO BACK BACK MAMBO

1 – 2 Walk Right Forward, Walk Left Forward,
3 & 4 Rock Right Forward, Recover Left, Step Right Back
5 – 6 Walk Left Back, Walk Right Back
7 & 8 Rock Left Back, Recover Right, Step Left Slightly To Side

Begin Again

On The Chorus There is always a Sway Tag

***2 Count Tag End Of Wall 2 Starts @ 6.00 Facing 3.00**

***4 Count Tag End Of Wall 4 Starts @ 3 .00 Facing 6.00**

***6 Count Tag End Of Wall 7 Starts @ 6.00 Facing 9.00**

ENDING Wall 11 starts @3.00 Dance 12 Counts Right Forward Shuffle

EMAIL inlinedancing@gmail.com

YOUTUBE [Frederina521](https://www.youtube.com/channel/UCFrederina521) (Annemaree Sleeth)

Note: For ease of confusion between my rivers of dreams 246 ab I have called the first sway a tag also .It would really be just a restart