

# Cha Cha Fantasy

拍數: 32      牆數: 1      級數: Intermediate  
編舞者: Irene Groundwater (CAN) & Randy Morlanston (CAN)  
音樂: Lovers Live Longer - The Bellamy Brothers



## FORWARD, FORWARD, TOUCH, SIDESTEP WITH ¼ TURN RIGHT-CROSS-BACK

1-2-3      Left forward, right forward, touch left toe beside right instep  
4      Sidestep left (turning ¼ turn right on step - facing 3:00)  
&5      Drag right to left side of left, left back

## BACK, FORWARD, BACK-TOGETHER.-FORWARD

6-7      Right back, rock forward on left  
8&9      Rock back on right, left together, right forward

## ½ TURN LEFT, CROSS, BACK-TOGETHER.-FORWARD

10      ½ turn left on ball of right (facing 9:00)  
11      Drag left to right side of right  
12&13      Right back, left together, right forward

## TRAVELING APPLEJACKS

14      Right ball swivels to right as left turns to left ¼ turn (placing left ball on floor)  
15      Right heel swivels to left as left ball swivels to right  
16      Right ball swivels to right as left heel swivels to left  
17      Left heel swivels to right as right ball swivels to left  
18      Right heel swivels to right as left ball swivels to left

## PLACE LEFT FRONT OF RIGHT, UNWIND ½ TURN RIGHT

19      Place left heel in front of right toe  
20      Slowly unwind ½ turn right using 2 counts (end facing 3:00)  
**Unwind uses left heel and right ball, weight ending on left**

## SIDESTEP, BEHIND, RIGHT SWEEP, RIGHT BEHIND LEFT-TOGETHER.-FORWARD

21-22      Sidestep right, left behind right  
23      Right toe sweeps right half circle  
24&25      Right behind left, left together, right forward

## FORWARD, BACK PIVOTING ½ TURN LEFT, FORWARD-TOGETHER.-BACK

26-27      Left forward, right back (heel pivoting ½ turn left - end facing 9:00)  
28&29      Left forward, right together, left back

## CROSS, UNWIND ¾ TURN LEFT

30      Drag right to left side of left  
31-32      Slowly unwind ¾ turn left using 2 counts (finish facing 12:00)  
**Unwind uses right heel and left ball, weight ending on right**

## REPEAT