

Wait For Me

拍數: 32 牆數: 4 級數: Intermediate
編舞者: Ray Cartwright (UK)
音樂: If I Should Fall Behind - Faith Hill



KICK BALL TOUCH, CROSS UNWIND, SHUFFLE, SAILOR STEP

- 1&2 Kick right forward, right in place next to left, touch left toe out to left side
&3-4 Left in place next to right, cross right over in front of left, unwind $\frac{3}{4}$ turn to the left over one beat (weight on right)
5&6 Shuffle forward on left (left, right, left)
7&8 Right behind left, left $\frac{1}{4}$ turn to the left, right next to left

TOE TOUCHES, SHUFFLE, ROCK STEPS, SHUFFLE HALF TURN

- 9-10 Touch the left toe forward, touch left toe to left side
&11&12 Left next to right, shuffle forward on right with a $\frac{1}{4}$ turn to the right (right, left, right)
13-14 Rock forward on left, rock back on right
15&16 Shuffle half turn to the left (left, right, left)

STEP, STEP, SAILOR STEPS (MODIFIED) TWICE

- 17-18 Step forward on right, step left diagonally forward to the right (body is now facing diagonally to the right)
19&20 Right behind left, step forward on left (straighten up to face wall 4), step forward on right
21-22 Step forward on left, step right diagonally forward to the left (body is now facing diagonally to the left)
23&24 Left behind right, step forward on right (straighten up to face wall 4), step forward on left

Steps 17-18 and 21-22 may be replaced with stomps if music is suitable.

You should keep moving forward while doing this section

STEP HALF TURN, KICK BALL STEP, HIP BUMPS

- 25-26 Step forward on right, pivot half turn to the left ending with weight on left
27&28 Kick right forward, right in place next to left, step forward on left
29-30 Hips forward to diagonal left, hips back to diagonal right
31-32 Rotate hips to the left over 2 beats

REPEAT

TAG

When dancing to "If I Should Fall Behind" by Faith Hill, omit steps 29 to 32 at the end of the sixth sequence, i.e. facing the third wall for the second time. These steps are omitted on this one occasion only as the music enters the instrumental section.