

拍數: 32 牆數: 2 級數: High Beginner
編舞者: Chatti the Valley (ES) & Adela Ortega (ES) - May 2024
音樂: Vivir (with Estopa) - Rozalén



Intro: 8

[1-8]: Right Side ROCK STEP, BEHIND, SIDE, CROSS, Left Side ROCK STEP, SAILOR STEP ¼ TURN Left.

- 1 Step right to right side
- 2 Recover weight on left
- 3 Step right behind left
- & Step left to left side
- 4 Cross right over left
- 5 Step left to left side
- 6 Recover weight on right
- 7 ¼ turn left, step left behind right (9:00)
- & Step right to right side
- 8 Step left forward

[9-16]: Right ROCK STEP, Right SHUFFLE ½ TURN Back, Left ROCK STEP, COASTER STEP.

- 1 Step right forward
- 2 Recover weight on left
- 3 ¼ turn right, step right to right side
- & Step left beside right foot
- 4 ¼ turn right, step right forward (3:00)
- 5 Step left forward
- 6 Recover weight on right
- 7 Step left back
- & Step right back, beside left
- 8 Step left forward

[17-24]: Right & Left SCISSORS, Right forwd. & Left back RUMBA BOX.

- 1 Step right to right side
- & Step left beside right
- 2 Cross right over left
- 3 Step left to left side
- & Step right beside left
- 4 Cross left over right
- 5 Step right to right side
- & Step left beside right
- 6 Step right forward
- 7 Step left to left side
- & Step right beside left
- 8 Step left back

[25-32]: Right COASTER STEP, Left MAMBO CROSS ¼ TURN, Right JAZZBOX.

- 1 Step right back
- & Step left back, beside right
- 2 Step right forward
- 3 Step left forward
- & ¼ turn right, weight on right (6:00)

- 4 Step left forward
- 5 Cross right over left
- 6 Step left back
- 7 Step right to right side
- 8 Cross left over right

START AGAIN

TAGS: During first and fifth walls (1^a & 5^a), added a Right JAZZBOX and start again from the beginning.

RESTARTS: During third and seventh (3^a & 7^a), dance until count 28 and start again from the beginning.

ENDING: The dance ends on wall nine (9^a) you started at 12:00, dance until count 14 and change counts 15&16 left Coaster Step, for a left Sailor Step ¼ turn left, then you finish facing 12:00.
