

Cactus Swing

拍數: 32 牆數: 0 級數:
編舞者: EJ Foley (CAN)
音樂: Cactus Swing - Great Western Orchestra



- 1 Touch left heel to front at 45 degrees
- 2 Touch left toe to right side with left leg crossing under right knee to make figure 4
- 3&4 Step left foot to left side, bring right together with left, step left foot to left side
- This movement is done in a jumping or side hopping fashion as in a hoedown type of dance**
- 5 Touch right heel to front at 45 degrees
- 6 Touch right toe to left side with right leg crossing under left knee to make figure 4 reversed
- 7&8 Step right foot to right side, bring left together with right, step right foot to right side

- 9 Touch left heel to front at 45 degrees
- 10 Bring left foot up across front of right leg in figure 4 and slap heel with right hand
- 11 Touch left foot to left side
- 12 Bring left foot up across back of right leg in figure 4 and slap heel with right hand
- 13 Step to left with left foot making ¼ turn to left and stepping down with authority
- 14 Bring right foot up across front of left leg in figure 4 (reverse) and slap heel with left hand
- 15 Touch right foot to right side
- 16 Bring right foot up across back of left leg in figure 4 (reverse) and slap heel with left hand

RIGHT-LEFT TURNING VINES

- 17-18-19 Step into a full turn turning vine to the right with right, left, right
- 20 Bring left foot up behind right leg in figure 4 and slap heel with right hand
- 21-22-23 Step into a full turn turning vine to the left with left, right, left
- 24 Bring right foot up behind left leg in figure 4 (reverse) and slap heel with left hand

- 25 Step forward with right foot
- 26 Bring left foot up behind right leg in figure 4 and slap heel with right hand
- 27 Step forward with left foot
- 28 Bring right foot up behind left leg in figure 4(reverse) and slap with left hand

BACK TURNING VINE

- 29-30-31 Stepping towards back LOD, making a full turn turning vine to right with right, left, right
- 32 Stomp left beside right (weight stays on right foot)

REPEAT
