

Rodeo Hustle

拍數: 64 牆數: 4 級數: Advanced
編舞者: Gloria Johnson (USA)
音樂: It's Up to You - Perfect Stranger



RIGHT TOE & HEEL TAPS:

- 1-2 Tap right heel forward twice
- 3-4 Tap right toe behind twice
- 5-6 Tap right heel forward once; hook right leg in front of left knee
- 7-8 Tap right heel forward once; step right foot next to left

GRAPEVINE - RIGHT:

- 9-11 Vine right (step right to right, left behind, right to right)
- 12 Step left next to right

LEFT TOE & HEEL TAPS:

- 13-14 Tap left heel forward twice
- 15-16 Tap left toe behind twice
- 17-18 Tap left heel forward once; hook left leg in front of right knee
- 19-20 Tap left heel forward once; step left foot next to left

GRAPEVINE - LEFT:

- 21-23 Vine left (step left to left, right behind, left to left)
- 24 Step right next to left

STRUT STEPS:

- 25-26 Step right heel forward, slap right toe down
- 27-28 Step left heel forward, slap left toe down
- 29-32 Repeat steps 25 - 28

JAZZ SQUARE & TURN:

- 33-34 Cross right foot over left; step back on left foot
- 35 Step to right (pointing right toe to right and twisting body $\frac{1}{4}$ turn to right)
- 36 Step left right next to right

JAZZ SQUARE:

- 37-38 Cross right foot over left; step back on left foot
- 39-40 Step out to right on right foot; step left next to right

STRUT STEPS:

- 41-42 Step right heel forward, slap right toe down
- 43-44 Step left heel forward, slap left toe down
- 45-48 Repeat steps 41 - 44

JAZZ SQUARE:

- 49-50 Cross right foot over left; step back on left foot
- 51-52 Step out to right on right foot; step left next to right

QUARTER TURNS:

- 53-54 Step forward on right foot; pivot $\frac{1}{4}$ turn to the left
- 55-56 Repeat steps 53 - 54

STOMPS & CLAPS :

57-58 Stomp right foot twice
59-60 Clap hands once; stomp right foot once
61-62 Clap hands once; stomp right foot once
63-64 Clap hands twice

REPEAT

HAND MOTIONS -- On the Strut Steps 25-32 and 41-48, raise right hand over head and circle the hand to the left as if you were "Ridin' The Rodeo" and ropin' a calf.
