

Universal

拍數: 32 牆數: 4 級數: Intermediate
編舞者: Alan Birchall (UK)
音樂: Universal - Nate James



PRESS, RECOVER, LOCK STEP BACK, ½ TRIPLE TURN, STEP ½ PIVOT

- 1-2 Press forward on right, recover on left with a low flick on right
3&4 Step back on right, lock left over right, step back on right
5&6 Step back on left making ¼ turn left, step right by left, making ¼ turn left step forward on left (6:00)
7-8 Step forward on right ½ pivot left (12:00)

FORWARD LOCK STEP, SCISSOR STEP, TOE TOUCH'S WITH ¼ TURN, FLICK ¼ TURN

- 9&10 Step forward on right, lock left behind right, step forward on right
11&12 Step left to left, step right by left, cross left over right
13&14 Touch right toe to right, step right by left, making ¼ turn right touch left toe to left (3:00)
&15-16 Step left by right, touch right to right with toe turn in making ¼ turn right, flick, right forward (6:00)

COASTER STEP, CROSS, BACK, FULL TRIPLE TURN, STEP ½ PIVOT

- 17&18 Step back on right, step left by right, step forward on right
19-20 Cross left over right, step back on right
21&22 Full triple turn left stepping left, right, left (6:00)

Alternative: left side shuffle

- 23-24 Step forward on right, ½ pivot left (12:00)

KICK BALL, TOUCH, STEP, TOUCH, TOUCH, CROSS SHUFFLE, FULL MONTEREY

- 25&26 Kick forward with right, step back on right, touch forward with left (you will have moved back slightly)
&27 Step left by right, touch right in front of left, (body will be slightly angled towards 1:00)
Optional hand/arm movements: bring arms in front of body crossing left over right, fists clenched
28 Making ¼ turn to face 3:00 wall touch right to right
Optional hand/arm movements: spread arms apart with palms out to side (as if pushing two pillars apart)
29&30 Cross right over left, step left to left, cross right over left
Optional hand/arm movements: barrel roll arms in front of body
31-32 Point left to left, making full turn left step left by right (3:00)

Optional hand/arm movements: stretch left arm to left in line with foot, bring left arm to body while making full turn

REPEAT